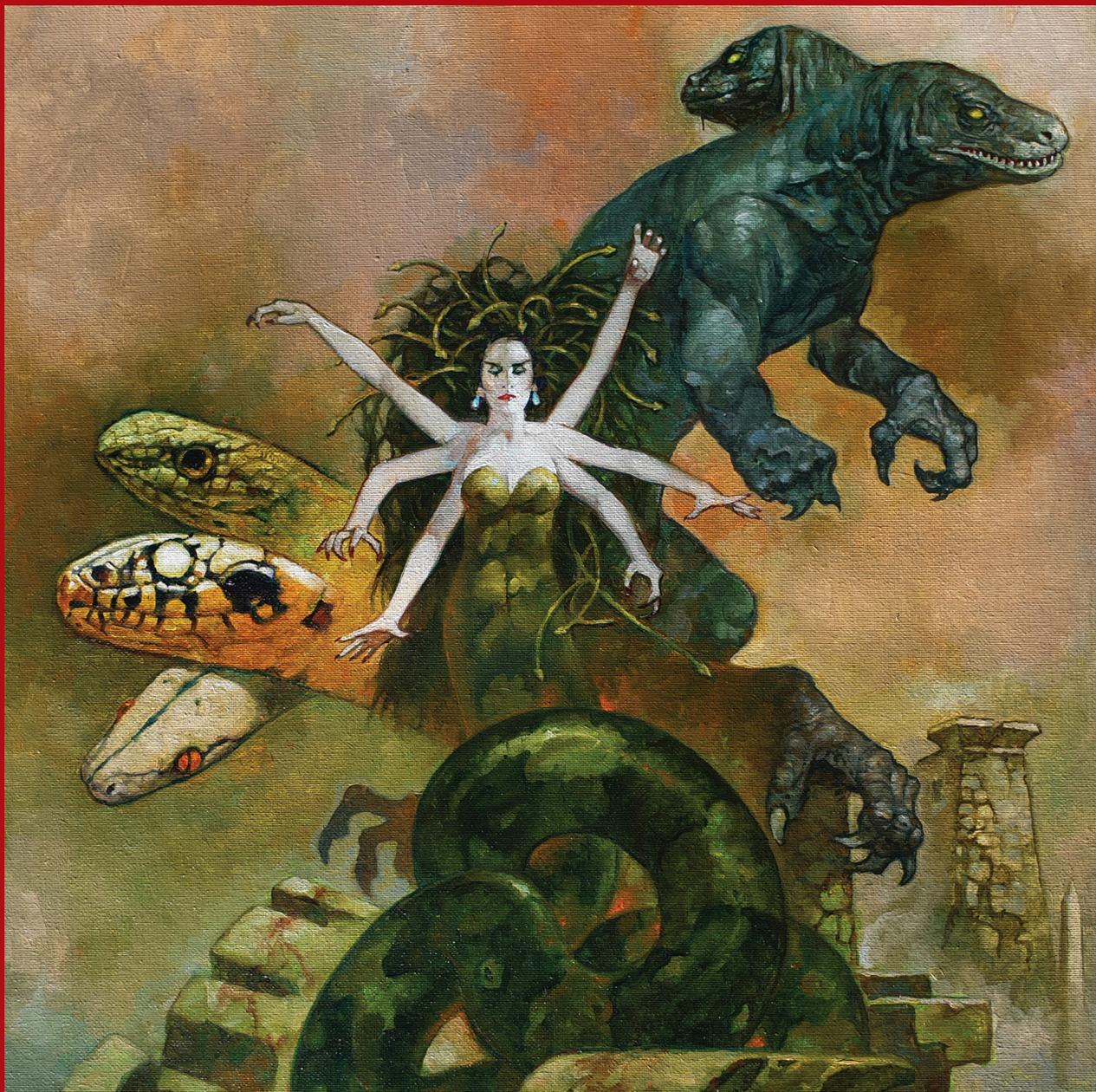


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ORIGINAL ADVENTURES
REINCARNATED

DARK TOWER



THE CHOSEN SONS OF SET

VOLUME 3 OF A 3-VOLUME SET

By James Floyd Kelly, Scott Moore and Joe Raso



DARK TOWER



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DARK TOWER: THE CHOSEN SONS OF SET

CHAPTER 1: INTRODUCTION

Dark Tower is an award-winning adventure originally published in 1979 by The Judges Guild. It was the first in a series of dungeon and adventure scenarios developed, designed, and illustrated entirely by Jennell Jaquays. *The Chosen Sons of Set* is a continuation of the story started in *Dark Tower*. If the heroes undertake the quests herein, they have the opportunity to deal a devastating blow to Set's immortality and power base.

If you plan to participate in this module as a player, please stop reading at this point. The information in the rest of this module is for your GM so that he or she may guide you and other players through the adventure. Knowledge of the contents of this module will spoil the surprises and may limit the enjoyment of the game for everyone concerned.

TRILOGY BACKGROUND

The Sons of Set are the offspring of the god of deserts, storms, and violence and various mortal creatures. These evil offspring are countless in number and typically exhibit a combination of reptilian and humanoid traits. No two Sons of Set are the same, as fiendish blood intermingled with that of mortals corrupts both the body and soul. Among the Sons, four Chosen Sons of Set represent the most powerful of Set's children. In the event a Chosen Son dies, one of Set's Lesser Sons is promoted to fill the vacancy, so that there are always four Chosen Sons in existence.

At least, this is usually the case. Once every 666 years, the celestial hosts prevent Lesser Sons from being promoted to fill a vacancy among the Chosen Sons for an entire year. If all four of his Chosen Sons were defeated during this calendar year, Set would be stripped of much of his influence on the mortal plane.

That time is now. Will heroes arise to oppose the Set and his Chosen Sons? If so, those heroes must first find the Chosen Sons and bring the fight to them.

NOTES FOR THE GAME MASTER

The Chosen Sons of Set is a trilogy of adventures designed to continue the stories told in *Dark Tower*. It is presented in four chapters, plus the associated appendices.

Chapter 1 is this Introduction, which outlines everything the GM needs to run these adventures.

Chapter 2 is *Pocket in a Shroud*, wherein the heroes must disrupt the schemes of a cult of Set and discover a pocket dimension containing a Chosen Son.

Chapter 3 is *The Cursed Coils of Set*, wherein the heroes travel to the corrupt city of Mugdhad to confront a Chosen Son that has usurped the city's previous despotic ruler.

Chapter 4 is *The Heart Shards of Caphet*, wherein the heroes must travel the wastes of the Ghetrian Desert in search of the hidden oasis lair of a Chosen Son.

Appendix A: The Sons of Set

Appendix B: New Monsters

Appendix C: Nonplayer Characters

Appendix D: New Equipment, Magic Items, and Spells

Appendix E: Player Handouts

Appendix F: Mugdhad Gazetteer

Appendix G: The Sunken Temple of Set

Before gathering at the game table to enjoy the challenges presented by the *Chosen Sons of Set* trilogy of adventures, the GM should read the entire module thoroughly to become familiar with the details of Set's machinations and the aspects of each Chosen Son's goals and motivations. Familiarity with *Dark Tower* is recommended, especially if these adventures are used to continue the story started in that module. Each of the adventures could also be used as a "one-shot," if that suits the GM and players. In this case, knowledge of *Dark Tower*



is not required, although the module does contain additional information about the deific struggles between Set and Mitra.

Maps are numbered with the chapter first, then the map #. For example, Map 2-1 is the first map in chapter 2. To run the adventure effectively, you need the fifth edition core rulebooks: the *Player's Handbook (PH)*, the *Game Master's Guide (DMG)*, and the *Monster Manual (MM)*. When you see a creature in **bold**, it's a visual cue directing you to look up the full statistics block in the *Monster Manual*. In the case of a new creature or a nonplayer character (hereafter referred to as an NPC), the text directs you to the appropriate appendix (B or C) of this book for full game statistics. Spells and normal equipment are detailed in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*. New spells, equipment, and magic items introduced in these adventures are fully detailed in appendix D.

ABBREVIATIONS

The following abbreviations are utilized throughout the text of these adventures:

GM = Dungeon Master

hp = hit points

AC = Armor Class

DC = Difficulty Class

XP = experience points

pp = platinum piece(s)

gp = gold piece(s)

ep = electrum piece(s)

sp = silver piece(s)

cp = copper piece(s)

NPC = nonplayer character

LG = lawful good

CG = chaotic good

NG = neutral good

LN = lawful neutral

N = neutral

CN = chaotic neutral

LE = lawful evil

CE = chaotic evil

NE = neutral evil

In the encounter keys, the encounter number matches the location of the encounter on the maps. The first numeral indicates the dungeon level, while the following one to two numbers after the dash indicate the actual room number.

Encounter sections that appear in *italics* are designed to be read aloud to the players when their characters first arrive at a detailed encounter, or under a specific circumstance as described in the text. More experienced GMs are encouraged to paraphrase or embellish these read-aloud sections as they feel comfortable. It is encouraged that the GM use not only visual descriptions, but audible, olfactory, or even tactile cues when describing an adventure site for the first time to immerse the players in the environment.

The other sections of the encounter contain information the players should not know in advance but may learn in the course of exploring the area, interacting with the monsters or NPCs, or uncovering clues about the adventure site's backstory. These key features are generally presented in the order of prominence, or in the order that the characters are likely to encounter them. This is by design, in an effort to assist the GM in processing the information at a glance while running the game at the table. Before the adventure begins (or during a particular encounter), the GM should determine what information is available to the players (and how they can get it) and what information to hold back until prompted by the characters' actions.

In addition to the GM adjusting the encounters based on the relative strength and composition of the party, the GM is encouraged to make the *Chosen Sons of Set* their own. This could include altering the backstory, locations, or even the nature of the deities to fit the GM's campaign setting. Feel free to customize these adventures to tell the kind of tabletop narrative that suits you and your players.

DESIGNING APPROPRIATELY CHALLENGING ENCOUNTERS

This module has been designed for a party of four to six 12th-level fifth edition characters. An ideal group would have between 50 and 60 total character levels. The group should be well balanced, with at least one spellcaster, one healer, and two fighter types in it. The three adventure settings are varied, so druids or rangers would fit well in the wilderness adventures, while a rogue character would be ideal for dungeon exploring and trap finding. A cleric or paladin dedicated to Mitra might be especially interested in taking up the fight against Set and his fiendish Chosen Sons. Most if not all of the front-line combatants should have magic weapons.



TOTAL XP BUDGETS

	Character Level	Easy	Medium	Hard	Deadly
4 Characters	10th	2,400	4,800	7,600	11,200
	11th	3,200	6,400	9,600	14,400
	12th	4,000	8,000	12,000	18,000
	13th	4,400	8,800	13,600	20,400
	14th	5,000	10,000	15,200	22,800
5 Characters	10th	3,000	6,000	9,500	14,000
	11th	4,000	8,000	12,000	18,000
	12th	5,000	10,000	15,000	22,500
	13th	5,500	11,000	17,000	25,500
	14th	6,250	12,500	19,000	28,500
6 Characters	10th	3,600	7,200	11,400	16,800
	11th	4,800	9,600	14,400	21,600
	12th	6,000	12,000	18,000	27,000
	13th	6,600	13,200	20,400	30,600
	14th	7,500	15,000	22,800	34,200

Since *Dark Tower* is a sprawling mega-dungeon, groups that finish their exploits in those halls could be at a variety of levels. Each of these adventures was designed for 12th-level characters. However, all three adventures contain notes for adjusting the encounters for use with groups as low as 10th level, and as high as 14th level. If necessary, use the following tables to adjust the challenge of the encounters herein. At the same time, be mindful that the fifth edition challenge rating system is a guideline at best. The GM should know the abilities and equipment of the party (as well as the experience of the players) and take this into account when presenting these encounters. Be prepared to adjust encounters on the fly!

There are four categories of encounter difficulty: Easy, Medium, Hard, and Deadly. The combined XP value of all the monsters or NPCs is used to calculate the difficulty of the encounter. Most encounters should be Easy or Medium, with Hard and Deadly encounters reserved for set pieces, sub-boss, or boss battles. With average luck, a balanced, well-equipped party of four to five adventurers can handle six to eight Medium or Hard encounters before requiring a long rest. Use the Total XP Budget and XP Multipliers tables below to alter the design of encounters in these adventures or when creating your own supporting material.

If the characters get in over their heads during a particular encounter, encourage them to flee. Alternatively, the noise generated by a given encounter might attract a wandering

monster (or a nearby resident monster), which could be an advantage for the outmatched characters. For example, if a battle with cultists is not going in the characters' favor, the arrival of another faction (not necessarily allies of the characters!) might provide the characters the distraction they need to escape. Or the cultists may switch tactics and try to capture the characters as eventual sacrifices on Set's altar. If a few of the characters escape, give them an opportunity to regroup and mount a rescue operation.

To use the Total XP Budget table, first determine the number of characters (including NPCs) in the party on the left-hand side of the table. You can extrapolate the table for groups with fewer than four or more than six characters. Next determine the average level of the characters; the table has XP budgets for levels 10 through 14, although the GM can expand the table to include higher levels as needed. Finally, cross reference the XP budgets for the different encounter difficulties.

For example, if the party includes an 11th-level warlock, an 11th-level bard, a 10th-level barbarian, a 12th-level druid, and a 10th-level cleric, we would have five characters with an average character level of 11. An Easy encounter for this group would be the equivalent of 4,000 XP worth of monsters, while a Deadly encounter would be the equivalent of 18,000 XP.

To determine an encounter's difficulty, add up the XP of all the enemy creatures and then adjust the amount by using



the multiplier on the XP Multipliers table below. Monster XP is based on CR values, which are included in the *Monster Manual* or the stat blocks provided in appendix B or C. For example, a hydra (a CR 8 creature worth 3,900 XP) would be an Easy encounter for our example party. But an adult black dragon (a CR 14 creature worth 11,500 XP) and a mummy (a CR 3 creature worth 700 XP) would be a Deadly encounter for our five 11th-level characters ($11,500 + 700 = 12,200 \text{ XP} \times 1.5 = 18,300$ equivalent XP). Keep in mind these calculations are merely guidelines; other factors (such as terrain, surprise or other tactics, or magic items used by the combatants) could alter the difficulty of the encounter. Also note this calculation is the equivalent XP for the encounter. The characters are awarded only the actual experience points (in this case, 12,200 XP) for defeating this group of monsters.

XP MULTIPLIERS

# Monsters Encountered	XP Multiplier Less than 3 characters	XP Multiplier 3-5 Characters	XP Multiplier 6+ Characters
1	× 1.5	× 1	× 0.5
2	× 2	× 1.5	× 1
3-6	× 2.5	× 2	× 1.5
7-10	× 3	× 2.5	× 2
11-14	× 4	× 3	× 2.5
15+	× 5	× 4	× 3

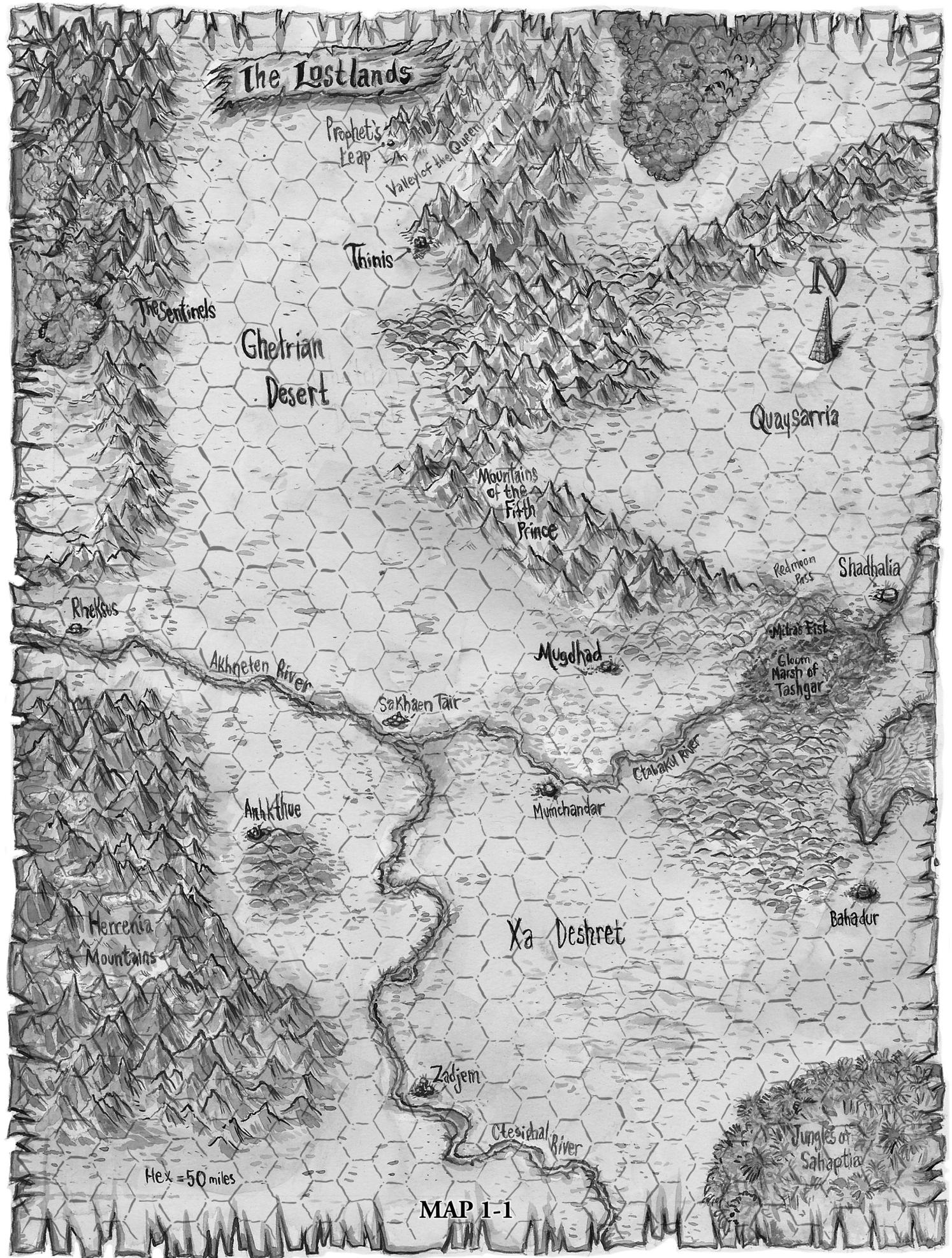
ADVENTURE SYNOPSIS

Pocket in a Shroud. At the foot of the Mountains of the Fifth Prince lies the tiny hamlet of Thinis. In a nearby ruin, a cult of Set harvests the villagers to fuel the creation of undead minions, in preparation for the return of Ophois, a Chosen Son of Set. The heroes are tasked with saving the village and routing the cult. As they do, they discover the eldritch secret to enter a pocket dimension created by Ophois. Only then can they defeat an unspeakable evil, delivering a decisive blow to Set himself.

The Cursed Coils of Set. For most of the last half century, the remote town of Mugdhad was governed by Tharikadh, an irifful human despot and secret devotee of Ankharet, the cursed Sphinx Queen. Supported by his squads of brutish thugs, Tharikadh controlled all aspects of life in the town. As it turned out, Tharikadh was the lesser of two evils. Enter Skabhet, a charismatic half-elf, who usurped control of the town with the help of Set’s cultists. In truth, Skabhet is a monstrous Chosen Son of Set bent on extending the evil god’s influence across the Ghetrian Desert and Xa Deshret. In the weeks after Skabhet’s conquest, the local temples tried in vain to foment an uprising against her. Skabhet slaughtered the clerics and ransacked their places of worship, desecrating and repurposing them as shrines to Set. Obsessed with finding Tharikadh, Skabhet uses her minions to spread fear, publicly execute those who dare oppose her rule, and torture many, hoping to spoil any chance at insurgency.

The Heart Shards of Caphet. Caphet, one of Set’s Chosen Sons, resides in his Onyx Palace in the heart of the Crimson Reed Oasis, far from any trade routes. When Caphet was promoted to a Chosen Son, he knew Set would temporarily strip him of his immortality after 666 years. Taking an idea from the evil lichs that store their souls in phylacteries, Caphet used dark magics to remove his black heart, sundering it into three stony shards. This ensured that he could not be defeated unless the three shards of his heart were destroyed. Each of the *heart shards of Caphet* have been placed in or near an obelisk in its own temple, trapped and protected by a unique guardian. By establishing the temples hundreds of miles apart, time itself, in addition to the harsh desert environment, became two more allies of Caphet. Although it went unnoticed by Set, Mitra perceived the god’s dark deed. She cursed each shard, granting magical abilities to those who could harness their malignant taint. In addition, Mitra enchanted each shard to spur its owner onward to the next shard. Mitra hopes this “curse” will lead to Caphet’s eventual downfall.





The Lostlands

Prophet's Leap
Valley of the Queen

Thinis

The Sentinels

Ghetrian Desert



Quaysarria

Mountains of the Fifth Prince

Reardon Pass

Shadhalla

Rhexsus

Akhneten River

Mughhad

Midas Fist
Gloom Marsh of Tashgar

Sakhaen Fair

Ctawaku River

Ankklue

Munchandar

Bahadur

Herrenia Mountains

Xa Deshret

Zadjem

Ctesidal River

Jungles of Sahaptia

Hex = 50 miles

MAP 1-1

DARK TOWER: THE CHOSEN SONS OF SET

CHAPTER 2: POCKET IN A SHROUD

by Scott Moore

Pocket in a Shroud is an adventure designed for use with the 5th edition of the first fantasy roleplaying game. It is intended for four to six 12th-level characters and can be completed in a few sessions. A variety of character classes is suggested to tackle the challenges of combat and exploration presented herein. A cleric would be beneficial to overcome some of the undead challenges, and magical weapons are crucial to have a chance against the final foe. The adventure is set in a cavern-like complex behind a structure in a mountainous area and can be dropped easily into a similar setting.

BACKGROUND

The evil offspring of the god of deserts, storms, and violence, the Sons of Set are countless in number and typically exhibit a

combination of reptilian and humanoid traits. Among them, the four Chosen Sons of Set represent the most powerful of Set's children. In the event one of the Chosen Sons dies, one of Set's Lesser Sons is promoted to fill the vacant role, so there are always four Chosen Sons in existence.

At least, this is usually the case. Once every 666 years, the celestial hosts prevent a Lesser Son from being promoted to fill a vacancy among the Chosen Sons for an entire year. During this calendar year, if all four of his Chosen Sons were to be defeated, Set would be stripped of much of his influence on the mortal plane. To avoid this, Ophois (pronounced "aw-FOY"), one of Set's Chosen Sons, spends the year in a hidden pocket dimension, while members of Set's cult spend the year preparing for his glorious return.

NAME	DESCRIPTION	ADVENTURE REFERENCE
al-Sadiki	A former priest of Set, now a mummy lord	Area 2-8
Damush	A djinni who guards the entrance to Ophois's pyramid; might strike a bargain with the party	Area 2-4
Dashane	A female human who serves as the Thinis's town smith	The Hamlet of Thinis sidebar
Dethik	A male dwarf; proprietor of the Stewed & Pickled	The Hamlet of Thinis sidebar
Forest Gaunt	An elderly human fighter (now retired)	The Hamlet of Thinis sidebar
Heka	An arcanaloth in league with Ophois	Area 2-13
Maga	A Lesser Son of Set	Area 2-14
"Magic" Zak	A male human sorcerer and the youngest member of the council of Thinis	The Hamlet of Thinis sidebar
Nanz Bunish	A female human housewife and farmhand	The Hamlet of Thinis sidebar
Ophois	A Chosen Son of Set	Area 2-14
Sadiq Almawta	A necromancer and devout follower of Set	Area 1-17
Ur-Chisisi ("Sissy")	A female elf, Thinis's spiritual leader and a secret follower of Set	The Hamlet of Thinis sidebar; the Temple of Set (area 1-3)
Uraeus	An intelligent, giant cobra that serves Ophois	Area 2-11
Wamnifa	A dao who guards the entrance to Ophois's pyramid	Area 2-4



The Hamlet of Thinis

Small town, population. 87

Located between the foothills of the Mountains of the Fifth Prince and the Ghetrian Desert, the hamlet of Thinis is a tiny agricultural community that grew up around a natural spring. It is a convenient stop for those returning from, or heading into, the mountains. The farmers grow a variety of beans, melons, peppers, and squash, using camels not only for labor and transportation, but also as a source of milk. About 90 percent of the population is human, with elves, half-orcs, and halflings making up the remainder. A single male dwarf named Dethik lives in the hamlet and serves as the proprietor of the Stewed & Pickled, a drinking establishment. The hamlet does not have a formal political structure, but important decisions are brought before a council of five elders, which includes:

- Dashane, a female human, who serves as the town smith
- Forest Gaunt, an elderly human fighter (now retired)
- “Magic” Zak, a male human sorcerer and the youngest member of the council
- Nanz Bunish, a female human housewife and farmhand
- Ur-Chisisi (“Sissy”), a female elf, the community’s spiritual leader and a secret follower of Set

Inns: During their stay in Thinis, travelers can acquire modest lodgings by renting out a room in a private home at a rate of 5 sp per day. Alternatively, several farmers allow visitors to stay overnight in their barns at a rate of 7 cp per day.

Taverns: Thinis boasts two taverns: Manolin’s Pub (modest food and drink, with meals costing up to 3 sp) and Stewed & Pickled (actually a converted private residence, but open to the public; poor pub food and drink, with meals costing 6 cp).

Shrines and Temples: The hamlet’s religious sites include The Temple, a non-denominational house of worship presided over by Ur-Chisisi, and the Stone Garden, a fairy ring of white mushrooms surrounding a single, ancient menhir just beyond the forest line at the base of the Mountains of the Fifth Prince. While no organized religious services take place at the Stone Garden, some farmers leave offerings for “the wee folk” in the spring in the hopes of ensuring a good growing season. More offerings are left each fall as a show of thanks.

Guilds: The Forgers is an unofficial guild of four youths and six young adults who serve as apprentices for the town’s smith, Dashane. The Forgers seek to develop their smithing skills under Dashane’s guidance, simply because there isn’t much to do for excitement in the small farming community

At the western edge of the Mountains of the Fifth Prince, near an ancient ruin just south of the Valley of the Queen, lies the entrance to Ophois’s pocket dimension. The ruin currently serves as a storing house for the cult of Set’s undead forces awaiting Ophois’s return.

A short distance to the west, the tiny hamlet of Thinis has been under attack by the cult. Over the past several weeks, numerous kidnappings and undead attacks have taken place as Ophois’s period of waiting comes to an end. The cult has been using the kidnapped citizens to create undead forces to serve Ophois upon his return. Isolated from the outside world, the small community of Thinis desperately hopes for the return of their missing brethren and the destruction of the undead menace once and for all. Little do they know that they are running out of time, as Ophois will soon return to assume control of his cult and claim the area as his own.

ADVENTURE HOOKS

This adventure begins as the characters arrive at the ruins in the foothills of the Mountains of the Fifth Prince. It’s up to the GM to decide why the characters seek to destroy this cult of Set. Several suggestions to involve the characters are presented below.

- If the characters have played any other *Dark Tower* adventures, they may have learned the locations of one or more of the Chosen Sons of Set and eventually found their way here.
- The hamlet of Thinis has recently experienced several kidnappings and attacks by undead. When the party stops in the settlement for food and rest, the population appeals to them to investigate the old ruins to the east, in hopes of finding the missing citizens and putting an end to the undead menace. The hamlet’s religious leader, an elven woman named Ur-Chisisi (“‘Sissy’ to her friends!”), offers to bless the characters the evening before they depart. In the morning, several more citizens, including Ur-Chisisi, go missing.
- The characters are hired to guard a caravan of merchants transporting a shipment of electrum ore and raw gems. They either stumble upon the ruins while scouting out a campsite or are attacked by undead while setting up camp. In the latter case, the party tracks the attackers back to these ruins.
- The characters stumble upon the ruins while traveling between adventures and find it a convenient shelter to wait out a fast-approaching dust storm.





Quest: Weaken Ophois's cult by defeating his minions beyond the pylons, discovering his hidden pocket dimension, and defeating Ophois himself. Regardless of the hook used, the characters should discover the threat presented by Ophois and his cult. They should learn they have a limited amount of time to defeat Ophois if they are to ensure a Lesser Son of Set does not rise to take his place. Doing so would deal a severe blow to the cult and diminish Set's influence on the mortal plane.

DRAMATIS PERSONAE

Pocket in a Shroud introduces a number of nonplayer characters, not all of whom are what they seem. Individuals referenced in the adventure are summarized below.

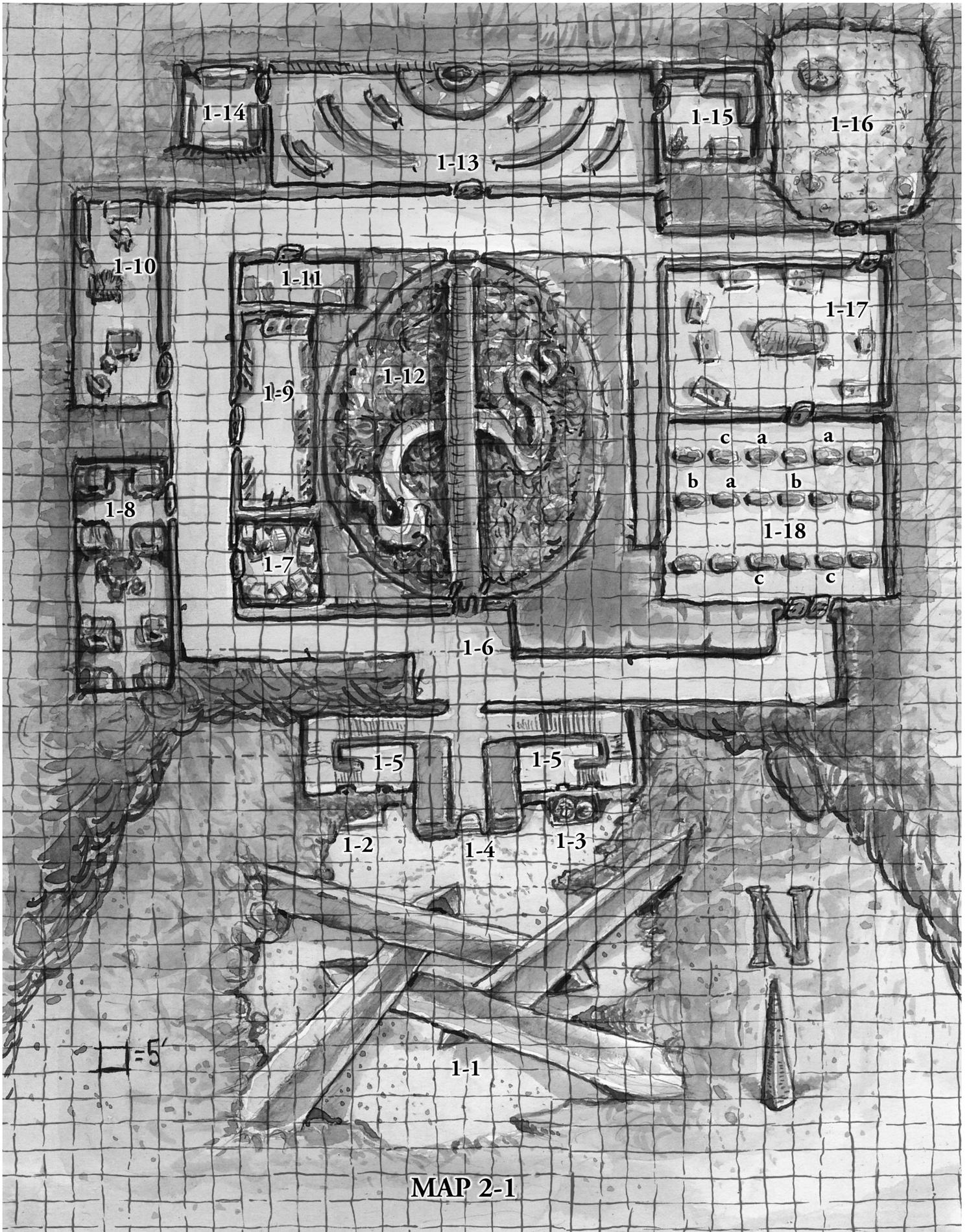
SCALING THE ADVENTURE

Though designed for four to six 12th-level characters, *Pocket in a Shroud* can be modified for parties of different sizes or levels. If the encounters are adjusted, remember to adjust the amount of treasure appropriately. Consider adapting the adventure as follows:

Weaker parties (3 or fewer characters and/or lower than 12th level):

- Reduce the number of helmeted horrors in area 1-5 to one in each tower.
- In area 1-8, reduce the number of minions of Set to three.
- In area 1-9, reduce the number of minions of Set to two.
- In area 1-12, reduce the number of swarms of poisonous snakes to 10.
- In area 1-13, reduce the number of minions of Set to three.
- In area 1-15, replace the iron golem with a **stone golem**.
- In area 1-16, reduce the number of wraiths to one.
- In area 1-17, reduce the flesh golem's hit points to 45.
- In area 1-18, reduce the number of mummies in the 'c' wave from three to one.
- In area 2-1, decrease the number of sha to one.
- In area 2-4, have the djinni switch sides to join the party after two rounds if he hasn't already by that time.





MAP 2-1

- In area 2-5, reduce the poison damage for both traps from 14 (4d6) to 7 (2d6).
- Remove the *ring of resistance* from the mummy lord in area 2-8 and add it to the treasure in area 2-9.
- In area 2-13, replace the arcanaloth with a **nycaloth**.
- In area 2-14, delay all of Ophois's preparations by two additional rounds if he was warned of invaders.
- In area 2-15, delay each of the effects of the pyramid collapse by one additional round.

Stronger parties (more than 6 characters and/or higher than 12th level):

- Add one additional helmed horror between the two pylons in area 1-5.
- In area 1-16, increase the number of wraiths to three.
- In area 2-2, add one additional lizardfolk astride a griffon.
- In area 2-4, either the djinni does not offer to switch sides and assist the characters (in this case, remove his *token of return*) or he does so only after the dao is reduced to 20 percent of his hit points (37).
- In area 2-5, increase the DC of the Constitution saving throws to 20.
- In area 2-8, replace the mummy lord with a **marilith**.
- In area 2-11, the boar gets loose as the characters arrive and attacks them immediately in its agitated state. In addition, the materials stored in area 2-11 make the floor of that room difficult terrain for Large or smaller creatures (Uraeus simply pushes items out of his way as he moves).
- In area 2-13, the shield guardian starts within 60 feet of the arcanaloth.

BEGINNING THE ADVENTURE

The adventure begins when the characters arrive at the courtyard before the collapsed obelisks and the ancient pylons. Read or paraphrase the text below, adjusting the text based on the particular adventure hook employed by the GM:

Barely discernible beneath the dirt and sand at your feet are the remains of an ancient stone courtyard. Four broken stone obelisks tower overhead, balanced in a precarious position. Seemingly having collided mid-fall, the obelisks now support each other, preventing a complete collapse. Across the courtyard rise two massive stone pylons carved from the rock of the mountain itself. Between them, two pedestals, one still bearing the sculpture of a lion, flank an archway that allows access to the mountain's

interior. Tracks in the dust imply several creatures came this way recently, passing both in and out of the archway.

PART 1: THE UNION OF THE EARTH BELOW...

GENERAL FEATURES

The courtyard, pylons, and area beyond are depicted on **Map 2-1**.

Ceilings and Walls. The ceilings inside the rooms and passages behind the pylons are 10 feet high, unless otherwise specified in the room description. The ceilings and walls are all smooth, worked stone and carved from the rock under the mountain. Climbing an interior wall requires a successful DC 15 Strength (Athletics) check.

Doors. Unless otherwise specified, doors are made of wood reinforced with iron bands (AC 17, 27 hp, immunity to piercing, poison, and psychic damage) and are unlocked. Locked doors require a successful DC 15 Dexterity check using thieves' tools to open.

Illumination. Internal rooms are dark unless a source of illumination is specified in the room's description. Assuming the characters arrive during the day, the exterior courtyard is brightly lit, while the first 30 feet past the entrance (area 1-4) is dimly lit.

Wandering Monsters. There are no wandering monsters in the passages behind the pylons, but if the party lingers in the exterior courtyard for more than 10 minutes or tries to take a long rest inside the dungeon, two **sha** (see appendix B) are drawn to the area and begin tracking the party by scent.

AREA 1-1 – THE OBELISKS

Four stone obelisks, each roughly 40 feet in height, form a haphazard canopy overhead. Having seemingly collapsed at the same time, all four obelisks cross to form a fabric-like pattern, supporting each other and preventing them from collapsing onto the plaza below. Each of the pillars is carved from a single piece of black basalt. The bases of the broken columns are each buried under several feet of sand.

Despite their precarious position (see **player handout 1**), the obelisks are remarkably stable and would require a successful DC 30 Strength (Athletics) check to move. Due to their steep angle, climbing to the top of an obelisk requires two successful DC 25 Dexterity (Acrobatics) checks. A character that fails the first check falls to the ground and takes 7 (2d6) bludgeoning damage. A character that fails the second check





takes 14 (4d6) bludgeoning damage instead. Characters who fail either check must start over if they wish to attempt the climb again.

Once atop an obelisk, hopping to another requires a successful DC 25 Dexterity (Acrobatics) check. Failure indicates the character falls to the ground and takes 7 (2d6) bludgeoning damage.

Characters who view the obelisks from above (by climbing them, using the *fly* spell, etc.) notice a different symbol carved into the top of each pillar (see **player handout 2**). The four symbols represent the creation of the Sons of Set (god and woman) and the creation of Set himself (Geb, “the earth,” and Nut, “the sky”).

Development. Four “keys” matching the symbols atop the obelisks can be found in the dungeon beyond the courtyard. If the keys are inserted into the corresponding insets at top of each obelisk, a portal leading to a pocket dimension (see Part 2) opens in the space enclosed by the tips of the four obelisks.

Even when active, the portal is invisible from this side, so its existence is not obvious unless a character flies or jumps from the top of the obelisks into the space formed by their

tips. A character standing atop the obelisks when the final key is placed can make a DC 25 Intelligence (Investigation) or Wisdom (Perception) check. On a success, the character notices a momentary visual disturbance (a shimmering or warping effect) in the area of the portal as the final key is placed.

A character who tries to “peek” through the portal (for example, by flying above the portal and putting only their face through) is instantly pulled into it.

If the characters pass through the portal, proceed to area 2-1 in Part 2.

AREA 1-2 – THE LEFT PEDESTAL

Once 10 feet on a side, this badly worn platform is half buried in the sand and no longer bears any indication of what might have rested upon it.

The pedestal to the east (area 1-3) is in better condition and gives an indication of what this platform might have looked like in the past.



AREA 1-3 – THE RIGHT PEDESTAL

Atop this 10-foot-square marble pedestal sits the figure of a majestic, winged lion facing the entryway between the two pylons. As you approach, the lion turns to you and gives a heavy sigh. “I was hoping for more, but if that’s all you have, I guess you will have to do. You don’t inspire much confidence at first glance but who knows, you might surprise me yet. But, doubtful.”

The creature on the pedestal is an **androsphinx** and a follower of Mitra, a god opposed to Set. The sphinx has sat here for centuries waiting for someone to challenge Set’s cult, which now occupies the passages beyond the pylons.

Masters of esoteric knowledge, all sphinxes are aware of Set’s inability to promote Chosen Sons once every 666 years. Although forbidden to share this information with mortals directly, they provide what details they can to those who oppose Set, offering clues through portents and prophecies.

If the characters attack the androsphinx, it mutters “What disappointments!” and flies away. If the characters talk with the sphinx, they find its responses short and cryptic. If they indicate their intention to explore the ruins, the sphinx offers them advice in the form of a riddle (see **player handout 3**).

The characters may guess at the meaning of the various stanzas, but more will become obvious as they explore the ruins. The first stanza implies that many of the threats they encounter are not living creatures, but undead and constructs. The second stanza refers to the portal that leads to Part 2, the four keys needed to open it, and its location “where the earth meets the sky” (that is, where the tips of the obelisks in area 1-1 touch the sky). The final stanza suggests that the loss of a Chosen Son would diminish Set’s resources.

Development. If the characters return to the courtyard without all four keys (see areas 1-6, 1-13, 1-15, and 1-17), the sphinx repeats the second stanza of the riddle, this time emphasizing the final word. If they fail to grasp the meaning of where “the earth meets the sky,” the sphinx stares silently at the crossed tips of the obelisks then returns its gaze to the party, repeating this process until it believes they have made the connection.

AREA 1-4 – THE ENTRANCE

Inside the archway between the pylons, a vestibule presents several options. To the right and left, stairways lead up, seemingly to upper floors inside their respective pylons. Another passage stretches straight forward into darkness. Footprints in the sand give you the impression that others have recently traveled through this area.

A character who makes a successful DC 20 Wisdom (Survival) check confirms that many humanoid figures have traveled both in and out of this entrance within the past few days.

AREA 1-5 – THE PYLONS

A short flight of stairs leads to a small landing and then continues further to a 10-foot by 10-foot room containing two humanoids dressed in black plate armor and carrying swords. One figure has a head like a jackal’s, while the other has a head resembling that of an ibis. A deep, red glow radiates from between their plates of armor.

Sunlight from the exterior windows illuminates the top floors of the pylons. The plate-clad humanoids are a pair of **helmed horrors**, stationed here to guard the entrance. There are two helmed horrors at the top of both pylons.

Development. If combat breaks out in either pylon, the helmed horrors in the other immediately head towards the sounds, flying between the open windows and arriving on the second round of combat. If the characters defeat all four helmed horrors, they find the other pylon empty should they explore it.

AREA 1-6 – THE CROSSROADS

Looking northward down the corridor, a side passage breaks off and leads east into complete darkness. Beyond that, a second corridor leads to the west. An unlit torch sits in a sconce on the western wall.

Not part of the original construction, the secret door at the northern end of the corridor was added later to block access to the temple (area 1-13). A character who makes a successful DC 15 Wisdom (Perception) check notices a change in the color and surface finish of the stone, revealing the door’s presence.

Development. If the characters acquire three of the four keys needed to access the portal to Part 2 and return to this area, they find a **death knight** waiting for them here. The knight uses her Hellfire Orb or casts *destructive wave* when she feels she can hit most of the party. If there is an obvious spellcaster in the group (no armor, carrying a staff or wand, wearing a heavy backpack, etc.), the knight casts *banishment* to remove them from combat. Embedded in the breastplate of her plate mail is the fourth and final key needed to access Ophois’s pocket dimension (see **player handout 4**). Characters who can read Common or Primordial and make a successful DC 20 Intelligence (History) check realize the key is in the shape of an ancient pictogram representing the word “woman.”



AREA 1-7 – STORAGE

This storage area is filled with various crates and barrels, stacked high and leaving little space to maneuver.

An unlit hooded lantern hangs on the wall by the entrance. The materials stored here, although numerous, are relatively mundane. There are a half-dozen large barrels, each containing either clean water or low-quality wine, the latter for ceremonial use and not particularly flavorful or potent. One barrel contains lantern oil instead of wine. The crates contain preserved foodstuffs, as well as various tools, sacks of salt (for food preservation as well as for use in area 1-17, the embalming room), bolts of canvas, and an assortment of mundane weapons that has not yet been sorted and added to the armory (area 1-9).

Treasure. The barrel of oil contains the equivalent of 256 pints of oil, worth a total of 25 gp and 6 sp. The trade goods include 60 pounds of salt (worth 3 gp) and 50 square yards of canvas (worth 5 gp). At the GM's discretion, the crates also contain a selection of mundane tools and simple melee weapons worth a total of 30 gp.

AREA 1-8 – THE BARRACKS

Simple bunk beds line the walls of this room, with a pair of small footlockers at the foot of each bed. A partially covered hooded lantern hangs from a chain over a small, round table in the center of the room. Seated in wooden chairs around the table are four fiendish figures clad in plate armor and carrying shields and sickle-shaped swords.

The lantern sheds dim light throughout the room. The four figures are **minions of Set** (see appendix B). Unless they have reason to believe the characters are worshippers of Set, the minions immediately attack. Convincing the minions that the characters are followers of Set could be accomplished by wearing or displaying a holy symbol of Set, a successful use of a disguise kit, or by winning a Charisma (Deception) contest against the minions' Wisdom (Insight).

Each footlocker has a simple lock that can be opened with a key carried by the minion of Set to whom the locker belongs (note that not all the minions who reside here are currently present) or with a successful DC 15 Dexterity check using thieves' tools.

Treasure. Each footlocker contains mundane books, clothing, and other personal effects, as well as 3d6 cp, 2d6 sp, and a random personal effect.

Development. Two additional **minions of Set** lie in their bunks. Characters who succeed on a DC 17 Wisdom (Perception) check notice them. If combat begins, these minions

join in on the second round. If combat does not break out, they are content to stay in their bunks and ignore visitors.

AREA 1-9 – THE ARMORY

This room appears to serve as an armory. Several wooden racks along the walls hold a variety of weapons, including clubs, swords, and bows. Several quivers of arrows hang from one of the racks near the center of the room. Three creatures, two humanoids with reptilian characteristics and the other resembling a lion with the upper half of a female human where the lion's head should be, occupy the room.

A **lamia** inventories the weapons and ammunition in this room, assisted by two **minions of Set** (see appendix B). They attack anyone not presenting themselves as a follower of Set, which requires a Charisma (Deception) check contested by the lamia's Wisdom (Insight).

In total, this room contains 25 of each of the following weapons: club, khopesh, longbow, longsword, shortbow, and shortsword. Three quivers, each containing 20 normal arrows, hang on the rack in the center of the room.

Treasure. Each of the minions of Set carries a key to one of the footlockers in area 1-8.

Development. If combat breaks out in this room, any creature can spend 5 feet of movement on its turn to knock over a weapon rack, creating a 10-foot-square area of difficult terrain on the floor within 5 feet of them.

AREA 1-10 – THE CLERIC'S QUARTERS

GM Note. The door to this chamber is locked. Ur-Chisisi, the priestess from the nearby hamlet of Thinis, carries the key. Without the key, opening the door requires thieves' tools and a successful DC 15 Dexterity check to pick the lock, or a successful DC 17 Strength check to force open the door. Ur-Chisisi is not in the room currently but can be found in the temple of Set (area 1-13).

This cozy private chamber gives the impression that the owner appreciates their comfort. A high bed is stacked with several heavy blankets, as well as a black bear pelt. A nightstand with a marble top sits beside the bed. A desk, chair, and well-stocked bookshelf comprises a work space on one side of the room, while a low table with a rocking chair and ottoman provides a comfortable area for relaxation on the other side of the chamber.

These are Ur-Chisisi's private quarters when she is not in the hamlet. Unknown to the residents of Thinis, Ur-Chisisi is a follower of Set and has been planning for Ophois's return for the past year. She is the one responsible for the undead incursions into Thinis, which have provided the cult with raw materials for the creation of even more undead.





An unlit bullseye lantern, an abacus, several sheets of parchment, an ink pen, and an inkwell sit atop the desk. Characters who explore this room and succeed on a DC 10 Intelligence (Investigation) or Wisdom (Perception) check discover Ur-Chisisi's journal, which reveals her duplicitous nature (see **player handout 5**), as well as the secret location and activation requirements for Ophois's pocket dimension (see **player handout 6**).

Treasure. The nightstand drawer contains a small sack of $2d8 \times 50$ gp worth of gold and silver coins and semi-precious gems (jasper, moonstone, onyx, and quartz). The bookcase contains primarily mundane reading material, but an oddly folded sheet of paper sticks awkwardly from a volume entitled *Tila's Guide to Assassination for Fun and Profit*. The paper is actually a *spell scroll of lesser restoration*. The bear pelt on the bed could fetch 120 gp in any large city.

AREA 1-11 – THE NECROMANCER'S QUARTERS

GM Note. The door to this chamber is locked. Sadiq Almawta, a necromancer and devout follower of Set, carries the key. Without the key, opening the door requires thieves' tools and a successful DC 15 Dexterity check to pick the lock, or a successful DC 17 Strength check to force open the door. Sadiq is not in the room currently but can be found in the embalming room (area 1-17).

This small chamber serves as someone's private quarters. A bed, nightstand, chair, desk, and well-stocked bookshelf fill out the room.

This chamber serves as the private quarters for Sadiq Almawta. An unlit lantern sits atop the desk next to a stack of paper, an ink pen, and an inkwell filled with black ink. The tomes on the bookshelf cover diverse topics, including anatomy, biology, herbology, the preservation of meat, sewing, taxidermy, and vivisection.

Treasure. Sadiq keeps a coin pouch in his nightstand drawer. The pouch contains $2d6 \times 100$ gp worth of coins rolled into cylindrical paper tubes of 50 coins each, with any excess remainder loose in the pouch. A second pouch in the nightstand drawer resembles a spell component pouch but actually contains a blend of exotic loose-leaf tea. The pouch contains enough to brew five cups of tea. Anyone consuming a fresh cup of this herbal medley regains 1 hit point and is granted a +1 bonus to saving throws against being frightened for 5 minutes afterwards.

AREA 1-12 – SNAKE PIT

A narrow, rope and wood-plank walkway suspended precariously from the ceiling crosses this oval-shaped chamber. Thirty feet below, countless snakes writhe and twist amongst each other, their sheer volume concealing the floor that must exist beneath them.

The rope bridge suspended over this area is as precarious as it looks. For this reason, many of the dungeon's inhabitants avoid using it. The bridge can be crossed only single file and is considered difficult terrain. A creature that ends its turn on the bridge must succeed on a DC 15 Dexterity (Acrobatics) check or plummet into the snake-filled pit below. Each additional creature on the bridge increases the DC of the check by 1.

If three Medium or larger creatures stand on the bridge at once, the weight causes the bridge to creak unnervingly. One round later, or as soon as a fourth creature steps onto the bridge, the ropes supporting the bridge snap. A creature who makes a successful DC 15 Wisdom (Perception) notices



the stress placed on the bridge before it collapses. Creatures within 25 feet of either end of the bridge when it collapses can attempt a DC 20 Dexterity saving throw to grab hold of what remains of the bridge before falling into the pit. Creatures that make a successful DC 15 Strength (Athletics) can then climb to the closest exit.

Developments. At the bottom of the pit are 15 **swarms of poisonous snakes**, each of which shares its space with a **giant poisonous snake**. Characters who actively observe the swarms can attempt a DC 20 Wisdom (Perception) check to catch an occasional glimpse of the larger snake winding its way amongst the other serpents.

A creature that falls into the pit takes 10 (3d6) bludgeoning damage from the fall and is then set upon by the snakes.

AREA 1-13 – THE TEMPLE OF SET

This chamber is 65 feet wide and 20 feet deep. It appears to be a place of worship. Rows of benches flank an altar against the back wall. Colorful frescoes depicting serpents, severe weather, harsh desert scenes, and acts of violence committed by humanoids against one another decorate the walls. There are two additional doors in the room: one in the northeast corner and one in the

northwest corner. A woman behind the altar addresses her fellow worshippers in a strange, sinister-sounding language.

An array of candles on the altar fills the area with dim light. The woman near the altar is **Ur-Chisisi** (see appendix C), the cleric from the hamlet of Thinis. Ur-Chisisi has worshiped Set for years but has thus far managed to conceal this fact from the citizens of Thinis, many of whom consider her to be an upstanding figure within the community. She addresses four **minions of Set** (see appendix B) in Abyssal. Characters that speak Abyssal realize she is leading a prayer to Set.

Once Ur-Chisisi spots the characters (a fairly simple task, given she wears a set of *eyes of the eagle* and stands directly across from the only door leading into the room), she orders the minions to “exterminate the intruders for the glory of Set!” and then attacks.

Treasure. Ur-Chisisi wears a set of *eyes of the eagle* and carries a *staff of the adder*. On a chain around her neck, she also wears the first of the four keys required to access Ophois’s pocket dimension (see **player handout 7**). Characters who can read Auran—or those that can read either Common or Primordial and succeed on a DC 20 Intelligence (History) check—realize the key is in the shape of an ancient pictogram



representing the word “sky.” Ur-Chisisi also carries a ring of keys for every door in the dungeon.

AREA 1-14 – INCENSE STORAGE

The most striking thing about this 15-by-15-foot room is the assault on one’s sense of smell. Several racks line the walls of the room, each filled with sticks of incense, preserved flowers, and perfumes. The combination of potent smells in the room nearly takes one’s breath away.

By now, the followers of Set are used to the smell in the room. Other creatures within 10 feet of the door when it is opened or that enter the room must succeed on a DC 15 Constitution saving throw or begin sneezing uncontrollably. The effect lasts for 5 minutes after the door is closed or the creature leaves the chamber. The effect also ends if the creature ends its turn in an area of fresh air (such as outside the dungeon). A sneezing creature makes Dexterity (Stealth) checks with disadvantage.

Characters that remove any of the materials from the room must take special precautions to reduce their scent (such as storing them in a *bag of holding*, double wrapping them, etc.). Otherwise, creatures within 30 feet of the party have advantage on Wisdom (Perception) checks made to detect them, due to the scent.

AREA 1-15 – UTILITY AREA

An assortment of books, candles, and religious paraphernalia emblazoned with serpent motifs spills from the shelves lining the walls onto a simple wooden desk. An unlit hooded lantern hangs on the wall beside the door. A dusty manikin of a humanoid with a jackal’s head stands in one corner. Amongst the religious paraphernalia, the desktop is also littered with various handwritten papers. An uncomfortable-looking wooden chair and a short bookshelf are the only other furnishings in the chamber.

The jackal-headed manikin in the corner is a heavily stylized **jackal-headed iron statue** (see appendix B). It attacks if anyone disturbs it or approaches the desk.

The stack of papers on the desk includes a diagram of area 1-1. The papers detail the shapes of the four keys, how to access the pocket dimension, and the recent kidnappings in Thinis (see **player handouts 6 and 8**).

Among the various religious histories and prayer books on the bookshelf is a volume entitled *The Sons of Set*. A character that spends at least 5 minutes looking through this book learns the information detailed in **player handout 9**.

Treasure. Acting as a paperweight for the stack of documents on the desk is the third of the four keys needed to open the portal to the pocket dimension (see **player handout 10**).

Characters who can read either Common or Primordial and succeed on a DC 20 Intelligence (History) check realize the key is in the shape of an ancient pictogram representing the word “deity” or “god.”

AREA 1-16 – UNDEAD STORAGE

This rough-hewn cavern is a stark contrast to the finished passages you have seen so far. The cavern appears to have been excavated recently, as rubble still litters the chamber’s floor. The most striking characteristic of the area, however, are the ranks of desiccated corpses standing motionless and silent—motionless, that is, until you opened the door.

The door to this room is locked. Stored in this cavern are a large group of undead dedicated to Set. Several are quite old, but the others are less decayed and are all that remain of the recent kidnapping victims from Thinis. There are 10 **skeletons** and 10 **zombies** in the room. The undead attack anyone who is not a follower of Set, pouring into the hallway unless the characters block their exit.

Developments. One the second round of combat, two **wraiths** emerge from the walls and attack the party alongside the skeletons and zombies. They make life drain attacks against the most convenient targets, then use their Incorporeal Movement to hide inside the walls until their next turn.

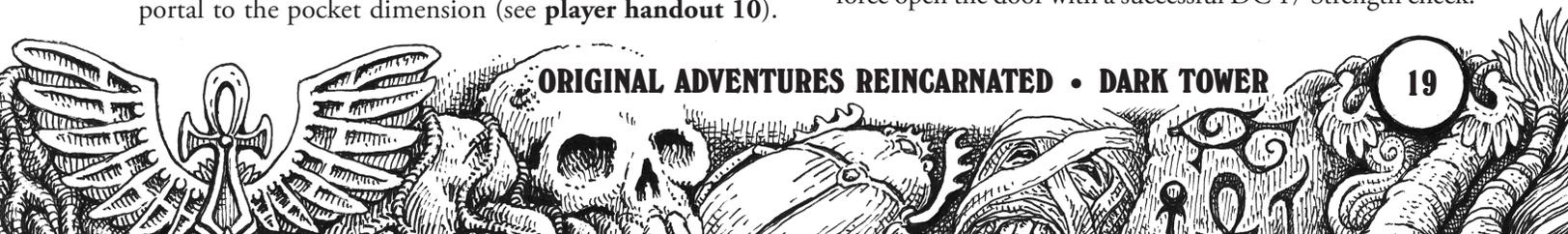
Unless the party closes the door, any undead remaining when the characters leave this chamber continue to pursue the characters through the dungeon’s corridors.

AREA 1-17 – EMBALMING ROOM

This room appears to be some sort of alchemical laboratory, as several tables are covered with racks of vials and beakers filled with oddly colored and sharp-scented liquids. A table in the middle of the room bears the outline of a humanoid reclined beneath a blood-stained linen sheet. A robed humanoid stands over the figure. Flames from a chandelier above the center of the room brightly illuminate the chamber.

The figure beneath the sheet is a **flesh golem** that **Sadiq Almawta** (see appendix C) has been working on. The creature is alert but remains motionless while covered by the sheet. If Sadiq notices the characters, he pulls off the sheet and orders the golem to attack. Otherwise, the golem attacks only if the sheet is removed or if it is otherwise disturbed.

The door on the southern wall of this room leads to the tomb (area 1-18). It is locked but can be easily opened from this side. Sadiq carries the key to the door. Without the key, characters on the other side of the door can pick the lock with a successful DC 15 Dexterity check using thieves’ tools or force open the door with a successful DC 17 Strength check.



Treasure. If the characters spend 10 minutes going through the materials in this room, they can recover enough materials for two complete sets of alchemist's supplies (worth 50 gp each), an herbalism kit (worth 5 gp), and a set of leatherworker's tools (worth 5 gp). In the event of a fire, the party can recover only one set of alchemist's supplies and the leatherworker's tools.

Sadiq carries a *periapt of health*; a component pouch; a spellbook containing all his prepared spells, as well as *animate dead*; keys to the doors in areas 1-7, 1-9, 1-11, 1-16, 1-17, and 1-18; and the second of the four keys needed to access Ophois's pocket dimension (see **player handout 11**). Characters who can read Terran—or those that can read either Common or Primordial and succeed on a DC 20 Intelligence (History) check—realize the key is in the shape of an ancient pictogram representing the word “land” or “earth.”

Development. If the golem drops to 40 hit points or fewer, it goes berserk. The first time it attacks an object, it causes some of the chemicals to combust, dealing 9 (2d8) fire damage to itself and each creature within 5 feet of it. A creature that takes this damage also catches fire, taking an additional 9 (2d8) fire damage at the start of each of its turns. As an action, a creature can attempt a DC 12 Dexterity saving throw to extinguish the flames on themselves or a creature within 5 feet of them.

AREA 1-18 – THE TOMB

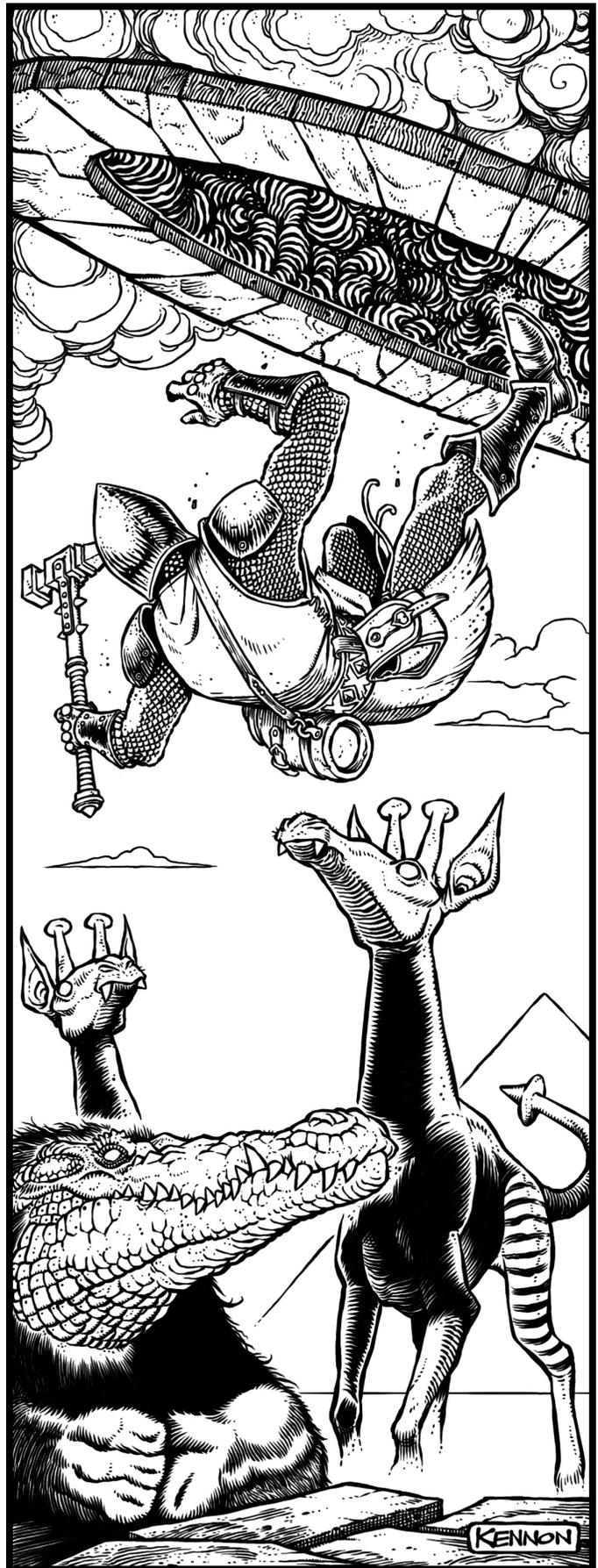
This large, rectangular crypt contains eighteen stone sarcophagi arranged in three rows of six sarcophagi each. The top of each sarcophagi bears the life-size likeness of a reclining humanoid, their arms crossed over their chest.

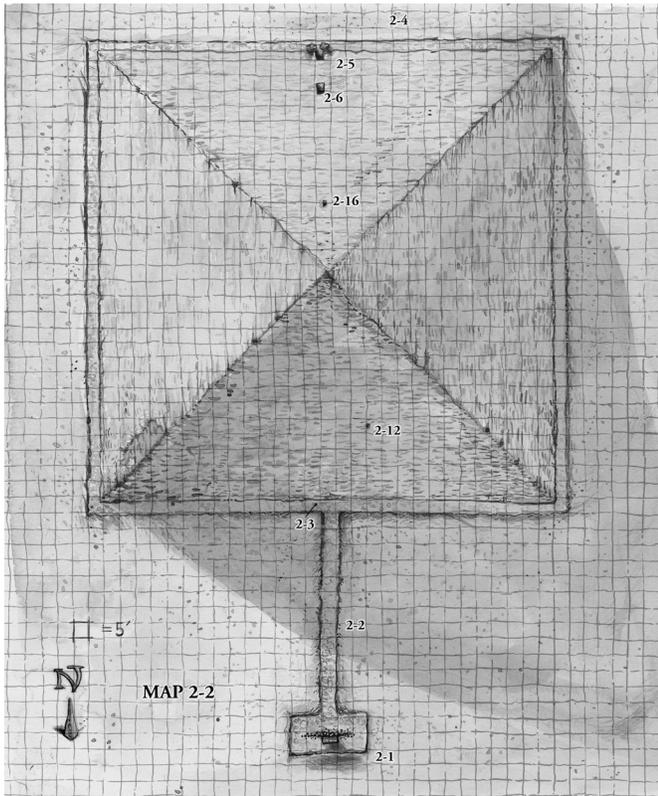
The tomb is subject to a permanent magical effect that dampens fire in the room. Nonmagical lanterns and torches brought into the room are extinguished and cannot be relit. Fire damage dealt inside the room is halved and might be reduced further if the target has resistance to fire damage. Creatures that are vulnerable to fire (such as the mummies in the room) take the full damage from fire, instead of double damage.

The door on the northern wall of this room leads to the embalming room (area 1-17). The door is locked from the other side. Sadiq Almatwa (see areas 1-11 and 1-17) carries the key. Without the key, the characters can pick the lock with a successful DC 15 Dexterity check using thieves' tools or force open the door with a successful DC 17 Strength check.

Each space containing a sarcophagus is difficult terrain.

Treasure. The sarcophagi occupied by the mummies each contain 2d4 art objects (tools, idols, and other ritual items).





The objects were interred with the original occupant and are worth 25 gp each. One of the sarcophagi also contains a single, wax-stoppered vial filled with a *potion of diminution*.

Development. Eight **mummies** occupy the sarcophagi in this room. One round after the characters enter, three mummies emerge from their sarcophagi (marked ‘a’ on the map) and attack. On the following round, two more emerge from their sarcophagi (marked ‘b’ on the map). Finally, on round three, the last three remaining mummies emerge from their sarcophagi (marked ‘c’ on the map).

PART 2: ...WITH THE SKY ABOVE

GENERAL FEATURES

The pocket dimension is depicted on **Maps 2-2, 2-3, and 2-4**.

Air Shafts. There are two air shafts in the pyramid, one on the front side (area 2-12) and one on the back (area 2-16). These shafts are tiny (2-1/2 feet on a side) and are meant to circulate air and control the temperature inside the structure. One shaft is 100 feet up the side of the pyramid facing the portal. The other is 375 feet up the side of the pyramid with the entrances. Due to the distance and their small size, the shafts are practically invisible from the ground, but flying

or climbing characters might discover them. Tiny creatures can fit into the air shafts without a problem; Small creatures must squeeze to move through the shafts.

All-seeing Eye. The top 40 feet of the pyramid is carved to depict a stylized eye (see **player handout 12**). Characters who make a successful DC 18 Intelligence (Religion) check realize the eye is a representation of the left eye of Horus, Set’s nephew. According to legend, Set stole Horus’s left eye while his nephew was asleep. Although it is a carving, the eye rotates slowly to the left, seemingly of its own accord, moving to the next side of the pyramid every 4 rounds and completing a full circle around the pyramid’s peak in 16 rounds.

When the characters arrive in the pocket dimension, the eye faces “east” (see **Directions**, below) and moves to face areas 2-1 and 2-2 after 4 rounds. The all-seeing eye makes invisible creatures and objects on the side of the pyramid it faces visible. The effect ends once the eye rotates to a different face or if the invisible creature or object moves to a different side (where the eye isn’t currently “looking”).

Fortunately for the characters, a fragment of Horus’s essence remains within the eye and actively works to oppose Set. The eye grants magical boons to those that come into conflict with forces supporting Set. The boons are related to Horus’s characteristic traits of healing, protection, and wisdom. If the party engages in combat with followers of Set—any creature except the crawling kingsnake (see *Wandering Monsters*) or Damush the djinni in area 2-4—while under the watchful gaze of the eye, each character can make a DC 17 Charisma saving throw. The character with the highest success (rerolling ties) receives one of the following minor boons. The boon lasts only while the character remains within view of the eye.

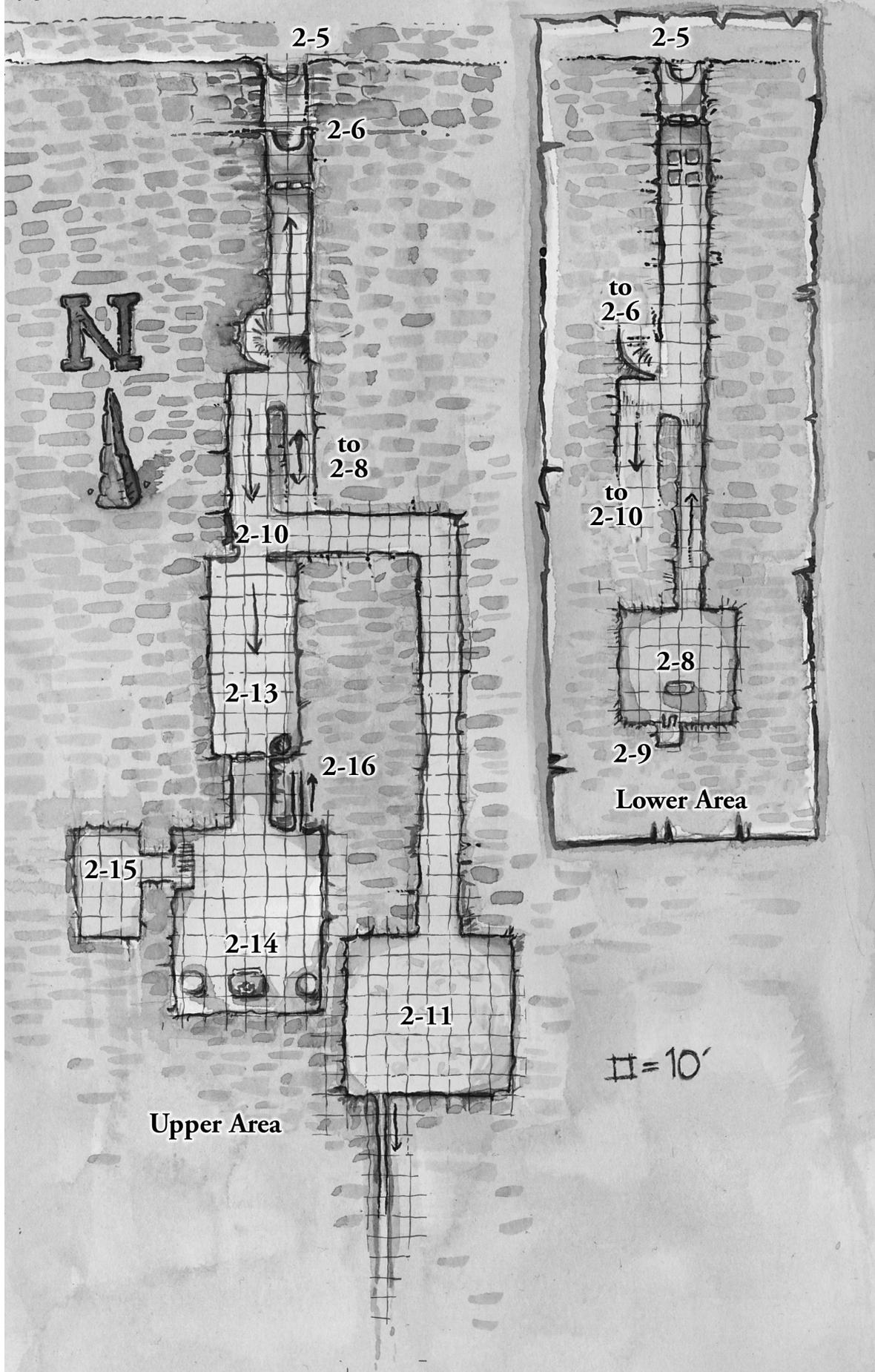
d4 Minor Boon

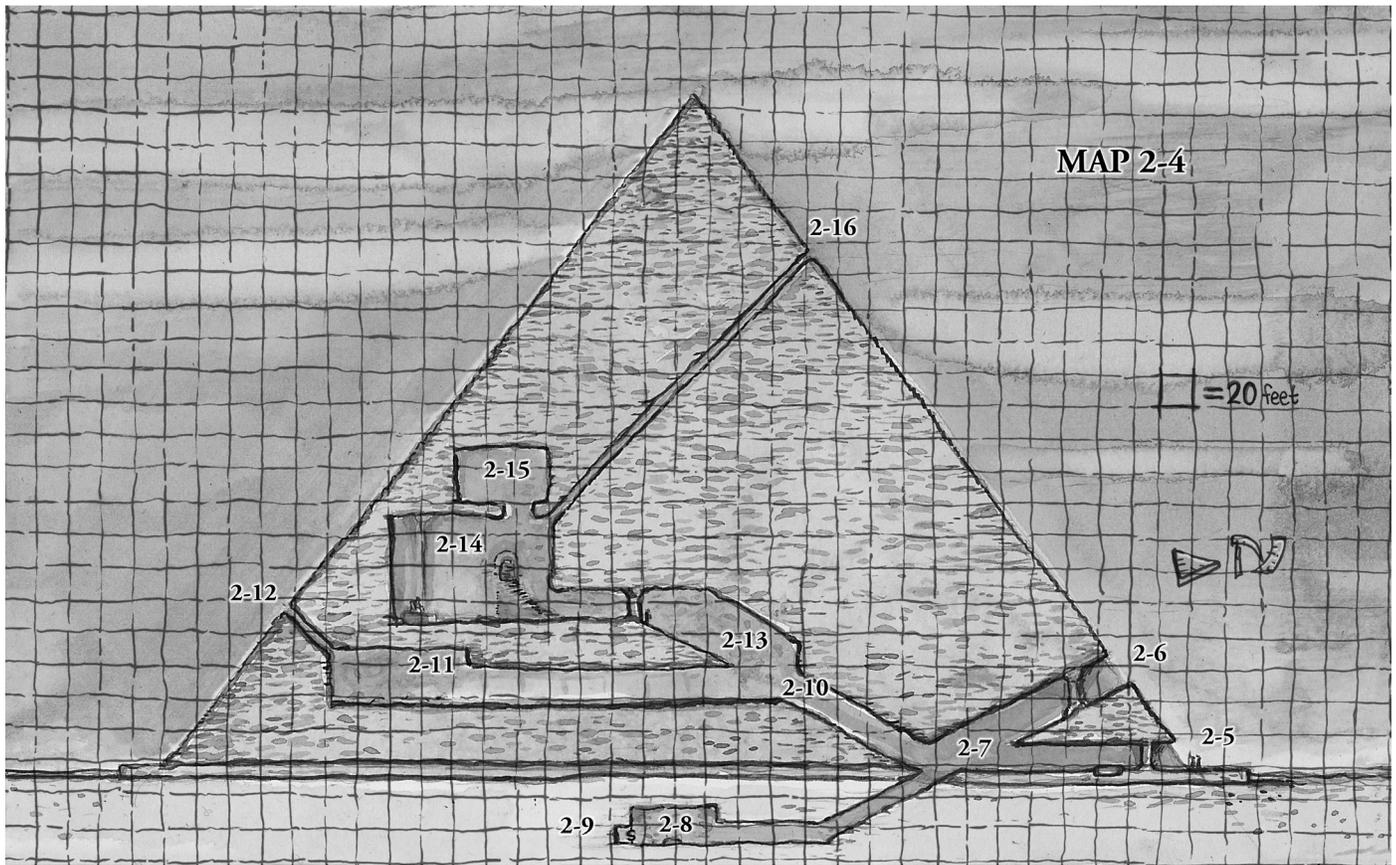
- | | |
|---|---|
| 1 | The character regains 4 (1d8) hit points at the start of each of their turns. |
| 2 | The character gains +1 bonus to to Armor Class. |
| 3 | The character gains a +1 bonus to saving throws. |
| 4 | The character has advantage on Wisdom ability checks. |

A successful *dispel magic* (DC 18) temporarily stuns the eye, ending the minor boon (but not its invisibility canceling property) and delaying the eye’s rotation to the next side for an additional 1d4 rounds.

Ceilings and Walls. The ceilings and walls of the pyramid are made of a strange, unnatural material that seems firm but is less hard than stone (almost plastic-like). There is no evidence the walls have been tooled or worked, and yet they are smooth to the touch. Because of this property, the walls are

MAP 2-3





extremely difficult to climb, requiring a successful DC 25 Strength (Athletics) check to do so. However, the pyramid accepts pitons and spikes more readily than normal stone. For the purposes of magic, the material comprising the pyramid does not count as clay, dirt, plaster, sand, stone, or wood.

Directions. This realm does not have a magnetic field, making compasses useless. Although there are no true cardinal directions in the pocket dimension, **Map 2-2** depicts a compass rose to provide relative reference points for locations.

Doors. Unless otherwise specified, doors in the pyramid are made of the same plastic-like material as the pyramid itself (AC 17, 27 hp, immunity to piercing, poison, and psychic damage) and are unlocked. Locked doors require a successful DC 22 Dexterity check with thieves' tools to open.

Illumination. A pervasive dim light illuminates the area outside the pyramid, although its source cannot be determined. Areas inside the pyramid are dark unless otherwise specified in the room's description. The first 30 feet of the entrances to the pyramid (areas 2-5 and 2-6) are dimly lit by the external ambient lighting.

Surrounding Environment. The areas outside the pyramid are sandy desert with no signs of vegetation. The temperature is warm (77 degrees Fahrenheit), and there are no discern-

able air currents. The sky appears overcast, and the dim light that pervades the area does not necessarily seem to originate from the sky. There is no visible horizon in the distance, and walking in any direction for more than 5 minutes brings one back to one's original location. The air shafts (areas 2-12 and 2-16) keep the inside of the pyramid consistent with the temperature outside, except in the most extreme areas (areas 2-8, 2-9, and 2-15).

Time. Time passes more quickly in the pocket dimension than it does on the Material Plane, advancing at a rate of about 1:100. One round in the pocket dimension is about 10 minutes in the real world. For Ophois to remain hidden away for a year of real time, he needs to stay in the pocket dimension for only a little over three-and-a-half days. Use the following table as a guide to determine how much time has passed "on the outside" while the characters are in the pocket dimension.

Time in Pocket Dimension	Time in Real World
1 round (6 seconds)	10 minutes
1 hour (short rest)	Just over 4 days
8 hours (long rest)	33 days
1 day	3 months
3.65 days	1 year





If you have not already played the other adventures in the *The Chosen Sons of Set* trilogy adventures and wish to do so, you may want to ignore this time displacement if it would result in the characters remaining in the pocket dimension longer than the one-year period they have to defeat all four of Set's Chosen Sons.

Wandering Monsters. There are no wandering monsters inside the pyramid, but a **crawling kingsnake** (see appendix B) patrols the area outside the pyramid from beneath the sand. It surfaces and attacks anyone that steps off the plaza leading to and surrounding the pyramid. It also surfaces if any activities occur that disturb the areas off the plaza (combat, explosions, etc.). The creature attacks indiscriminately, targeting the heroes and their opponents alike. The followers of Ophois are aware of the creature and know what precautions to take to avoid it (e.g., stick to the plaza, don't make big "booms" in or around the sand).

AREA 2-1 – THE PORTAL

When the characters pass through the portal in area 1-1, read or paraphrase the following:

You find yourselves falling towards a massive pyramid in a vast expanse of desert. No, that's not right. You were falling towards the pyramid, but the direction of your movement has shifted. You are now falling sideways. You land on the ground with a hard thud as you realize the plane of the portal you entered was not the same as the position of the portal on this side...wherever this side is. From your vantage point on the ground, you see that your arrival has apparently interrupted the rest of several unusual animals that happen to be encircling your current position.

This side of the portal is a vertical surface, unlike the roughly horizontal position it had when the characters first entered it. Characters who enter the portal by dropping or flying into it arrive on this side traveling horizontally until the gravity of the pocket dimension takes effect and pulls them, vertically, to the ground. Passing through the portal dispels any magical effects (such as spells) currently affecting the characters. Characters who arrive on this side of the portal without nonmagical means of flying (such as natural wings) fall and take 3 (1d6) bludgeoning damage.

It is impossible to pass back through the portal from this side without a *token of return* (see appendix D) keyed to this side of the portal. A stockpile of tokens can be found in the treasure room (area 2-15).

Lounging around the portal are three "watchdogs": an **ammit** and two **sha** (see appendix B). They attack anyone who comes through the portal that is not a follower of Set. None of these creatures willingly leave the cobblestone plaza, as they know the crawling kingsnake patrols the area from under the sands (see Wandering Monsters, above).

AREA 2-2 – THE PLAZA

A 20-foot-wide road of cobblestone cuts through the desert sands in a path that heads directly towards the massive pyramid in the distance.

A group of sentries consisting of three **lizardfolk** and one **lizardfolk shaman**, each riding a **griffon**, patrols the skies above the massive pyramid. They swoop in to attack unfamiliar creatures in the plaza. Each rider carries 20 javelins in a quiver attached to the saddle of their mount. The lizardfolk fight to the death, as they fear displeasing Ophois much more than they do the characters.

The lizardfolk shaman has the following additional attack:





- **Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Keep in mind that combat in the plaza may draw the attention of the crawling kingsnake (see Wandering Monsters).

AREA 2-3 – THE WALKWAY

The cobblestone path splits to the right and left to encompass the base of the massive structure. The path appears to run in both directions as far as you can see.

The walkway allows creatures to travel around the pyramid without drawing the attention of the crawling kingsnake. It does indeed encircle the entire pyramid.

AREA 2-4 – GENIES OF THE EARTH AND AIR

Two large humanoids, one with blue skin and one with brown, float through the air in your direction. They carry large weapons, and their unfriendly intent is easily readable upon their faces.

Wamnifa, a **dao**, and Damush, a **djinni**, stand guard outside the thieves' entrance to the pyramid. Their services were

granted as a gift to Ophois by his paternal grandparents (Geb, “the earth,” and Nut, “the sky”). The guards attack anyone they do not recognize. When possible, the genies prefer to remain airborne, attacking the characters with spells and ranged attacks. Damush secretly resents his assignment but does not see any other options available to him at this time. If the characters reduce Wamnifa to 62 hit points or fewer, Damush proposes a deal to the characters, offering to change sides and help defeat Wamnifa in exchange for his freedom. If the characters agree, Damush immediately turns on Wamnifa.

If the dao is defeated, Damush thanks the party for his freedom (if the characters accepted his offer) or simply surrenders, explaining that he wishes the characters no further harm and just wants to return home. If the characters permit him to leave, Damush wishes them luck inside the pyramid (he has never explored the pyramid so has no information about what other challenges may lie inside). If asked about Ophois, Damush describes the Chosen Son as “a massive lizard with multiple heads that can walk on his two hind legs” but has little to offer beyond that.

Damush does not have the ability to grant wishes but mischievously likes to imply that he does. He may even ask



the characters to state their fondest wishes and then reply with something like “With hard work and years of dedication, that may come to pass. I wish you much success with that!” Damush offers to cast *create food and water* for the party before he takes his leave. He refuses to accompany the party inside the pyramid and heads to the portal in area 2-1 to use his *token of return* to exit the pocket dimension shortly after his dealings with the party are complete.

Treasure. Damush carries a *token of return* (see appendix D) that he hopes to use to leave the pocket dimension.

AREA 2-5 – THE THIEVES’ ENTRANCE

A 20-foot-wide by 20-foot-high opening at the base of the pyramid leads into a 30-foot-long section of hallway that appears to end at a pair of double doors. A second, similarly sized recess enters the pyramid about 50 feet above the base of the structure.

This ground-level entranceway is considered a “thieves’ entrance” and, as such, is trapped and not used by any of the residents of the pocket dimension. The true entrance is the second opening 50 feet above this one (see area 2-6). Climbing to the true entrance from the base of the pyramid requires a successful DC 20 Strength (Athletics) check.

The double doors at the end of the hallway are locked. Opening the lock requires a successful DC 15 Dexterity check with thieves’ tools, with a failed check triggering a poison needle trap. A creature that triggers the needle takes 1 piercing damage plus 22 (4d10) poison damage and must make a DC 15 Constitution saving throw or be poisoned for 1 hour.

A row of pressure plates 20 feet beyond the doors can be detected with a successful DC 15 Intelligence (Investigation) check. Deactivating the pressure plates requires a successful DC 20 Dexterity check with thieves’ tools. If more than 20 pounds of weight is placed on a pressure plate, four darts fire from the walls. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate. A creature hit by a dart takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

The hallway ends at an intersection of four passages (see area 2-7).

AREA 2-6 – THE TRUE ENTRANCE

A 20-foot-wide by 20-foot-high opening about 50 feet above the pyramid’s base slopes downward into the pyramid along a 40-foot-long section of corridor. The corridor ends at a pair of double doors.

The double doors are unlocked. Beyond the doors, the passage continues to slope downward until it reaches a staircase that descends to an intersection of four passages (area 2-7).

AREA 2-7 – THE INTERSECTION

Four passages converge at this intersection, all but one of them leading away at odd angles. Two 20-foot by 20-foot passageways lead back towards the external face of the pyramid. One is relatively level, while the other contains stairs leading upward towards the face of the pyramid. A third 20-foot by 20-foot passage leads upwards into the heart of the structure. A fourth passage, this one only 10 feet wide, descends further into the pyramid.

The level passage leads to the thieves’ entrance, area 2-5. The upward sloping passage towards the face of the pyramid leads to the true entrance, area 2-6. The downward sloping passage leads to the crypt of the faithful, area 2-8. The passage sloping upward into the pyramid leads to the second intersection, area 2-10.

AREA 2-8 – CRYPT OF THE FAITHFUL

This chamber lies 40 feet underground, directly below the center of the pyramid. When the characters enter the area, read or paraphrase the following:

The walls of this musty, 60-foot by 60-foot room are covered with colorful frescoes that stretch from the floor to the 20-foot-high ceiling. Various scenes are woven together to create a diorama that encircles the room. In the center of the chamber, atop a stone pedestal, rests a dusty sarcophagus with the likeness of a human carved into its lid. Strange writing covers the sides of the sarcophagus. The temperature here is significantly lower than that found outside the pyramid and provides a welcome relief from the sweltering heat.

The words on the sarcophagus are written in Abyssal. They read: “Here lies al-Sadiki, most blessed and faithful follower of Set; may her service continue into the next life, and her faith be an inspiration to us all.”

A character that studies the frescoes can make a DC 15 Intelligence (History or Religion) check. On a success, the character notices that a dark-haired, female human features prominently in many of the frescoes, but at different ages. The frescoes depict various events that occurred throughout the life of this individual, likely al-Sadiki. The frescoes imply she became a follower of Set at a very young age and eventually became a priest in Set’s service before being murdered or sacrificed. (The specifics of al-Sadiki’s death are difficult to tell from the frescoes.)



The **mummy lord** al-Sadiki, lies inside the sarcophagus waiting to join Ophois's triumphant return to the mortal plane. If one of the characters knocks on the sarcophagus before opening it, al-Sadiki assumes they are another follower of Set, come to let her know that the time has come to leave. If the lid of the sarcophagus is removed in any other manner, al-Sadiki responds by attacking immediately.

In the back of the chamber, a fresco depicting Set himself serves as a secret door to a small chamber beyond (area 2-9). Locating the secret door requires a successful DC 16 Intelligence (Investigation) or Wisdom (Perception) check. The secret door is not locked or trapped.

Treasure. On her right ring finger, al-Sadiki wears a plain, rust-covered iron band that functions as a *ring of fire resistance*.

AREA 2-9 – THE TREASURE VAULT

The musty air in this 10-foot deep chamber is thick with dust that visibly swirls up from the floor as you open the door. When the current of air that created them dissipates, the dancing wisps gradually settle to coat the floor once more. Several items lie atop a small, stone podium in the center of the room.

Treasure. The items on the podium once belonged to al-Sadiki. They include 2d4 art objects (carvings, sculptures, statuettes, and ritual items) made from worked gold (worth 750 gp each), a set of *bracers of archery*, and a *rod of rulership* with a carving of a hissing cobra on one end.

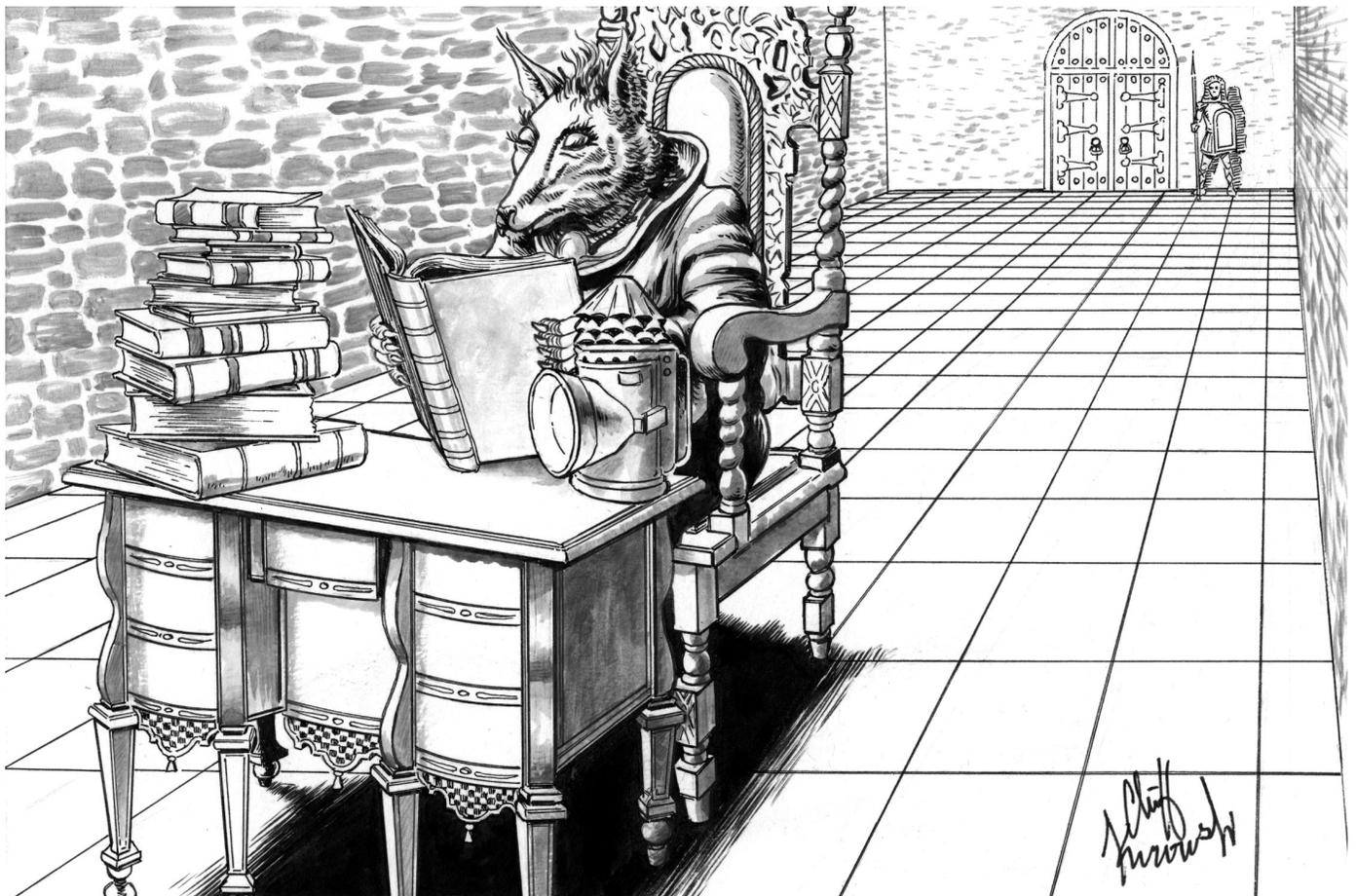
AREA 2-10 – THE SECOND INTERSECTION

The corridor at this point splits. To the left, a level, 20-foot by 20-foot passage heads deeper into the pyramid. Ahead of you, the sloping passage opens into what appears to be a much larger chamber.

The level passage on the left leads to Uraeus's den (area 2-11), while the passage straight ahead leads into the grand gallery (area 2-13).

AREA 2-11 – URAEUS'S DEN

This chamber lies at the end of a corridor decorated with frescoes depicting Set alongside various lizards, crocodiles, snakes, and other reptiles. The ceiling rises to a height of 30 feet, 10 feet higher than that of the corridor. Several large, broken blocks similar to that of the pyramid itself lie scattered about the chamber. Among the blocks are heaps of broken tools and other detri-





tus. An aggressive snort draws your attention to a corner of the chamber, where an angry-looking boar protests your arrival.

This chamber has been left exactly as it was when the unknown builders completed the rest of the structure, countless years ago. When Ophois's forces discovered the pocket dimension, one of the Chosen Son's more unusual minions—an intelligent, giant cobra named **Uraeus** (see appendix B)—claimed this chamber for itself, as it was far removed from the other, more active areas of the pyramid. As the characters arrive, Uraeus lies coiled behind one of the broken stone blocks on the far side of the room.

Except for the occasional offering of fresh food (such as the **boar**), Uraeus expects to remain undisturbed by the other pyramid's other inhabitants until Ophois is ready to return to the Material Plane. The boar was brought to this room to serve as Uraeus's next meal, but the massive reptile hasn't yet grown hungry enough to consume it. If the characters approach the boar, they see that it is bound in a leg iron attached to the floor. The animal is extremely agitated and attacks anyone who gets too close to it (or, if freed, stands between it and the exit).

Despite its fearsome appearance, Uraeus is an intelligent creature. He is initially curious as to why the characters are here,

as they do not appear to be followers of Set, nor is Uraeus expecting to leave the pocket dimension so soon. Instead of attacking immediately, Uraeus attempts to converse with the characters, assuming someone in the party speaks Abyssal. Uraeus hopes to convince the party to leave on their own or trick them into lowering their guard before he strikes. Uraeus does not feed on the boar while the characters are present, unless the characters free the boar and Uraeus has the opportunity to strike before the beast leaves the chamber.

A tiny opening is positioned roughly 30 feet up the rear wall of the chamber. The opening is an air shaft (see area 2-12) that connects this room with the outside of the pyramid.

AREA 2-12 – THE LOWER AIR SHAFT

This shaft is only 2-1/2 feet on a side and cuts through the pyramid at a 45-degree angle. It appears to be about 30 feet long and is dimly illuminated by light spilling in from its upper end. There are no discernable features along the entire length of the passage.

Tiny creatures (or Small creatures that squeeze) can travel through this air shaft between the outside face of the pyramid and area 2-11. The shaft opens into area 2-11 at a point 30 feet above the floor, with no easy way of getting down.



AREA 2-13 – THE GRAND GALLERY

This massive chamber is approximately 110 feet long, 40 feet wide, and 40 feet high. It appears to have been intended as a gallery for study or religious contemplation. The walls of the chamber, or as much of them as you can see, are covered with cracked and peeling frescoes depicting various humanoid and reptilian creatures.

In the light of a bullseye lantern, a lone humanoid with the head of a jackal sits at a desk examining a stack of books. A nearby table supports even more tomes. The furniture throughout the chamber has legs of different lengths, apparently to compensate for the gradual incline of the floor.

The jackal-headed figure is Heka, an **arcanaloth**. The books Heka studies are collections of necromantic theory related to the creation of undead. Sadiq Almwata (see area 1-17) lent the texts to Heka so that the fiend could learn more on the topic.

A character that studies the frescoes can make a DC 20 Intelligence (History or Religion) check. On a success, the character notes that the images depict Set's genealogy, beginning with his parents Geb ("the earth") and Nut ("the sky"), and proceeding to depict many of Set's offspring. Characters who can read Abyssal see the names of Geb, Nut, and Set written next to depictions of those individuals, as well as the names Anubis, Maga, Makura, Manahath, Ophois, Serket, and Sobek written next to images of Set's children. Many other children were once depicted as well, but time has eroded away the plaster, leaving those frescoes in broken pieces on the ground. If the characters think to reassemble the pieces (using the *mending* cantrip, for example), they can reconstruct two additional names: Caphet and Skabhet. The names are the true names of Set's children and may prove useful to the characters (as explained in the True Name traits of the creatures in appendix A).

A set of double doors at the far end of the room lead into the great hall (area 2-14). A **shield guardian** stands beside the doors. If the characters try to pass through the double doors, the guardian casts the 4th-level *fireball* spell stored within it. Creatures caught in the fireball must make a DC 17 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Treasure. The books on necromancy might fetch up to 200 gp if the characters find a spellcaster or antiquarian who doesn't mind dealing in books on such dark topics. Among the tomes is a *spell scroll* of *animate dead*. Even if the books catch fire (see Developments), somehow the *spell scroll* remains unscathed. Heka keeps 2d4 × 100 gp, 1d6 × 10

gp, and a pair of *goggles of night* in a pocket in his tunic and wears the shield guardian's control amulet around his neck.

Developments. If Heka notices the characters enter the room, he responds by flipping over his desk (books and lantern included), creating flaming debris and alerting Ophois (see areas 2-14 and 2-15) to the intruders. Heka then rushes to get within the shield guardian's 60-foot radius of protection.

If Heka overturns his desk, oil from the lantern splatters everywhere, setting the books and furniture on fire. While the flames burn, a creature that starts its turn in the area between Heka and area 2-10 must make a DC 17 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a success.

Heka prefers to cast spells from a distance rather than engaging the characters in melee. If the shield guardian is reduced to 0 hit points, Heka retreats to area 2-14.

For the purposes of setting up the encounter in area 2-14, track how many rounds pass between the time Heka overturns the desk and the party opens the double doors to area 2-14.

AREA 2-14 – THE GREAT HALL

Opening the double doors reveals an expansive chamber, 100 feet long and 80 feet wide, with a 70-foot high ceiling. On the right side of the room, a wide staircase ascends 30 feet to a landing where an archway offers exit from the room. At ground level, a high-backed marble throne sits atop a raised dais flanked by columns of the same strange stone that makes up the rest of the pyramid. Fine silks have been spread across the central floor of the chamber in a seemingly haphazard fashion. Wooden spars of various lengths litter the floor around the chamber's perimeter.

Ophois, the Chosen Son of Set (see appendix A), is usually found in this room. If the characters approach the chamber stealthily (or if they entered via area 2-16, the upper air shaft), they find Ophois lounging prone on a pile of silks in the middle of the chamber. If alerted to the presence of intruders (by combat with Heka and the shield guardian in area 2-13, for example), Ophois starts the encounter already prepared for the party's arrival (see Developments).

Treasure. If gathered together and cleaned, the silks covering the floor are worth a total of 1,100 gp.

Developments. If alerted to intruders, Ophois has taken the following actions, depending on how much time he has had to prepare:

- Round 1: Ophois uses Summon Lesser Son of Set to summon **Maga** (see appendix A). In addition, he





MULLEN

communicates telepathically with Heka to learn the number, type, and abilities of the intruders.

- Round 2: Ophois uses Summon Minions of Set to summon 2d6 **minions of Set**.
- Round 3: Maga positions himself upon the throne while the minions of Set move toward the entrance. Ophois withdraws to the passage leading to area 2-15 to watch how the situation unfolds.
- Round 4+: Ophois casts *see invisibility* from his hiding spot in the hallway. He then waits for a strategic moment to reveal himself and join the fray.

If caught unawares, Ophois converses with the characters, asking them why they are here, how they got here, how they figured out how to activate the portal, how they gained access to the pyramid, and so on, buying time until he can use Summon Minions of Set to bring in 2d6 minions. The following round, Ophois summons a Lesser Son of Set called Maga (see appendix A).

If the majority of the minions of Set are defeated, Maga and Ophois both cast *sticks to snakes* (see appendix D) to bolster their forces. They start by targeting any torches or nonmagical wooden weapons the characters hold, then use the spars lying at the base of the walls as the remaining material components, if necessary.

If the party overwhelms Ophois's summoned allies before he has a chance to enter the fray, the Chosen Son retreats to the treasure room (area 2-15) and prepares to make his final stand.

A tiny opening is positioned roughly 70 feet up the southern wall of the chamber. The opening is an air shaft (see area 2-16) that connects this room with the outside of the pyramid.

AREA 2-15 – THE TREASURE ROOM

This 60-foot-long, 30-foot-wide chamber has an arched ceiling that rises to a height of 40 feet above the floor. Assorted crates and chests give the area the impression of a storeroom. The temperature of this chamber is considerably warmer than the rest of the pyramid.

The original purpose of this chamber was to provide architectural support above the great hall (area 2-14), ensuring that the weight of the upper part of the pyramid would not cause a collapse into that area. The openness of the chamber makes it a convenient storage space, while the lack of an air shaft raises the room's temperature and makes it one of Ophois's favorite places to bask. Characters proficient with either carpenter's or mason's tools that make a successful DC 10 Intelligence (carpenter's or mason's tools) check realize the

architectural purpose of this room, as well as the potential consequences should the chamber be structurally compromised (see **Developments** below).

Treasure. The items stored here represent Ophois's acquired wealth. Among the crates and boxes are 10 gemstones of various types, each worth 500 gp each, and five art objects, mostly jewelry and sculptures crafted from rare materials such as ivory and platinum, valued at 250 gp each.

Several magic items can also be found among the various items stored here, including a +2 *longbow*, an *amulet of health*, a *staff of healing*, a *potion of clairaudience* (see appendix D), a *potion of sight* (see appendix D), and the *Vengeance of Horus* (see appendix D).

A small chest contains 18 *tokens of return* keyed to the portal in area 2-1, more than enough for all the allies who traveled with Ophois to the pocket dimension to return with him. The chest is locked and Ophois carries the key. The chest's lock is trapped with a poison needle that springs out if anyone attempts to open the lock without the proper key (Ophois carries the key with him at all times). When the trap is triggered, the triggering creature takes 1 point of piercing damage and must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

A creature who makes a successful DC 20 Investigation (Intelligence) check detects the trap. Disabling the trap requires thieves' tools and a successful DC 21 Dexterity check. Disabling the trap also opens the chest's lock.

Developments. If Ophois retreats to this room instead of joining the combat in the great hall (area 2-14), he casts any defensive spells he has remaining and summons allies until the party arrives. Assume Ophois has a bundle of sticks stored among the other items, in case he casts *sticks to snakes* (see appendix D). Ophois then positions himself opposite the chamber's door so he can use Poison Breath when the characters enter the room.

Each time an evocation spell is cast in the chamber, there is a chance the room's architectural supports are damaged and the upper part of the pyramid begins to collapse. This chance is equal to the spell's level times 5 percent (so, a 5th-level *fireball* has a 25 percent chance of starting a collapse). If a collapse occurs, the following events unfold on initiative count 20 over the next few rounds:

- The round after the triggering spell is cast, the entire pyramid trembles.
- On the second round, the ceiling of area 2-15 begins to collapse. The room's floor becomes difficult terrain. In addition, creatures in the room must make a DC 17



Dexterity check. On a failed save, the creature takes 7 (2d6) bludgeoning damage and is knocked prone. Medium or smaller creatures that fail the saving throw by 5 or more are also restrained by the debris. A creature can use an action to make a DC 15 Strength (Athletics) check, freeing a trapped creature on a success.

- On the third round, the ceiling continues to collapse. The DC to avoid the falling debris rises to 20, and the damage on a failed save increases to 10 (3d6) bludgeoning damage.
- On the fourth round, the ceiling continues to collapse, as described above. The DC to avoid the falling debris rises to 23, and the damage on a failed save increases to 14 (4d6) bludgeoning damage. In addition, the chamber's floor collapses. Each creature in area 2-15 plummets 80 feet into area 2-14, taking 28 (8d6) bludgeoning damage from the fall. The floor of area 2-14 becomes difficult terrain.
- On the fifth round, the upper air shaft (area 2-16) experiences a partial collapse, sealing that passage completely. Creatures inside the shaft take 17 (5d6) bludgeoning damage and are knocked prone and restrained. Escaping the rubble requires a successful DC 17 Strength (Athletics) check. In addition, rubble pours into area 2-14 from the air shaft; creatures in area 2-14 must make a successful DC 10 Dexterity saving throw or take 4 (1d8) bludgeoning damage from falling debris.

If Ophois is reduced to 75 hit points or fewer in this chamber, he spends his next turn recovering the small chest (see *Treasure*, above), an additional turn opening it, and a third turn retrieving a *token of return* (see appendix A) and teleporting outside the pyramid near area 2-6, with the intent of heading to the portal (area 2-1) and leaving. Ophois takes the chest with him, hoping to trap the characters in the pocket dimension, but in his haste he spills just enough *tokens of return* that one is left behind for each party member.

AREA 2-16 – THE UPPER AIR SHAFT

This narrow shaft cuts through the pyramid at a 45-degree angle and appears to go on without end. There seems to be no discernable features on the passage's walls, at least for as far as you can see along it.

This passage is 2-1/2 feet on a side. A Tiny creature (or a Small creature squeezing at half speed) can travel through the shaft between the outside face of the pyramid and area 2-14. The shaft opens into area 2-14 at a point 70 feet above the floor, with no easy way of getting down.

CONCLUDING THE ADVENTURE

If Ophois escapes the pocket dimension, he heads into the ruins beyond the pylons (area 1-4) to muster his forces. From there, he heads to the hamlet of Thinis intent on decimating the settlement. Once that is accomplished, Ophois seeks out the closest Chosen Son of Set. Keep in mind the passage of time inside the pocket dimension and how long Ophois has free reign before the party returns through the portal.

If the characters defeat Ophois, return through the portal, and head back to Thinis, the population there has already discovered Ur-Chisisi's betrayal from incriminating documents left behind in her home. If you plan on playing other adventures in the *Chosen Sons of Set* trilogy, clues on where to head next can be gleaned from an examination of these papers. If the characters share the story of their exploits in the pocket dimension, they are celebrated by the town. Each party member is rewarded with five acres of local farmland, free room and board for a week, and a rowdy celebration at the Stewed & Pickled. As landowners, the characters may add the honorific "lord" or "lady" before their names, should they wish. Characters who build a homestead on their farmland may even be offered a position on the council of elders.

If Damush escaped from the pocket dimension after making a deal with the characters, he can also be found in Thinis. In this case, tales of the characters' bravery (and foolhardiness) precede their arrival in the hamlet.

Awarding Experience. If the characters complete this adventure's quest, consider allowing them to advance to the next level. If you would prefer the characters not to advance a level at this point, you may instead award each character a bonus of anywhere from 100 to 1,000 XP for completing the adventure.



DARK TOWER: THE CHOSEN SONS OF SET

CHAPTER 3: THE CURSED COILS OF SET

By Joe Raso

The *Cursed Coils of Set* is an adventure designed for use with the 5th edition of the first fantasy roleplaying game. It is intended for four to six 12th level characters. The adventure takes place in a remote town at the edge of a desert and has a distinctive ancient Egyptian theme. If used as part of a *Dark Tower* campaign, the adventure occurs in the city of Mugdhad. Found at the southeastern extent of the Ghetrian Desert, the city sits below hills that rise into the Mountains of the Fifth Prince. The adventure is also easy to place in the GM's campaign. If the deity Set does not exist in the GM's campaign, a similar evil deity can be substituted.

BACKGROUND

In an effort to spread discord and evil among the mortal races, the god Set sired many children. Possessing a mix of divine and mortal traits, his offspring appear like hideous snake, reptilian, and humanoid crossbreeds. Each "son" of Set is a unique, twisted fiend, as the god steeped his creations in chaotic sorcery. Since their unholy birth, the Sons of Set have spread far and wide to disseminate their father's vile plots.

Set has many such sons, but only the four most powerful are his Chosen Sons. The rest, and most numerous, are called his Lesser Sons. All the Sons of Set share a spark of immortality. A Lesser Son always fights to the death, hoping to gain Set's favor, for if it's destroyed it reforms in one to two years. The Chosen Sons are more practical and often surround themselves with minions, eschewing direct conflict. A slain Chosen Son of Set returns as a Lesser Son, and the most powerful and worthy Lesser Son ascends to the title of Chosen Son. This often results in the Lesser Sons taking matters into their own scaly appendages. Should a Lesser Son slay a Chosen Son, Set would have no choice but to elevate it to its rightful position as a Chosen Son. But failure curses a Lesser Son to 100 years of service to its brother.

For most of the last half-century, the remote town of Mugdhad was governed by Tharikadh, an ireful human despot and secret devotee of Ankharet, the cursed Sphinx Queen who once ruled Khonsuria. Tharikadh controlled all aspects of life in the town, supported by his squads of brutish thugs.

A year ago, Skabhet, a charismatic half-elf, arrived and usurped control of the town with the help of Set cultists. Skabhet, in truth, is a monstrous Chosen Son of Set, bent on extending the evil god's influence across the Ghetrian Desert and Xa Dshret. She is aided by a dim-witted Lesser Son of Set named Grahd, as well as numerous minions of Set.

In the weeks after conquering the town, Skabhet executed dozens of clerics whose temples vainly tried to foment an uprising against her. Their skeletal remains continue to hang from pillars as a reminder of the power Skabhet wields. Places of worship have been ransacked, desecrated, and repurposed as shrines to Set.

Skabhet is currently obsessed with finding Tharikadh. Gravely injured and weakened by a confrontation with the Chosen Son of Set when she captured the town, Tharikadh managed to escape and has remained hidden ever since. From his secret redoubt beneath Mugdhad, he dreams of defeating the Sons of Set and reclaiming his rule over the town. Meanwhile, Skabhet uses her minions to spread fear, torturing and executing those who dare oppose her rule, in the hopes of uncovering Tharikadh's hiding place.

ADVENTURE HOOKS

The citizens of Mugdhad suffer under the rule of Skabhet and her minions of Set. Those foolish enough to resist her are either openly killed in the market square or thrown to Grahd, a bestial Lesser Son, in his dank underground lair. The townsfolk yearn to be liberated from Set's subjugation but see little hope of this occurring.



DRAMATIS PERSONAE

NAME	DESCRIPTION	ADVENTURE REFERENCE
Amun Tor	The god of mystery and riddles	The Shrine of Mysteries (area 2-1)
Ankharet the Cursed	A demigod who once ruled the great sphinx empire of Khonsuria	See Tharikadh
Botis the Chaste	The first paladin of Mitra (dead)	Temple Row (area 1-6)
Dokhad	Owens Traders of the Shifting Sands, a mercantile; recently decided to assist Tharikadh's return to power	The Grand Market (appendix F)
Etan	One of Zawg's bodyguards	Merchant Wagon (area 1-2)
Fawliq	Scholar and owner of Luminous Scrolls, a book shop in the Coin Ward	Luminous Scrolls (area 1-8)
Gilem	One of Zawg's bodyguards	Merchant Wagon (area 1-2)
Grahd	A Lesser Son of Set and the secret name of the monstrous serpent in the Death Pit	The Cavern of the Serpent (area 3-2)
Cyadi Luckbearer	The high priestess of the Temple of Weal (dead)	Temple Row (area 1-6)
Hashess	The owner of the Grub Hub eatery and informant for Set's forces	Desert Ward (appendix F)
Jahness	Owner of Quarry's Rest; distraught over her son's death in the Death Pit	Ash Ward (appendix F)
Kawglid	Cook at Yellen's Gullet; secretly assisting in Tharikadh's revolt	Desert Ward (appendix F)
Kichkem	A quasit spy working for Skabhet	Merchant Wagon (area 1-2)
Mag and Mog	An elderly couple running the Grass Hut hostel, with a soft spot for anyone resisting Set's forces	Desert Ward (appendix F)
Malite Sparklestone	A gnome jeweler and owner of Malite's Treasures, commissioned to create a tiara for Skabhet	Coin Ward (appendix F)
Moonhet Hammerhand	The head priest of The Blessed Forge (dead)	Temple Row (area 1-6)
Passef	Owner of the Sandstorm Tavern who is sympathetic to Tharikadh	Sandstorm Tavern (area 1-7)
Ren Fairhand	A merchant in a foreign city looking for supplies of hulwah	Adventure Hooks
Sarha	Proprietor of the Sphinx's Smile who wants to honor the priests who died in Skabhet's purge	The Grand Market (appendix F)
Sahlil	Owner of Smoking Sahlil's, a smelter and forge; he blames Tharikadh for recent attacks against his business	Ash Ward (appendix F)
Skabhet	The half-elven guise of the Chosen Son of Set , Skabhetalloxis, who now controls the city	Audience Pavilion (area 4-9)
Skabhetalloxis	Skabhet's true name	See Skabhet
Toothless Felik	Owner of Yellen's Gullet	Desert Ward (appendix F)
Tharikadh	Deposed governor of the city seeking to reclaim his power	Tharikadh's Redoubt (area 2-3)
Vech Bearmane	The high cleric of The Pillars of Justice (dead)	Temple Row (area 1-6)
Xanthes	Owner of the Golden Point and secret informant for Skabhet	Upper City (appendix F)
Zawg	A self-serving merchant looking to remove Tharikadh and Skabhet	Merchant Wagon (area 1-2)



How the characters are pulled into this story is up to the GM, but here are a few suggestions:

- **Called by the Gods.** A character receives a vision from Mitra or some other god, pointing them in the direction of the ancient, mud-walled city of Mugdhad. In the vision, a giant, shadowy snake rises above the town, an omen the character interprets as a sign of the growing threat of the evil god Set and an urgent divine imperative to vanquish this evil. The vision ends with the ghostly image of a priest saying, “*Come to Temple Row and end our suffering.*” (see area 1-6)
- **Liberate the City.** Giztahk, an agent of Tharikadh, says the people of Mugdhad yearn to be free from Skabhet, a brutal ruler and evil follower of Set. He claims the city’s people want Tharikadh to govern again, but his master must hide beneath the city until the agents of Set are defeated. Giztahk assures the adventurers that Tharikadh will generously reward those who defeat the cult of Set and reinstate him as the city’s rightful ruler. He directs them to seek out the Sandstorm Tavern in the Upper City (area 1-7).
- **Great Rewards.** A placard posted in the characters’ favorite tavern states, “*Brave and powerful heroes wanted in Mugdhad. Great rewards await the worthy.*” The sign was posted by Zawg, an unscrupulous merchant the adventurers may meet when they arrive in Mugdhad (area 1-2).
- **Ancient Secrets.** The characters learn that Mugdhad may house the magical treasures of the ancient Khonsurian empire and possibly of the Sphinx Queen Ankharet herself. These priceless artifacts would be highly coveted by arcane scholars and purveyors of magic. Fawliq, a scholar and owner of Luminous Scrolls, a book shop in the Coin Ward (area 1-8), is said to be an expert on this subject.
- **Merchant’s Salve.** Ren Fairhand, the owner of a store the heroes frequent, laments he has run out of “hulwah,” a sweet-smelling salve favored by his wealthiest patrons. The ointment is made only in Mugdhad, and he’s received no shipments from that city in a year. Ren offers to pay the adventurers 100 gp if they look into the problem and acquire flasks of the expensive salve. Ren’s only contact in the city is an old friend Passef, who now runs the Sandstorm Tavern (area 1-7).

DRAMATIS PERSONAE

The city of Mugdhad is filled with thousands of people, most of whom are just looking for a way to survive Skabhet’s harsh rule. Individuals referenced in the adventure are summarized above.

RUNNING THE ADVENTURE

In this adventure, the characters must liberate a remote desert town from the cult of Set but must also contend with its previous despotic ruler, who yearns to return to power. How your players react to the situation is open ended. Both Skabhet and Tharikadh seek allies to help defeat the other, though good-aligned parties will likely have difficulty working with either of these evil individuals once they understand their nature. Perhaps the characters make an alliance with the opportunistic merchant at the town’s gate? Of course, a full-out assault against both powers is an option many may choose, though doing so could be deadly for the unprepared.

IN-GAME EVENTS

Although the town of Mugdhad can be played as an open sandbox, GMs are encouraged to use the following encounters to move the adventure forward.

Tharikadh’s Request. The town’s previous despotic leader has become aware of the adventurers from his hidden redoubt beneath the Shrine of Amun Tor (see Part 2: The Ruined Shrine of Amun Tor). If the characters have opposed the forces of Set, he sees them as a means to overthrow Skabhet and reclaim his control of the city.

The characters receive a note from Tharikadh as they explore the city. The note takes the form of a cryptic message: “*We share a common enemy. Meet me under the eyes of Amun Tor so we may coordinate our actions.*” If questioned, the messenger claims that a plain-faced merchant paid them good coin to deliver the note but knows nothing else about the merchant’s identity.

Desperate Parent. Cruel minions of Set have kidnapped a child as an offering for Grahd (see Part 3: The Death Pit). The child’s parents beg the characters to save their child before Set’s fiendish monster takes them.

Skabhet’s Summons. Skabhet has spies throughout the Mugdhad who inform her of threats, including troublemaking adventurers. She attempts to use the characters for her own ends or eliminate them before they become a problem.



Skabhet dispatches a human **guard** to deliver a message, summoning the characters to her palace (see Part 4: Skabhet's Palace). The message reads:

"Skabhet, favored of Set and Supreme Governor of Mugdhad, requires your presence at the City Palace."

The message is written in expensive ink and sealed with wax stamped with the symbol of Set. After delivering the message, the guard walks away and does not respond to questions. If the adventurers do not arrive within 24 hours of the summons, Skabhet sends a squad of 8 **guards** and two **minions of Set** (see appendix B) to escort them forcibly to the palace.

Hunger of the Serpent. Grahd, the great fiendish serpent and a Lesser Son of Set, is generally content to wallow in his stinking pit, but he occasionally develops a hunger that the sacrifices left for him do not sate (see Part 3: The Death Pit). On these occasions, the serpent ascends into the city, seeking the thrill of catching victims in the streets.

The screams of those fleeing the fiend alert the characters to Grahd's rampage. Alternatively, Set may whisper to Grahd to hunt down the adventurers, setting up a violent confrontation. If the characters reduce Grahd to half his hit point maximum or less, he summons minions of Set and uses Assume Etherealness to flee back to his pit to recover and plan revenge.

SCALING THE ADVENTURE

Though designed for four to six 12th-level characters, *The Cursed Coils of Set* can be modified for parties of different sizes or levels. If the encounters are adjusted, remember to adjust the amount of treasure appropriately. Consider adapting the adventure as follows:

Weaker parties (3 or fewer characters and/or lower than 12th level):

- In area 1-2, remove Zawg's *ring of protection*.
- In area 1-4, remove the minion of Set from each guard tower.
- In area 1-5, the midpoint of the smuggler's tunnel is guarded by two **basilisks** instead of a behir.
- In area 2-1, remove one minion of Set.
- In area 2-1, decrease the damage a creature takes for entering the incorrect code to 11 (2d10) psychic damage.
- In area 2-2, decrease the stone golem dragon's AC to 15. Change the frequency of the golem's Fire Breath to 1/Day.

- In area 2-2, decrease the damage a creature takes for solving the puzzle incorrectly to 11 (2d10) psychic damage.
- In area 2-3, the smaller sphinx statues (gargoyles) aren't resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.
- In area 3-1, remove the black puddings.
- In area 3-2, remove the black puddings.
- In Part 4, reduce the number of guards on each patrol by two (to a minimum of one).
- In area 4-9, increase the damage dealt by the holy light to 11 (2d10) radiant damage.
- In area 4-9, remove Skabhet's Sacrificed Spirits lair action.

Stronger parties (more than 6 characters and/or higher than 12th level):

- In area 1-2, add one or more **thugs** to Zawg's retinue.
- In area 1-4, add one minion of Set to each guard tower.
- In area 1-5, the exit of the smuggler's tunnel is guarded by two or more minions of Set.
- In area 2-1, add one minion of Set.
- In area 2-1, increase the damage a creature takes for entering the incorrect code to 44 (8d10) psychic damage.
- In area 2-2, increase the damage dealt by the stone golem dragon's Fire Breath to 66 (12d10) fire damage.
- In area 2-2, increase the damage a creature takes for solving the puzzle incorrectly to 44 (8d10) psychic damage.
- In area 2-3, the smaller sphinx statues (gargoyles) have maximum hit points (77 hp).
- In area 3-1, add one or more minions of Set.
- In area 3-2, change the cursed souls that attend Grahd from shadows to **wraiths**.
- In Part 4, the guards that protect Skabhet's palace are **veterans**.
- In area 4-9, decrease the damage dealt by the holy light to 3 (1d6) radiant damage.
- In area 4-9, increase the DC of saving throws against Skabhet's lair actions to DC 17.

BEGINNING THE ADVENTURE

The adventure begins as the characters approach the Mugdhad's southern gate (area 1-1). There, they may interact with Zawg, a merchant with a secret agenda (area 1-2). Where the adventurers head from there is up to them.





PART 1: MUGDHAD OVERVIEW

The remote settlement of Mugdhad lies near the southeastern extent of the Ghetrian Desert. The city covers an outcropping of rock just south of hills that eventually rise into the Mountains of the Fifth Prince to the north. The settlement grew around an oasis during the Khonsurian Empire's height, supporting shadowstone mines in the nearby mountains. Though those mines have long since been abandoned, occasionally small quantities of the rare metal make their way here via intrepid (some say foolish) prospectors.

In the centuries since Khonsuria's fall, the once-bustling community shrank from a bustling city of nearly 8,000 souls to its current population of a few thousand. The community offers quantities of millet, copper, and a modest selection of manufactured goods for trade. Up to a year ago, the city's most sought-after commodity was "hulwah," a sweet-smelling salve made from fermented fruit and insect larva.

Since Skabhet conquered the city, trade has dropped considerably. Hulwah production was crippled when a sinkhole swallowed the buildings where for centuries the salve had been made. Few merchants return from the city, as Set's minions demand coin indiscriminately and make examples of anyone who refuses. Inventories of nearly everything have run short. Most goods not produced locally are difficult to find, and the characters can expect to pay twice the regular price for most goods.

GENERAL FEATURES

Over the past generation, Mugdhad has fallen on hard times. Things have only gotten worse with the arrival of Skabet and her minions of Set. The City of Mugdhad is depicted on **Map 3-1**.

The People of Mugdhad. Tough and enduring, the citizens of Mugdhad have grown used to hardship. The city is mainly human, though communities of dwarves and gnomes, plus small numbers of other humanoids, give it a cosmopolitan air.

For much of the last century, Mugdhad's citizens endured the harsh rule of Tharikadh, who used crews of goons to enforce his peace. Today, the minions of Set arbitrarily inflict violence as they hunt for Tharikadh. The city is divided. Some remember life being better while Tharikadh was in power and wish he'd return. Others blame the previous governor for the ongoing violence inflicted by Set's forces, hoping his capture will ease everyone's suffering. Most are resigned to their fate, silently wondering if the city is cursed to suffer beneath heartless tyrants; they've seen too many rebellions

fail to think they have a chance to make things better. A rare few cling to the hope they can initiate change, yearning for their fellows to join in an uprising against their oppressors.

If people in the city witness a confrontation between the adventurers and Set's forces, they flee in terror. Most have experienced the fiends' violent reprisals. Should the characters actually defeat the minions of Set in public, word of their victory spreads. Consider using one or more of the events described in the In-Game Events section to highlight the impact of the character's growing reputation.

Skabhet's Forces. The backbone of Skabhet's stranglehold on the city are her **minions of Set** (see appendix B), squads of violent, snake-headed fiends who walk the streets enforcing capricious laws they define on the spot. Civilians who grovel have a chance of surviving altercations. Those who fail to show sufficient subservience are either executed, dragged to the palace for Skabhet's cruel enjoyment, or thrown into the Death Pit as sacrifices to its monstrous serpent.

Skabhet also maintains a growing contingent of desperate residents who've joined her cause. They're often destitute, pledging themselves to Set for food, survival, and to avoid Set's heartless minions. These unfortunates have decided it's better to swing the sword than die at the end of one. Set's grip on the city grows with every desperate soul claimed in this way.

The minions of Set have little tolerance for people of faith, such as clerics and paladins. They attempt to capture these individuals and either sacrifice them to the serpent of the Death Pit (see Part 3) or take them as a new victim for Skabhet's artistic expression (see Part 4).

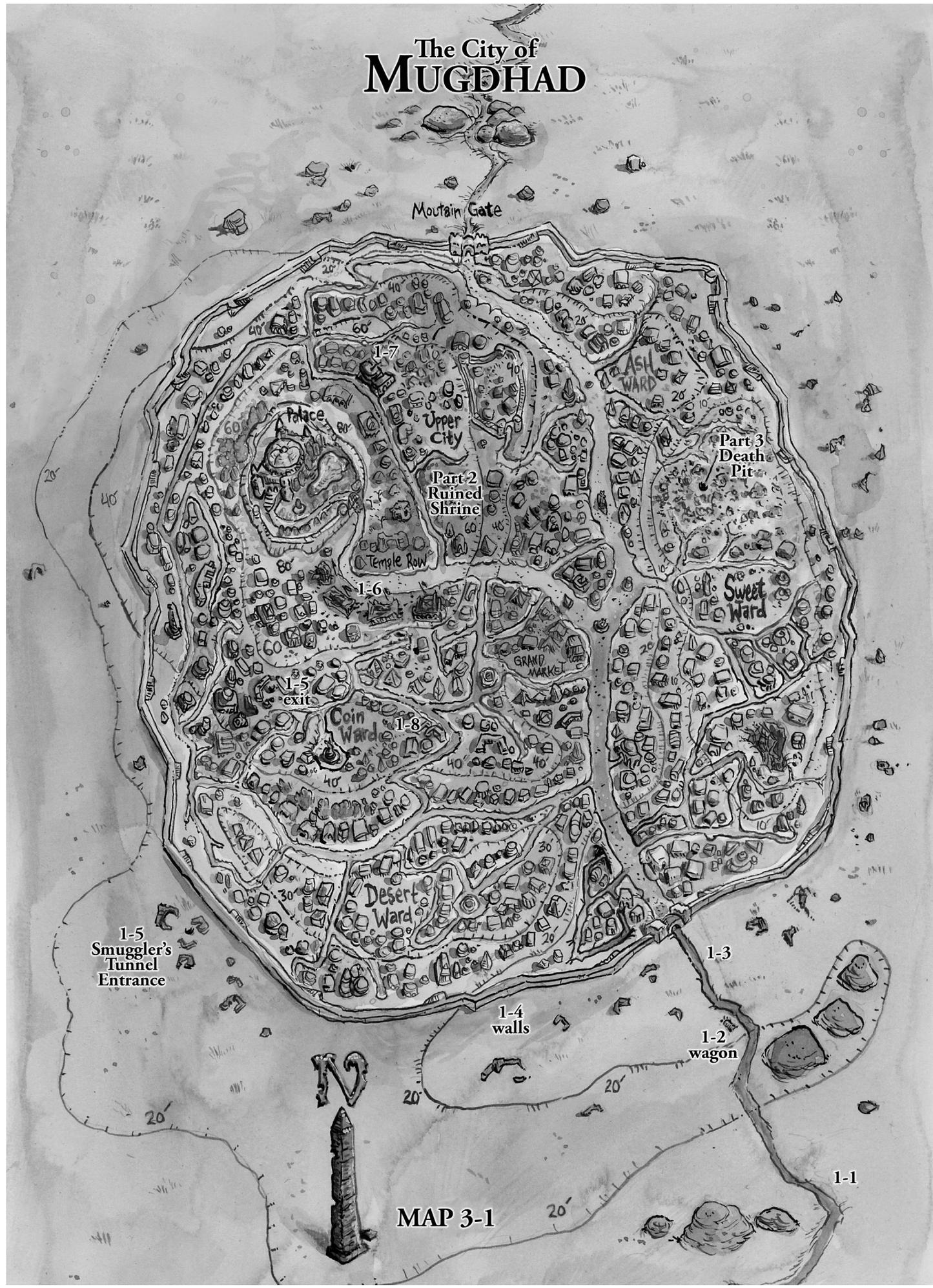
Tharikadh's Followers. Few Mugdhadites loved the previous governor, but now some grudgingly admit life was less terrible with him in power. A handful of citizens have remained loyal followers of Tharikadh and built a resistance network across the city. Their numbers are small and grow smaller each day, falling victim to Set's forces as they hunt for the previous governor.

Still, these loyalists somehow manage to hinder Set's forces by stealing supplies, disrupting their activities, and sabotaging their buildings. As the struggle drags on, Mugdhad's citizens grow increasingly irate at these rebellious citizens, as their actions provoke inevitable reprisals from Skabhet's forces.

Silver Must Be Sacrificed. One of Skabhet's earliest decrees was that Set demanded all silver in the city be taken and sacrificed to the Serpent of the Death Pit. In truth, Grahd has no interest in silver and merely guards it for Set's forces. However, Skabhet is vulnerable to silver and does all she can to sequester the material from those who might harm her.



The City of MUGDHAD



MAP 3-1

Anyone found to possess silver must immediately surrender it to Set's forces. Failure to do so invites a quick death.

RUMORS

As they interact with the people of Mugdhad, the characters may hear any the following rumors:

- Skabet is counseled by a medusa, who is likely the true power behind the cult of Set. Mirrors were removed from the palace for fear the medusa would see her reflection. (FALSE)
- Skabet demands gold and gems as tribute. Copper and silver are considered an insult to her. (TRUE)
- Tharikadh is dead, eaten by the Serpent of the Death Pit when the forces of Set captured the city. (FALSE)
- Skabhet spreads the rumor of Tharikadh's continued insurgence as an excuse to commit her acts of violence. (FALSE)
- The Death Pit is a portal to hell. Anyone who enters is doomed to never return. (FALSE)
- Tharikadh waits for an opportunity to strike and free Mugdhad from the cult of Set. (TRUE)
- Tharikadh has hired an army to liberate the city. They'll be here soon. (FALSE)
- If you give yourself to Skabhet, and she finds you worthy, she'll transform you into one of her serpent minions. If you're unworthy, she turns you to stone. (FALSE)

The following sections describe encounter areas the adventurers are likely to visit if they follow the Adventure Hooks provided. Should the characters wish to explore the city further, see appendix F for ideas.

AREA 1-1 – OUTER CITY

The character's first exposure to the town of Mugdhad will likely be as they arrive along the southern merchant trail. Read or paraphrase the following when they approach the city:

After a long journey through the southern extent of the Ghetrian Desert, the mud walls of Mugdhad finally come into view. The city rises from a rocky outcropping surrounded by fields of drought-resistant crops. The half-buried remnants of long-abandoned buildings poke through the mounds of sand and grass that surround the city.

Buried Buildings. These half-buried buildings are the remains of a shanty town that encircled Mugdhad at the height of its power centuries ago. The broken structures provide limited shelter from the desert's incessant, sand-filled

winds. Desperate travelers occasionally camp here, though rarely for more than a night, as packs of wild dogs prowl outside the city at night, and minions of Set forcefully evict any squatters they find camped near the city during the day.

AREA 1-2 – MERCHANT WAGON

If the adventurers continue towards the city, they encounter a merchant wagon on the side of the trail a few hundred yards from the city gate.

Beside the merchant-trail stand four camels quietly grazing near a loaded wagon. Nearby, in front of a brightly colored tent, sits a merchant contentedly puffing on a pipe. Two figures stand at attention behind him.

As you draw near, the merchant's face brightens. With a broad smile, he calls to you. "Welcome travelers! Please, do come near! I have an offer I know you can't resist!"

Merchant. The pipe-smoking human merchant is Zawg, a neutral evil **gladiator** with the following adjustments:

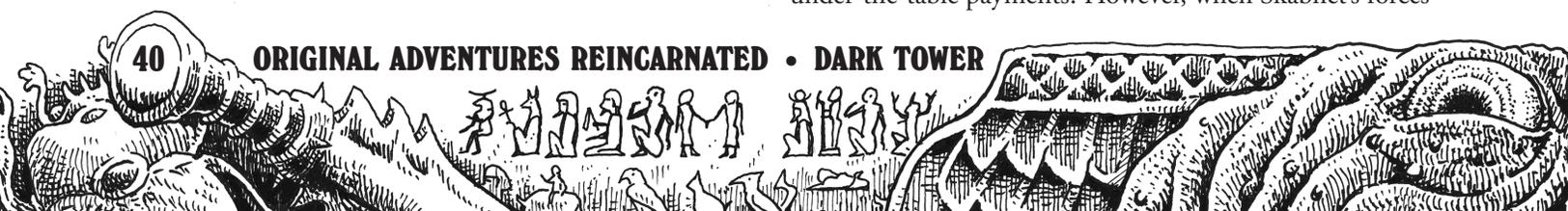
- He has 150 (20d8 + 60) hit points.
- He wears studded leather armor and a *ring of protection*, increasing his AC to 15.
- He has an Intelligence score of 14 (+2) and a Charisma score of 17 (+3).
- His skills are Deception +9, Intimidation +6, and Persuasion +6.
- **Special Equipment:** Zawg wears a *ring of protection* and hides a *potion of invisibility* in a pocket of his robes. A *snake bundle* (see appendix D) hangs from his belt.

Guards. The two figures behind Zawg are Gilem (human **veteran**) and Etan (human **assassin**), his devoted bodyguards. They are utterly loyal to Zawg, as he has treated them well for many years.

Invisible Watcher. A **quasit** named Kichkem sits invisibly atop one of the tent poles. Skabhet has grown suspicious of Zawg and commanded Kichkem to spy on the merchant. Zawg and his guards are unaware of the quasit's presence.

Characters who examine the outside of the merchant's tent and succeed on a DC 15 Wisdom (Perception) check suspect a small, unseen creature sits atop the tent. If discovered, Kichkem flies back to the royal palace to share what it has seen with Skabhet.

Zawg's Motivation. Zawg is a charming but unscrupulous merchant who is ultimately out for himself. He flourished under Tharikadh's rule and viewed the previous governor's brute squads as his own security force, thanks to considerable under-the-table payments. However, when Skabhet's forces



arrived, he quickly recognized their strength. Being an opportunist, Zawg bartered for Skabhet's favor by sharing information on the placements of Tharikadh's units, intelligence that was instrumental in the cult of Set's rapid conquest of the city.

Over the past year, Zawg has grown dissatisfied with the cult of Set's presence in the town. Though Set's minions continue to leave him alone (thanks to his continued bribes), the decline in trade is draining his purse. Recently, Zawg decided that Mugdhad, and more importantly himself, would be better off if Skabhet was removed. If he can make that happen, who better to control the town than himself!

Recognizing Skabhet's frustration at failing to capture Tharikadh, Zawg offered to find adventurers better suited to the task, requesting 1,000 gp to make it happen. Surprisingly, Skabhet accepted his offer. Zawg then discretely sent messages to the nearest cities seeking hardy adventurers, suggesting that great rewards await the worthy. He then set up his merchant tent outside the city to meet adventurers as they arrive. Zawg intends to encourage adventurers to eliminate not only Tharikadh, but Skabhet and Grahd as well, leaving him to rule the town in peace.

Now, if he could just find a group of adventurers willing to do his dirty work...

Trading for Silver. Zawg isn't overly concerned with his silver trade, using it as a pretense to exist outside the city gates. He offers below-market values, arguing it's worthless in the city as Skabhet's forces confiscate any silver they find. Initially, he offers to trade 1 gp for 20 sp but is willing to bargain lower.

Offer to the Adventurers. Once Zawg identifies a group of potential adventurers, at first he only discusses Skabhet's wish to capture (or eliminate) Tharikadh. He lies, saying Skabhet has authorized him to pay a reward of up to 100 gp for Tharikadh, dead or alive. He's willing to bargain up to 500 gp, but no more. He provides one 100 gp ruby as a sign of good faith if the group accepts his offer.

Assuming the group eventually succeeds in capturing the Tharikadh, Zawg plans to use the remaining coin he received from Skabhet to bribe the characters into ridding the city of Skabhet and the cult of Set as well.

How to Find Tharikadh? Zawg suggests the adventurers start their search for Tharikadh at the Sandstorm Tavern in the Upper City (area 1-7), a place known to harbor sympathizers of the previous ruler.

Zawg says the group should avoid the ever-watchful eyes of Tharikadh's agents by sneaking into the city. He describes an old smuggling tunnel they could use (area 1-5) but warns that entrance could be dangerous, as cutthroats have been known to prey on the unsuspecting.

Zawg does not tell the characters that he suspects Skabhet's forces now guard the tunnel. He hopes the adventurers defeat the guards so he can again use the tunnel to bypass the city gate. Assuming Set's forces block the tunnel, he expects it will be a good test to determine if the adventurers are strong enough to defeat Skabhet.

If the group is unwilling to use the tunnel and would prefer to enter through the city gates (area 1-3), Zawg warns any obvious clerics or paladins that clergy are treated harshly by Skabhet's troops. He has extra sets of clothing in his wagon that the party can use as disguises, if needed.

Interacting With Zawg. Zawg has lived in Mugdhad for two years and is aware of the city's state before and after Skabhet's arrival. If he believes the adventurers could defeat Skabhet, he answers questions as best he can.

Here are suggestions for Zawg's answers to questions:

- **What Do You Sell?** *"I trade for silver. The cult of Set confiscates any silver they find on visitors at the city gate, giving it as a sacrifice to the bestial Serpent of the Death Pit. Selling your silver to me is a better deal than losing it!"*
- **Why Trade Here?** *"The guards leave me alone, so long as I give them a small taste of my profits."*
- **Isn't the cult of Set Evil?** *"In my humble opinion, most leaders care little for those beneath them. Skabhet is harsh to those that oppose her but leaves folks alone if they follow her rules."*
- **What's your relation to Skabhet?** *"I make payments to Skabhet to make sure I stay in her good books."*

If utterly convinced in the group's ability to defeat the forces of Set, he may quietly share that the city might be better off with both Skabhet and Tharikadh removed.

"Of course, with both leaders removed, perhaps Mugdhad would be better served if a merchant of means ruled the city."

Fighting Zawg. In the unlikely event the characters attack Zawg, his bodyguards Gilem and Etan defend him to the death. Zawg uses his *snake bundle* to engage the adventurers while he quaffs his *potion of invisibility* and escapes to his home in the Upper City.

Developments. If the adventurers leave Zawg on good terms, he can serve as an ally who helps the characters in times of need.

AREA 1-3 – SOUTH CITY GATE

The merchant trail passes through the city walls via an arched tunnel flanked by guard towers fashioned from hardened mud. Beneath a raised portcullis, a pair of armored guards carrying



shields emblazoned with a rearing snake symbol stops everyone before entering the city.

Entrance Tunnel. The arched tunnel can be secured with a thick wooden gate and a portcullis. The portcullis is typically closed at night. The winches to open the portcullis are found on the second floor of each tower. Lifting the portcullis requires a successful DC 25 Strength check. The barred gates are reinforced and strong (AC 20, 50 hp, immunity to poison and psychic damage, damage threshold 10).

Two human **guards** collect tolls from visitors and merchants visiting the city. They demand 1 gp per person, 1 gp per horse, and 10 gp per wagon to enter the city. Workers delivering food to the city are exempt from the tax. Additionally, the guards demand all silver be handed over at the gate, irrespective of any tolls collected.

Guard Towers. Two 30-foot-tall towers stand at either side of the gate. Each tower has three floors that are 20-foot-square, with stone steps leading to the next level. The doors of the towers are reinforced with iron and can be barred shut, requiring a successful DC 20 Strength check to open.

The gate towers typically house 2d4 + 1 human **guards** and a **bandit captain** overseen by a **minion of Set**. The bandit captain carries a key for the locked chest stored on the ground floor of each tower.

- *Ground Floor.* This room includes a table and chairs where guards play cards while on duty. A locked chest holds the tolls collected from visitors. Opening the chest requires a successful DC 13 Dexterity check using thieves' tools or a successful DC 15 Strength check to force open. The chest contains 10d10 sp and 5d10 gp. A stone staircase leads to the second level.
- *Second Floor.* This floor is usually unoccupied. It contains a rack holding spare chain shirts, shields, and spears. A wooden door opens onto a walkway on the inside of the city walls.
- *Upper Floor.* Arrow slits on all sides of this room grant three-quarters cover from attacks outside the tower. A barrel of 150 arrows and a rack with four short bows are stored here. One exceedingly bored human guard is typically stationed here. A wooden ladder ascends to a trap door, which opens onto the roof.
- *Roof.* Five-foot-high crenelations encircle the roof. Troops are stationed here only if the city is under attack or facing an imminent threat.

Mountain Gate. The Ash Ward on the northern side of the city has a similar gate. Workers heading to the mines north of the city use this entrance. Groups of workers led by a task-

master are allowed to pass through the gate if they possess a special bronze pendant called a "mine pass." Only five of these pendants exist (see appendix F for more information).

AREA 1-4 – CITY WALLS

Hardened mud walls encircle Mughdhad. The walls are 20 feet thick at their base and rise 25 feet above the ground. Atop the walls is a 10-foot-wide walkway. The walkway's outer wall features 5-foot-high crenelations, which provide defenders half cover against attacks from outside the city. Stairs from the ground rise along the inner walls every hundred feet, granting access to the walkway.

The walls are easy to climb because of their many cracks and footholds, requiring only a successful DC 10 Strength (Athletics) check. However, the ancient construction crumbles easily, forcing Medium or larger creatures to also succeed on a DC 15 Dexterity saving throw or fall, resulting in 7 (2d6) bludgeoning damage as portions of the mud wall disintegrate beneath them as they climb.

The walkways are regularly patrolled, day and night. Every minute a character stands atop the wall, they have a 1 in 6 chance of encountering a patrol of 1d4 human **guards**. There is a 25 percent chance each patrol includes a **minion of Set** (see appendix B). The patrols aren't particularly vigilant, as they are confident in their control of the city. Unless alert to trouble, patrols have disadvantage on Wisdom (Perception) checks to observe stealthy characters.

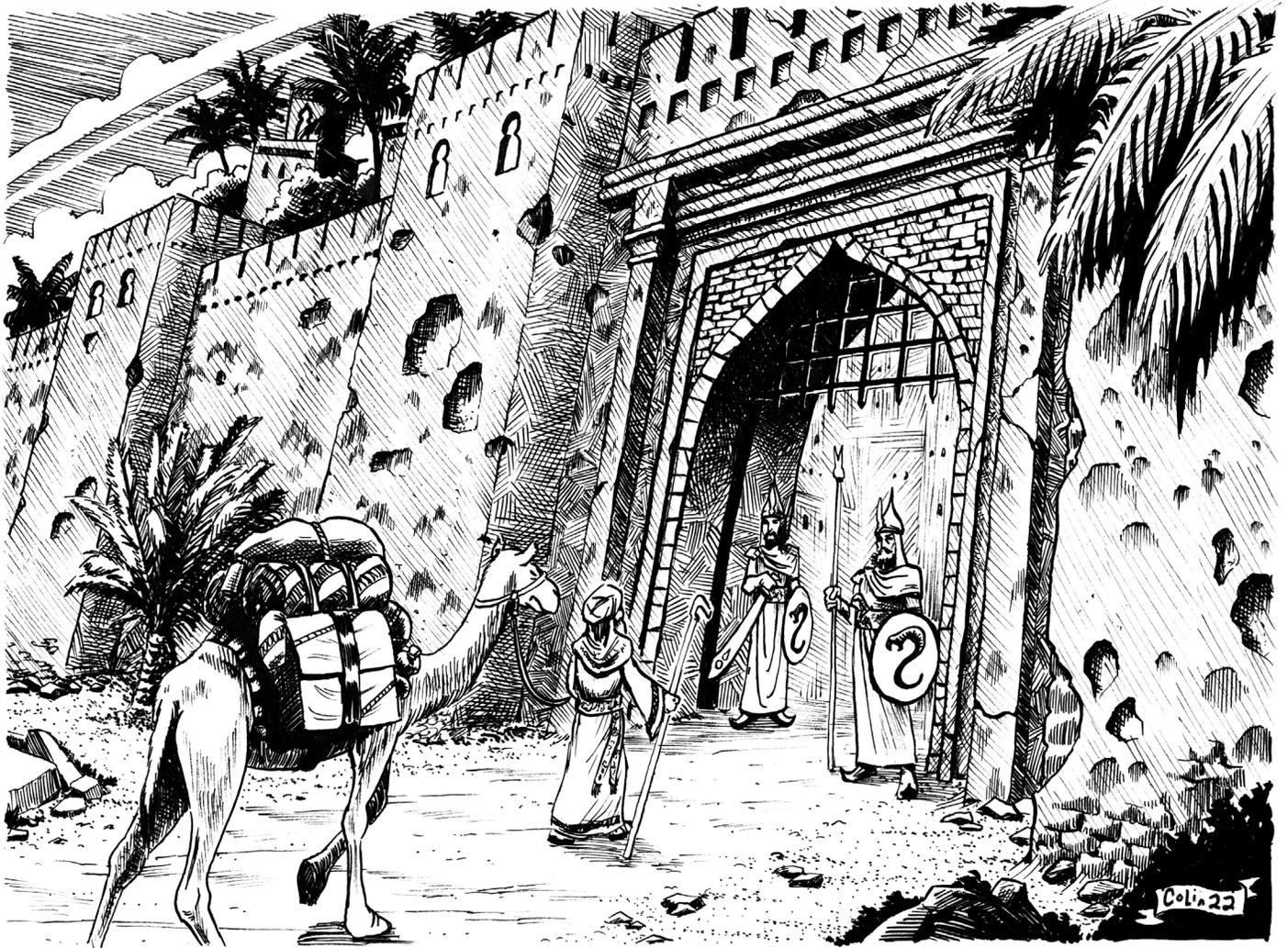
AREA 1-5 – SMUGGLER'S TUNNEL

At the base of the cliff, a dark cave entrance is barely visible behind a screen of brush and dry grass. The broken terrain helps to hide this area from anyone watching from the city's outer wall.

Smugglers and unscrupulous merchants have used this entrance to bypass the city gates for years. The tunnel is unlit. It varies from 5 to 10 feet wide and is generally 10 feet high. The passage is hundreds of feet long, slowly twisting through the rock under the city before ending at a secret door in a dark alley in the Coin Ward. The secret door is easily noticed and opened from inside the tunnel, but on the outside, a successful DC 17 Wisdom (Perception) check is required to identify the exit.

The forces of Set found this tunnel shortly after capturing the city. A **minion of Set** (see appendix B) guards the tunnel's exit in the Coin Ward. At the tunnel's midpoint, the passage opens into a natural cavern roughly 50 feet in diameter. Here, Skabhet installed a trained **behir** to guard the route against unwanted use. The behir attacks any creature not accompanied by Skabhet, Grahd, or a minion of Set.





Developments. If the characters were given the name of the Sandstorm Tavern by Zawg (area 1-2), they can easily find their way to that location from the tunnel's exit.

AREA 1-6—TEMPLE ROW

A row of four burned and broken temples line this street. The holy symbols that once hung from these buildings are defaced with dried blood smeared in the shape of a rearing snake. In front of each temple rises a 20-foot-tall wooden pole where skeletal remains dressed in priestly robes hang from their wrists above the street.

Skabhet's forces massacred all the priests and ransacked their temples shortly after taking the city. The corpses of each temple's high priest hang from poles in front of their broken temples. Their forms are now little more than skeletons wearing tattered priestly robes. The bodies of the remaining priests were taken to the palace and hung from poles around the tainted pools in her audience pavilion (see area 4-9).

Characters following the Called by the Gods adventure hook sense that the atrocities committed on this street are a part of why they were urged to come to this city.

Honoring the Priests. Characters who somehow honor a priest (removing them from the poles, saying prayers, etc.) receive a spiritual charm as described below. Each priest offers only one spiritual charm, and no character can receive more than one charm at a time.

Each of the high priests knew the true names of Skabhet and Grahd. If the characters later face either Skabhet or Grahd in combat, one of the characters who honored a priest is briefly visited by their ghostly image. The ghost whispers the true name of the fiend and says:

"Utter this name aloud with conviction to help defeat this desecration!"

Peoples' Reactions. If the characters remove the skeletons from the poles, the passersby become upset and fervently shout for them to stop. They are afraid such actions will bring punishment from Set's forces. Some residents may



even forcefully intercede. A character can make a DC 15 Charisma (Intimidation or Persuasion) check to convince the residents to end their protests, as does a casting of the *calm emotions* spell.

Unless they've had a hostile encounter with the party previously, the forces of Set ignore adventurers taking down the skeletons. Instead, they mock the characters for "playing with dead things" and suggest they go to a graveyard where they can really dig into some fun.

The Blessed Forge. This was the temple to Daentharr, the lawful good god of industry, blacksmithing, and oaths. The worship of Daentharr was always important in Mugdhad, particularly when large quantities of ore flowed into the town from the Mountains of the Fifth Prince. The modest temple once boasted a working forge that artisans would visit to bless their creations. Bits of copper and metal have been left as meager offerings near the temple's threshold.

The skeleton of Moonhet Hammerhand, the head priest of Daentharr hangs in front of the temple. A character who honors this priest receives the *Charm of Iron*.

Charm of Iron. When you roll initiative, you can activate this charm to magically enchant a melee weapon you possess. For the next minute, the enchanted weapon scores a critical hit on a roll of 18-20. After 1 minute, the weapon returns to normal, and you cannot activate the charm again.

Temple of Weal. The denizens of this temple once revered Myna, the Maid of Fortune, a chaotic good god of chance. The temple was always popular within the city, particularly during times of hardship, when people looked to change their fate. Hopeful citizens still leave dried flowers before the temple hoping to earn Myna's blessings.

The skeleton of Gyadi Luckbearer, the high priestess of Myna, hangs in front of the temple. A character who honors this priest receives the *Charm of Fate*.

Charm of Fate. This charm grants you some power over your fate. When you receive this charm, roll three d20s. These are your fate rolls. You can replace any attack roll, saving throw, or ability check made by you or a creature you can see with one of these fate rolls. You can choose to use a fate roll after you see the die roll, but before the roll's outcome is determined. Once a fate roll is used, it is spent and cannot be used again. Once all three fate rolls are used, the charm vanishes from you.

Pillars of Justice. This temple was dedicated to Justicia, the goddess of mercy and justice. It was one of the smaller shrines along Temple Row, frequented by a small but dedicated following. A few burnt candles rest beside the ruined

temple, left by those hoping the Restoring Flame would again light the fires of justice.

The skeleton of Vech Bearmane, the temple's high cleric, hangs here. A character who honors this priest receives the *Charm of the Sentinel*.

Charm of the Sentinel. This charm helps you protect those under your watch. When a creature within 10 feet of you is targeted by a weapon attack, you can use your reaction to move adjacent to that creature. If you do, the attack is made at disadvantage, and the creature gains resistance to the attack's damage. If the creature under your protection takes damage from the attack, you take the same amount of damage. Once you use this charm three times, the charm vanishes from you.

Mitra's Shrine. A modest sanctuary dedicated to Mitra, the god of duty, vigilance, and sworn enemy of Set, once stood here. Set's forces have taken considerable pleasure in reducing this shrine to a pile of rubble. In Mugdhad, Mitra's followers were few, and they all died defending the city from Skabhet's incursion. No offerings are found near the temple.

The skeleton of Botis the Chaste, first paladin of the temple, hangs here. A character honoring Botis receives the *Charm of the Lion*.

Charm of the Lion. This charm grants you divine protection against fiends in the service of Set. For the next seven days, you are protected from fiends as if you were affected by a *protection from evil and good* spell.

AREA 1-7 – SANDSTORM TAVERN

Rising three stories above the street is the Sandstorm Tavern. A simple placard with its name hangs above the entrance. A few patrons can be seen enjoying food and drink through the building's front window.

The Sandstorm Tavern serves food and drinks to patrons in the Upper City. Generous payments to the minions of Set by its owner Passef (NE male human **bandit captain**) have allowed the establishment to remain open. Passef is here at most hours, serving customers or resting in his private room behind the bar. The upper two floors consist of sleeping quarters available for rent, though are all empty at the moment—the downturn in economic activity has resulted in few travelers needing a place to stay.

Secretly, the tavern is a hub for those who remain sympathetic to the city's previous governor. Passef is an ardent supporter of Tharikadh and has covertly helped him by providing food and delivering messages. The tavern owner is also a follower of Ankharet and dreams of the day when the Sphinx empire will





be reborn. He knows Tharikadh hides beneath the Shrine of Amun Tor but does not know how to find its secret entrance.

If Passef believes the adventurers responded to Tharikadh's call for adventurers (see the Liberate the City adventure hook), he grows excited and shares his hopes that they can return Tharikadh to power. He suggests they seek out Tharikadh at the Shrine of Amun Tor (see Part 2).

AREA 1-8 – LUMINOUS SCROLLS

A sign painted in yellow and purple proclaims “Luminous Scrolls” on the front of this modest, two-story, mud-walled building. Stacks of books are visible through its dust-caked front window.

Luminous Scrolls is run by **Fawliq the Sage** (see appendix C), a male tiefling with an insatiable interest in history and lore related to the ancient Khonsurian Empire. He sells books of all sorts from his ill-kept shop, though his business has all but dried up since Set's forces arrived a year ago. He is terrified of Set's forces and stays in his shop most of the time, losing himself in his many books or resting in his modest apartment on the second floor.

Fawlik is intrigued by the ruined shrine of Amun Tor (see Part 2). He visited it briefly when he first arrived in the city years ago and marveled at the inscriptions on its walls. He did not have a chance to decipher the inscriptions and now is too afraid to leave his shop again. He encourages the adventurers to investigate the shrine and happily shares its location. He suspects the temple contains a wealth of lore regarding the ancient Khonsurian empire and possibly a hidden shrine to Ankharet the Cursed, the sphinx demigod who ruled that empire.

PART 2: THE RUINED SHRINE OF AMUN TOR

After capturing the town and hanging its priests in a violent display of domination, the minions of Set ransacked every temple they found. But they overlooked a shrine to Amun Tor, the Lord of Mystery, as the small, unassuming sanctuary did not sit along Temple Row (area 1-6), where most of the city's places of worship were located.

The shrine has sat unattended for many years. Only a handful of individuals in Mughdad know that a shrine to Ankharet lies hidden beneath the temple or that Tharikadh uses the shrine as a refuge from Skabhet's incessant campaign to destroy him.



Your Campaign World

If the god Amun Tor does not exist in your campaign, you can replace him with any deity of mysteries, puzzles, secrets, or hidden knowledge. Similarly, you can replace Ankharet with any powerful entity who could serve as a warlock's patron.

AREA 2-1 – THE SHRINE OF MYSTERIES

A nondescript building stands at the end of the alley. Rough stone walls rise 20 feet to a flat stone roof. Wooden doors gray with age open into the structure; just visible above the doors is a faintly etched glyph of an eye. One of the doors is slightly ajar.

The only entrance into the shrine is through the front doors. The doors are made of heavy wood (AC 15, 22 hp, immunity to poison and psychic damage). They have no locks but can be barred from the inside using a piece of wood or similar object. A character who makes a successful DC 13 Intelligence (Religion) check identifies the eye-glyph above the doors as a symbol associated with Amun Tor, god of mystery and riddles.

The shrine has no windows. Scrambling up the rough stone blocks of its outer walls requires a DC 10 Strength (Athletics) check. The shrine's flat roof is covered with red clay tiles, each imprinted with a stylized sphinx, but is otherwise unremarkable.

Inside the Shrine. The shrine's interior can be illuminated using oil lamps mounted on its maze-like walls. Light sand criss-crossed with footprints covers the floor. Two great pillars hold aloft the 20-foot-high ceiling, which is painted with the peeling image of an androsphinx. The sphinx holds in its right paw a cube covered in numbers, while its opposing paw points towards the numbers. The image suggests the actions required to open the secret passage described below. Characters who make a successful DC 12 Intelligence (Religion) check recognize that the androsphinx represents Amun Tor, the Lord of Mystery and Father of Riddles. Amun Tor is said to have led the sphinxes to form the great Khonsurian Empire, and also warned his immortal daughter, Queen Ankharet, of the empire's impending doom.



Amun Tor

Amun Tor (ah-mun-TOR), the Lord of Mystery, the Father of Riddles, is a mysteriarch among gods. The deity of knowledge, the known and unknown, Amun Tor was charged by the Triad to oversee the realms now known as the Lostlands. It was Amun Tor who first led the sphinxes to the majesty that was the Khonsurian Empire, and it was Amun Tor who warned his daughter, the immortal Queen Ankharet, from the path that led to its ruin. He watches still over the wind, hills, and deserts of the Lostlands, the unseen lord of every city and desolation.

The Father of Riddles has many followers, mostly among the peoples of the Lostlands, but few real priests devote their lives to his enigmatic dogma. True worship of Amun Tor is a mystery in itself; an acolyte must study the hieroglyphs of his maze-like temples for many years to understand his doctrines. One of Amun Tor's only known tenets is that true power is worth searching for and is therefore hidden in riddles. The greatest of his temples, structures usually half-buried in the wilds of the Lostlands, are labyrinthine pyramids hiding divine reliquaries and arcane libraries. Adventurers faced with the prospect of infiltrating one of Amun Tor's temples know that exceptional perils—and equally exceptional rewards—lie within.

The Lord of Mysteries is depicted differently in each culture of which he is a part. Some depict him as a great androsphinx, while others see him as a tall elf gilded like the noble servants of old Khonsuria. Still others represent him only as an eye-shaped glyph.

The domains associated with Amun Tor are Knowledge and Nature. His favored weapon is the quarterstaff. His symbol varies with each culture but often incorporates an image of an eye.

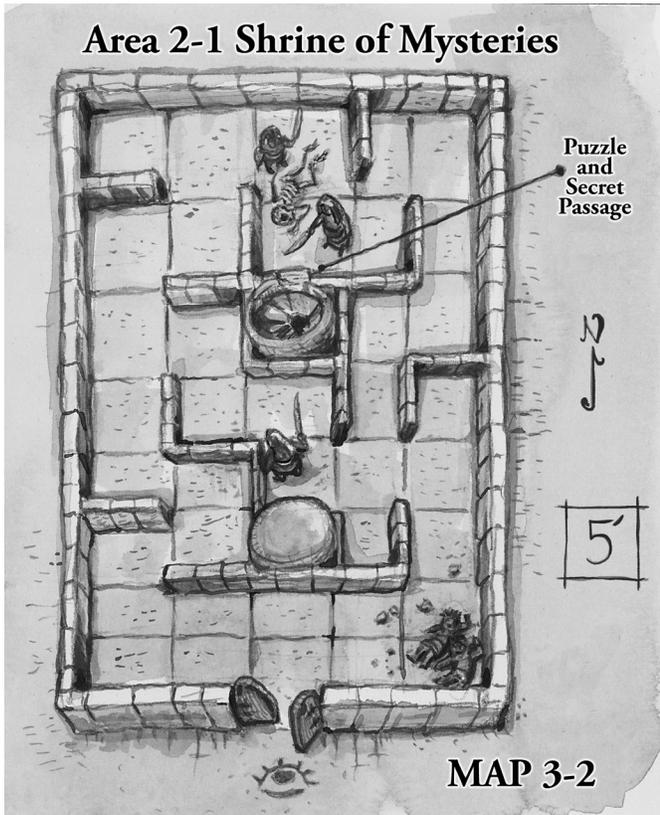
Agents of Set. When the characters arrive at the shrine, five **minions of Set** (see appendix B) struggle to interpret the writings engraved on its internal walls. They are following up on a tip that Tharikadh still hides beneath one of the city's temples, and this is the last shrine they have yet to scour. The minions are frustrated and unmotivated, but they violently eject anyone who interrupts their work. If left alone for two hours, the minions give up and start using sledgehammers to demolish the shrine, possibly discovering the secret passage after hours of reckless destruction.

Dead Bodies. The remains of two unfortunate street urchins lie against a wall near the shrine's entrance. They once squatted in the shrine but were heartlessly executed when the agents of Set began their search.

If the characters cast *speak with dead* on either of the bodies, they can learn that the urchins were named Nyasiir and Hawkesh. The shrine had been their refuge ever since their



Area 2-1 Shrine of Mysteries



...4●ADFX●6●YZKKA●3●JQZ●5●PLLEM●4
●AZOB●4●NZUI●...

For the most part, these letter and number combinations are meaningless.

A Pattern Appears. Characters who examine the shrine's inner walls and succeed on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check discover a section where the letter-number pattern is disrupted. Characters who make a successful DC 15 Wisdom (Survival) check can also discover this section by noting a faintly worn path leading to the area. Otherwise, individuals who search the shrine for 2 hours eventually discover this location through trial and error. Divination magic cannot help locate this area, as a permanent *nondetection* spell protects it.

Hidden within the lines of inscribed characters is the following interesting passage (see **player handout 13**):

...4●SURH●1●Z●9●8●7●6●5●4●3●2●1●A●3●
YAW●3●EHT●5●KCOLNU●2●OT●7●SELDD
IR●2●FO●6●REHTAF●3●EHT●2●NO●5●TN
UOC●3●ZYY●...

Puzzle. Solving this puzzle reveals a secret passage through the wall. The relevant text is backward and reads:

mother was offered as a sacrifice to Grahd in the Death Pit (see area 3).

While they lived, the urchins occasionally witnessed a robed man enter the shrine and disappear somewhere in the rear of the structure. Other times, the man would appear from the same area. They looked for a hidden door but couldn't find one, and the robed man always ignored them as he came and went. The urchins are unaware that the man they saw was Tharikadh.

Skeletal Remains. When the characters arrive, two of the minions of Set examine a pile of bones near the back of the shrine. The bones belonged to an unfortunate thief named Lawtz who, years before Set's forces arrived, failed to solve the puzzle on the nearby wall (see **A Pattern Appears** below). If the characters use a *speak with dead* spell to question Lawtz, he can share that he found a place on the walls where the letter-number pattern changed. He tried touching some of the numbers but died after his first attempt.

Character-Covered Walls. The walls of this chamber are mesmerizing. The inner walls are two feet thick and do not reach the ceiling, being only 8 feet high. The walls divide the shrine into a simple maze and are engraved with lines of letters separated by numbers. The numbers appear to represent a count of the letters found to its right, as shown in this example:



“COUNT ON THE FATHER OF RIDDLES TO UNLOCK THE WAY”

The “Father of Riddles” refers to Amun Tor, the god of the shrine. The god’s name consists of two words of 4 and 3 characters each. Thus, the secret code is 4 - 3.

Opening the Secret Passage. A living creature who physically touches the numbers of the inscription causes the digits to click then glow with a soft white light. Constructs, undead, and spells (such as *mage hand*) cannot activate the numbers. Only those specific numbers behave this way; there is no effect if numbers in other areas are pressed.

Pressing a second digit will either open a secret passage if the correct code is entered (4 then 3) or deal 22 (4d10) psychic damage to the creature who enters the incorrect code. The numbers then stop glowing.

When the correct code is entered, a 5-foot-wide section of the wall disappears, remaining open for 1 minute. The opening reveals a spiral staircase that descends to area 2-2. A lamp enchanted with a *continual flame* spell illuminates the stairs.

After 1 minute, the wall returns to its previous appearance, and the code must be entered again to reactivate the secret passage. Creatures caught inside the wall when it reforms are shunted harmlessly into the shrine.

A line of numbers are inscribed on the opposite side of the disappearing wall:

1●2●3●4●5●6●7●8●9

Entering the same code (4 - 3) opens the wall as described above.

Hints. If the players struggle to solve the riddle, consider allowing each character to make a DC 10 Intelligence check to make a connection between the need for two correct digits and the two words in the name of this shrine’s god.

Breaking the Wall. The characters can break through the wall separating the shrine from the secret passage (AC 17; 50 hp; immunity to poison and psychic damage; damage threshold 10). However, unless precautions are taken, the noise created by breaking down the wall attracts the attention of a squad of 1d4 + 1 **minions of Set** (see appendix B), who arrive to investigate the disturbance after 2d8 + 2 minutes.

AREA 2-2 – THE AEGIS OF ANKHARET

The spiral staircase descends approximately 30 feet below the shrine. Characters who follow the stairs from the secret passage in area 2-1 observe the following:

The winding stone staircase descends several turns before opening into a 40-foot-square chamber. Crystals embedded in the ceiling

flicker and glow, gently illuminating the area. The air is cool and musty. The smooth stone floor is slick with moisture that has seeped from the walls. Several piles of wet ash are scattered throughout the chamber.

At the center of the room sits a gilded statue of a large dragon. The dragon stares intensely at a six-by-six grid of white porcelain tiles on the far side of the room. Each one-foot-square tile bears the image of a man or woman, possibly elven, dressed similar to the noble servants of ancient Khonsuria. The figures stand in a variety of strange poses. A metal plaque inscribed with a flowing script is affixed to the wall above the tiles.

The chamber’s ceiling is 20 feet high. The walls and ceiling glisten from dampness that seeps from nearby natural springs. Creatures who move more than 15 feet on their turn must succeed on a DC 13 saving throw or fall prone at the end of the movement.

Dragon Statue. The statue is a **stone golem dragon** (see appendix B). An examination of the statue reveals that it is ancient, its gold paint crumbling with the slightest touch. A character who makes a successful DC 13 Intelligence (Arcana or Nature) check determines that the statue is meant to resemble a gold dragon. Characters who make a successful DC 17 Intelligence (History) check recall that Ankharet’s consort was a great gold dragon named Kozurgen. This statue may be a representation of him.

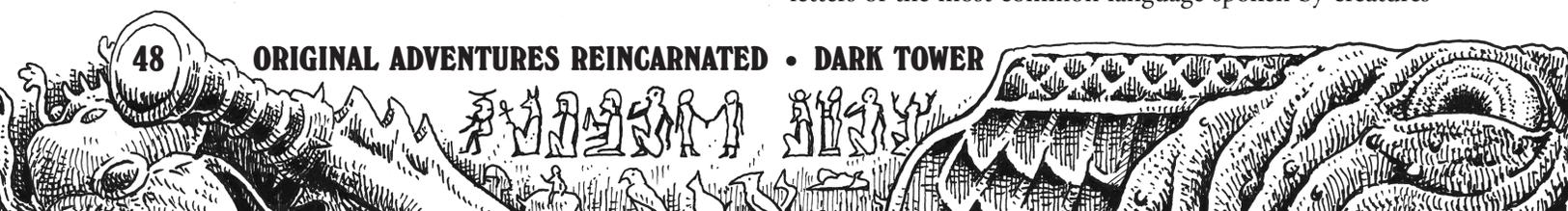
The statue remains inert until a character interacts with the porcelain tile puzzle. When the first tile is pressed, its head turns to focus on the individual manipulating the tiles. The moment an incorrect answer to the tile puzzle is entered, the statue animates fully, releasing a gravelly roar as it moves to attack everyone in the chamber. The statue also animates if the characters damage it in any way.

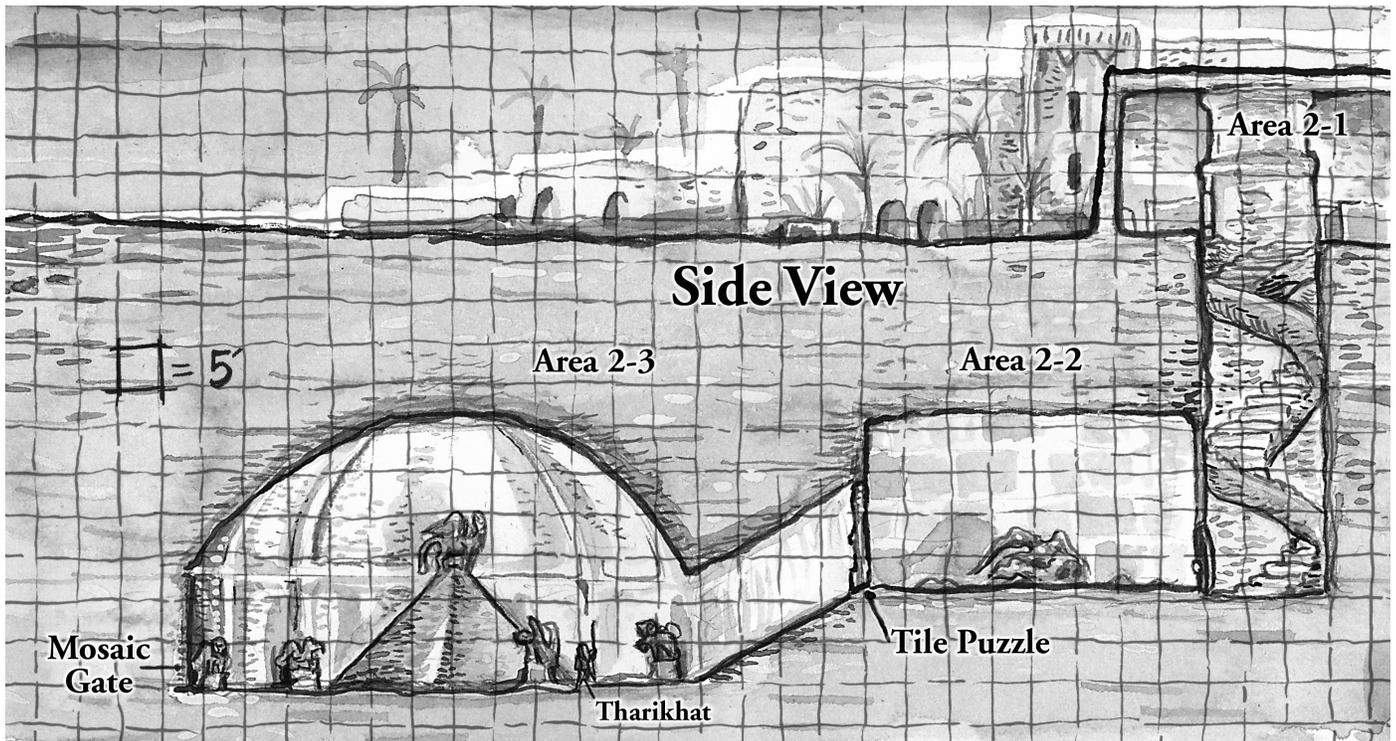
If destroyed, the stone golem dragon magically reforms 7 days later, refreshed with a fresh coat of sparkling gold paint.

Piles of Ash. The piles of damp ash are the remains of adventurers who failed to solve the porcelain tile puzzle and fell victim to the awakened dragon statue.

Porcelain Tiles. The figures on each tile are depicted in positions that are easily recognizable as letters. Each tile has a white background, and the figures are painted in red, black, and gold. The tiles and the plaque above them are magical, revealing auras of both divination and transmutation magic when examined with a *detect magic* spell. A character who makes a successful DC 17 Wisdom (Perception) check realizes that the tiles conceal a massive secret door with no obvious opening mechanism.

The figures on the tiles subtly shift their stances to resemble letters of the most common language spoken by creatures





within the chamber. Characters with passive Perception scores of 15 or higher notice this change. Should the complement of creatures in the area change to alter the most common language, the letters adjust to accommodate.

The script on the plaque changes along with the tiles, always displaying the following message:

YOUR ANSWER SHALL RING
WHEN YOU IMPRESS
MYSTERY'S BLESSED ISSUE

The letters of the tile are arranged as follows. Note the highlighted area on this diagram is not visible to the characters; instead, it shows the solution to the puzzle posed by the plaque's message.

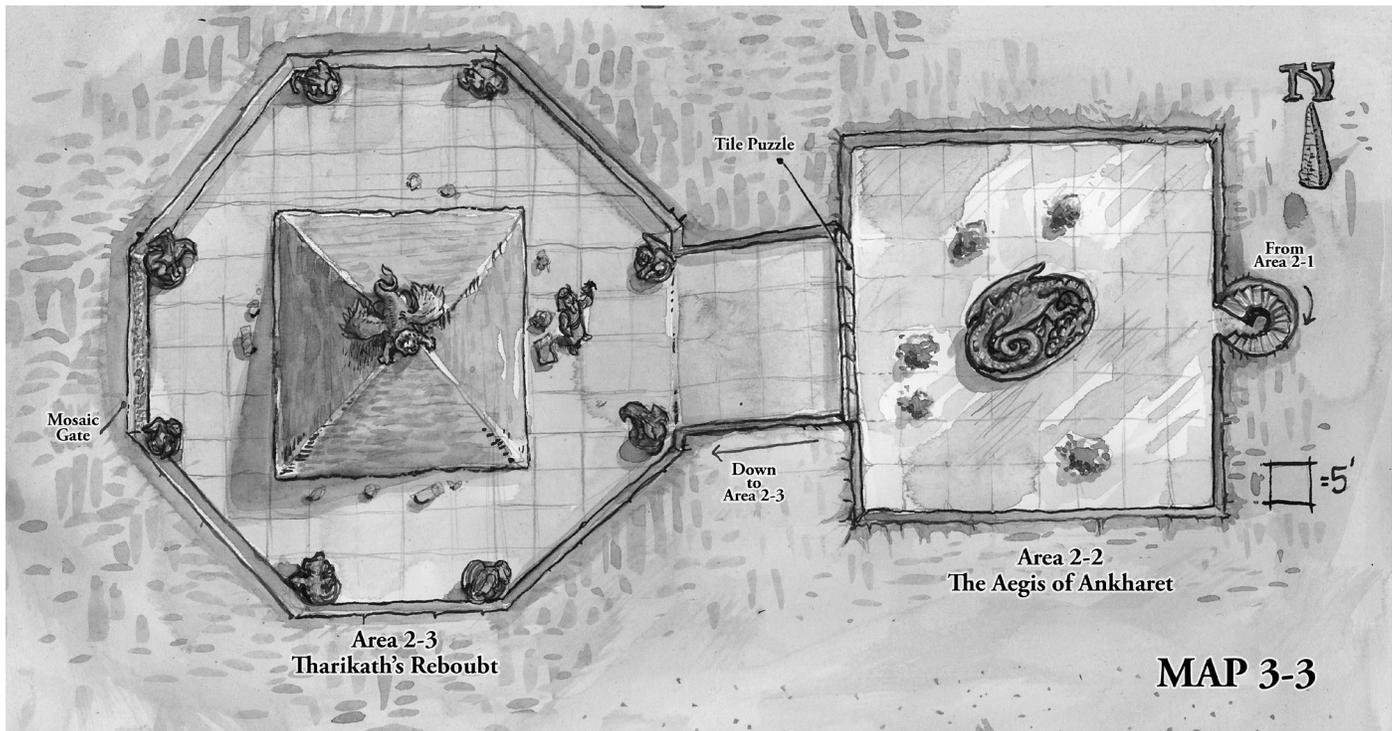
Show the players **player handout 14**:

R	E	T	S	Y	M
Y	C	A	T	F	B
S	N	M	O	E	G
D	K	U	H	R	L
E	N	H	A	J	P
I	S	Q	S	U	E

The Puzzle. To solve the puzzle, the correct letter tiles must be pressed. Pressing a tile causes it to glow with golden light. If the same tile is pressed twice, it stops glowing. The puzzle resets if no letters are pressed after 1 minute.

The answer to the puzzle is “ANKHARET,” which is found as a ring of letters near the center of the panel. Characters who succeed on various ability checks may receive the following clues:





- Intelligence (Religion) DC 10: You are currently beneath a shrine to Amun Tor, the Lord of Mysteries and The Father of Riddles.
- Intelligence (History or Religion) DC 15: Amun Tor was the father of the Sphinx Queen, Ankharet the Cursed, though when she first ruled the Khonsurian Empire she was known as Ankharet the Blessed.
- Wisdom (Insight) DC 20: You suspect recognizable but false answers are included in the tiles to trick the unwary.
- Wisdom (Perception) DC 23: Faint traces of wear are noticeable on certain tiles in a circle around the center of the grid.

Entering A Wrong Answer. Once eight letters are pressed, if the letters do not spell “ANKHARET” as shown in the diagram, the letter glyphs release a blast of psychic energy. Creatures in a 30-foot cube directly in front of the panel must succeed on a DC 15 Wisdom saving throw or take 22 (4d10) psychic damage.

Additionally, if the dragon statue has not yet been destroyed, it animates to attack all in the room. The first time the dragon uses its Fire Breath, the water on the floor vaporizes, filling the room with mist. Areas in the room become lightly obscured within 15 feet and heavily obscured beyond this distance. The mist lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Entering the Correct Answer. If “ANKHARET” is entered into the tile puzzle, the wall opens as two 10-foot-wide doors swing outwards, revealing a 20-foot-long passage sloping down to area 2-3.

Unless propped somehow, the doors close soundlessly 1 minute after they are opened. The doors can be pushed open easily from the other side.

Breaking the Wall. The tiled wall can be broken through to access the hidden passage (AC 17, 50 hp, immunity to poison and psychic damage, damage threshold 10). However, doing so alerts Tharikadh, who prepares to ambush the characters as they enter the next chamber.

AREA 2-3 – THARIKADH'S REDOUBT

This great chamber was built as a shrine to Ankharet the Blessed before the demigod was corrupted and she became known as Ankharet the Cursed. Currently, this is where **Tharikadh** (see appendix C) hides from the agents of Set, unless the characters have defeated him elsewhere. How the city's previous governor greets the characters depends on whether they solved the puzzle in area 2-2 or broke through the door, and if they carry the *Mask of the Sleeping Queen* (see appendix D)

Tharikadh's Story. Only a handful of people in Mugdhad know that, in addition to being the city's previous governor, Tharikadh is a warlock beholden to Ankharet. Tharikadh has pledged to return the evil sphinx queen to the world.



Tharikadh discovered these secret chambers beneath the Shrine of Amun Tor many years ago. Inside, he found an enchanted mask fashioned from glass and rare wood, infused with some of Ankharet's essence: the *Mask of the Sleeping Queen*. This mask forged a connection between Ankharet and Tharikadh, granting him great power and allowing him to rule Mugdhad with an iron fist.

Unfortunately for Tharikadh, when he confronted Skabhet as she attacked the city, she wrested his treasured mask from his possession. The loss significantly weakened him, forcing him to retreat to these chambers beneath the city.

Try as she might, Skabhet could not use the mask's power, as it is still linked to Tharikadh. She recognizes that the mask holds ancient secrets that could further Set's plans and is frustrated that the previous governor continues to elude her grasp. For the time being, she has hidden the mask within the Cache of Set (area 3-3), along with the cult's other treasures.

General Layout. What the characters find when they enter this room depends on several factors. GMs are encouraged to adjust the following description as needed:

The sloped passage from the previous room opens into a large, octagonal chamber with a domed ceiling that rises 30 feet above the floor. Covering the ceiling is a mosaic depicting sphinxes circling a regal-looking gynosphinx holding a scepter, the glowing end of which illuminates the room below.

Dominating the chamber is a square-based pyramid made of white marble. A bronze statue of a regal gynosphinx stands atop the 15-foot pyramid. Eight smaller sphinx statues encircle the pyramid, echoing the mosaic above. A mural depicting the same gynosphinx sitting within a pillared audience chamber decorates the far wall. A sleeping mat, backpacks, and other personal effects lie scattered near the pyramid's base.

The sides of the pyramid are considered difficult terrain. The bronze **sphinx statue** (see appendix B) animates if the *Mask of the Sleeping Queen* is brought into the chamber. The eight smaller sphinx statues are the size of ponies; each depicts a sphinx with a unique appearance. They use **gargoyle** stats but are considered constructs. They follow Tharikadh's directions and act on their own initiative.

The personal effects near the pyramid include food, drink, and several changes of clothing, but nothing of value. A chamber pot sits beside one of the small sphinx statues.

Sphinx Statues

The eight smaller sphinx statues come in four varieties, two of each type.

- Androsphinx: A winged lion with a male human face
- Gynosphinx: A winged lion with a female human face
- Criosphinx: A winged lion with the head of a ram
- Hieracosphinx: A winged lion with the head of a falcon

The large bronze sphinx atop the pyramid is a gynosphinx intended to represent Ankharet the Cursed, the Sphinx Queen.

Sphinx Mural. A colorful mosaic on the far side of the room depicts Ankharet atop a fiery mountain. The mural is the end point of a one-way portal from the royal apartments in the city's palace (see area 4-10). Traveling through the portal from this chamber to the royal apartments is impossible.

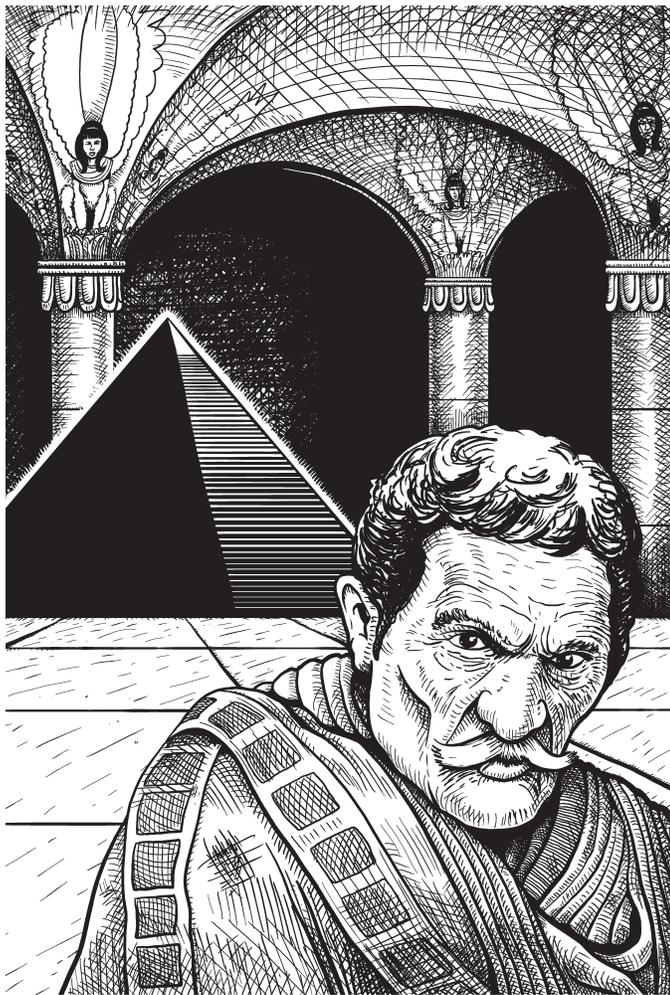
Secret Tunnel. When not engaged in combat or directed by Tharikadh, the smaller sphinx statues rest atop pedestals in the corners of the room. The base of each pedestal bears a small carving depicting the face of the sphinx statue that rests atop it. The two pedestals with the gynosphinx images conceal a secret door. A character who makes a successful DC 20 Wisdom (Perception) check spots stains on the floor around the northern gynosphinx pedestal and the faint smell of sewage.

A character who examines either of the gynosphinx pedestals and succeeds on a DC 20 Intelligence (Investigation) check discovers a decorative ornament on the base that, when turned, causes the pedestal to slide to one side, revealing a tunnel beneath the floor. The tunnel beneath the southern sphinx is clean, while the one beneath the northern sphinx reeks from a year's worth of chamber pots Tharikadh has dumped therein. Both tunnels lead to a chamber inside the pyramid that is just large enough to fit the *vessel of Gimet* (see appendix D). Tharikadh keeps his treasure hidden inside the vessel (see below).

Tharikadh. This city's previous governor remains defiant, despite his defeat at the hands of Skabhet. He is convinced Mugdhad is his city to rule and regards anyone who disagrees as a traitor. However, he's an excellent liar and is not above saying what anyone wants to hear to get his way. Ultimately, the value of his word is dependent on whether his oath will further his goals.

Tharikadh spends most of his time hiding in this chamber but occasionally visits the Sandstorm Tavern (area 1-7), where he





meets with Passet—the tavern’s owner and a loyal follower—to hear the latest news and obtain supplies.

Until the *Mask of the Sleeping Queen* is returned to Tharikadh, his abilities are significantly hindered as follows:

- His hit point maximum is reduced to 71.
- He cannot use legendary actions or cast spells.
- He is considered poisoned.

Additionally, Tharikadh cannot direct the bronze **sphinx statue** (see appendix B) atop the pyramid to attack without the mask. However, he can always command the eight smaller sphinx statues (**gargoyles**).

Arriving Without the Mask. If the characters solved the riddle in area 2-2 but do not possess the *Mask of the Sleeping Queen*, read or paraphrase the following:

Standing at the pyramid’s base is a man wearing clothing that clearly was once regal but is now crumpled and dirty. Although bent from weariness, his stare is defiant and unbroken. Perhaps you have finally found Tharikadh, the city’s previous ruler! The man speaks in a wavering but hopeful voice:

“At last! The heroes I knew would come and help me ascend again to my rightful throne!”

Arriving with the Mask. If the party arrives carrying the *Mask of the Sleeping Queen*, read the following instead:

A regal figure stands at the base of the pyramid. Tharikadh, the city’s previous ruler, holds out a hand and speaks in a commanding voice:

“I thank you for your service. Now give me the mask, and I shall give you your reward.”

Arrive By Breaking Down the Door. Tharikadh is prepared to attack the intruders. The eight sphinx statues (as **gargoyles**) have animated and rush to engage the characters as they come through the door. Tharikadh stands at the base of the pyramid, his eyes an inky black from the *eyebite* spell he has cast.

Developments. Tharikadh knows he needs help to defeat Skabhet and her minions. He will say anything to win the adventurers to his cause. However, he is also very arrogant and suffers little disrespect before becoming frustrated and assaulting the characters.

If the characters agree to help Tharikadh, he grants one of them Ankharet’s Blessing, which lasts as long as they actively assist him to reclaim the city:

Ankharet’s Blessing. You have advantage on attack rolls against the fiends who are followers of Set.

If the characters return the *Mask of the Sleeping Queen* to Tharikadh, he is elated and retrieves a coffer filled with 1,000 gp that he stores in the *vessel of Gimet*. If the characters demand more, Tharikadh becomes offended, stating they should feel honored to have helped him. Unless the characters do something quickly to defuse the situation, he attacks the characters with all the powers at his disposal.

Tharikadh suspects the *Mask* is stored in the Death Pit (area 3-3). He insists that any treasures there belong to the people of Mughdah (and by extension himself). However, if he is on good terms with the adventurers and they succeed on a DC 20 Charisma (Persuasion) check, he lets them keep half of what they found. Otherwise, he becomes angry, attacking if the party fails to accommodate his demand to return the treasure to him.

The *Mask’s* presence fully invigorates Tharikadh. In the heady return of his powers, his demeanor becomes defiantly arrogant, and he unleashes his ire against any who disrespect him.

Treasure. Even after a year of exile beneath the city, Tharikadh maintains a significant treasure hoard, which he keeps stored inside the *vessel of Gimet*. The hoard includes a coffer filled with 1,000 gp (which he may reward the char-



acters); a chest filled with 500 gp, 250 sp, 100 ep, and 1,200 gp; ten gemstones worth 100 gp each; a *potion of growth*; a *potion of superior healing*; *spell scrolls of comprehend languages* and *spider climb*; and a +1 *spear*.

PART 3: THE DEATH PIT

One of the largest hits to the city's economy was the loss of its hulwah production. This sweet-smelling salve was made in a building known as Hulwah House. Heated underground springs provided the ample quantities of water needed to craft the valuable ointment.

This site was devastated during a battle between Skabhet and Tharikadh's forces. Each side threw terrible magics at the other, but just when it appeared that Tharikadh's forces had the upper hand, Skabhet invoked Set's power to summon Grahd, a Lesser Son of Set. The bestial serpent burst from the ground, creating a massive sinkhole that destroyed the hulwah facilities. It was during this battle that Skabhet stole the *Mask of the Sleeping Queen* from Tharikadh, the decisive turning point that brought victory to Set's forces.

None of the hulwah manufacturing survived; only the sinkhole remained. Grahd, whom locals refer to as the Serpent of the Death Pit, lairs in the noxious, mist-filled depths of the chasm. He rises from the pit only to claim sacrifices left for him to consume.

Hulwah

Brewed from the pulp of a local desert fruit and the crushed remains of giant ant larva, this fragrant ointment was once highly sought after by wealthy nobles throughout the area. The secrets to hulwah production were held close by three prominent merchant families in Mugdhad, but each was effectively wiped out in the violent events that allowed the followers of Set to claim the city.

Campaign Idea. Local merchants would pay a fortune to recover the instructions for making hulwah. A rumor persists that a child of one of the families now lives in a tower deep in the desert pursuing arcane research. He may hold the secrets to crafting hulwah, but only the bravest adventurers would brave the wastes of the Ghetrian Desert to speak with the reclusive Wizard of the Sandy Wastes.

AREA 3-1 – THE OUTER LEDGE

Whatever buildings once stood in this section of the city have been leveled. Mounds of debris surround a vast, mist-filled pit. A makeshift altar carved to resemble a coiled snake stands nearby.

Two minions of Set tie a sobbing youth to a pole behind the altar, while low guttural sounds reverberate from the depths of the pit.

Two **minions of Set** (appendix B) are tying a youth to the pole to be sacrificed to the Serpent of the Death Pit. They respond forcefully to anyone who disturbs their work.

Debris Piles. The remains of the buildings once used to manufacture hulwah form several 10-foot-high mounds of debris encircling the mouth of the pit. The mounds are considered difficult terrain.

Hundreds of gallons of hulwah were magically corrupted in the decisive battle between the forces of Tharikadh and Skabhet. The once fragrant salve was transformed into fiendish ooze creatures that now infest the area. The debris piles hide four of these oozes (as **black puddings** immune to poison damage and the poisoned condition). While slithering through the debris, the oozes have three-quarters cover (+5 to AC and Dexterity saving throws). They lash out at anyone foolish enough to approach the rubble and pursue characters who descend into the pit. For unknown reasons, the oozes do not leave this area, preferring to stay near the Death Pit. They slither through the debris piles, never straying more than 15 feet from the mouth of the pit.

Unstable Ground. The ground within 10 feet of the pit's mouth is unstable. Creatures that succeed on a DC 13 Wisdom (Survival) check recognize that the earth here could give way; characters with Stonecunning have advantage on this check.

Area effect abilities that deal damage other than poison or psychic damage risk collapsing the unstable ground. Dealing bludgeoning damage to the area, such as striking the ground with a hammer, has a similar effect, and thunder damage of any type—either targeted or area of effect damage—may also trigger a collapse. Each time damage of the relevant type is dealt in the area, there is a percentage chance equal to the damage dealt that the ground collapses into the cavern below. For example, if a *fireball* spell deals 25 damage in the area, there is a 25 percent chance the unstable ground collapses. Double the chance of collapse if the triggering damage is thunder damage.

Creatures in the area when the ground collapses must make a DC 15 Dexterity saving throw. On a success, the creature can use its reaction to move to the nearest unoccupied space within 5 feet of the collapsed area. A creature that doesn't move plummets 50 feet into the cavern below, taking 17 (5d6) bludgeoning damage from the fall. There is a 25 percent chance the creature falls into one of the deeper pools of water in the cavern and takes half as much damage instead.





When the ground collapses, creatures in the cavern (area 3-2) must also make a DC 15 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) bludgeoning damage and is knocked prone by the falling debris. On a success, the creature takes half as much damage and isn't knocked prone.

AREA 3-2 – THE CAVERN OF THE SERPENT

A swirling, noxious mist fills this deep crater, obscuring everything beyond a few feet. The air has a rancid smell reminiscent of rotten eggs and burnt onions. Something unseen stirs below as a low growl echoes from the crater's depths.

This deep pit was formed during a great battle between Tharikadh and Skabhet when Set's forces claimed the city. The once-pure waters used by the makers of hulwah are now polluted, tainted by Set's evil presence.

Hidden within the choking mists is the creature locals call the Serpent of the Death Pit. This demonic beast is **Grahd**, **Lesser Son of Set** (see appendix A). Grahd is Skabhet's brutish lieutenant and spends much of his time contently lounging in the fetid waters at the bottom of the cavern. He is charged with guarding the treasure hoard amassed by Set's forces, found in area 3-3.

Grahd is attended by the cursed souls of two priests of Set (as **shadows** that speak Common). These priests are bound to protect Grahd wherever he goes. Three hulwah oozes (as **black puddings** immune to poison damage and the poisoned condition) cling to the sides of the pit, basking in the cavern's stench.

Choking Mist. A heavy, choking mist fills the crater, making everything within 10 feet lightly obscured and anything farther away heavily obscured. As one descends into the pit, the mist becomes increasingly heavy, and the stench worsens. The bottom 10 feet of the pit is treated as if under the effects of a *stinking cloud* spell. A creature that starts its turn completely within the cloud must make a DC 17 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after four rounds. A strong wind (at least 20 miles per hour) disperses it after one round. However, the mist gradually returns once the winds stop. The entire chamber becomes lightly obscured 10 minutes after such a wind ends. After 1 hour, the chamber becomes heavily obscured again, and after 4 hours, the *stinking cloud* effect returns.

Rocky Walls. Climbing the pit's rough stone walls requires a successful DC 10 Strength (Athletics) check.

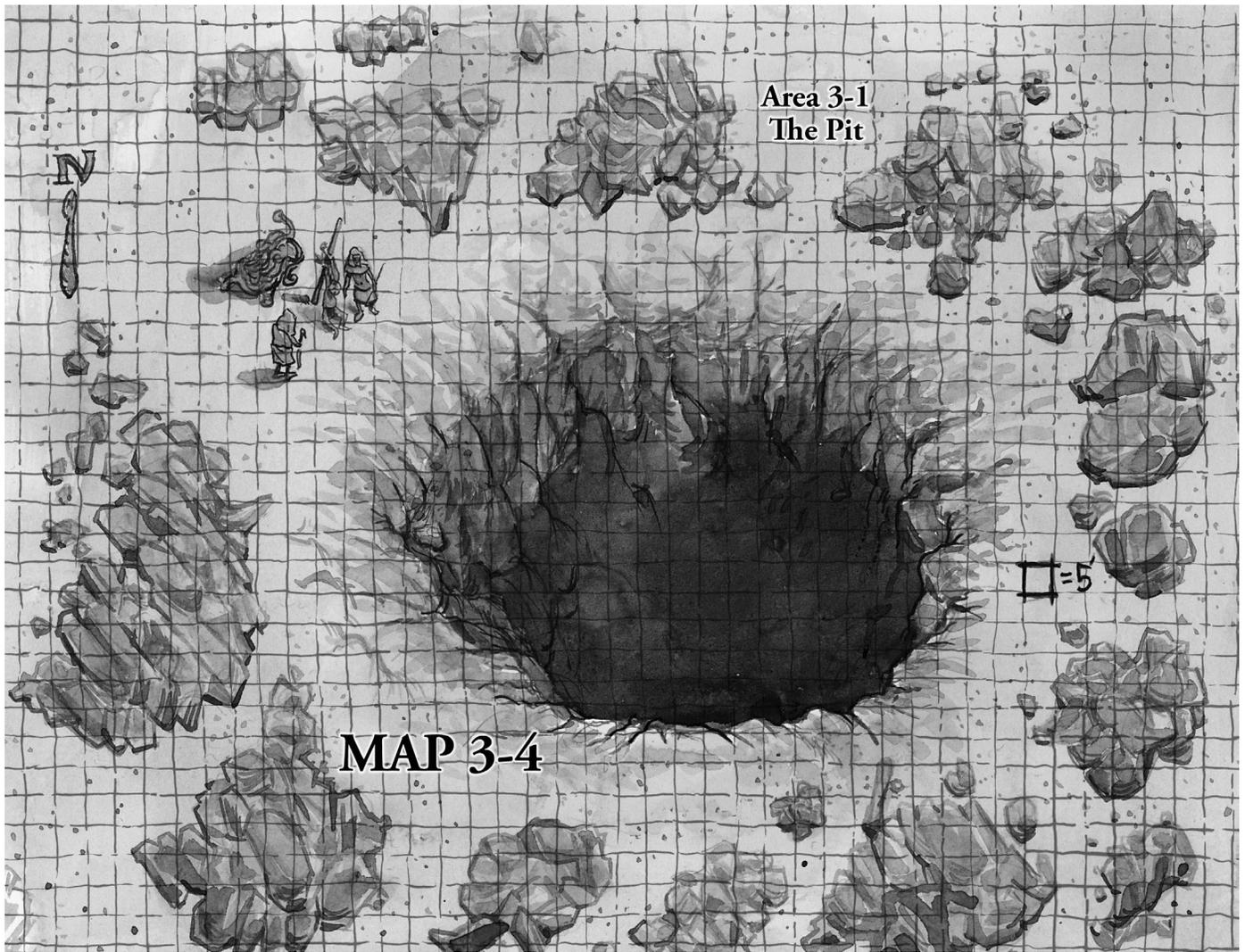
Unstable Roof. The cavern is even more unstable than the outer ledge (area 3-1). Increase the chance of a collapse in the cavern by 25 percent. For example, if a *fireball* spell deals 25 points of damage in the area, there is a 50 percent chance the ceiling collapses.

Creatures in the cavern when the ceiling collapses must make a DC 15 Dexterity saving throw. On a success, the creature takes 22 (4d10) bludgeoning damage from the falling debris and is knocked prone. On a success, the creature takes half as much damage and isn't knocked prone.

Fetid Water. Fetid water fills most of the cavern to a depth of 3 feet. In a few areas, the water's depth drops to 20 feet.

Grahd. Grahd, a Lesser Son of Set, resembles a massive cobra with shimmering compound eyes. He is a dim-witted brute who enjoys inflicting pain and fear. He makes great use of the fetid water that covers the bottom of the chamber, grappling creatures within his coils and crushing them beneath the water. His blindsight allows him to see through the noxious vapors that fill the bottom of the cavern. Though he often dozes, the souls of the priests bound to him ensure he is never surprised by unexpected guests.





No living person in the city knows Grahd's true name save Skabhet, and she does not share this information except as a last resort to save her life. However, the priests whose corpses hang from poles along Temple Row (area 1-6) know the true names of both Grahd and Skabhet.

Development. If Grahd is reduced to 25 hit points or fewer, he becomes ethereal and flees to the Palace to seek Skabhet's aid (see Part 4: Skabhet's Palace).

AREA 3-3 – CACHE OF SET

A short tunnel from the larger cavern leads to this small, dry chamber. Although a hazy mist still fills the air, it carries less stench and is easier to breathe. A heap of treasure is piled in the center of the chamber. Silver objects and coins dominate the hoard, but other valuable items are also gathered here.

Because of her vulnerability to silver, Skabhet's minions confiscate all silver objects they find within the city and store them in this chamber.

Glyph of Warding. Skabhet has inscribed a *glyph of warding* on the ground beside the treasure. Any creature other than Skabhet, Grahd, or a minion of Set that comes within 5 feet of the treasure triggers the glyph. When the glyph is triggered, each creature within 20 feet must make a DC 18 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a success. The glyph is nearly invisible and requires a successful DC 18 Intelligence (Investigation) check to notice. A successful *dispel magic* (DC 14) spell disables the glyph.

Treasure. Skabhet has amassed a great quantity of silver, as well as several treasures she has not yet decided how to use. The treasure includes 35,000 sp, 8,000 gp, 1,200 pp, 5 garnets (worth 100 gp each), a silver chalice set with gemstones (worth 250 gp), a silver-plated steel longsword with an ivory hilt (worth 500 gp), a silver and gold brooch (worth 750 gp), 10 silver sling bullets (worth 1 gp total), a silver ceremonial dagger emblazoned with a holy symbol (worth 20 gp), 10 silver-tipped arrows (worth 10 gp), a silver



chain (worth 50 gp), a pair of silver earrings (worth 25 gp), a silver ewer (worth 100 gp), 8 silver mirrors of varying size (worth 500 gp total), several silver holy symbols of various gods worshiped in Mugdhad (worth 250 gp total), a pair of *sending stones*, and a *helm of brilliance*.

Skabhet's most significant treasure, the *Mask of the Sleeping Queen* (see appendix D), rests atop the pile of treasure.

PART 4: SKABHET'S PALACE

Ghis palace has watched over Mugdhad since the days of the Khonsurian empire. A 10-foot-high stone wall surrounds the complex. Gates protected by a guard tower open into the palace grounds, while a smaller servant's portal is set into the northern wall. Inside the walls, the structure's most impressive feature is a pillared audience pavilion overlooking a pool of once-pristine water, now tainted by Set. Other buildings within the palace complex include servant's quarters, barracks, stables, a mess hall, and the royal apartments.

The palace grounds once boasted manicured lawns and a fragrant rose garden. Skabhet's arrival has caused most of this vegetation to wither and die, though a vegetable garden beside the mess hall continues to provide food for the palace.

GENERAL FEATURES

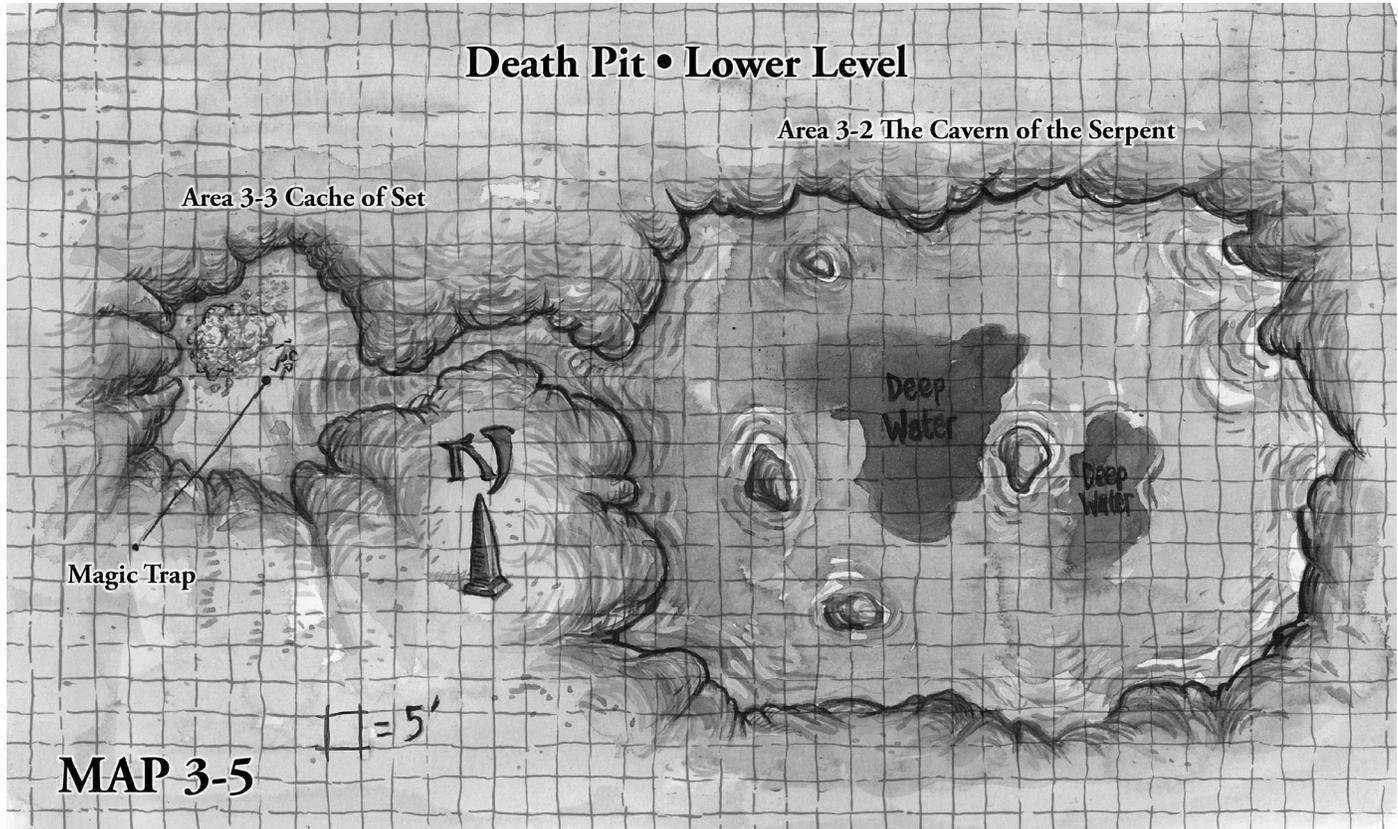
The palace is depicted on **Map 3-6**.

Outer Walls. A 12-foot-high stone wall encircles the palace grounds. Climbing the wall requires a successful DC 12 Strength (Athletics) check. The gates in the eastern wall opens onto Temple Row. A side gate (area 4-3) leads to the upper city. A 30-foot-tall cliff supports the southern and western walls. Scaling the cliff requires a successful DC 15 Strength (Athletics) check. However, sentries on the city walls have clear views of the cliff face.

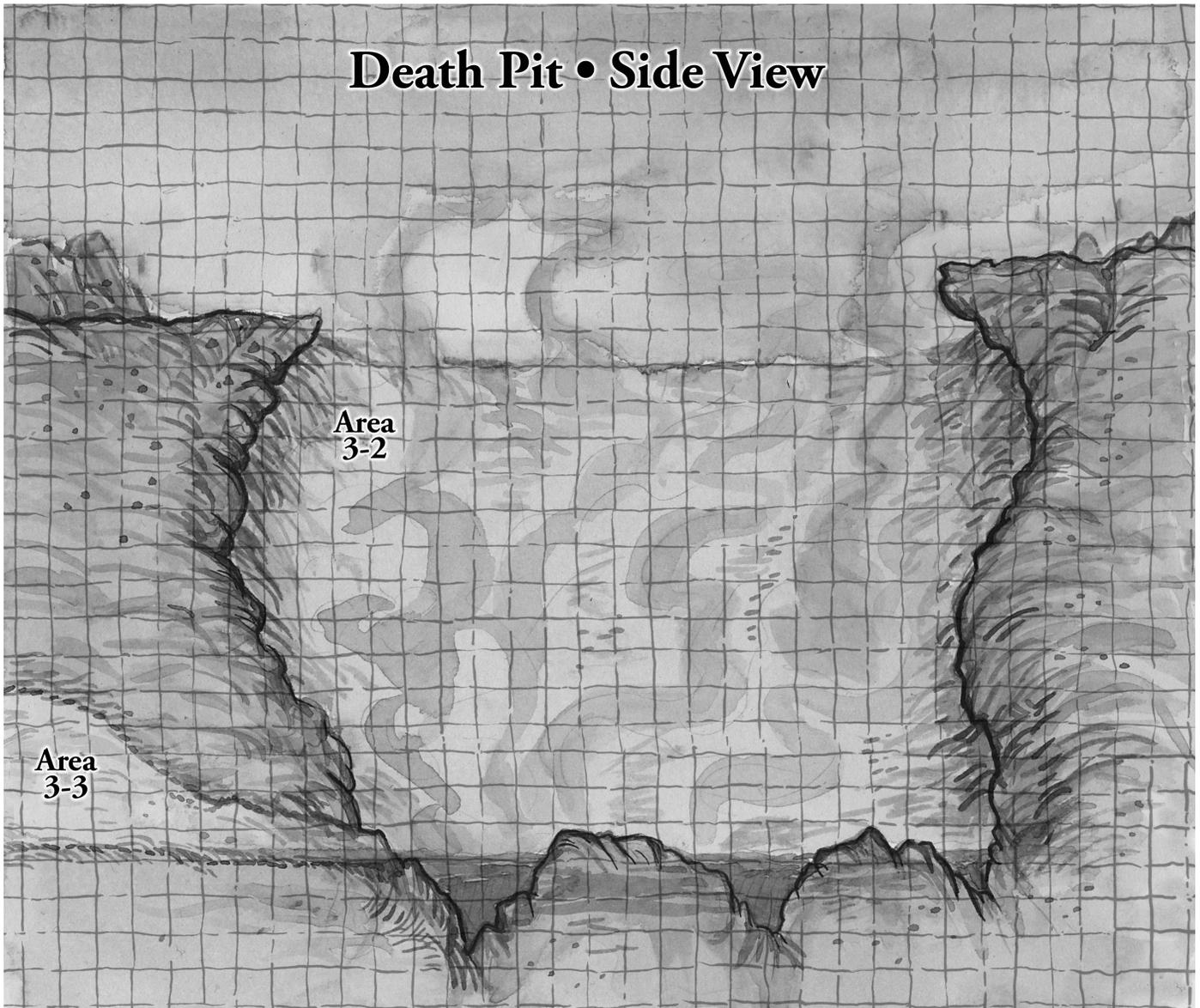
Doors. Unless otherwise noted, doors in palace buildings are wooden and unlocked.

Illumination. At night, oil lanterns illuminate the walking paths and the pillared audience pavilion (area 4-9).

Wandering Monsters. The grounds are regularly patrolled day and night. Every 10 minutes the characters explore the palace grounds, there is a 50 percent chance they encounter a patrol. Roll a 1d4 and consult the table below.



Death Pit • Side View



d4 Encounter

- | | |
|---|---|
| 1 | 1d4 + 1 veterans |
| 2 | 1d6 guards , 1 minion of Set (see appendix B) |
| 3 | 1d4 + 1 guards , 1 cult fanatic |
| 4 | 2 minions of Set (see appendix B) |

During the day, there is a 50 percent chance the patrol includes a trained **crocodile** that follows the directions of one of the guards.

Most guards and cult fanatics are human, though there's a chance that other races may be found within a patrol. GMs are encouraged to adjust a patrol's complement as they see fit.

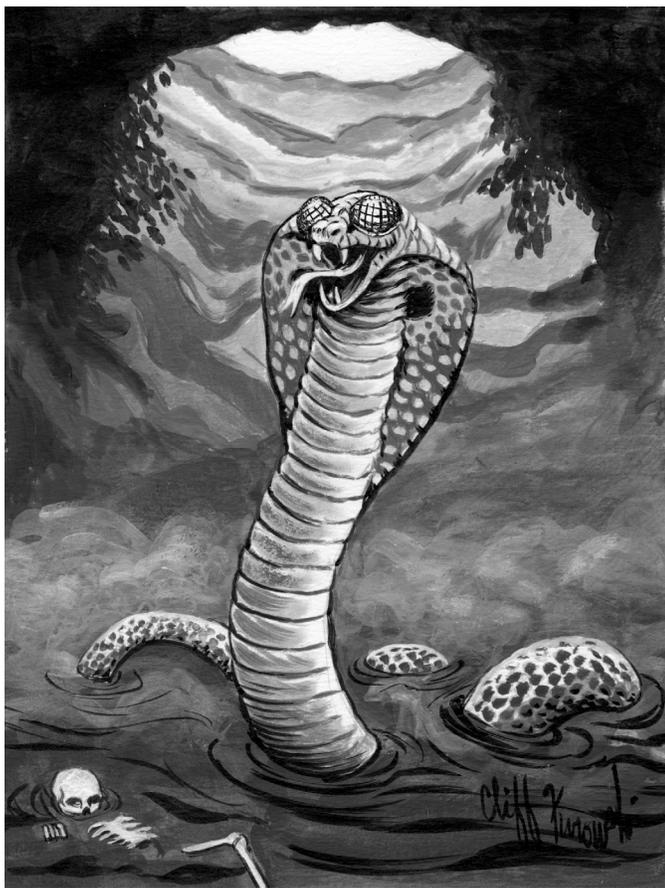
At night, the guards carry lanterns, and every patrol includes one person with a horn. If the horn is sounded, 2d6 **guards**

and two **minions of Set** (see appendix B) arrive within 2d6 + 1 rounds to investigate.

Stone Figures. Skabhet has added her decorative touch to the palace grounds by installing numerous statues. Each statue depicts a terrified humanoid either staring at their body in horror or raising their hands to shield their face.

Though they appear to have been petrified, the statues are in fact petitioners Skabhet encased in stone using *stone shape* spells. Skabhet enjoys creating these gruesome works of art, as they encourage the rumor that a medusa lives within the palace. Breaking a statue releases the body of the victim trapped inside. Though the bodies are putrid with decay, they are harmless.





AREA 4-1 – ENTRY GATE

A pair of ornate iron gates grants access to the palace grounds. The gate's bars are expertly shaped to depict sitting sphinxes. Beyond the gate, an elegant, columned pavilion stands in the center of an expansive courtyard. The grounds are crowded with stone statues, as well as numerous poles from which hang unmoving robed figures.

The gates are each 10 feet wide and 8 feet tall. They are in good condition, swinging inward on well-oiled hinges. Skabhet usually keeps the main entry gates closed but unlocked, with a **minion of Set** (see appendix B) standing watch behind the gate. The sentry carries a horn; if blown, 2d6 human **guards** and two minions of Set from the nearby guardhouse arrive to investigate within 3 rounds.

Assuming the party has encountered Set's forces elsewhere in the city, the palace is on the lookout for the characters. If the party arrives peacefully, the guards are not immediately hostile. Instead, they escort the adventurers to the audience pavilion (area 4-9). Characters caught sneaking onto the palace grounds are met with violence.

AREA 4-2 – GUARD TOWER

A two-story stone tower rises behind the entry gate, its rooftop providing clear views of the palace grounds and over the palace wall.

The door leading into the tower's ground floor is reinforced with iron and can be barred (AC 20, 50 hp, immunity to poison and psychic damage, damage threshold 10). Beyond the door is a simple table and chairs for guards on duty, along with a rack of spears and small shields. The second floor contains racks of shortbows and barrels filled with arrows. Crenelations on the roof grant half-cover against attacks made from outside the tower. Two **guards** are always on duty atop the roof, each of whom is equipped with a horn. The lower levels are staffed by 2d4 **guards** and one **minion of Set** (see appendix B), who oversees the tower.

AREA 4-3 – SIDE GATE

A wooden door reinforced with iron bands provides access through the northern wall. Only servants use this entrance during the day. At night, the door is barred (AC 20, 50 hp, immunity to poison and psychic damage, damage threshold 10).

Two **guards** are always on duty at the gate. The guards are familiar with the few servants who use the gate, but a character who makes a successful DC 20 Charisma (Deception) check can convince the sentries that they are here on palace business and should be allowed through.

AREA 4-4 – BARRACKS

This single-story, mud-walled structure stands near the palace's southern wall. Small windows punctuate its 80-foot length, with a simple wooden door opening at either end of the building.

The palace barracks are lined with bunk beds to accommodate up to 40 Medium humanoids. At any time, 4d6 **guards** and 1d4 **minions of Set** (see appendix B) can be found resting in the barracks, with racks of spears, shortswords, shortbows, and barrels of arrows at the ready. Two privies stand between the barracks and the palace wall.

AREA 4-5 – STABLES

Wooden trusses hold aloft a roof of clay tiles, creating an open-air stable near the corner of the northern and eastern palace walls. The stalls appear empty and in disuse.

Tharikadh kept several well-bred horses and camels, but Skabhet and her forces disliked the beasts and promptly roasted them in a victory feast after conquering Mugdhad. Patrols rarely pass through this area, with the chance of encountering one here dropping to 10 percent every hour.



AREA 4-6 – SERVANTS' QUARTERS

This modest, two-story structure stands at the northern side of the palace grounds.

Skabhet's personal servants reside here. The building contains eight small rooms, each furnished with two beds and storage chests for personal effects. A shared washing area and lavatory are attached to the structure. At any time, 2d4 servants (N human **commoners**) can be found here, though the servants come and go at all hours of the day.

AREA 4-7 – MESS HALL

This wooden, barn-like building stands just west of the Side Gate. Smoke and the scent of cooking rises from the structure's chimney.

This building includes an open eating area and a large kitchen where cooks and servants busily prepare food for the palace at all hours. In contrast to the rest of the city, the kitchen is well stocked with food and spices. Kegs of ale are kept here as well.

AREA 4-8 – VEGETABLE GARDENS

A vegetable garden covers the northwest corner of the palace grounds. Unlike the stables (area 4-5), the gardens appear well tended.

Skabhet recognizes that her servants must remain well fed if they are to serve her, so she allows a pair of gardeners to maintain a productive vegetable garden. During the day, two human **commoners** work here. Aside from vegetables, there is little of interest here.

AREA 4-9 – AUDIENCE PAVILION

A majestic pool dotted with patches of green algae runs down the center of the palace grounds. Rotting corpses dangle from poles along the sides of the pool. On the ground, a dozen or more stone statues surround the pool. Their rough, rocky forms appear to be in distress, with arms reaching forward to defend against unseen assailants or clawing at their own bodies in horror.

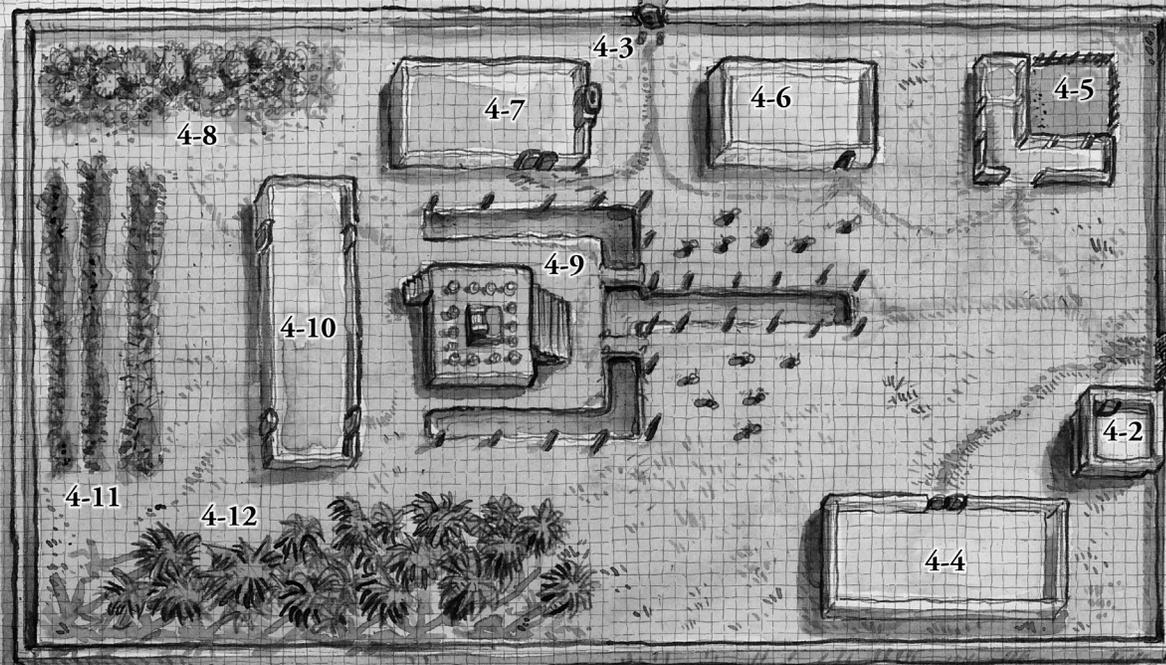
The western end of the pool splits to surround an impressive pavilion. Pillars of white stone hold aloft a gilded roof. Sheltered beneath the roof, marble steps rise to a dais atop which rests a majestic throne. An elegant, half-elven woman sits upon the throne, her gold dress shimmering under the light of flaming sconces. Two guards flank the woman, their sickle-shaped khopesh swords held at the ready.

Pools. The pools are 5 feet deep and once held fresh spring water, but Set's taint has polluted them. A creature that drinks from the pools must succeed on a DC 17 Constitution check or become poisoned. While poisoned in this way, the creature regains only half the number of hit points it would normally



Shabhet's Palace

Area 4



MAP 3-6

regain from spending hit dice during a short rest. The creature must repeat the saving throw whenever it finishes a long rest. On a success, the poisoned condition ends. On a failure, the creature gains no benefit from the long rest and gains a level of exhaustion.

Hanging Remains. The remains of the priests killed during Skabhet's purge of the city hang from the poles surrounding the pool, in the same manner as those along Temple Row (area 1-6). This gruesome collection reinforces Set's fiendish taint upon the palace grounds. The souls of the dead priests remain bound within their rotting forms, and Skabhet can call upon them to harm the living (see Skabhet's lair actions).

Characters can put the spirits of these priests to rest by cutting them down and using a bonus action to whisper a prayer to any non-evil god. The poles are 15 feet high and can be climbed with a successful DC 13 Strength (Athletics) check. Once at the top of a pole, a creature can use an action to cut a rope with a piercing or slashing melee weapon (no attack roll required). A successful ranged attack against the rope (AC 18) also severs it. This act immediately attracts Skabhet's attention, and she focuses all of her attention on stopping the activity.

In total, 24 dead priests hang from poles around the pool. Each time a priest's spirit is put to rest, shafts of holy light descend from the heavens, dealing 5 (1d10) radiant damage to each evil creature within 60 feet of the pool. If 12 or more priests are put to rest, Skabhet can't use lair actions until she finishes a long rest.

Throne. Skabhet's throne is large enough to seat a Large creature comfortably. It is carved of rare wood, inlaid with semi-precious stones, and gilded in gold foil. The seat is cushioned with rich red velvet. Skabhet rarely leaves the throne, believing she should always be seen in this glorious fashion.

The throne is magical, radiating a faint aura of enchantment magic. A creature has advantage on Charisma (Intimidation and Persuasion) checks while seated on the throne. With a minute of work, a creature using a sharp, pointed tool can make a DC 15 Dexterity (Sleight of Hand) check to pry out 100 gp worth of semi-precious stones from the chair. Doing so permanently destroys the chair's enchantment.

Skabhet. The half-elf sitting atop the throne is **Skabhet** (see appendix A), currently shapechanged into the form of an attractive humanoid. In her true form, Skabhet resembles a marilith, possessing a female humanoid torso and the



lower body of a serpent. She wields four scimitars among her three pairs of arms, and a writhing mass of snake hair crowns her head.

Thanks to her network of spies, Skabhet is most likely familiar with the party's abilities and recognizes the characters as a threat. However, while near the corrupted pools, she is supremely confident that her powers are enough to defeat even the mightiest of foes. As long as Skabhet remains within 100 feet of the pools, she can take lair actions.

Skabhet offers the characters a reward of 500 gp each to capture or kill Tharikadh for her. She grows impatient if the adventurers try to negotiate, suggesting they join her side or become permanent fixtures on the palace grounds.

Battling Skabhet. Fighting Skabhet should be an epic battle. She is a dangerous foe, made even more so within the palace thanks to Set's corruptive effects. She has no fear of spellcasters, instead focusing her attention on powerful melee combatants, particularly anyone wielding a silver weapon. If she has a choice of targets, she looks to eliminate clerics and paladins first.

Once fighting breaks out, each round on initiative count 10 there is a 25 percent chance that 2d4 **guards** arrive to defend Skabhet. Half of these guards are armed with shortbows and shortswords, and don't use shields (reducing their AC to 14). Guards stop arriving once 20 guards have appeared.

On her first turn, Skabhet changes from a humanoid into her true monstrous form, hoping her snake hair may give her opponents pause. She then summons minions of Set to assist her and makes good use of her lair actions. If reduced to 115 hit points or fewer and Grahd is dead (see area 3-2), Skabhet shapechanges into an **adult brass dragon**. If Grahd still lives, she summons him (using her Summon Lesser Son of Set action) to the palace grounds. When Grahd appears, he explodes out of the earth, forcing creatures within 30 feet of him to succeed on DC 18 Strength saving throws or be knocked prone.

Secret Name. No living person in the city knows Skabhet's true name ("Skabhetaloxis"). However, the priests whose corpses hang from poles along Temple Row know the true names of both Grahd and Skabhet.

Development. If Skabhet dies, any remaining minions of Set vanish. If Grahd still lives, Set summons him and installs him elsewhere in the region, perhaps even elevating him to the status of Chosen Son.

Skabhet's Lair Actions

Skabhet's evil connection to Set has corrupted the palace grounds. If Skabhet is encountered within 100 feet of the audience pavilion's pools (area 4-9), she can use the lair actions described below.

Skabhet's Lair Actions. On initiative count 20 (losing initiative ties), Skabhet can take one of the following lair actions. Once she uses a lair action, she can't use that action again until she finishes a long rest:

- **Demonic Snake.** Skabhet summons a huge demonic snake. The snake appears in an unoccupied space that she can see within 60 feet of the corrupted pool. The snake uses stats for a **giant crocodile**, except that it has a swim speed of 50 feet and is considered a fiend (demon). The snake obeys Skabhet's commands, takes its turn on initiative count 10 (losing initiative ties), fights until it is destroyed, and dissipates into smoke after 1 hour.
- **Poisonous Burst.** A burst of toxic gas erupts from the corrupted pool. Each creature within 20 feet of the pool must make a DC 15 Constitution saving throw. On a failed save, the creature takes 5 (1d10) poison damage and is poisoned until the end of its next turn.
- **Sacrificed Spirits.** Skabhet calls forth the spirits of two victims sacrificed to Set (use **will-o'-wisp** stats). The sacrificed spirits appear in unoccupied spaces Skabhet can see within 60 feet of her. The spirits obey Skabhet's commands, take their turns on initiative count 15 (losing initiative ties), and fight until destroyed.
- **Wail of the Damned.** Skabhet causes the tortured spirits of the dead priests hanging from the poles around the pool to shriek with unholy pain. Each non-evil creature within 20 feet of a priest still hanging from a pole must make a DC 15 Wisdom saving throw. On a failure, the creature takes 5 (1d10) psychic damage and is stunned until the start of its next turn.

AREA 4-10 – ROYAL APARTMENTS

An elegant, one-story building spreads out behind the audience pavilion.

It is here that the various governors of Mugdhad have lived for centuries. The structure was not built to impress, but to provide a quiet and comfortable place where the city's ruler could escape their duties.

Encounters. Although the residence is reserved for Skabhet, she rarely comes here, preferring instead to lounge in the audience pavilion, which she believes is a more impressive and worthy location for her greatness. She returns to the royal



apartments only when she wishes to “entertain” a new victim in her private chambers. Once she’s lost interest in her victim, she encases them in stone and adds them to the statues on the palace grounds. Otherwise, only Skabhet’s personal servants (N human **commoners**) are likely to be encountered here.

This building includes the following rooms:

Entrance Hall. This room presents a luxurious sitting area for visitors, including well-made couches covered with expensive imported fabrics and side tables carved from ivory and rare wood. Once-glorious frescoes depicting the landscape surrounding Mugdhad have been defaced with the symbols of Set painted in red, green, and black.

Guest Rooms. These four guest rooms sit empty. Skabhet refuses to allow others to stay in the building she sees as her personal space. Aside from being well furnished and decorated with mundane art objects, these rooms hold little interest to adventurers.

Study. After Skabhet captured the city and claimed the palace as her own, she quickly inspected the collections of books Tharikadh stored here. She set aside a few books related to the Khonsurian Empire and Ankharet’s rule but has not yet bothered to study them.

Characters who inspect the books and succeed on a DC 13 Intelligence (Investigation) check discover in a well-thumbed book an interesting passage detailing the creation of a shrine to the Sleeping Sphinx Queen hidden beneath a House of Secrets somewhere in Mugdhad. A creature that makes a successful DC 13 Intelligence (Religion) check recognizes that the “House of Secrets” is likely a temple to Amun Tor, the god of mysteries (see Part 2: The Ruined Shrine of Amun Tor). Scribbled in the margin beside this entry are the words “Open in the name of...” This passage hints at the phrase needed to open the magical gate to the shrine (see Secret Gate below).

Another book, *Bangier’s Treatise on Desert Relics*, has been left open to a page describing a gigantic statue of a crowned gyno-sphinx. The statue is guarded by the androsphinx Khubsheth and is said to be located in the hills between a mountain range and a great desert. The passage further suggests a sphinx of great power lies trapped within the statue (this describes the location of the adventure *DCC #15 – Lost Tomb of the Sphinx Queen* by Chris Doyle and Joe Crow).

In addition to these two tomes, the characters can discover six other rare books, worth a total of 200 gp to loremasters and discerning collectors.

Secret Gate. One wall of the study includes a colorful mosaic depicting Ankharet atop a fiery mountain. This mural is a smaller version of the one found in area 2-3. A permanent

nondetection spell protects the image. If a creature facing the mosaic speaks the words “*Open in the name of Ankharet,*” a one-way magical portal opens in the mosaic, allowing creatures who step through it to teleport to area 2-3. The portal remains open for 1 minute before reverting to its normal appearance. Creatures on the other side can’t use the portal to return to the palace.

Dining Room. Just off the entrance hall is a well-appointed dining room that serves up to 20 guests. A painting of Tharikadh (defaced with the image of a hissing serpent) hangs here. A side entrance allows servants to deliver food from the kitchens in the mess hall (area 4-7). Nothing else of interest is found here.

Bathing Chambers. This is an opulent bathing chamber complete with a marble tub, lacquered wash-stand, and ebony commode inlaid with semi-precious stones. A side entrance allows servants to empty the commode and deliver heated water for baths. With an hour’s work, the characters can pry 50 gp worth of gemstones from the commode.

Palace Suite. By far the largest bedroom in the building, this chamber includes a luxurious bed, settee, chairs, and side table. A walk-in closet remains filled with Tharikadh’s regal clothes. Skabhet rarely visits here, preferring to lounge in the audience pavilion (area 4-9).

AREA 4-11 – ROSE GARDEN

The rows of dead rose bushes cover the grounds between the royal apartments and the palace wall.

What was once a glorious garden now stands as a bleak testimony to the evil influence of Skabhet and her forces. A character who makes a successful DC 13 Intelligence (Nature) or Wisdom (Survival) check determines that the plants were killed from a combination of necrotic energy and a lack of water. Two **swarms of poisonous snakes** now lie in wait among the dead bushes.

AREA 4-12 – DATE GROVE

A date grove rises along the southern extent of the palace grounds. The palms stand 50 feet tall, and many are laden with ripe date clusters waiting to be picked.

Skabhet cares little for the dates but allows her gardeners to continue managing the grove. However, in her cruelty she placed a **giant constrictor snake** here. One servant has already fallen prey to the beast, and the other gardeners now avoid the area. The snake hides high in the palms, waiting to fall upon prey that passes beneath it. While hiding in the trees, the snake has advantage on Dexterity (Stealth) checks.



CONCLUDING THE ADVENTURE

Characters who arrive in Mugdhad have a choice to help either Tharikadh or Skabhet, or to work against both of them.

Tharikadh was defeated with Skabhet left as governor.

The harsh evil rule of Skabhet makes this outcome unlikely. However, given Skabhet's strength and the resources at her disposal, the adventurers may decide to make a pact with the Chosen Son of Set. Should this happen, Set gains a solid foothold in the area and seeks to expand his influence in the region.

Set's forces were defeated with Tharikadh reinstated as governor.

Though Tharikadh was not a popular governor, most citizens agree life was better under his rule. The adventurers have likely made a powerful ally in the region. Once he solidifies his position, Tharikadh refocuses his efforts on

unearthing the location of Ankharet's tomb, in hopes of freeing his patron from her deathless slumber. He might call upon the characters to help free her from her desert tomb. Alternatively, the adventurers could find themselves in a race against Tharikadh to prevent the return of the Sphinx Queen (see *DCC #15 – Lost Tomb of the Sphinx Queen*).

Both Tharikadh and Set's forces were defeated. This is likely the best scenario for the people of Mugdhad. The merchant Zawg (area 1-2) looks to consolidate his political clout and claim the title of governor. Although he is an unscrupulous merchant, he would likely be a better ruler than the city has seen in the last half-century. His cause would be helped greatly if he could find a way to restart hulwah manufacturing. He may even enlist the characters to travel into the desert to recover the secrets to its production (see Hulwah sidebar in area 3).



DARK TOWER: THE CHOSEN SONS OF SET

CHAPTER 4: THE HEART SHARDS OF CAPHET

by James Floyd Kelly

The *Heart Shards of Caphet* is an adventure designed for use with the 5th edition of the first fantasy role-playing game. It is intended for four to six characters of 12th level. The adventure takes place deep in the desert and focuses on the search for a hidden oasis and an enemy who is vulnerable only once every 666 years. This adventure can be used to complement a *Dark Tower* campaign.

BACKGROUND

In an effort to spread discord and evil among the mortal races, the god Set sired many children. Possessing a mix of divine and mortal traits, his offspring appear like hideous snake, reptilian, and humanoid crossbreeds. Each “son” of Set is a unique, twisted fiend, as the god steeped his creations in chaotic sorcery. Since their unholy birth, the Sons of Set have spread far and wide to disseminate their father’s vile plots.



Set has many such sons, but only the four most powerful are his Chosen Sons. The rest, and most numerous, are called his Lesser Sons. All the Sons of Set share a spark of immortality. A Lesser Son always fights to the death, hoping to gain Set's favor, for if it is destroyed it reforms in one to two years. The Chosen Sons are more practical and often surround themselves with minions, eschewing direct conflict. A slain Chosen Son of Set returns as a Lesser Son, and the most powerful and worthy Lesser Son ascends to the title of Chosen Son. This often results in the Lesser Sons taking matters into their own scaly appendages. Should a Lesser Son slay a Chosen Son, Set would have no choice but to elevate it to its rightful position as a Chosen Son. But failure condemns a Lesser Son to 100 years of service to its sibling.

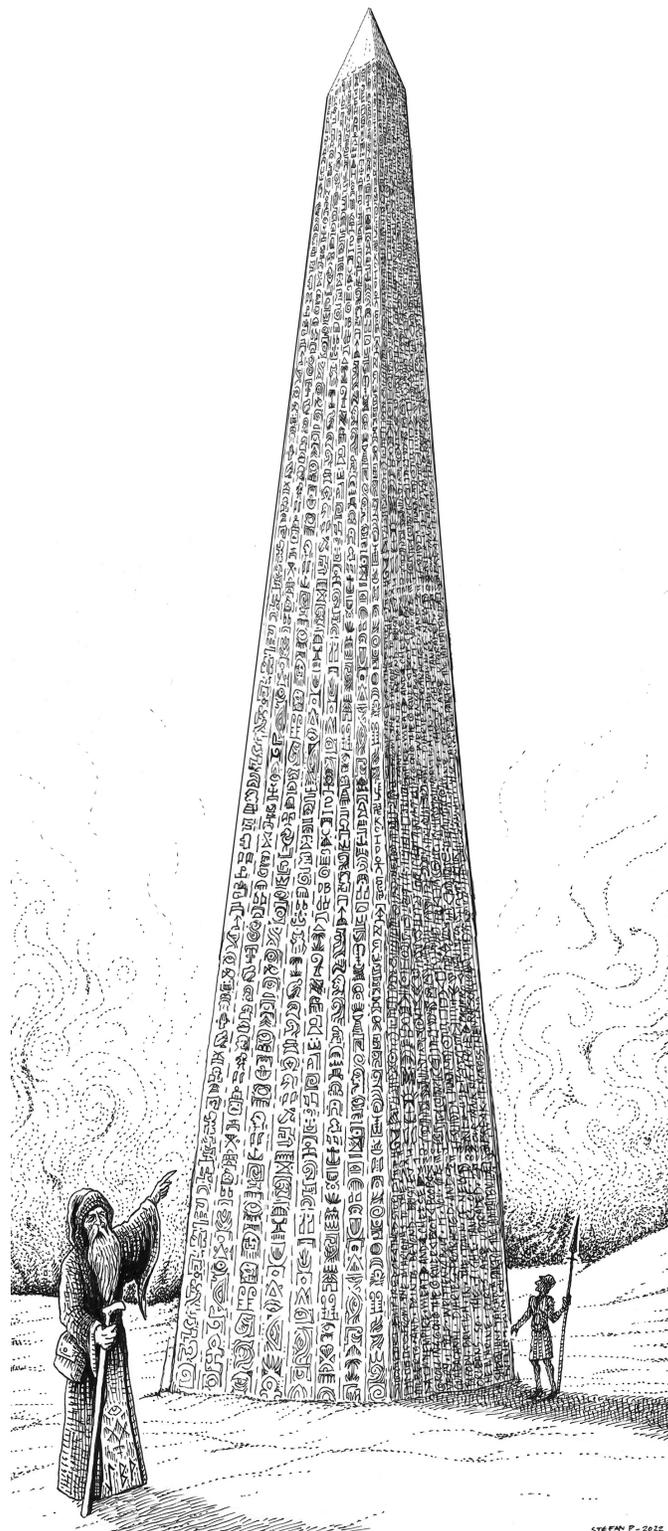
At least, this is usually the case. Once every 666 years, the celestial hosts prevent a Lesser Son from being promoted to fill a vacancy among the Chosen Sons for an entire year. During this calendar year, if all four of his Chosen Sons were to be defeated, Set would be stripped of much of his influence on the mortal plane.

However, one Chosen Son, a terrible serpent-demon named Caphet, believes himself invincible even during these periods of vulnerability. For eons, he has hidden himself away in his Onyx Palace, an impenetrable redoubt located in the heart of the Crimson Reed Oasis. The oasis lies deep in the desert, far from any trade routes, its exact location unknown to all but the wisest of mortal sages. But unknown to Caphet, or even Set, centuries ago Mitra interfered with Caphet's machinations—giving the heroes a chance to find and destroy this Chosen Son of Set!

THE OBELISKS AND HEART SHARDS OF CAPHET

The GM should consult **Map 4-1**, an overview of the Lostlands Region, for the location of the three temples containing the three Heart Obelisks of Caphet. At the center of the three temples (deep in the wastes) is the Crimson Reed Oasis. A fourth temple, the Limestone Temple, can be found in the oasis, along with Caphet's Onyx Palace.

The Heart Obelisks are so named because each hides a shard of Caphet's heart inside it. When Caphet defeated Krimaret (a former Chosen Son), he knew that Set would strip him of his new-found immortality in a short 666 years. Like a lich who stores its soul in a phylactery, Caphet used dark magics to remove his own black heart and sunder it into three stony shards. In doing so, he ensured that even while stripped of his immortality, he could be defeated only if the three



shards of his heart were destroyed as well. To prevent this from happening, Caphet placed each of the *Heart Shards of Caphet* (see appendix A) in or near a magically warded obelisk protected by a powerful guardian. And because the obelisks were located hundreds of miles apart, both time and the harsh desert environment became two more allies of Caphet.

Although this dark act went unnoticed by Set, Mitra noted it. He cursed the shards so that they granted magical abilities to those who harnessed their malignant taint. In addition, Mitra enchanted each shard so that it would point anyone attuned to it to the next shard. Mitra hoped this curse would lead to Caphet's eventual downfall.

ADVENTURE HOOKS

Before the adventure begins, the characters should come into the possession of a cryptic passage explaining the obelisks and

the *Heart Shards of Caphet* (see **player handout 15**). They must also learn the location of at least one of the temples (areas 1, 2 and 3).

A secretive guild of scholars known as the Obsidian Pages (named for the book of thin obsidian sheets on which the guild's secrets are recorded) has recently uncovered documents detailing directions to the Heart Obelisks of Caphet. The guild now seeks adventurers to visit the obelisks and end the reign of Caphet. Once the Caphet's oasis is revealed, the guild intends to raid its library while the adventurers do battle with the Chosen Son.

Suggestions for how the characters might cross paths with the Obsidian Pages include:

- The characters discover a rare tome, but before they have a chance to sell it, the Obsidian Pages approaches them with an offer to buy the book at a handsome price. To

DRAMATIS PERSONAE

NAME	DESCRIPTION	ADVENTURE REFERENCE
Anin	Leads Caphet's Maul, a group of mortal followers who guard Caphet's Quartz Temple	The Quartz Temple (area 3)
Atamep	A gynosphinx that rests in the Crimson Reed Oasis	Part 2: The Crimson Reed Oasis
Blimbull	A former elf ranger, now transformed into a basiloid to guard Caphet's Sandstone Temple	The Sandstone Temple (area 2)
Candra Windspeaker	A half-elf druid transformed into a servant of Caphet	The Sandstone Temple (area 2-5)
Caphet	A Chosen Son of Set	The Onyx Palace (area E-3)
Chuskra	A former human fighter, now transformed into a crypt hag	The Granite Temple (area 1)
Hann Darkflame	A human thief transformed into a servant of Caphet	The Granite Temple (area 1-4)
Kolric Stonefist	A dwarf fighter transformed into a servant of Caphet	The Granite Temple (area 1-4)
Krimaret	A former Chosen Son defeated by his sibling Caphet	Background
Lashmag	A half-orc sorcerer, now transformed into a necrylops	The Quartz Temple (area 3)
Milar Skyblaze	A fighter transformed into a into a servant of Caphet	The Sandstone Temple (area 2-5)
The Obsidian Pages	A secretive guild of scholars who have recently discovered the location of the Heart Obelisks of Caphet	Adventure Hooks
Shard	A trespasser Caphet transformed into a limestone golem	The Limestone Temple (area D3)
Sterrif	Leads Caphet's Gaze, a group of mortal followers who guard Caphet's Sandstone Temple	The Sandstone Temple (area 2)
Thipix	An An efreeti who uses the Crimson Reed Oasis as his personal hunting grounds	Part 2: The Crimson Reed Oasis
Tronna	Leads Caphet's Grasp, a group of mortal followers who guard Caphet's Granite Temple	The Granite Temple (area 1)
Woggo	A trespasser Caphet transformed into a hobbling heap	The Limestone Temple (area D3)



sweeten the deal, the guild presents the characters an opportunity to rid the world of an evil Chosen Son and recover a collection of artifacts (see appendix D). If none of these offers interest the characters, the guild can give spellcasters access to their archives, fighters a few prize weapons or pieces of armor, and thieves...well, the local thieves' guild owes the Obsidian Pages a few favors, and a rogue looking to move up in the thieves' guild hierarchy could do worse than having the Obsidian Pages as an ally.

- One of the characters (most likely a fighter or other martial character) has heard legends of the *guardian khopesh of Caphet* (see appendix D). One of these weapons is said to be located near one of the obelisks, and rumor has it that other obelisks have artifacts of their own. The Obsidian Pages sends the interested characters a message (along with a map to the three Heart Temples) requesting that the characters meet at a location indicated on the map.
- A priest of Mitra (see *Dark Tower*) stumbles into the characters' campsite, a map leading to the three Heart Temples clutched in her hands. With her dying breath, the priest implores the characters to end Caphet's reign of terror by seeking out the obelisks and collecting the Chosen Son's heart shards. The priest explains that Caphet can be truly killed only by destroying the shards.

DRAMATIS PERSONAE

The Heart Shards of Caphet presents a number of nonplayer characters, including many enemies and a few potential allies. Individuals referenced in the adventure are summarized below.

SCALING THE ADVENTURE

Though designed for four to six 12th-level characters, *The Heart Shards of Caphet* can be modified for parties of different sizes or levels. If the encounters are adjusted, remember to adjust the amount of treasure appropriately. Consider adapting the adventure as follows:

Weaker parties (3 or fewer characters and/or lower than 12th level):

- Reduce the frequency of wandering monster checks in the Ghetrian Desert to once every 24 hours.
- Throughout the adventure, replace the servants of Caphet with mummies.
- In area 1-1, decrease the DC of the Dexterity saving throw triggered by walking across the moat to DC 13.
- In area 1-2, decrease the DC of the lightning bolt trap to DC 13 and the damage dealt to 21 (6d6) lightning damage.
- In area 1-3, decrease the DC of the symbol to DC 13.

The Three Guardians

Five hundred years ago, three adventurers named Chuskra, Blimbull, and Lashmag assaulted one of Caphet's temples hoping to ransom the Chosen Son's heart shard in exchange for wealth and power. Though they failed in this endeavor, Caphet was so impressed by their audacity that he raised the adventurers from the dead and transformed them into the guardians of his three temples, giving each of them a weapon he felt would enhance that guardian's specific abilities. None of the guardians are pleased with their current situation, but all fear a worse fate should they fail Caphet, as the Chosen Son has promised that any guardian who keeps its assigned temple safe for 500 years will be allowed to die.

Chuskra. A human fighter, Chuskra was the leader of the group. Though impressed by Chuskra's fierceness in battle, Caphet envied her beauty, especially after Chuskra uttered an insult regarding Caphet's three hydra heads. As punishment, Caphet reanimated Chuskra as a crypt hag to protect the Granite Temple (area 1).

Blimbull. An elf ranger, Blimbull never intended to ransom the heart shard. Instead, Blimbull hoped to take the shard to his elders, who believed they had found a way to destroy it. Caphet reincarnated Blimbull as a half-human, half-basilisk monstrosity called a basiloid and tasked him with guarding the Sandstone Temple (area 2).

Lashmag. A half-orc sorcerer, Lashmag received the harshest punishment for his attempted theft of the heart shard. Before Caphet struck him down, one of Lashmag's final actions was to strike Caphet's leftmost head with his magical staff, blinding that head. For this affront, Caphet resurrected Lashmag as a necrocyclops and tasked him with guarding the Quartz Temple (area 3).

For each full day a guardian leaves their respective temple (willingly or not), Caphet increases that guardian's punishment 100 years. A protective ward prevents a guardian from leaving the Crimson Reed Oasis (Blimbull and Lashmag tested the ward and added 200 years to their punishments). Chuskra has guarded the Granite Temple for five centuries, and now eagerly awaits Caphet's promise to allow her to die. Whether Caphet will honor that promise remains unknown.





- In area 1-5, decrease Chuskra's AC to 16.
- In areas 2-3 and 2-4, decrease the DC of the handrail trap to DC 18 and the damage dealt to 9 (2d8) force damage.
- In area 2-5, decrease the DC of the trapped obelisks to DC 14.
- In area 2-6, decrease the DC of Blimbull's Petrifying Gaze to DC 14.
- In area 3-1, decrease the damage dealt by the symbol trap to 44 (8d10) necrotic damage.
- In area 3-2, decrease the DC of Lashmag's Leeching Gaze to DC 16.
- Reduce the frequency of wandering monster checks in the Crimson Reed Oasis to once every 4 hours.
- In area D-1, reduce the number of giant water snakes in the moat to one.
- In area D-1, decrease the DC of the limestone bridge to DC 13.
- In area E-3, reduce Caphet's AC to 17. Reduce the DC of his bite attack, staff of the scorpion attack, and Lightning Blast action to DC 17.

Stronger parties (more than 6 characters and/or higher than 12th level):

- Increase the frequency of wandering monster checks in the Ghetrian Desert to once every 6 hours.
- Throughout the adventure, remove the servants of Caphet's vulnerability to fire damage.
- In area 1-1, increase the DC of the Dexterity saving throw triggered to walk across the moat to DC 17.
- In area 1-2, increase the DC of the lightning bolt trap to DC 17 and the damage dealt to 35 (10d6) lightning damage.
- In area 1-3, increase the DC of the symbol to DC 17.
- In area 1-5, increase Chuskra's hit points to 219 (22d8 + 120).
- In areas 2-3 and 2-4, increase the DC of the handrail trap to DC 22 and the damage dealt to 27 (6d6) force damage.
- In area 25, increase the DC of the trapped obelisks to DC 18.
- In area 2-6, increase the DC of Blimbull's Petrifying Gaze to DC 18.



- In area 3-1, increase the damage dealt by the symbol trap to 66 (12d10) necrotic damage.
- In area 3-2, increase the damage dealt by Lashmag's Leeching Gaze to 27 (6d8) necrotic damage.
- Increase the chance of triggering a wandering monster in the Crimson Reed Oasis to 2 in 6.
- In area D-1, increase the number of giant water snakes in the moat to four or more.
- In area D-1, increase the DC of the limestone bridge to DC 17.
- In area E-3, increase the number of hit points Caphet regains each round via his Regeneration trait to 30.

BEGINNING THE ADVENTURE

Three temples dedicated to Caphet are located throughout the sandy wastes, but the order in which the characters visit them does not matter. Once they have explored all three temples, the characters should be able to deduce the location of the Crimson Reed Oasis. A final temple is located in the oasis, but it does not possess a piece of Caphet's heart. Instead, it houses two guardians who might be convinced to become allies in the fight against Caphet.

PART 1: THE TEMPLES THREE

The characters can explore Caphet's three temples in any order. Once the characters visit the first temple (the location of which they learn via an adventure hook), the heart shards can direct them to the other two temples.

The temples lie approximately 350 miles apart from one another, with expanses of unforgiving sandy wastes between them. Based on a normal pace of movement, it takes approximately 14 days to travel from one temple to another. Since the Chosen Sons of Set are vulnerable for only one year, travel time can be significant. At the GMs discretion, wandering monster encounters might occur during this journey, slowing the party's progress. However, characters with access to magic such as *teleport*, *flying carpets*, or flying mounts might be able to bypass many of these encounters.

WANDERING MONSTERS IN THE GHETRIAN DESERT

The Ghetrian Desert is a desolate waste filled with sandy dunes and rocky badlands. The harsh terrain presents few opportunities to forage for food or water, making wandering monsters less frequent. Every 12 hours the characters spend in the desert, there is a 1 in 6 chance they encounter one of these

Followers of Caphet

Three separate groups devoted to Caphet wander the area around the Crimson Reed Oasis. Each group serves one of Caphet's three temples: the Granite Temple (area 1), the Sandstone Temple (area 2), and the Quartz Temple (area 3). The groups separate occasionally, with half their number remaining within 15 minutes of its temple while the other half forages for food and water. All three groups believe they are Caphet's favored followers, but in truth Caphet cares nothing for any of them, beyond the added protection they afford against trespassers in the oasis.

Travelers who encounter such a group are offered a chance to pledge their lives to Caphet (accepting a horrific curse should they ever leave the area around the oasis). Those who refuse are taken as prisoners and offered as sacrifices the next time the group visits a temple. During the sacrifice, the prisoners' blood is poured over Caphet's heart shard. Caphet's followers believe this increases the Chosen Son's powers, but it offers no real benefit.

The groups fluctuate in size as followers are killed by wild animals or interlopers. A typical group consists of 3d6 + 10 **followers of Caphet** (see appendix C) led by one **priest of Caphet** (see appendix C). The groups try to convert prisoners they capture but sacrifice those who resist.

Caphet's Grasp. The first group calls itself Caphet's Grasp. The group is led by a priest named Tronna and frequents the Granite Temple (area 1), providing food and water to the temple's guardian, Chuskra.

Caphet's Gaze. The second group calls itself Caphet's Gaze. The group is led by a priest named Sterrif and frequents the Sandstone Temple (area 2), providing food and water to the temple's guardian, Blimbull.

Caphet's Maul. The third group calls itself Caphet's Maul. The group is led by a priest named Anin and frequents the Quartz Temple (area 3), providing food and water to the temple's guardian, Lashmag.

Servants of Caphet. Not one to waste the skills of experienced adventurers, Caphet occasionally instructs his priests to mummify captured adventurers. He then reanimates these mummies to serve as additional guardians in his temples. A **servant of Caphet** (see appendix B) rests in its sarcophagus until called upon by the temple's guardian.



wandering monsters. If an encounter is triggered, roll 2d6 or select one of the encounters below. The GM is encouraged to create more encounters if needed. Alternatively, the GM can refer to the table presented in Chapter 12 of Volume 2 of Dark Tower for additional encounters.

2d6	Encounter
2	Brass dragon
3	Lamia and half-ogres
4-5	Giant sandworm
6-7	Roc
8-9	Immense scorpion
10	Cyclops family
11	Gnoll pack
12	Priests and followers of Caphet

Brass Dragon. Bassantha (“Bas”) is an **adult brass dragon** who maintains a hidden cavern lair in the foothills south of the mighty Ctabakul River. Her range encompasses the desert south of the river, and she spends most of her days gliding on the hot desert winds searching for elusive herds of wild camels. Bas is more curious than aggressive and is largely uninterested in the characters’ fight against Caphet. However, characters willing to trade a magic item or two might be able to convince the dragon to give them a ride to one of the nearby temples.

Cyclops Family. A (somewhat dysfunctional) family of four **cyclopes** roams the sandy wastes seeking the plains of Quays-aria and the Great Bazaar. The father is a proud but stubborn leader who can’t admit he’s lost. Despite his wife’s pleas to “just ask for directions,” the father flies into a rage and attacks the characters. Shortly thereafter, the couple’s two sons shrug and join the combat with their father. The cyclopes carry five bolts of fine silk (worth 250 gp each) and a box of carved wooden figurines (17 in total; worth 2d6 × 10 gp each) that they hope to trade at the Bazaar.

Giant Sandworm. A giant sandworm (use statistics for a **purple worm**) bursts from the sand in the midst of the characters. Characters who make a successful DC 15 Wisdom (Perception) check are not surprised by the attack.

Gnoll Pack. A pack of 12 **gnolls** lead four **giant hyenas** on a hunt. The pack is led by a **gnoll pack lord** armed with a +2 *morningsstar* (+7 to hit, 1d8 + 5 piercing damage). Each gnoll carries a bladder of water, and the leader wears a satchel stocked with three *potions of healing*.

Immense Scorpions. Three **immense scorpions** (see appendix B) burst from the sand to attack. Each of the scorpions is nearly 20 feet long and fights to the death.

Lamia. A band of six **half-ogres** armed with greataxes (2d12 + 3 slashing damage) is led by what appears to be an ogre maiden. The ogre maiden is actually a **lamia** using *disguise self* to dupe the half-ogres, whom she leads with an iron fist. The lamia seeks one of the temples of Caphet and hopes to pledge her service to the wicked Son of Set.

Priests and Followers of Caphet. This encounter only occurs within a few miles of one of the temples. The temple the characters approach determines which band they encounter (see the Followers of Caphet sidebar).

Roc. A **roc** soars overhead. If the party includes horses or pack animals, the roc swoops down to grab one or two. Characters able to charm or dominate the roc could use the enormous bird for transportation.

AREA 1: THE OBELISK OF THE GRANITE HEART

Caphet’s Granite Temple is located to the east of the Crimson Reed Oasis. After Caphet removed his heart and divided it into three pieces, he placed the first shard beneath an obelisk made of granite inside this temple. He hid the remaining two pieces in their own temples, the Sandstone Temple to the east (area 2) and the Quartz Temple to the west (area 3).

To further protect each shard, Caphet assigned an immortal guardian to each of the temples. Currently, the Granite Temple is protected by a crypt hag named **Chuskra** (see appendix C). Caphet’s Grasp, a group of Caphet’s mortal followers, serve him by providing Chuskra with food and water.

GENERAL FEATURES

The Granite Temple is depicted on **Map 4-2**.

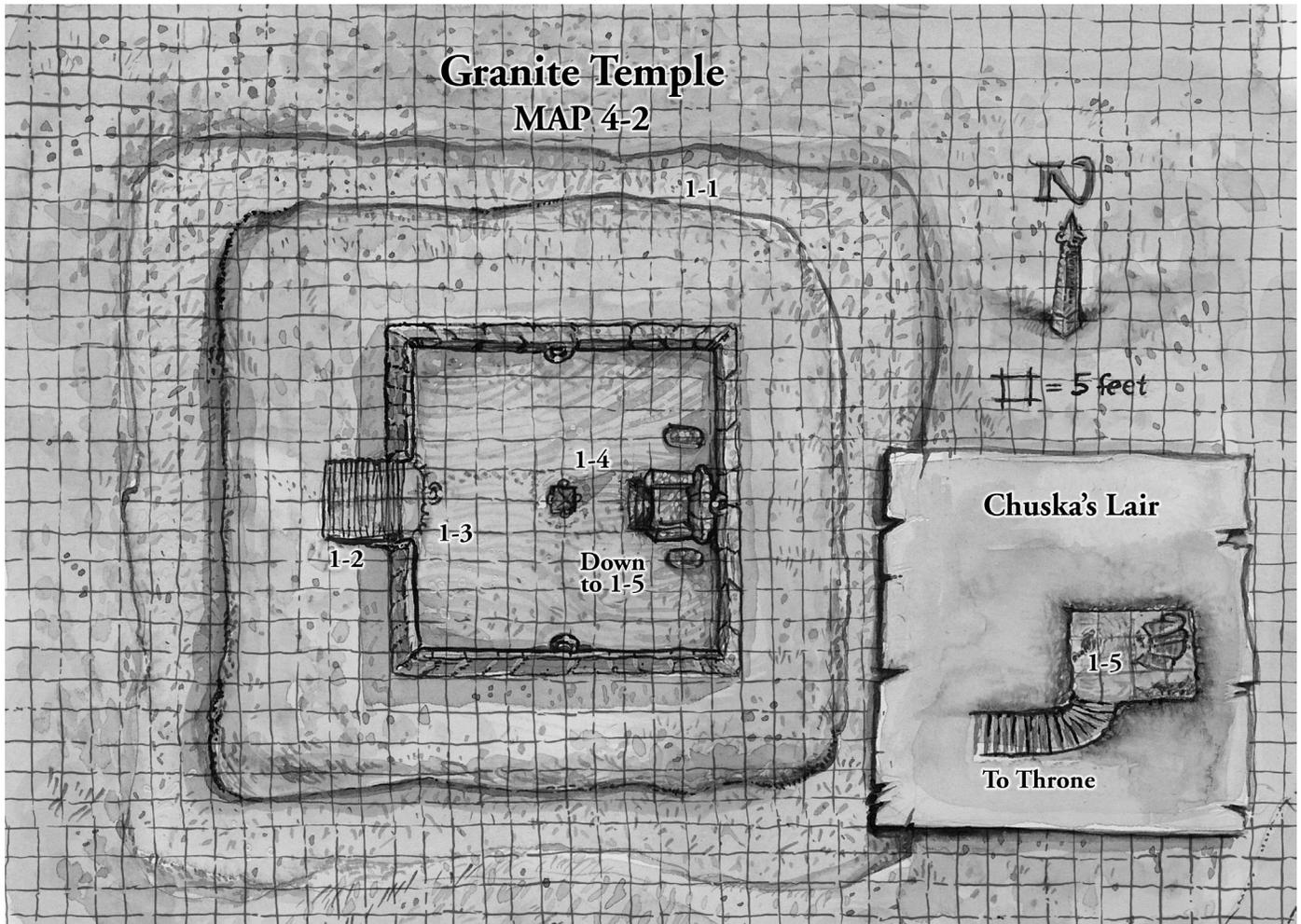
The Moat. The moat that surrounds the temple is 5 feet deep and 15 feet wide. The moat is filled with loose shards of granite that do not support the weight of a Small or larger creature.

Lighting. During the day, the temple’s interior is lit by natural light filtering in from the western entrance. At night, there is a 1 in 6 chance that Chuskra has lit torches inside the temple to accommodate a visiting priest; otherwise, the temple is completely dark.

Walls and Ceilings. The temple’s walls and the ceiling are made of polished granite. They are impossible to climb without the use of magic.



Granite Temple MAP 4-2



AREA 1-1 – THE GRANITE MOAT

Caphet's temple rests atop a foundation of granite blocks, each the size of a full-grown dwarf. On the west side of the temple, steps ascend to an open archway. An obelisk is visible just inside the archway. A path of loose rock encircles the temple.

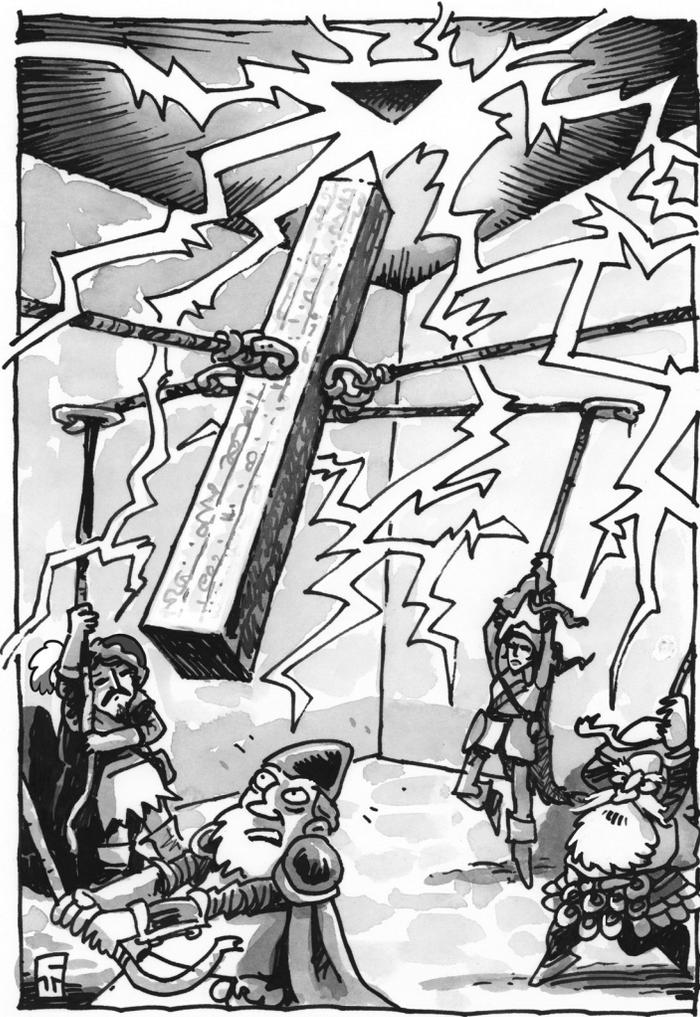
The moat that encircles the temple has been designed to look like a worn path paved with granite pebbles. In truth, the path is a 5-foot-deep, 15-foot-wide moat filled with shards of granite. To prevent injury, Caphet's followers bring a special portable bridge with them when they cross the bridge, though some fanatics show respect to Caphet by jumping into the moat and wading across. Characters who make a successful DC 10 Intelligence (Investigation) check notice the shards are extremely sharp. A creature that attempts to walk across the surface of the moat must make a DC 15 Dexterity saving throw or take 4 (1d8) slashing damage as they sink into the granite shards. Creatures wading through the moat treat the moat as difficult terrain and take an additional 4 (1d8) slashing damage for every 5 feet they move.

The temple's foundation is 15 feet high, 50 feet on a side, and made from five levels of granite block. The granite is nonmagical, but characters who make a DC 10 Intelligence (History) check recognize that the stones were chiseled using dwarf mining techniques. The temple's sides are flush with the foundation, with no ledge or gap to be had.

AREA 1-2 – THE STAIRS

A set of fifteen steps ascends to an archway that allows access to the temple. Footprints of dried blood are visible on every step. A scene chiseled into the archway depicts priests with heads bowed and hands pressed together above their heads walking towards a humanoid with three serpent-like heads. An unusual set of runes is carved above the three-headed figure.

The runes are in Abyssal and translate to "Caphet Protect Us." A living creature that walks up the steps must speak "Caphet Protect Us" in Abyssal **or** move up the steps with their hands raised above their bowed head like the priest figures in the carving. A creature that fails to do so takes 28 (8d6) lightning damage, or half as much damage with a successful DC 15 Dexterity saving throw, as an arc of lightning leaps from the



three-headed figure to the creature as they approach the archway. (The phrase “Caphet Protect Us” can be taught to a non-Abyssal speaker with a successful DC 10 Intelligence check.)

One or more lightning strikes alerts Chuskra to the arrival of trespassers. If alerted, she hides in area 1-5, waiting for the right moment to ambush the characters.

Developments. The lightning strike hints at one of three special abilities Caphet possesses. Observant characters may learn Caphet’s additional abilities at the remaining two temples.

AREA 1-3 – TEMPLE ENTRANCE

Granite stones have been arranged to create an archway on the western side of the temple. Handprints of dried blood cover the stones. Visible through the archway is an obelisk in the center of the temple.

Fanatics who waded across the moat left the bloody handprints as an insult to those who chose to use the bridge instead.

On the floor at the top of the steps is a *symbol* as an added protection. The nearly invisible glyph can be detected with a successful DC 15 Intelligence (Investigation) check. The symbol is triggered if a living creature steps on it, unless it utters “Set, protect me” in Abyssal. If triggered, a sphere of hopelessness washes over living creatures in a 60 foot sphere. Each target must make a successful DC 15 Charisma saving throw or become overwhelmed with despair for 1 minute. Affected creatures can’t attack or target any creature with a harmful ability, spell, or other magical effect for the duration. Releasing the symbol arouses the servants of Caphet in area 1-4, which fall upon the hopeless creatures.

As the characters move into area 1-4, give them **player hand-out 16**, which shows the placement of the obelisk and other details in the area.

AREA 1-4 – THE GRANITE OBELISK

Footprints of dried blood circle a looming obelisk in the center of the room. The smooth granite walls and roof are entirely free of imperfections, save for a small cutout above the obelisk that reveals the sky. Three iron rings hang from the north, west, and south walls. Matching rings are visible on the north, west, and south sides of the obelisk. At the rear of the temple, steps ascend to a granite throne sized for someone three to four times larger than an average humanoid. To the left and right of the throne are two closed sarcophagi.

A character who inspects the obelisk and makes a successful DC 10 Investigation check realizes that a portion of the obelisk rests below the granite floor. Attempts to topple the obelisk are futile, as the obelisk’s 2-foot-tall base is sunk into the floor.

Touching the obelisk summons the temple’s guardian, Chuskra, from area 1-5. She hides in the passage to that area, waiting to teleport and strike at the trespassers, targeting a spellcaster (favoring clerics above others). She wields a *guardian khopesh of Caphet*.

The Throne. Constructed from loosely fitted granite blocks, the throne is 25 feet tall and 8 feet wide, with its seat approximately 8 feet above the ground. A creature other than Chuskra that sits in the throne must make a DC 15 Wisdom save or take 4 (1d8) psychic damage as their mind fills with images of torture and suffering. Among these images, the creature catches a brief glimpse of a screaming human held by two priests, as seen through the eyes of Caphet. Caphet bites the screaming human and, moments later, the human begins to turn to stone.

The Passageway. Between the legs of the throne, a set of steps descend to the north. The steps lead to Chuskra’s quar-



ters (area 1-5). Unless Chuskra is alerted to the characters' presence, the sounds of humming can be heard rising from the chamber.

The Sarcophagi. To assist the guardians, Caphet commanded his priests to mummify adventurers caught trespassing in the temples. Each of these **servants of Caphet** (see appendix B) is sustained by keepsakes interred with them in their sarcophagus. Chuskra can call upon the servants to assist her in times of need.

Sarcophagus 1 (north of the throne) contains a servant of Caphet named Hann Darkflame, a human thief who nearly made it across the Crimson Reed Oasis before his capture. Hann's sarcophagus contains a leather pouch holding 48 gp, a single emerald worth 100 gp, and a *creeping dagger* (see appendix D).

Sarcophagus 2 (south of the throne) contains a servant of Caphet named Kolric Stonefist, a dwarf fighter who single-handedly fought off thirteen of Caphet's followers before being subdued. Kolric's sarcophagus contains his plate armor and *clan battleaxe* (see appendix D).

The Obelisk. Walking around the obelisk reveals an additional iron ring on its eastern side, as well as a ring mounted near the ceiling on the east wall (neither ring is visible when looking into the room from area 1-3.) The obelisk itself is 10 feet tall, 3 feet across at its base, and has an iron ring mounted where the obelisk tapers at the top. heart shard

Using four 50-foot-lengths of rope, the characters can tie ropes to the obelisk's iron rings, then thread each rope through its matching ring on the corresponding wall. Doing so allows the characters to pull on the ropes to lift the obelisk. Lifting the obelisk far enough to access the niche beneath it

requires a total of four successful DC 15 Strength checks (one check per rope). A second person on a rope grants advantage on the Strength check. If the characters don't have rope, they can find some in area 1-5, but moving into that area alerts Chuskra, if she is not already aware of the trespassers.

The cutout above the obelisk is a trick to lure trespassers into thinking that the obelisk must be raised all the way to the roof. If the characters lift the obelisk far enough that the tip blocks out the sky, a bolt of lightning leaps from the obelisk to strike one of the rope holders (determined randomly). The target takes 28 (8d6) lightning damage, or half as much damage on a successful DC 15 Dexterity saving throw. All remaining creatures on a rope must make a successful DC 20 Strength check or the obelisk drops. If the obelisk drops, it topples to the floor and shatters, and each remaining creature on a rope is targeted by a similar lightning bolt.

Lifting the obelisk reveals the hidden niche containing a *heart shard of Caphet*. A creature that touches the shard must make a successful DC 15 Wisdom saving throw or take 4 (1d8) psychic damage as they receive a vision of Caphet's heart being removed by a cabal of dark-robed priests. A creature that uses a cloth or similar item to handle the evil artifact automatically succeeds on this save.

Destroying the Granite Obelisk. The granite obelisk is one of three magical obelisks that conceals Caphet's palace. Destroying the three obelisks causes the palace to appear in the Crimson Reed Oasis. However, doing so also alerts Caphet that trespassers should be expected. Toppling the obelisk is the easiest way to destroy it. The obelisk can be shattered (AC 15, 66 hp, immunity to poison and psychic damage), but any creature that damages the obelisk without destroying it outright is targeted by a bolt of lightning, as described above. Chuskra focuses her attacks on creatures she witnesses damaging the obelisk.

Chuskra's Lair Actions

On initiative count 20 (losing initiative ties), Chuskra takes a lair action to cause one of the following effects. Chuskra can't use the same lair action twice in a row.

- One creature Chuskra can see within 30 feet of her must make a DC 16 Wisdom saving throw. On a failed save, Chuskra magically teleports the creature to the entrance of the Granite Temple (area 1-3), automatically triggering the symbol if not triggered yet.
- Chuskra magically awakens one of the two **servants of Caphet** (see appendix B) in area 1-4. If the two servants have already been defeated, a **minion of Set** (see appendix B) is summoned instead, although this displeases Set.
- Chuskra magically regains 4d8 hit points, and any harmful conditions currently affecting her end.

AREA 1-5 – CHUSKRA'S QUARTERS

The passageway leads to a small, square room lit by a single torch. In the northeast corner lie the skinned remains of a rabbit or some other small beast. Bones and a few ragged blankets litter the rest of the floor. Hanging on the south wall are six coils of rope.

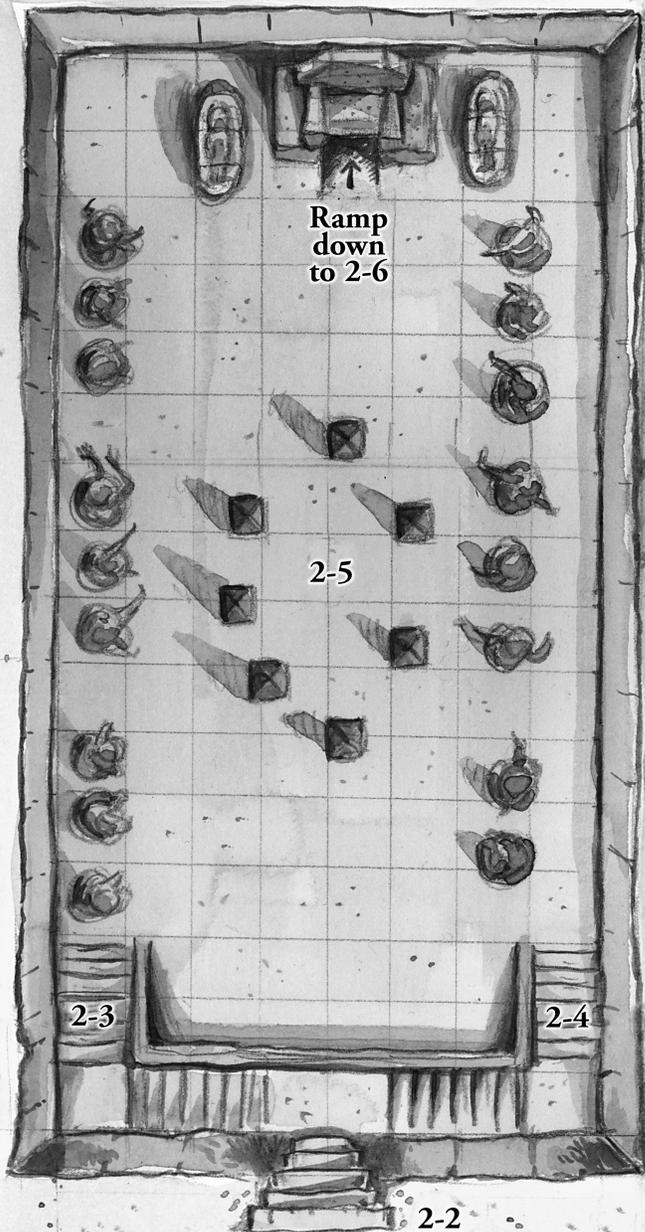
Chuskra. Unless alerted to the party's presence, **Chuskra** (see appendix C) ambushes the first character who enters her quarters, then teleports to area 1-4. Chuskra rarely sleeps, believing her service to Caphet will end should she successfully defend the obelisk. Chuskra knows the importance of the heart shard and refuses to reveal its location under any circumstances. If Chuskra dies, she reforms 48 hours later in this chamber.



Sandstone Temple

MAP 4-3

2-1



Ramp
down
to 2-6

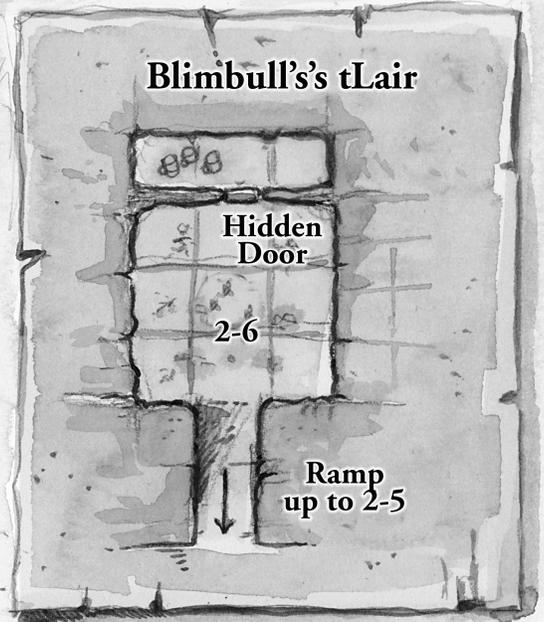
2-5

2-3

2-4

2-2

Blimbull's tLair



Hidden
Door

2-6

Ramp
up to 2-5

□ = 5'

N



The Ropes. Hanging on the wall are six coils of rope, each approximately 75 feet long. Chuskra provides these ropes to the priests when they arrive at the temple. They are in excellent condition.

AREA 2: THE PILLAR OF THE SANDSTONE HEART

The Sandstone Temple sits to the north of the Crimson Reed Oasis. Caphet's second heart shard is stored in one of the seven obelisks the characters find when they enter the temple.

Each temple has its own set of protections, but the Sandstone Heart temple is unique due to it being the favorite of Caphet. The priests that favor this temple are particularly cruel. They amuse Caphet by taking advantage of the obelisks' unusual ability to both terrify and kill unwitting trespassers.

The Sandstone Temple is protected by **Blimbull** (appendix C), a former elven ranger whom Caphet raised as a half-human, half-basilisk monstrosity called a basiloid. Caphet's Gaze, a group of Caphet's mortal followers, serve Blimbull by providing him with food and water.

GENERAL FEATURES

The Sandstone Temple is depicted on **Map 4-3**.

Lighting. During the day, the temple's interior is lit by the natural light filtering in from the southern entrance. Torches are lit when Caphet's mortal servants visit the temple; otherwise area 2-5 is completely dark. The ramp and Blimbull's lair (area 1-6) are completely dark.

Walls and Ceilings. The temple's walls and the ceiling are made of rough sandstone. Climbing the walls requires a successful DC 20 Strength (Athletics) check.

AREA 2-1 – SANDSTONE TEMPLE

You spy a rectangular, sandstone structure hidden among the palms. The building's walls are seamless, as if the entire structure was carved from a single piece of stone—an amazing feat made even more remarkable as you ponder how such an enormous block could have been transported to this location. In the building's southern face, a set of stairs descends into darkness.

The Sandstone Temple stands 20 feet tall, 40 feet wide, and 80 feet long. No steps or handholds exist to climb to the top of the temple, but anyone who finds a way to the roof discovers that the temple is indeed a single block of sandstone with no imperfections.

The Sandstone Temple's only entrance is the set of stairs on the southern side of the building.

AREA 2-2 – STAIRS DOWN

The steps descend a short distance before splitting left and right. Tucked into an alcove in the wall where the stairs split is the lifelike statue of a wizard with her staff held high and her finger pointing up and out of the temple. The stairs make another turn towards the north as they descend; from somewhere beneath you, torchlight flickers across the rough sandstone walls.

A creature who makes a successful DC 15 Intelligence (Investigation) check determines that the statue is actually a petrified female half-elf. While she appears to point up and out of the temple, this is simply a coincidence due to her placement at the bottom of the stairs. Wherever she was when she was petrified originally, the woman was pointing up, the horror on her face captured perfectly as she transformed into stone.

Developments. The petrified statue in area 2-2, as well as the numerous "statues" in area 2-5, are clues to one of three special abilities Caphet possesses. Observant characters might deduce Caphet's other abilities from clues at the other two temples.

AREA 2-3 – WESTERN STAIR

The stairs descend eight steps northward, opening into a larger, open area where torchlight flickers. Deep grooves chiseled into the sandstone along the stairs appear to serve as handrails.

The temple's builders did indeed carve the grooves as handrails. Knowing that intruders would be on the lookout for traps and most likely view the handrails with suspicion, the builders created a trap that would be triggered only if the left handrail (on the western wall) was not used. Placing a hand in the west groove as one descends the stairs is the only way to prevent the trap from triggering. If at any time a creature removes its hand from the groove while still on the steps, an ethereal spear emerges from the eastern wall to skewer the creature. The triggering creature must make a successful DC 20 Dexterity saving throw or take 18 (4d8) force damage. The trap then resets, but any creature that sees the spear emerge can make a DC 15 Intelligence (Investigation) to intuit the trap's trigger.

When the characters arrive at the bottom of the stairs, give them **player handout 17**, which illustrates the obelisks and other details found in area 2-5.





AREA 2-4 – EASTERN STAIR

The stairs descend eight steps northward, opening into a larger, open area where torchlight flickers. Deep grooves chiseled into the sandstone along the stairs appear to serve as handrails.

This trap functions identically to the one in area 2-3, except the directions are mirrored (the right handrail must be used or the ethereal spear emerges from the west wall).

When the characters arrive at the bottom of the stairs, give them **player handout 17**, which illustrates the obelisks and other details found in area 2-5.

AREA 2-5 – THE SANDSTONE OBELISKS

At the base of the steps, you discover a room chiseled from the heart of the sandstone megalith. Stone statues of individuals caught in various poses of surprise or anger have been arranged along the west and east walls. At the rear of the room sits a throne carved from sandstone; a sarcophagus rests on either side of the throne. Beneath the throne, a ramp descends further into the temple. Standing in the center of the room are seven obelisks of red sandstone arranged in a circle, with a small altar in the center. Each obelisk rests atop a red sandstone block.

The Throne. The sandstone throne is 25 feet tall and 8 feet wide, with its seat approximately 8 feet above the ground. A creature that sits in the throne must make a DC 15 Wisdom save or take 4 (1d8) psychic damage as their mind fills with images of torture and suffering. Amongst the images, the creature catches a glimpse of a dwarf struck down by a lightning bolt fired from a lizard-like hand.

The Sarcophagi. To assist the guardians, Caphet commanded his priests to mummify adventurers caught trespassing in the temples. Each of these **servants of Caphet** (see appendix B) is sustained by keepsakes interred with them in their sarcophagus. Blimbull can call upon the servants to assist him in times of need.

Sarcophagus 1 (west of the throne) contains a servant of Caphet named Milar Skyblaze, a fighter who slew a priest of Caphet before being captured. Milar's sarcophagus contains his bronze shield and +1 longsword.

Sarcophagus 2 (east of the throne) contains a servant of Caphet named Candra Windspeaker, a half-elf druid who wandered into the oasis and tried to make a new home. Candra's sarcophagus contains her *thornstaff* (see appendix D).



The Statues. A total of 17 statues are placed near the west and east walls. Though arranged in a variety of poses, all have a look of horror on their (now) stone faces. Moving a statue requires a DC 15 Strength check; on a failed check, the statue topples and shatters.

The Obelisks. Each of the seven obelisks is 5 feet tall, 3 feet square at the base, and tapers towards its tip. The obelisks are carved from red sandstone and rest on cubes of similar stone.

Six of the obelisks are warded with a magical trap; beneath the seventh lies a hidden compartment that opens to reveal one of Caphet's heart shards. Besides Blimbull, only the priest of Caphet that frequents this temple (see Developments) knows the location of the hidden compartment.

GM Note. The GM should select which of the seven obelisks contains the heart shard and note of its location in regards to the six false obelisks. Discovering the secret compartment requires a successful DC 15 Intelligence (Investigation) check.

It is safe to touch the sandstone cube that supports each obelisk. A creature that touches one of the trapped obelisks must make a DC 16 Constitution saving throw. A creature that fails the saving throw by 5 or more is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Opening the hidden compartment in the base of the safe obelisk reveals a hidden niche containing one of the *heart shards of Caphet*. A creature that touches the shard must make a successful DC 15 Wisdom saving throw or take 4 (1d8) psychic damage as they receive a vision of Caphet's heart being removed by a cabal of dark-robed priests. A creature that uses a cloth or similar item to handle the evil artifact automatically succeeds on this save.

Blimbull. Blimbull does not wait for the characters to descend the ramp; instead, he rushes forward and attacks the first creature to approach within 10 feet of the top of the ramp. Blimbull is immune to the magic of the obelisks and does his best to lure the party closer to the obelisks so he can grapple and shove a character against an obelisk and trigger the petrification effect. Should that fail, he uses his Petrifying Gaze on any creature within 10 feet of him.

Destroying the Sandstone Obelisk. The sandstone obelisk is one of three magical obelisks that conceals Caphet's palace inside the Crimson Reed Oasis. Destroying the three obelisks

causes the palace to appear. However, doing so also alerts Caphet that trespassers should be expected. The obelisk is an object with AC 15, 66 hp, and immunity to poison and psychic damage. Blimbull focuses his attacks on creatures he witnesses damaging the obelisk.

Developments. Unless the characters have defeated them previously, a group of Caphet's Gaze cultists (see Followers of Caphet sidebar) arrives in area 2-5 ten minutes after the characters move within 5 feet of the statue in area 2-2. The group consists of 1d6 + 6 **followers of Caphet** and are led by a **priest of Caphet** (see appendix C) named Sterrif. The followers attempt to grapple the characters or shove them against the trapped obelisks. Sterrif remains near the base of the western stairs (area 2-3) and casts spells to distract the characters so his followers can grapple them.

AREA 2-6 – BLIMBULL'S LAIR

Between the legs of the throne, a ramp descends to a small, rectangular room that contains nothing but animal bones. The room is dark, and no doors or windows are visible.

Guardian. Blimbull (see appendix C) rarely sleeps, and his keen sense of smell immediately alerts him to trespassers in the temple. Blimbull sneaks up the ramp to catch a glimpse of the intruders; characters with a passive Perception of 15 or higher may spot Blimbull as he spies on them. If discovered, Blimbull launches himself toward the character nearest to a false obelisk and attempts to shove them into it.

As punishment for attempting to steal his heart shard, Caphet reincarnated Blimbull as a half-human, half-basilisk monstrosity called a basiloid. A basiloid has the lower body of a humanoid and the massive torso, claws, and head of a basilisk. Despite the creature's size, a basiloid is quiet as it stalks its prey, attempting to move in close for a gaze. A petrified victim is then consumed, stone turning back to flesh inside the basiloid's stomach.

A character who searches Blimbull's lair and makes a successful DC 15 Intelligence (Investigation) check discovers a hidden compartment that contains two *potions of petrification resistance* and one *potion of stone to flesh* (see appendix D). Caphet has instructed Blimbull to provide these potions to a priest of Caphet without question.

Blimbull knows which of the obelisks conceals the heart shard but will not reveal its location under any circumstances. If Blimbull dies, he reforms in this area after 48 hours.



Blimbull's Lair Actions

On initiative count 20 (losing initiative ties), Blimbull takes a lair action to cause one of the following effects. Blimbull can't use the same lair action twice in a row.

- **Blimbull** makes a *mace-ax of Caphet* attack. On a hit, the target is also subjected to Blimbull's Petrifying Gaze.
- **Blimbull** awakens one of the two **servants of Caphet** (see appendix B) in area 2-5. If both have been defeated, a **minion of Set** (see appendix B) is summoned instead, to the displeasure of Set.
- **Blimbull** magically regains 4d8 hit points, and any harmful conditions currently affecting him end.

AREA 3: THE PILLAR OF THE QUARTZ HEART

The Quartz Temple lies to the southwest of the Crimson Oasis. A third heart shard is hidden in the open here, but its defenses are more significant than those of the shards found at the Granite Temple (area 1) and the Sandstone Temple (area 2).

Caphet's Maul, the cultists that favor this temple, are hesitant to visit the site more than once a month. The temple's guardian, a necryclops named Lashmag, has no patience for trespassers and tolerates those loyal to Caphet only when they bring him food and water. It is not uncommon for Lashmag to strike out at the priest and followers of Caphet for the smallest imposition.

GENERAL FEATURES

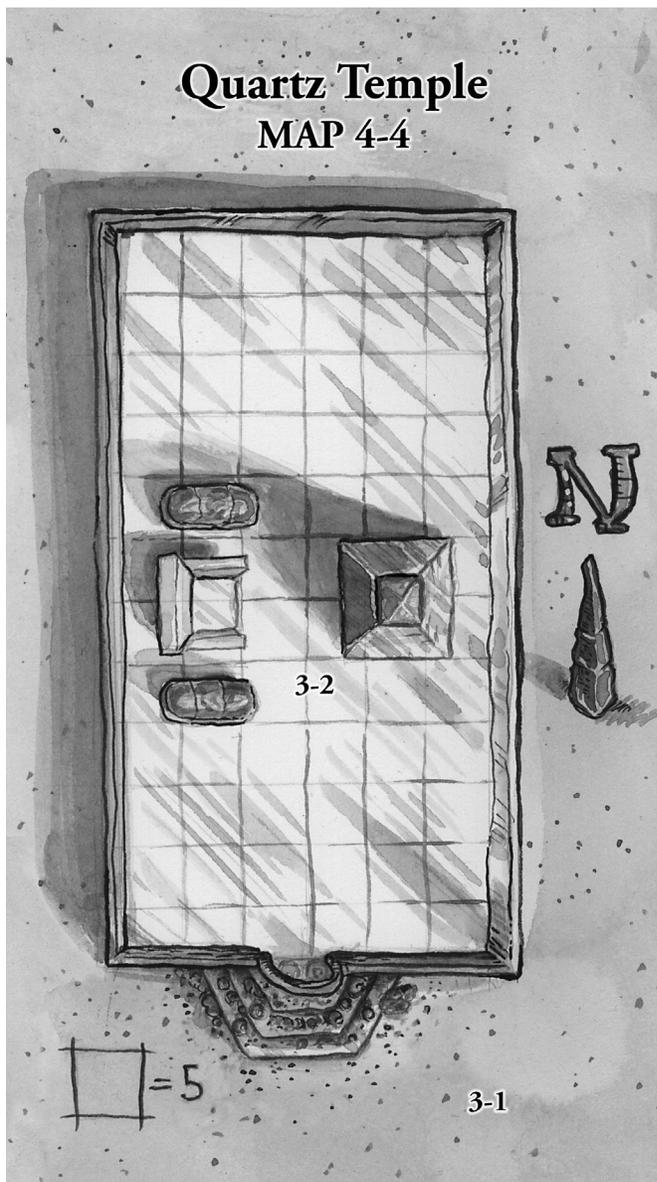
The Quartz Temple is depicted on **Map 4-4**.

Lighting. During the day, the temple's interior is lit by the natural light that filters through the structure's translucent quartz stone. At night, the cultists of Caphet's Maul may light torches to illuminate the temple. Otherwise, the temple is completely dark.

Walls and Ceilings. The walls and the ceiling of the temple are made of smooth quartz and cannot be climbed without the use of magic.

AREA 3-1 – QUARTZ TEMPLE CLEARING

Rising from the palms is a structure made from translucent quartz striped with veins of gray and black. On the south side of the temple, mounds of rotted fruit and fly-infested animal



carcasses have been heaped atop the three steps leading into the structure. Just beyond the temple's arched entry, the base of a giant obelisk is visible, its true size hidden as it disappears towards the roof. The grass around the temple has been stomped flat, except here at the entrance where the soil is devoid of vegetation entirely.

The Quartz Temple is 60 feet tall, 30 feet wide, and 60 feet long, with a 20-foot-tall archway leading inside. Creatures near the entrance can catch a partial view of the gigantic obelisk inside.

On the third step, under the animal carcasses, is a *symbol* as an added protection. The nearly invisible glyph can be detected with a successful DC 15 Intelligence (Investigation) check, but only if the carcasses are moved aside. The symbol is triggered if a living creature steps on it, unless it utters "Set, protect me" in Abyssal. If triggered, a sphere of death washes over living creatures in a 60-foot-radius sphere. Each target





must make a successful DC 15 Constitution saving throw or take 55 (10d10) necrotic damage.

When the characters enter the temple, give them **player handout 18**, which illustrates the obelisk and other details found in area 3-2.

AREA 3-2 – QUARTZ TEMPLE

A gigantic obelisk carved from marbled blue quartz stretches to the ceiling, its cap made from pure gold. On the western wall, a giant-sized throne of similar blue quartz faces the obelisk, with a closed sarcophagus on either side. Otherwise, the temple is devoid of furniture, carvings, and other adornments one might expect to find in a temple.

The Throne. The quartz throne is 25 feet tall and 8 feet wide, with the seat approximately 8 feet above the ground. A creature that sits in the throne must make a DC 15 Wisdom saving throw or take 4 (1d8) psychic damage as images of torture and suffering fill their minds. Among these images, the creature catches a glimpse of a warrior striking out at a lizard-like creature. The warrior's blade cuts a deep gouge in the creature's side, but the wound heals almost instantly.

The Sarcophagi. To assist the guardians, Caphet commanded his priests to mummify adventurers caught trespassing in his temples. The sarcophagi in this temple, however, lie empty. Lashmag took out his anger on the two mummies long ago, devouring them whole.

The Obelisk. The obelisk stands 50 feet tall, with a 10-foot-square base that tapers to a 5-foot-square gold cap at the top.

Lashmag's Lair Actions

On initiative count 20 (losing initiative ties), Lashmag takes a lair action to cause one of the following effects. Lashmag can't use the same lair action twice in a row.

- Lashmag makes a *leg of Krimaret* attack. On a hit, the target must make a DC 16 Constitution saving throw. On a failure, the target is stunned until the end of its next turn.
- Lashmag summons 1d4+1 **wraiths**. The wraiths appear in unoccupied spaces within 10 feet of the quartz obelisk in area 3-2. The wraiths remain for 1 minute, until Lashmag dies, or until Lashmag uses an action to dismiss them.
- Lashmag magically regains 4d8 hit points, and any harmful conditions currently affecting him end.



The surface of the obelisk is slippery to the touch; climbing the obelisk requires a successful DC 20 Dexterity (Acrobatics) check.

The gold cap conceals one of the three *heart shards of Caphet* (see Appendix D). The shard is placed inside a marble box accessible through a hidden panel on the eastern face of the gold cap. A creature that inspects the cap can discover the panel with a successful DC 10 Wisdom (Perception) or Intelligence (Investigation) check.

A creature that touches the heart shard must make a DC 15 Wisdom saving throw. On a failed save, the creature takes 4 (1d8) psychic damage as they receive a vision of Caphet screaming as his heart is removed by a cabal of dark-robed priests. A creature that uses a cloth or similar item to handle the evil artifact automatically succeeds on this save.

Destroying the Quartz Obelisk. The obelisk itself is immune to all damage and too heavy to topple. (The noise created by such attempts, however, may alert Lashmag to the presence of trespassers.) However, destroying the obelisk's gold cap undoes the magic that hides Caphet's Onyx Palace. The cap is an object with AC 13, 25 hp, and immunity to poison and psychic damage.

Lashmag. When the characters arrive, **Lashmag** (see appendix C) hides among the palms that surround the temple. Unless the characters each succeed on a DC 15 Dexterity (Stealth) check as they approach the temple, the beast notices them. Rather than attacking immediately, Lashmag allows the characters to enter the temple, then attacks them from behind. Lashmag does not care about protecting the obelisk or the heart shard; he generally attacks the creature nearest to him but switches targets frequently to injure all trespassers in equal measure. He uses his *Leeching Gaze* to great effect, closing to melee even if it risks injury to him.

As punishment for attempting to steal his heart shard, Caphet reincarnated Lashmag into an undead creature known as a necryclops. A necryclops is an undead cyclops with the ability to regenerate by stealing life from its opponents. Unlike its cyclops brethren, a necryclops is not only strong, but devious and perceptive, as well.

Developments. Unless the characters have defeated them previously, a group of Caphet's Maul cultists (see Followers of Caphet sidebar) arrives soon after the characters encounter Lashmag. The group consists of 1d6 + 6 **followers of Caphet** and are led by a **priest of Caphet** (see appendix C) named Anin. They avoid combat and immediately retreat to either the Granite Temple (area 1) or the Sandstone Temple (area 2) if Lashmag is defeated.

PART 2: THE CRIMSON REED OASIS

The Crimson Reed Oasis is depicted on **Map 4-5**. The mysterious Crimson Reed Oasis is isolated deep in the wastes of the Ghetrian Desert. It appears on few maps and lies far from any trade routes. Its name comes from the tall reeds with blood-red sheaves that grow around the oasis. One legend states that Set created the Crimson Reed Oasis and filled it with wild animals, water, and lush vegetation as a personal retreat. Another tale suggests that Set destroyed an ancient people who called the oasis home and claimed it for his own followers. Some scholars believe the oasis was the site of a terrible battle between the forces of Set and Mitra millennia ago, the blood-soaked sands granting fertility to the wasteland. Whatever the truth of the oasis may be, it is inarguably a place with a reputation for danger, with matching rewards that draw adventurers to its borders.

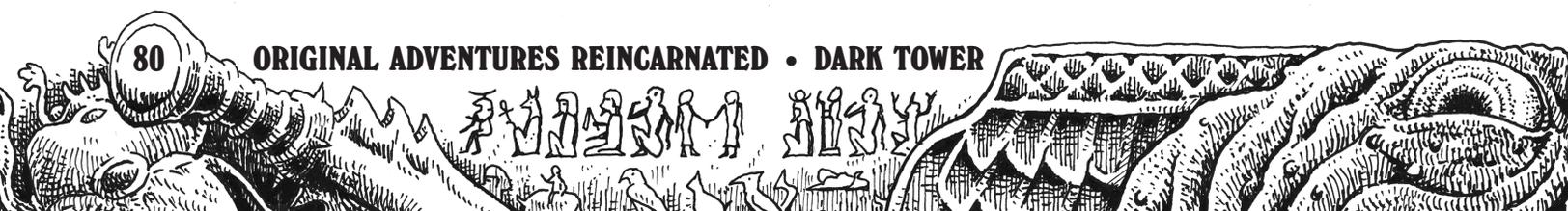
The Crimson Reed Oasis stretches approximately 24 miles from east to west and 12 miles from north to south. The oasis contains a mix of undergrowth, palm trees, two lakes, a quarry, and a few ancient settlements that now consist of nothing more than crumbling rock walls. Caphet's Onyx Palace is hidden in the quarry, while the never-finished Limestone Temple lies to the west.

On average, the party should be able to cross the oasis at a rate of 2 miles per hour. The characters are sure to have a few encounters as they travel. The oasis is home to not only wild animals, but to three groups of **followers of Caphet** (see appendix C), whom Caphet summons once he senses his heart shards are in peril. The three groups (see the Followers of Caphet sidebar) each have a favored temple; if the characters have already defeated the groups in those areas, they are not encountered here.

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WANDERING MONSTERS

Once per hour, there is a 1 in 6 chance the characters encounter a wandering monster in the oasis. Roll 1d12 and consult the following table. Note that while some wild animals can be scared off, others refuse to retreat, especially when defending their lairs or protecting their young.





d12	Result
1-2	Followers of Caphet
3-4	Couatl
5-7	Giant scorpions
8-10	Gynosphinx
11	Phase spider cluster
12	Efreeti

Couatl. This **couatl** attacks only if provoked. The couatl is spying on the activities of Caphet and readily shares its information if the characters prove they oppose the Chosen Son. The couatl can describe a shortcut the characters can follow to reach the nearest temple; if the characters act on this information and head directly to the temple, forgo the wandering monster check as they travel.

Efreeti. An **efreeti** named Thipix uses the oasis as his personal hunting grounds but abandons the area and retreats to the City of Brass if reduced to 50 hit points or fewer.

Followers of Caphet. These groups are detailed in the Followers of Caphet sidebar. Randomly determine which group is encountered. If the characters have already defeated a particular group en route to one of the temples, ignore this result.

Giant Scorpion. Giant scorpions are a common sight in the oasis. If this result is rolled, the party is ambushed by 1d4 + 3 **giant scorpions**. The stringers of these scorpions are unusually potent: a target hit by a scorpion's stinger takes 44 (8d10) poison damage, or half as much damage with a successful DC 18 Constitution saving throw.

Gynosphinx. A **gynosphinx** named Atamep rests in the oasis before heading to another location. She is unnerved by the evil of this place. Unless attacked, Atamep asks the heroes about their previous adventures. In exchange for the story, Atamep informs the characters that she senses great magic in the quarry (area 5).

Phase Spider Cluster. This cluster of 1d4 + 4 **phase spiders** has grown in number over the last few months, as more and more of the spiders have been drawn from the Ethereal Plane to the power emanating from the Crimson Reed Oasis. During the encounter, the characters must make a DC 15 Dexterity saving throw at the start of each of their turns. On a failure, they become caught in the spiders' nearly invisible webs, becoming restrained. A creature can use an action to make a DC 15 Strength check, freeing a restrained creature on a success.

AREA A: THE RUINS

There are three of these locations throughout the oasis. Each is a collection of crumbling stone buildings overrun with vegetation. Exploring the ruins takes at least an hour and triggers a wandering monster check. For every hour the party spends exploring the ruins, each character must make a DC 15 Constitution check. On a failure, the character gains a level of exhaustion.

If the characters take the time to explore the ruins, the party can make a group DC 15 Wisdom (Perception) check. On a success, they discover a long-forgotten treasure. Roll on the table below:

d6	Result
1	A cache of ancient coins (worth 550 gp)
2	1d4 gold art objects worth 1d4 × 100 gp each
3	2d6 gems worth 100 gp each
4	An ivory statuette crudely fashioned after Caphet (worth 1,100 gp)
5	A random uncommon magic item
6	A random rare magic item



AREA B: THE STAIN

A lake of blood-red water (with a maximum depth of 7 feet) borders the west side of the oasis. Although the vegetation around the lake is lush, a constant bloom of red-pigmented phytoplankton has fouled the water. A creature that drinks the fouled water must make a successful DC 14 Constitution saving throw or be poisoned for 1d6 + 3 hours.

Decades ago, a band of bandits hid their booty in an old chest at the bottom of the lake. A creature who explores the area and makes a successful DC 17 Wisdom (Perception) check spots a rope lashed to a rock on the banks of the lake. Hauling on the rope causes it to break, but if the rope is used as a guide, the characters can find the chest buried in the silt at the bottom of the lake. A creature that submerges themselves in the lake to retrieve the chest must make a saving throw as if they had drank the foul water, but they make the save with advantage.

Treasure. Inside the chest is a collection of six gold goblets (worth 250 gp each), four silver trade bars (worth 50 gp each), and two potion bottles. The potions appear sealed, but a creature that makes a successful DC 15 Intelligence (Inves-

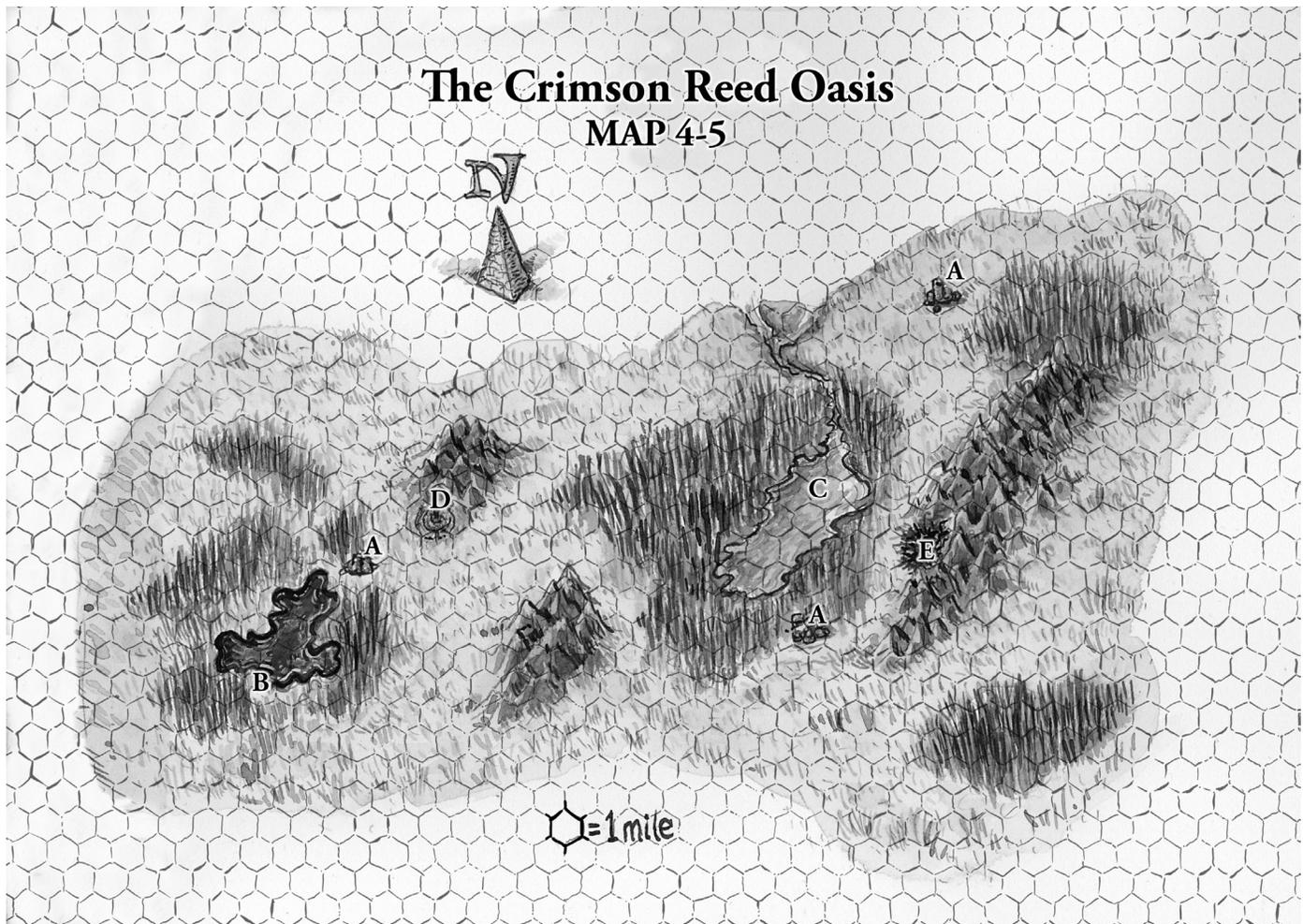
tigation) check notices slight cracks in the wax seals. The bottles are now filled with the poisonous water. A creature that drinks either potion must make a DC 14 Constitution saving throw or become poisoned for 1d4 hours.

AREA C: GLIMMERGLASS LAKE

With a maximum depth of 35 feet, this lake is deeper than the one on the west side of the oasis. If the characters hack their way through the lake's weed-choked shoreline, they discover a source of clean freshwater. For every 10 minutes the party spends near the lake, roll for a wandering monster.

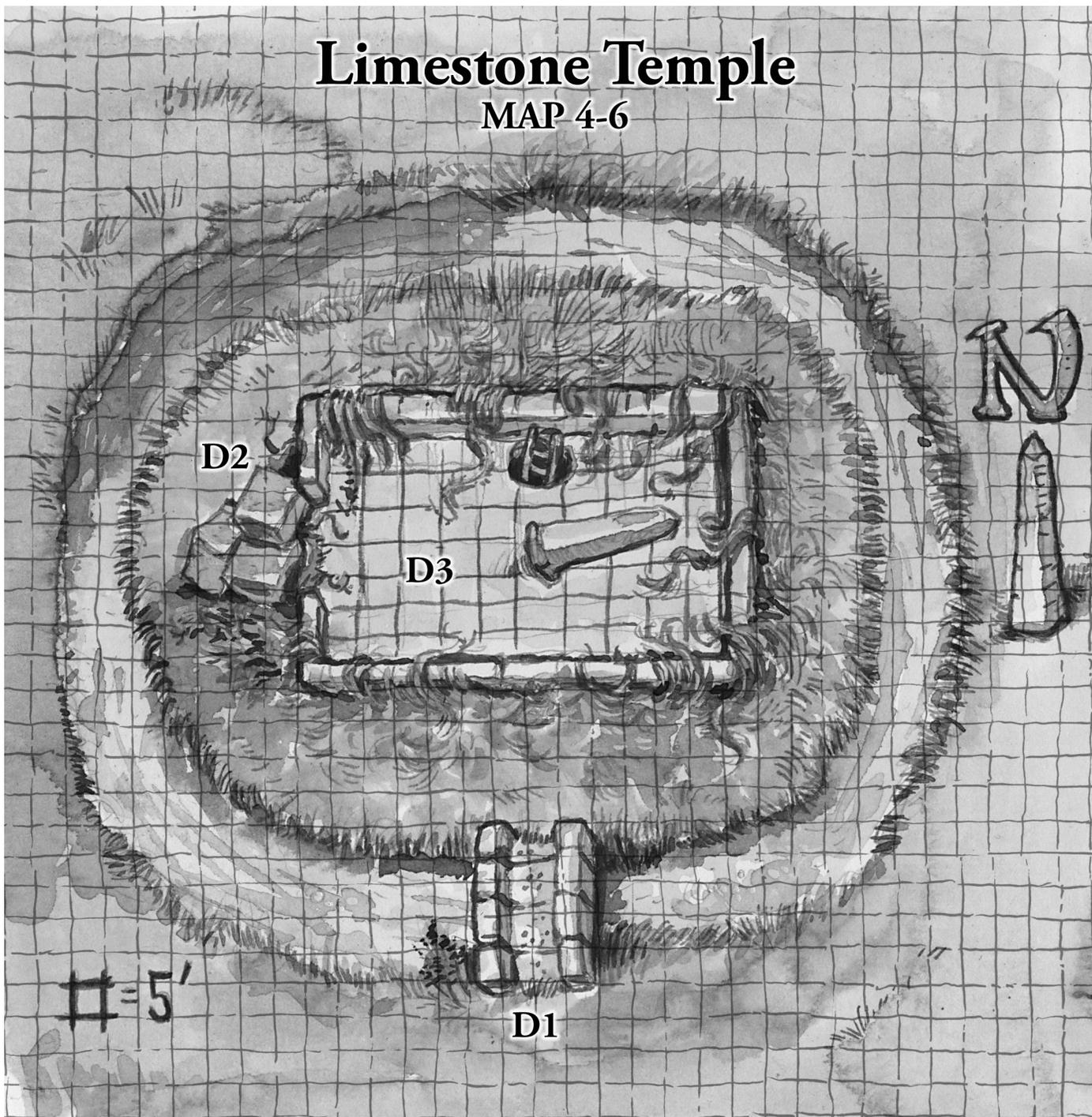
AREA D: THE LIMESTONE TEMPLE

A short distance north of the Stain (area B) stands a temple assembled from limestone blocks (See **Map 4-6**). Caphet began construction on the temple decades ago, intending to remove the brain from his blind head to further protect his immortality. The temple was built, the guardians created, and traps and magic installed to further strengthen the temple's defenses. But the third head (and brain) of Caphet changed its mind, refusing to go through with the plan. Caphet was



Limestone Temple

MAP 4-6



not pleased, but without the third head's cooperation, the ritual to remove the brain would have failed. Still, Caphet hoped that one day the third head might agree to the ritual, and the temple remained in place.

With Caphet's attention no longer focused on the temple, the guardians have begun making their own plans...

AREA D1 – THE LIMESTONE BRIDGE

Emerging from the brush, you spot a moat of dark water encircling a small temple. The temple's roof is unfinished; massive limestone blocks nearby look as if they were intended to be lifted and placed on top of the temple. A limestone bridge crosses the moat, allowing access to the temple. The burbling water in the moat suggests that something moves beneath its surface, but nothing can be seen in the murky waters.





The Moat. The moat is 15 feet wide, but the easiest way to enter the Limestone Temple is to cross the limestone bridge. It is possible to swim across the moat, but doing so disturbs the two **giant water snakes** (see appendix B) that lurk in the dark water.

The Bridge. The limestone bridge is trapped. A creature that crosses the bridge with their hand placed on either guardrail does not trigger the trap. A creature that crosses the bridge without holding a guardrail is slammed by a magical fist of invisible force. The target takes 9 (2d8) force damage and must make a DC 15 Strength saving throw. On a failed save, the target is knocked off the bridge and into the moat below.

AREA D2 – TEMPLE ENTRY

A stack of three limestone blocks the entrance to the temple. To enter the temple, one or more of the stones must be moved. With a successful DC 15 Strength check, a creature can push one of the limestone blocks to the side, creating enough space for a creature to climb through the gap and into the temple. The blocks weren't placed here to prevent entry; rather, they are meant to trap those who enter the temple by other means. The temple guardians, Woggo and

Shard, work together to seal the entrance once half the party has entered the temple.

Thick vines cover the rest of the temple. With a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check, a creature can climb the vines and enter the temple through the open roof.

AREA D3 – LIMESTONE TEMPLE

The temple appears to have been abandoned some time ago. Cobwebs fill the corners of the room, while a limestone obelisk tilts against the east wall. The top of a bamboo ladder pokes from a shaft near the north wall.

The ladder leads to a dead end that was created to further separate trespassers. Only one person can use the ladder at a time. At the bottom of the shaft is a small, 3-foot by 3-foot chamber that barely accommodates two Medium creatures standing shoulder to shoulder.

The Hobbling Heap. Decades ago, Caphet magically transformed a trespasser named **Woggo** (see appendix C) into a hobbling heap, a more powerful version of a shambling mound. Woggo is unaware that Caphet has abandoned



the temple and continues to defend the structure against trespassers.

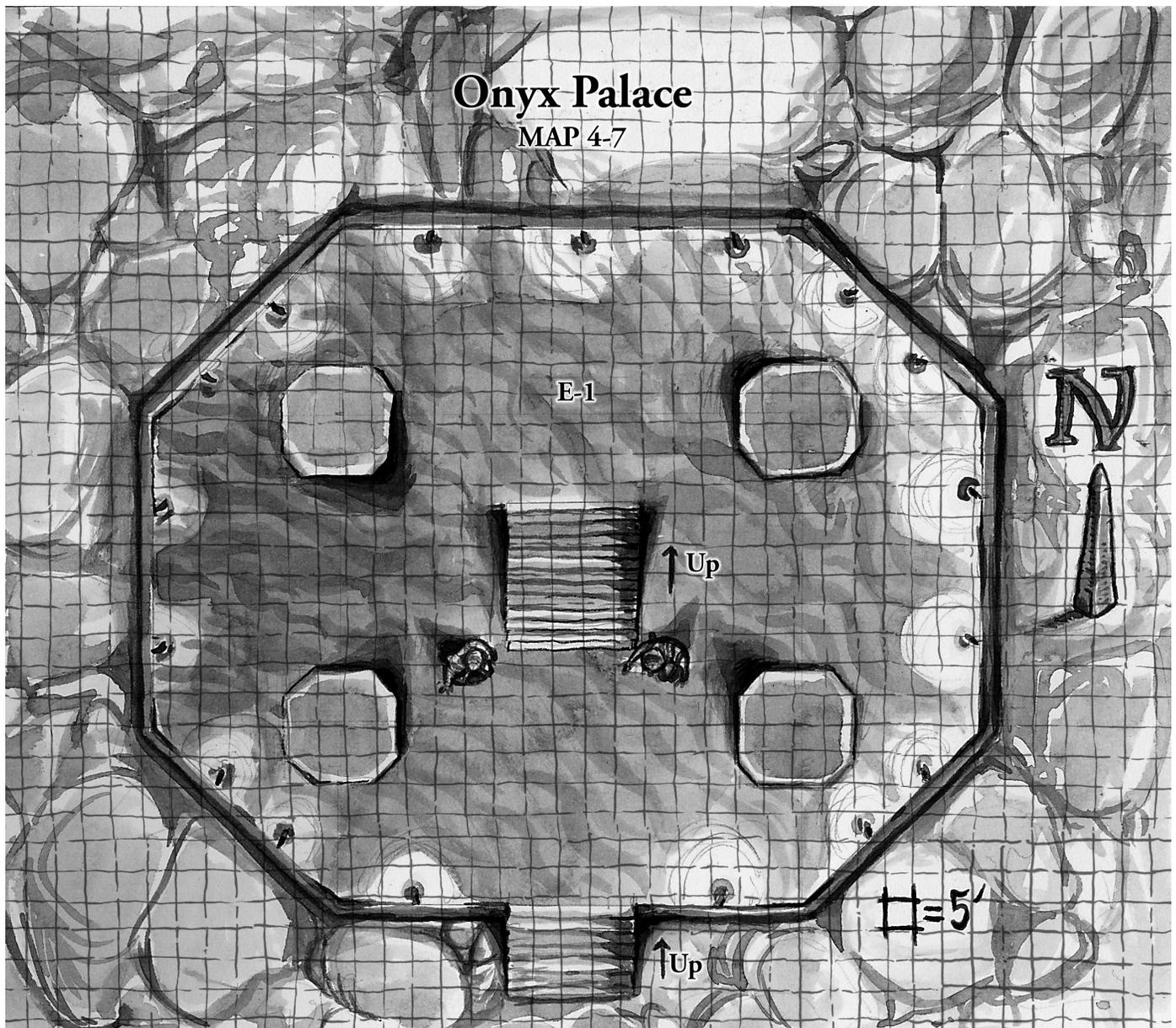
The Limestone Golem. The leaning obelisk is not what it seems. The 10-foot-tall stone is a living creature that calls itself **Shard** (see appendix C). Transformed by Caphet into a limestone golem, Shard works with Woggo to protect the temple.

Once at least half of the party is inside the temple, Woggo uses his vines to move the limestone to block the entrance. He climbs into the temple through the hole in the rooftop. Any party members outside the temple will need to climb up the walls through the temple's roof or move the limestone block again.

The Confused Guardians. Woggo and Shard attack trespassers but cease attacks if the characters attempt to communicate

with them. Neither Woggo or Shard understand why they were left to guard a temple that never has visitors. Over time, the two have learned to communicate with one another and now question their true purpose. They have also recovered some memories of their lives as adventurers and understand that they have not always served as the temple's guardians.

If the characters share what they know about Caphet and make a successful DC 15 Charisma (Persuasion) check, they can convince the two guardians to leave the temple and join the fight against Caphet. Unfortunately, Caphet focuses his wrath on the turncoat guardians if they enter the Onyx Palace with the characters. If either Woggo or Shard survive, they may join the characters when they leave the oasis. Otherwise, the guardians go their own way and attempt to find a new purpose.



AREA E – THE QUARRY

In the past, this quarry was the source of the slate used to construct the Onyx Palace (which, though dark as slate, is not actually made from onyx). Two ramps carved from the stone (one to the north, one to the south) allow an easy descent to the quarry's floor 30 feet below ground level.

The Hidden Palace. A powerful illusion conceals the Onyx Palace from view. The spot where the palace stands instead appears to be littered with shale debris. Destroying all three magical obelisks at the temples dispels the illusion. The sphinx Atamep (see Wandering Monsters) knows the location of the palace and can nudge the characters in the right direction. The characters might also track the followers of Caphet here. The illusion does not hold up to physical inspection, so characters exploring this area might literally bump into structure, as well.

Followers of Caphet. If any of the three groups of Caphet's followers are still alive by the time the characters arrive at the palace, the cultists are camped in the quarry near the entrance to the palace (area E-1). Caphet has abandoned them, and they do not pursue the characters should the party choose to retreat. The groups remain camped near the temple until the characters drive them off or until they run out of food (they have brought supplies for at least a two-week siege).

THE ONYX PALACE

The adventure assumes the characters have already destroyed the three obelisks by the time they reach the quarry. If this is not the case, adjust the following read-aloud text accordingly.

As the vegetation thins, you find yourself looking down into a quarry. Ramps on two sides of the quarry descend to a field of debris, from which a dark structure rises, a tower made from the same slate that fills the quarry. Steps lead up to the south side of the octangular structure, while four wide balconies are visible 50 feet above its base. The top of the structure's corners peel away and split into claws that look as if they are poised to rake the ground.

AREA E-1 – GRAND ENTRY

Slate walls and floors absorb the feeble light thrown off by the dozens of torches lining this grand entry. In front of you, a wide staircase sweeps upward to the second level. Four massive columns support the ceiling, each so wide they block most of your view of the chamber. The statues of two horrific-looking creatures stand guard on either side of the stairs. A glowing, alien script, each rune as tall as a humanoid, covers the walls.

The Onyx Palace is depicted on **Map 4-7**.

The Columns. Each of the four slate columns is 45 feet tall and 20 feet in diameter. The columns provide cover but also obstruct the view of much of the room. The columns are immune to damage and all but the most powerful magic.

The Statues. The statues are 25 feet tall and are all that remain of two Lesser Sons who tried to ambush Caphet in his palace. GMs can use the tables presented in appendix A to determine the appearances and abilities of the Lesser Sons, if needed. Though their names were forgotten long ago, Caphet leaves the statues here as a warning to his other Sons. If the Sons are returned to flesh, each creature that witnesses the transformation must make a DC 17 Wisdom saving throw or take 4 (1d8) psychic damage. If Caphet survives, he petrifies the creatures once the amusement of seeing his defeated siblings in the flesh again wears off.

The Script. The Abyssal script that covers the walls consists of three phrases repeated over and over: "Blessings to Set the Eternal," "Set the Father and Master," and "May Set Reign Eternal." Caphet wrote the phrases in jest, as he cares nothing for Set beyond the time Set gives him to plot his own rise in power. Caphet desires nothing more than to kill his father and take his throne, but he is intelligent enough to give the appearance of fealty. (Set cares nothing for the platitudes; he fully expects the occasional Son to try to usurp him.)

The Stairs. The stairs are sized for a gigantic creature like Caphet. For Medium or smaller creatures, ascending the steps is a slow process, as each step is almost 4 feet high. Caphet won't attack the characters as they climb the steps, preferring instead to watch the awkward process with amusement.

AREA E-2 – CAPHET'S THRONE ROOM

This room has the same dark slate walls as the chamber below, except a section of the northern wall protrudes southward, almost dividing that section of the room in half. Columns identical to those on the first floor support the ceiling. More script covers the stretches of wall between four exterior balconies, the glow of the runes providing just enough light to make out a fresco on the ceiling 45 feet above your heads. The fresco depicts a creature from your nightmares: a figure with four lizard legs and a human's upper torso, from which sprouts a trio of snake-like heads perched on long, sinuous necks.

The Columns. Each of the columns is 45 feet tall and 20 feet in diameter. The columns provide cover but also obstruct the view of much of the room. The columns are immune to damage and all but the most powerful magic.

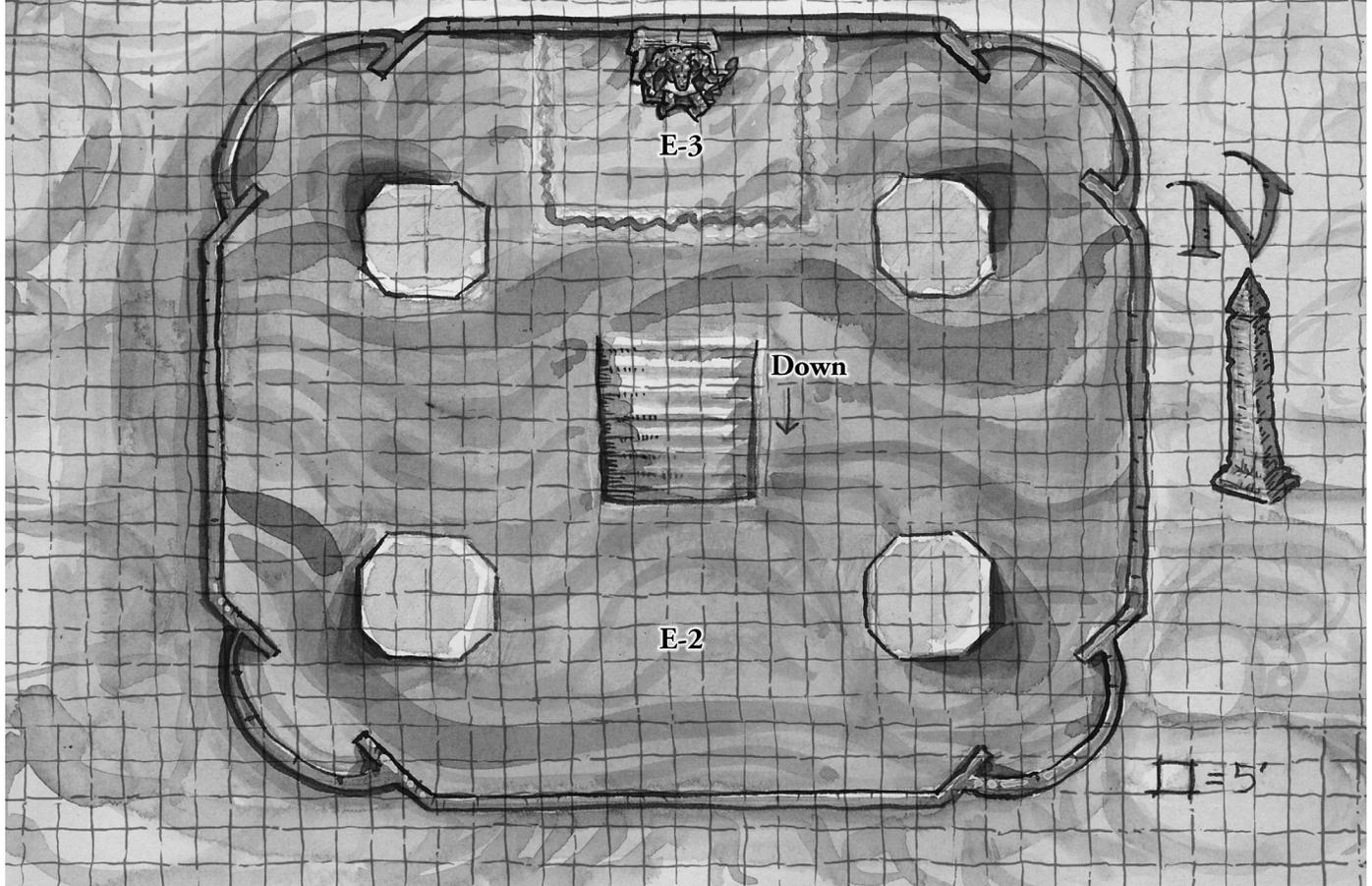
The Balconies. Characters who step out onto a balcony can see up to two miles across the oasis.



Onyx Palace

MAP 4-8

Level 2

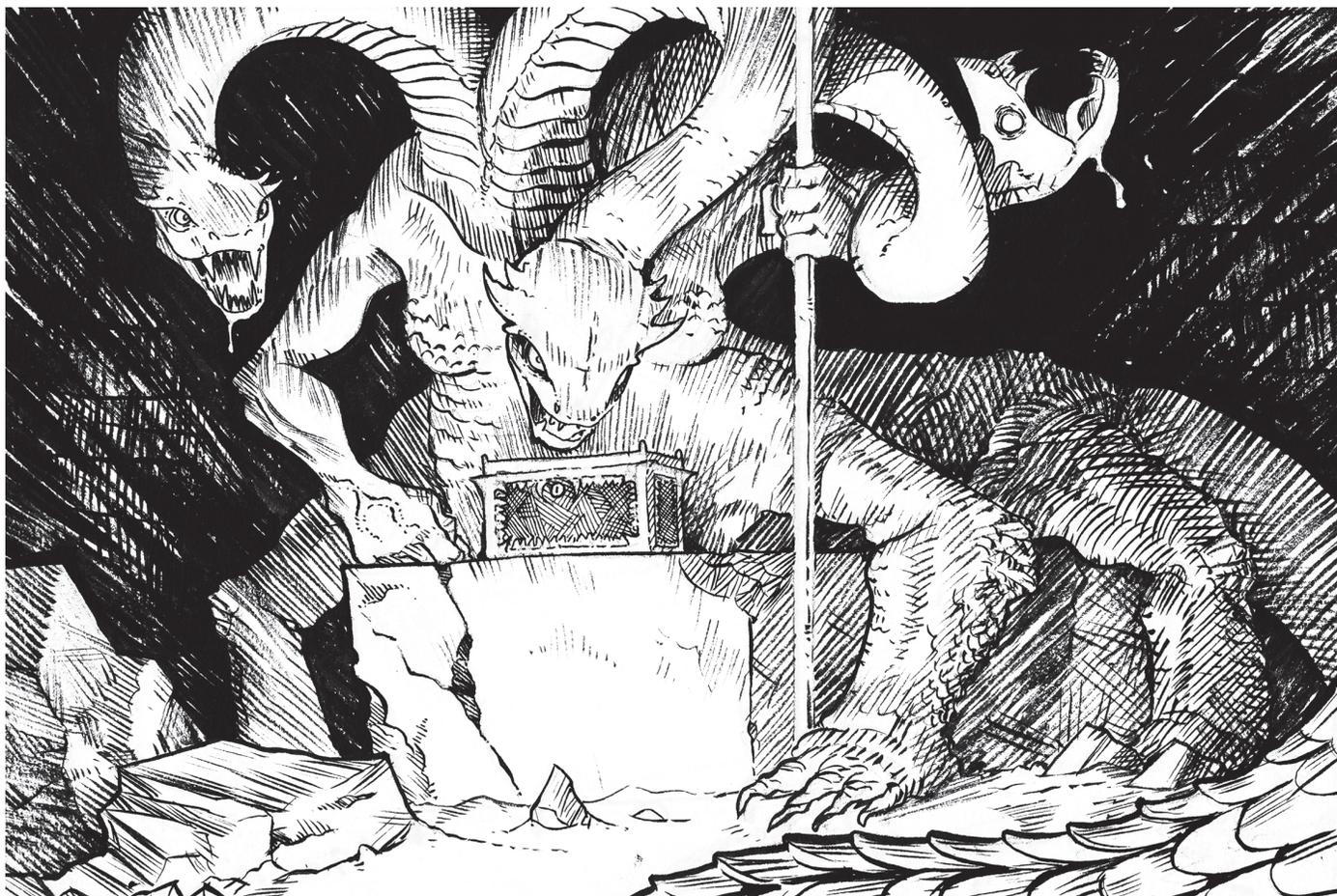


The Script. The script on the walls is Abyssal and repeats a single phrase: “Caphet, Son of Set.” Caphet takes pride in the simple fact that his name appears before Set’s (and in slightly larger script, as well). A character who defaces the runes that spell out “Caphet” gains a *Minor Favor of Set*. A character can have only one favor at a time, and each favor disappears after 1 hour.

The Northern Wall. The protruding section of the northern wall is an illusion. A creature that touches the wall ends the illusion and reveals **Caphet, Chosen Son of Set** (see appendix A) on his throne. Caphet can see through the illusion from his side and enjoys secretly observing the characters as they explore the room.

Minor Favor of Set

d6	Result
1	Your current and maximum hit points increase by 1d4 per character level.
2	You gain a +1 bonus to AC. This bonus increases to +2 while you aren't wearing armor or using a shield.
3	You have advantage on saving throws against effects that would petrify you.
4	You gain resistance to lightning damage.
5	You regain 1d8 hit points at the start of each of your turns.
6	You are immune to effects that would petrify you.



AREA E-3—THE THRONE

Before you sits a creature of staggering size and shocking appearance. Caphet, Son of Set, sits on his throne. His three hydra heads move independently, two of them gazing in your direction while the third stares blankly at the ceiling, its eyes white with blindness. The heads emerge from a humanoid torso with two massive arms, one of which holds a 15-foot-tall staff. Caphet's lower body consists of four reptilian legs curled awkwardly beneath his massive form.

The Throne. The throne is carved from a single block of slate. Its back is 20 feet high, and its seat rises 8 feet above the floor.

The Staff. Caphet holds a *staff of the scorpion* (see appendix D), a gift he received from Set when he ascended to become a Chosen Son. If Caphet dies, the staff instantly teleports to Set's armory.

Caphet. When Caphet is revealed (once a character breaks the illusory wall or Caphet tires of waiting), he speaks in Common:

"I do not remember the last time mortals entered my palace without permission. You are trespassers, but ones who have

earned by grudging respect. I sense the pieces of my heart, meaning you have defeated my temple guardians.

"You mortals always overreach. You believe that defeating a Son of Set will earn you riches and glory. But such things can be had without risks to your tiny lives.

"Give me my heart shards—and those items I have bestowed upon my guardians—and depart. Go now, and the bounty you seek will come in the form of the stories you will tell about your audience with Caphet, Son of Set. I will instruct my priests to allow you safe passage from the oasis. You will live, for a time: enough time to ponder just how close you came to eternal death. Stay, and your corpses will serve as the new guardians of my temples."

Caphet will listen to the adventurers for up to 1 minute. They may plead, insult, brag, threaten, or negotiate, but if the party has not handed over Caphet's heart shards and other magic items after 60 seconds, Caphet taps his staff on the ground, sealing the exits of the room with magical *walls of force* (see Caphet's Fate).

If the characters surrender the heart shards and magic items, Caphet honors his word and instructs his priests to escort



the party from the Crimson Reed Oasis. This outcome disappoints Set, but nonetheless allows Caphet to remain a Chosen Son for the next 666 years.

CAPHET'S FATE

If the characters refuse Caphet's offer of mercy, read or paraphrase the following:

Caphet slams his staff against the dark slate floor. A shimmering barrier appears in front of each of the balconies and the stairs leading down. Despite his size, Caphet leaps from his throne and lands nimbly in the center of the room. "Your neverending punishment begins now," he roars.

Combat with Caphet. Caphet is a formidable opponent, but he has a few weaknesses the characters may be able to exploit:

- Caphet's leftmost head is blind. At the GM's discretion, characters who attack Caphet from that direction may gain advantage on the roll.
- A character with a passive Perception of 15 or higher might notice that Caphet's Regeneration doesn't function if he has used a legendary action since the end of his last turn. Clever characters may try to provoke Caphet into using legendary actions.
- When Caphet uses Legendary Resistance, a character carrying at least one of Caphet's heart shards senses a burst of energy from the heart, as Caphet draws magical energy from the shard. That character gains a *Minor Favor of Set*.
- If Caphet is reduced to 115 hit points or fewer, one of his heads dies. Thereafter, whenever he uses Multiattack, he can make only two attacks. The character who killed the head gains a *Minor Favor of Set*.
- If Caphet is reduced to 57 hit points or fewer, his second head dies. He loses his Multiattack action. The character who killed the second head gains a *Minor Favor of Set*.

CONCLUDING THE ADVENTURE

Heroes Defeated. If Caphet defeats the characters, Set allows Caphet to remain a Chosen Son for another 666 years. Caphet reanimates the corpses of the characters, transforming them into the new guardians of his temples. This time, Caphet vows, his heart shards will stay where they belong...

Caphet Defeated. The magical barriers disappear upon Caphet's death, allowing the adventurers to leave the Onyx Palace. Caphet's followers sense their master's defeat and immediately flee the area.

Though the adventurers have won the day and defeated Caphet, there is still work to be done. Caphet is not truly defeated until his heart shards are destroyed. If the characters do not burn Caphet's body and heart shards, Caphet's body reforms after 48 hours, regaining all hit points. There are enough trees outside the quarry to fashion a pyre large enough to consume Caphet's body. The smoke produced by the pyre announces the end of Caphet's reign as a Chosen Son of Set.

As the flames of the pyre subside, read the following aloud:

As you and your fellow adventurers stare at the dissipating smoke, a crack echoes across the quarry as the walls of the Onyx Palace collapse in on themselves. As the slate crumbles, a supernatural light forces you to cover your eyes until it finally fades. When it does, a dark figure emerges from the rubble of the palace.

The figure appears to be a young male human wearing a mix of green and black cloth beneath a shirt of polished chainmail. He raises a hand in greeting as he approaches.

"I have been instructed to bring you greetings. My master, Set the Eternal, desires that you leave the Crimson Reed Oasis, but not before you take a well-deserved rest. You will be granted protection until the next sunset. No creature will bring harm to you in this domain. This is Set's command.

"You are also granted this scroll. When you are ready, open it and read its words. Read them aloud, so that all in your presence can hear. When the words are completed, the scroll will vanish. This is Set's command."

The figure places a scroll at your feet, then turns and walks back into the palace's ruins.

If the characters inspect the scroll, give them with **player handout 19**.

A character who accepts Set's gift increases one ability score of their choice by 1, to a maximum of 20. But just as Set gives a gift, he also takes something away. A character who accepts the gift takes 7 (2d6) necrotic damage, and their hit point maximum is reduced by an amount equal to the damage taken. This reduction can't be removed by any means short of a *wish* spell. A creature that declines the evil god's gift increases their hit point maximum by 7 (2d6) instead.



DARK TOWER: THE CHOSEN SONS OF SET

APPENDIX A: THE SONS OF SET

THE SONS OF SET

The Sons of Set are the bastard offspring of the evil god Set and various mortals. A jumble of divine and mortal attributes, the Sons are horrific conglomerations of humanoid and reptilian features. No two Sons have the same appearance or abilities, for in uniting himself with mortals, Set made his offspring susceptible to Chaos. Thus, instead of being neutral evil like their sire, the Sons of Set are chaotic evil.

While the Lesser Sons of Set are numerous, only four Chosen Sons of Set can exist at one time. Every time one of the Chosen Sons dies, a Lesser Son is promoted to take its place. A Lesser Son can usurp a Chosen Son if it defeats it in combat, but if the Lesser Son is defeated, it owes its greater sibling a century of service.

The Lesser Sons of Set have no fear of death, for if destroyed, they reincarnate in a new form after a year or two. Chosen Sons, however, are more cautious, as a Chosen Son that dies is demoted to Lesser status. Every 666 years, the celestial hosts prevent Set from promoting a Lesser Son to a Chosen Son for a full year. Defeating all the Chosen Sons during this time would strip Set of significant deific power. As such, Set is particularly vigilant during these celestial occurrences. But the immortal Sphinxes never forget, and although they are forbidden to share this information with mortals directly, they lace their prophecies with hints of Set's vulnerability.



LESSER SON OF SET

Large fiend (demon), chaotic evil

Armor Class: 19 (natural armor)

Hit Points: 127 (15d10 + 45)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	15 (+2)	12 (+1)	8 (-1)

Saving Throws: Con +7, Int +6, Wis +5

Damage Resistances: acid, lightning

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks



Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 9 (5,000 XP)

Innate Spellcasting: The Lesser Son's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (5th level; snakes only), *snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Magic Resistance: The Lesser Son has advantage on saving throws against spells and other magical effects.

True Name: Each Lesser Son has a true name. If the Lesser Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next hour.

ACTIONS

Multiattack: The Lesser Son makes three melee attacks, at least one of which must be a slam attack. Additional attack types are based on modifications to the base form.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Summon Minions of Set (1/Day): The Lesser Son summons 1d6 **minions of Set**. The minions appear in unoccupied spaces within 60 feet of the Lesser Son and act as allies of the Lesser Son. Each minion remains for 1 minute, until it or the Lesser Son dies, or until the Lesser Son dismisses it with an action.



CHOSEN SON OF SET

Huge fiend (demon), chaotic evil

Armor Class: 20 (natural armor)

Hit Points: 231 (22d12 + 88)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	16 (+3)	16 (+3)	12 (+1)

Saving Throws: Con +9, Int +8, Wis +8

Skills: Perception +8, Intimidation +11

Damage Resistances: acid, lightning

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: poisoned

Senses: darkvision 120 ft., truesight 120 ft., passive Perception 18

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 13 (10,000 XP)



Innate Spellcasting: The Chosen Son's spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (7th level; snakes only), *dispel magic*, *snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Legendary Resistance (3/Day): If the Chosen Son fails a saving throw, it can choose to succeed instead.

Magic Resistance: The Chosen Son has advantage on saving throws against spells and other magical effects.

True Name: Each Chosen Son has a true name. If the Chosen Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next minute.

ACTIONS

Multiattack: The Chosen Son makes four melee attacks, at least one of which must be a slam attack. Additional attack types are based on modifications to the base form.

Slam: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Summon Lesser Son of Set (1/Day): The Chosen Son of Set summons a **Lesser Son of Set**. The Lesser Son appears in an unoccupied space within 60 feet of the Chosen Son and acts as its ally. It remains for 10 minutes, until it or the Chosen Son dies, or until the Chosen Son dismisses it as an action. The Lesser Son can't use *Summon Minions of Set*.

Summon Minions of Set (1/Day): The Chosen Son summons 2d6 **minions of Set**. The minions appear in unoccupied spaces within 60 feet of the Chosen Son and act as its allies. A minion remains for 10 minutes, until it or the Chosen Son dies, or until the Chosen Son dismisses it as an action.

LEGENDARY ACTIONS

The Chosen Son can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Chosen Son regains spent legendary actions at the start of its turn.

Attack: The Chosen Son makes a melee attack.

Move: The Chosen Son moves up to its speed without provoking opportunity attacks.

Innate Spellcasting (Costs 2 Actions): The Chosen Son casts an innate spell.

The physical appearance of a Lesser or Chosen Son of Set determines its combat abilities. To generate a Son's appearance, roll a d10 on the Base Body Type table to determine its general shape, then roll a d20 on the Number of Modifications table to determine the number of modifications to that body type. Take the resulting number and roll that many times on the Modifications table. Additional attacks or traits conferred by the modification are then described.

BASE BODY TYPE NUMBER OF MODIFICATIONS

d10	d20	# of modifications
1-5 Human (30 percent female)	1	1 modification
6-9 Snake	2-4	2 modification
10 Lizard	5-10	3 modification
	11-14	4 modification
	15-17	5 modification
	18-19	6 modification
	20	0 modification

MODIFICATIONS

d20	Modification
1	<i>Snake Body.</i> The Son has a snake-like lower body (no legs). It gains the following action: Constrict: <i>Melee Weapon Attack:</i> proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. <i>Hit:</i> 2d12 + Strength modifier bludgeoning damage.
2	<i>Extra Arms.</i> The Son has a human torso (30 percent female) with an additional set of arms. It gains the following action: Melee Weapon: <i>Melee Weapon Attack:</i> proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. <i>Hit:</i> twice the weapon's damage + Strength modifier damage of the appropriate type.
3	<i>Extra Heads.</i> The Son has 1d4 additional heads (roll on the Multiple Heads table). It gains the following traits: Multiple Heads: While the Son has more than one head, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Reactive Heads: For each head the Son has, it gains a reaction it can use only for opportunity attacks. Wakeful: When the Son sleeps, at least one of its heads is awake.
4	<i>Cobra Head.</i> The Son has a cobra head. It gains immunity to poison damage and the poisoned condition. It gains the following action



- Bite:** *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + Strength modifier piercing damage, and the target must make a successful DC Constitution saving throw (DC17 for a Lesser Son; DC19 for a Chosen Son) or become poisoned for 1 hour
- 5 *Human Head.* The Son has a human head (30 percent female).
- 6 *Hydra Head.* The Son has a hydra head. It gains the following action:
Bite: *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 10 ft., one creature. *Hit:* 1d10 + Strength modifier piercing damage.
- 7 *Bat Wings.* The Son gains a fly speed of 40 ft.
- 8 *Scales.* The Son's Armor Class increases by 1.
- 9 *Cyclops Eye.* The Son gains the following trait:
Poor Depth Perception: The Son of Set has disadvantage on any attack roll against a target more than 30 feet away.
- 10 *Multiple Human Arms.* The Son has 1d3 + 1 additional arms. For each additional arm, the Son can make an additional slam when it uses Multiattack. Increase CR by 1 (for two extra arms) or 2 (for three or four extra arms).
- 11 *Snake Hair.* The Son gains the following action:
Snake Hair: *Melee Weapon Attack:* proficiency bonus plus Dexterity modifier to hit, reach 5 ft., one creature. *Hit:* 1d4 + Dexterity modifier piercing damage plus 14 (4d6) poison damage.
- 12 *Gargantuan Size.* The Son's size increases to Gargantuan. Its Hit Dice increase to d20s, and its Strength and Constitution scores increase by 4 each. The damage of its slam attacks increases to 2d12. Increase CR by 2.
- 13 *Glowing Eyes.* The range of the Son's darkvision increases by 60 feet. A Lesser Son of Set gains truesight out to a range of 60 feet.
- 14 *Multiple Lizard Legs.* The Son has an additional 1d3 + 1 pair of legs. It gains the following action:
Claws: *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 2d6 + Strength modifier slashing damage.
- 15 *Dragon Head.* The Son has a dragon head (roll on the Dragon Breath table to determine the type). The Son gains resistance to a damage type determined by the dragon head type. It gains the following actions:
Bite: *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 10 ft., one creature. *Hit:* 2d8 + Strength modifier piercing damage.
Breath Weapon (1/Day): The dragon head exhales a breath weapon based on its type (see Dragon Breath table). Each creature in the area of the breath weapon must make a DC15 saving throw, taking 14 (4d6) damage on a failed save, or half as much damage on a successful one. The saving throw and damage type is determined by the dragon head type.
- 16 *Insect Eyes.* The Son gains blindsight out to a range of 60 ft. It gains the following trait:
Keen Sight: The Son of Set has advantage on Wisdom (Perception) checks that rely on sight.
- 17 *Horns.* The Son has a set of horns. It gains the following action:
Gore: *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + Strength modifier piercing damage.
- 18 *Crocodile Head.* The Son has a crocodile head. It gains the following action:
Bite: *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d10 + Strength modifier piercing damage, and the target is grappled (escape DC 10 + Strength modifier). Until the grapple ends, the target is restrained, and the head can't bite another target.
- 19 *Lizard Head.* The Son has a lizard head. It gains the following action:
Bite: *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + Strength modifier piercing damage.
- 20 *Tail.* The Son has a tail. It gains the following action:
Tail: *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d10 + Strength modifier bludgeoning damage. If the Son is Huge or larger, the target must make a successful Strength saving throw (DC 10 + the Son's Strength modifier) or be knocked prone.



MULTIPLE HEADS

Roll a d10 for each head indicated.

d10	Head Type
1-3	All one kind of head (roll one more time, ignore rolls of 1-3)
4	Lizard
5	Snake
6	Human (30 percent female)
7	Medusa
8	Crocodile
9	Dragon
10	Hydra

In addition to their innate powers, each Son of Set has a certain number of special abilities that are unique to it. The Lesser Sons have 1d4 special abilities, and the Chosen Sons have 1d4 + 2 special abilities. Roll on the Special Abilities table to determine the Son's special abilities, rerolling duplicates.

SPECIAL ABILITIES

d20	Special Ability
1	<i>Petrification.</i> The Son gains a petrification ability. See the Petrification Trigger table to determine the trigger.
2	<i>Paralyzing Ray.</i> The Son gains the following action: Paralyzing Ray (2/Day): The Son shoots a paralyzing ray from its eyes in a 60-foot line that is 5 feet wide. Each creature other than elves and undead in that line must make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, the target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
3	<i>Limited Magic Immunity.</i> The Son gains the following trait: Limited Magic Immunity: The Son is immune to spells of 3rd level or lower (if a Lesser Son) or 5th level or lower (if a Chosen Son), unless it chooses to be affected.
4	<i>Vulnerable to Silver.</i> Replace the Son of Set's damage immunities with the following: Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.

5 *Poisonous Bite.* The Son gains the following action:

Bite: *Melee Weapon Attack:* proficiency bonus plus Strength modifier to hit, reach 5 ft., one creature. *Hit:* 1d8 + Strength modifier piercing damage, and the target must make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, the target takes 17 (5d6) poison damage (for a Lesser Son) or 24 (7d6) poison damage (for a Chosen Son) and is poisoned for 1 hour. On a successful save, the target takes half as much damage and is poisoned for 1 minute instead.

6 *Poisonous Sting.* The Son gains the following action:

Sting: *Melee Weapon Attack:* proficiency bonus plus Dexterity modifier to hit, reach 10 ft., one creature. *Hit:* 1d8 + Dexterity modifier piercing damage, and the target must make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, the target takes 16 (3d10) poison damage (for a Lesser Son) or 22 (4d10) poison damage (for a Chosen Son). On a successful save, the target takes half as much damage.

7 *Breath Weapon.* The Son of Set gains the following action:

Breath Weapon (Recharge 5-6): The dragon head exhales a breath weapon based on its type (see Dragon Breath table). Each creature in the area of the breath weapon must make a DC 15 saving throw. On a failed save, the target takes 17 (5d6) damage (for a Lesser Son) or 28 (8d6) damage (for a Chosen Son). On a successful save, the target takes half as much damage. The saving throw and damage type is determined by the dragon head type.

8 *Arcane Spellcasting.* Increase the Son's Intelligence score by 4. It gains the following trait:

Spellcasting. The Son is a 9th-level spellcaster. Its spellcasting ability is Intelligence. It requires no material components to cast its spells. The Son has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
- 1st level (4 slots): *detect magic, mage armor, magic missile, shield*
- 2nd level (3 slots): *misty step, suggestion*
- 3rd level (3 slots): *counterspell, fireball, fly*
- 4th level (3 slots): *greater invisibility, ice storm*
- 5th level (1 slot): *cone of cold*

9 *Etherealness.* The Son gains the following action:

Etherealness: The Son enters the Ethereal Plane from the Material Plane, or vice versa. It is --visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



10 *Regeneration.* The Son gains the following trait:

Regeneration: The Son regains 5 hit points (if a Lesser Son) or 10 hit points (if a Chosen Son) at the start of its turn. If the Son takes fire or radiant damage, this trait doesn't function at the start of the Son's next turn. The Son dies only if it starts its turn at 0 hit points and doesn't regenerate.

11 *Shape Change.* The Son gains the shapechanger subtype. It gains the following action:

Change Shape: The Son magically polymorphs into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

12 *Orb of Flame.* The Son gains the following action:

Orb of Flame (2/Day): The Son hurls a ball of magical fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 13 Dexterity saving throw. The sphere spreads around corners. On a failed save, the target takes 28 (8d6) fire damage (if a Lesser Son) or 38 (11d6) fire damage (if a Chosen Son). On a successful save, the target takes half as much damage.

13 *Astral Travel.* Add the *plane shift* spell to the Son's Innate Spellcasting trait. When it casts the spell in this way, the Son can only target itself and can only travel to the Astral Plane or the Material Plane.

14 *Teleport.* The Son gains the following action:

Teleport: The Son magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

15 *Enervating Ray.* The Son gains the following action:

Enervating Ray (1/Day): The Son emits an enervating ray from its eyes in a 60-foot line that is 5 feet wide. Each creature in that line must make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, the target takes 21 (6d6) necrotic damage (for a Lesser Son) or 28 (8d6) necrotic damage (for a Chosen Son). In addition, the target has disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn.

16 *Divine Spellcasting.* Increase the Son's Wisdom score by 4. It gains the following trait:

Spellcasting. The Son is a 5th-level spellcaster. Its spellcasting ability is Wisdom. It requires no material components to cast its spells. The Son has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *bane, guiding bolt, inflict wounds*
- 2nd level (3 slots): *blindness/deafness, spiritual weapon*
- 3rd level (2 slots): *dispel magic, spirit guardians*

17 *Lightning Arc.* The Son gains the following action:

Lightning Arc (2/Day): The Son fires an arc of magical lightning in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw. On a failed save, the target takes 28 (8d6) lightning damage (for a Lesser Son) or 38 (11d6) lightning damage (for a Chosen Son). On a successful save, the target takes half as much damage.

18 *Chilling Blast.* The Son gains the following action:

Chilling Blast (3/Day): The Son emits a 60-foot cone of chilling cold. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, the target takes 36 (8d8) cold damage (for a Lesser Son) or 54 (12d8) cold damage (for a Chosen Son). On a successful save, the target takes half as much damage.

19 *No Magic Resistance.* Remove the Son's Magic Resistance trait.

20 *Low Intelligence.* Reduce the Son's Intelligence score to 5 (for a Lesser Son) or 7 (for a Chosen Son).



PETRIFICATION TRIGGER

Roll a d10 to determine how this ability is triggered.

d10 Trigger

1-3 *Gaze*. The Son gains the following trait:

Petrifying Gaze: When a creature that can see the Son's eyes starts its turn within 30 feet of the Son, the Son can force it to make a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son), if the Son isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the Son until the start of its next turn, when it can avert its eyes again. If the creature looks at the Son in the meantime, it must immediately make the save.

If the Son sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the Son is affected by its own gaze.

4-5 *Breath Weapon*. The Son gains the following action:

Petrifying Breath (Recharge 5-6): The Son exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son). On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

6-8 *Touch*. Add the following to one of the Son's melee weapon attacks:

If the target is a creature, it must succeed on a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son) against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts for 24 hours or until the creature is freed by the *greater restoration* spell or other magic.

9 *Aura*. The Son gains the following trait:

Aura of Petrification: A creature that starts its turn within 5 feet of the Son must succeed a Constitution saving throw (DC 13 for a Lesser Son; DC 15 for a Chosen Son) against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts for 24 hours or until the creature is freed by the *greater restoration* spell or other magic.

10 By two of the above triggers (re-roll additional 10s)

DRAGON BREATH

Roll a d10 to determine what type of breath weapon the Son can expel.

d10	Damage Type	Breath Weapon
1-2	Acid	5 by 30 ft. line (Dexterity save)
3-4	Cold	15 ft. cone (Constitution save)
5-6	Fire	5 by 30 ft. line (Dexterity save)
7-8	Poison	15 ft. cone (Dexterity save)
9-10	Lightning	5 by 30 ft. line (Dexterity save)





CAPHET, CHOSEN SON OF SET

Gargantuan fiend (demon), chaotic evil

Armor Class: 20 (natural armor)

Hit Points: 319 (22d20 + 88)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
120 (+6)	17 (+3)	19 (+4)	16 (+3)	16 (+3)	12 (+1)

Saving Throws: Con +9, Int +8, Wis +8

Skills: Perception +8, Intimidation +11

Damage Resistances: acid

Damage Immunities: lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities: petrified, poisoned

Senses: truesight 120 ft., passive Perception 18

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 15 (13,000 XP)

Special Equipment: Caphet wields a *staff of the scorpion* (see appendix D).

Innate Spellcasting: Caphet's spellcasting ability is Intelligence (spell save DC 16). He can cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (7th level; snakes only), *dispel magic*, see *invisibility*, *snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Legendary Resistance (3/Day): If Caphet fails a saving throw, he can choose to succeed instead.

Magic Resistance: Caphet has advantage on saving throws against spells and other magical effects.

Regeneration: Caphet regains 20 hit points at the start of his turn if he has at least 1 hit point. This trait doesn't function if he has used a legendary action since the end of his last turn.

True Name: Each Chosen Son has a true name. If the Chosen Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next minute.

ACTIONS

Multiattack: Caphet makes any combination of three bite or *staff of the scorpion* attacks. He can use Lightning Blast in place of one of these attacks.

Bite: *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage, and the target must make a DC 19 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic. A creature that successfully saves against this effect becomes immune to petrification for 1 hour.

Staff of the Scorpion: *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target must make a DC 19 Constitution saving throw. On a failed save, the target takes 11 (2d10) poison damage and is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success. On a successful save, the target takes half as much damage and isn't poisoned.

Lightning Blast: Caphet fires a bolt of lightning in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Constitution saving throw, taking 38 (11d6) lightning damage on a failed save, or half as much damage on a successful one.

Summon Lesser Son of Set (1/Day): Caphet magically summons a **Lesser Son of Set**. The Lesser Son appears in an unoccupied space within 60 feet of Caphet and acts as his ally. It remains for 10 minutes, until it or Caphet dies, or until



Caphet dismisses it as an action. The Lesser Son can't use Summon Minions of Set.

Summon Minions of Set (1/Day): Caphet magically summons 2d6 **minions of Set**. The minions appear in unoccupied spaces within 60 feet of Caphet and act as his allies. A minion remains for 10 minutes, until it or Caphet dies, or until Caphet dismisses it as an action.

LEGENDARY ACTIONS

Caphet can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Caphet regains spent legendary actions at the start of his turn.

Bite: Caphet makes one bite attack.

Move: Caphet moves up to half its speed without provoking opportunity attacks.

Lightning Blast (Costs 2 Actions): Caphet uses Lightning Blast.

A creature of staggering size and shocking appearance, three hydra heads move independently, two of them staring in your direction while the one to your right looks up to the ceiling, its two eyes white with blindness. Beneath the three heads is a female humanoid upper body with two massive arms, one of which holds a 15 foot long staff. The lower body consists of four reptile legs, two at the rear of the throne's large slate block and two at the front with its trunk resting on the slate block.

GRAHD, LESSER SON OF SET

Large fiend (demon), chaotic evil

Armor Class: 19 (natural armor)

Hit Points: 127 (15d10 + 45)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	5 (-3)	12 (+1)	8 (-1)

Saving Throws: Con +7, Int +1, Wis +5

Damage Resistances: acid, lightning

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities: poisoned

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 9 (5,000 XP)

Innate Spellcasting: Grahd's spellcasting ability is Intelligence (spell save DC 9). Grahd can cast the following spells, requiring no material components:

1/day each: *conjure animals* (5th level; snakes only), *snake charm* (appendix D), *sticks to snakes* (appendix D)

Keen Sight: Grahd has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance: Grahd has advantage on saving throws against spells and other magical effects.

Regeneration: Grahd regains 5 hit points at the start of his turn. If Grahd takes fire or radiant damage, this trait doesn't function at the start of Grahd's next turn. Grahd only dies if he starts his turn at 0 hit points and doesn't regenerate.

True Name: Each Lesser Son has a true name. If the Lesser Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next minute.

ACTIONS

Multiattack: Grahd makes three attacks, only one of which can be a Tail attack.

Bite: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a successful DC 15 Constitution saving throw or become poisoned for 1 hour.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Tail: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 4) bludgeoning damage and the target is grappled (escape DC 14). Until this grapple ends, the creature is retained and Grahd can't make tail attacks against another target.

Etherealness: Grahd enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.

Summon Minions of Set (1/Day): Grahd magically summons 1d6 **minions of Set**. The minions appear in unoccupied spaces within 60 feet of Grahd and act as his allies. Each minion remains for 1 minute, until it or Grahd dies, or until Grahd dismisses it with an action.

This coiled serpent resembles a massive cobra with large, shimmering insect-like compound eyes.





MAGA, LESSER SON OF SET

Large fiend (demon), chaotic evil

Armor Class: 20 (natural armor)

Hit Points: 127 (15d10 + 45)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	17 (+3)	15 (+2)	12 (+1)	8 (-1)

Saving Throws: Con +7, Int +6, Wis +5

Damage Resistances: acid, lightning, poison

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities: poisoned

Senses: blindsight 60 ft., darkvision 180 ft., truesight 60 ft., passive Perception 11

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 9 (5,000 XP)

Innate Spellcasting: Maga's spellcasting ability is Intelligence (spell save DC 14). Maga can cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (5th level; snakes only), *snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Keen Sight: Maga has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance: Maga has advantage on saving throws against spells and other magical effects.

True Name: Each Lesser Son has a true name. If the Lesser Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next minute.

ACTIONS

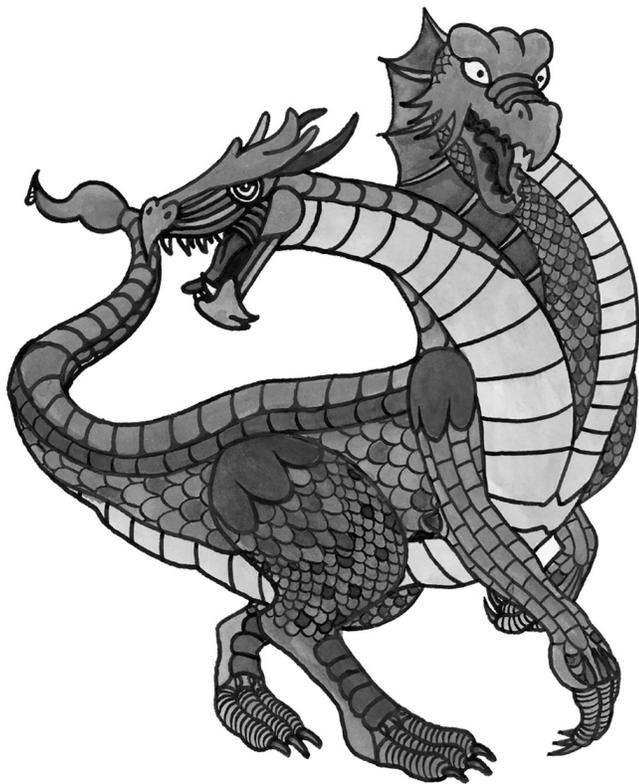
Multiattack: Maga makes two slam attacks.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Summon Minions of Set (1/Day): Maga magically summons 1d6 **minions of Set**. The minions appear in unoccupied spaces within 60 feet of Maga and act as his allies. Each minion remains for 1 minute, until it or Maga dies, or until Maga dismisses it with an action.

This fiendish humanoid male is somewhere between human and giant size and is covered with thick, plate-like, scales. Large insect-like eyes are made even more disturbing by the soft blue glow they seem to constantly emit.





OPHOIS, CHOSEN SON OF SET

Gargantuan fiend (demon), chaotic evil

Armor Class: 21 (natural armor)

Hit Points: 363 (22d20 + 132)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	23 (+6)	16 (+3)	16 (+3)	12 (+1)

Saving Throws: Con +11, Int +8, Wis +8

Skills: Perception +8, Intimidation +11

Damage Resistances: acid, lightning, poison

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities: poisoned

Senses: darkvision 120 ft., truesight 120 ft., passive Perception 18

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 15 (13,000 XP)

Special Equipment: Ophois carries the key to the locked chest in area 2-15 (see *Pocket in a Shroud*).

Innate Spellcasting: Ophois's spellcasting ability is Intelligence (spell save DC 16). Ophois can cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (7th level; snakes only), *dispel magic*, see *invisibility*, *snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Legendary Resistance (3/Day): If Ophois fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity: Ophois is immune to spells of 5th level or lower unless it wishes to be affected.

Magic Resistance: Ophois has advantage on saving throws against spells and other magical effects.

Multiple Heads: Ophois has two heads. While Ophois has more than one head, he has advantage on all saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Reactive Heads: Each round, Ophois can take two reactions, which he can use only for opportunity attacks.

Regeneration: Ophois regains 10 hit points at the start of his turn. If Ophois takes fire or radiant damage, this trait doesn't function at the start of his next turn. Ophois only dies if he starts his turn at 0 hit points and doesn't regenerate.

True Name: Each Chosen Son has a true name. If the Chosen Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next minute.

Wakeful: While Ophois sleeps, at least one of his heads is awake.

ACTIONS

Multiattack: Ophois makes four attacks: one with his bite, one with his gore, one with his slam, and one with his tail.

Bite (Hydra Head): *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 18 (2d10 + 7) piercing damage and the target must make a DC 14 Constitution saving throw. On a failed save, the target takes 24 (7d6) poison damage and is poisoned for 1 hour. On a success, the target takes half as much damage and is poisoned for 1 minute.

Gore (Dragon Head): *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Slam: *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.



Tail: *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 18 (2d10 + 7) bludgeoning damage and the target must make a successful DC 17 Dexterity saving throw or be knocked prone. If the target is a creature, it also takes 22 (4d10) poison damage, or half as much damage on a successful DC 14 Constitution saving throw.

Poison Breath (Recharge 5-6): Ophois exhales a poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much on a successful one.

Summon Lesser Son of Set (1/Day): Ophois magically summons a **Lesser Son of Set**. The Lesser Son appears in an unoccupied space within 60 feet of Ophois and acts as his ally. It remains for 10 minutes, until it or Ophois dies, or until Ophois dismisses it as an action. The Lesser Son can't use Summon Minions of Set.

Summon Minions of Set (1/Day): Ophois magically summons 2d6 **minions of Set**. The minions appear in unoccupied spaces within 60 feet of Ophois and act as his allies. A minion remains for 10 minutes, until it or Ophois dies, or until Ophois dismisses it as an action.

Teleport: Ophois magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

LEGENDARY ACTIONS

Ophois can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ophois regains spent legendary actions at the start of his turn.

Move: Ophois moves up to half his speed without provoking opportunity attacks.

Slam: Ophois makes a slam attack.

Innate Spellcasting (Costs 2 Actions): Ophois casts an innate spell if available.

This massive fiend resembles a gargantuan, bipedal lizard, approximately 25 feet tall and covered with thick, blue-green iridescent scales. Sharp, jagged teeth are apparent in both of the creature's two reptilian heads. Its long tail ends in a curved, scorpion-like stinger, which visibly secretes a viscous drop of shimmering liquid.



SKABHET, CHOSEN SON OF SET

Huge fiend (demon), chaotic evil

Armor Class: 21 (natural armor)

Hit Points: 231 (22d12 + 88)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	16 (+3)	16 (+3)	12 (+1)

Saving Throws: Con +9, Int +8, Wis +8

Skills: Perception +8, Intimidation +11

Damage Resistances: acid, lightning

Damage Immunities: poison; bludgeoning, piercing, and slashing from nonmagical weapons.



Damage Vulnerabilities: bludgeoning, piercing, and slashing from silvered weapons

Condition Immunities: poisoned

Senses: darkvision 120 ft., truesight 120 ft., passive Perception 18

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 13 (10,000 XP)

Innate Spellcasting: Skabhet's spellcasting ability is Intelligence (spell save DC 16). She can cast the following spells, requiring no material components:

- 1/day each: *conjure animals* (7th level; snakes only), *dispel magic*, *see invisibility*, *snake charm* (see appendix D), *sticks to snakes* (see appendix D)

Spellcasting: Skabhet is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She has the following cleric spells prepared. Spells marked with an asterisk are detailed in appendix D:

- Cantrips (at will): *guidance*, *light*, *sacred flame*, *sand blast**, *thaumaturgy*
- 1st level (4 slots): *bane*, *command*, *cure wounds*, *desiccating touch**, *serpent missile**, *snake charm**
- 2nd level (3 slots): *blindness/deafness*, *dispel magic*, *hold person*, *locate object*, *protection from poison*, *silence*
- 3rd level (3 slots): *animate dead*, *bestow curse*, *darkness*, *sending*, *sticks to snakes**
- 4th level (2 slots): *death ward*, *dominate snakes* (as dominate beasts, but only affects snakes), *poison touch**, *stone shape*

Legendary Resistance (3/day): If Skabhet fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity: Skabhet is immune to spells of 5th level or lower unless she wishes to be affected.

Magic Resistance: Skabhet has advantage on saving throws against spells and other magical effects.

True Name: Each Chosen Son has a true name. If the Chosen Son hears its true name spoken aloud, it loses its Magic Resistance trait and makes saving throws with disadvantage for the next minute.

ACTIONS

Multiattack: Skabhet makes four scimitar attacks, one slam attack, and one snake hair attack.

Scimitar: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

Slam: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Snake Hair: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 14 (4d6) poison damage.

Shapechange (2/Day): Skabhet magically changes shape (as per the *shapechange* spell). She can take the form of any creature up to CR 13 that she has seen and that is not a construct or undead.

Summon Lesser Son of Set (1/Day): Skabhet magically summons a **Lesser Son of Set**. The Lesser Son appears in an unoccupied space within 60 feet of Skabhet and acts as her ally. It remains for 10 minutes, until it or Skabhet dies, or until Skabhet dismisses it as an action. The Lesser Son can't use *Summon Minions of Set*.

Summon Minions of Set (1/Day): Skabhet magically summons 2d6 **minions of Set**. The minions appear in unoccupied spaces within 60 feet of Skabhet and act as her allies. A minion remains for 10 minutes, until it or Skabhet dies, or until Skabhet dismisses it as an action.

LEGENDARY ACTIONS

Skabhet can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Skabhet regains spent legendary actions at the start of her turn.

Move: Skabhet moves up to her speed without provoking opportunity attacks.

Attack: Skabhet makes a melee attack.

Innate Spellcasting (Costs 2 Actions): Skabhet casts an innate spell if available.

Towering over her humanoid followers is an imposing figure possessing a female humanoid upper torso and the lower body of a serpent. She wields four scimitars among her three pairs of arms, and a writhing mass of snake hair crowns her head.



DARK TOWER: THE CHOSEN SONS OF SET

APPENDIX B: NEW MONSTERS



AMMIT

Large fiend (demon), chaotic evil

Armor Class: 17 (natural armor)

Hit Points: 161 (17d10 + 68)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)

Saving Throws: Int +5, Wis +6

Skills: Perception +10, Stealth +8

Damage Resistances: fire

Senses: darkvision 60 ft., passive Perception 20

Languages: understands Common but doesn't speak

Challenge: 10 (5,900 XP)

Hold Breath: The ammit can hold its breath for 30 minutes.

Pounce: If the ammit moves at least 20 feet straight towards a creature and then hits it with its claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the ammit can make one bite attack against it as a bonus action.

ACTIONS

Multiattack: The ammit makes three attacks: one with its bite and two with its claws.

Bite: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the ammit can't bite another target.

Claws: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8 + 4) slashing damage.

This fiendish chimera has the hindquarters of a hippopotamus, the front legs and mane of a lion, and the head of a crocodile.



CRAWLING KINGSSNAKE

Gargantuan monstrosity, unaligned

Armor Class: 17 (natural armor)

Hit Points: 186 (12d20 + 60)

Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	3 (-4)

Senses: blindsight 30 ft., passive Perception 9

Languages: —

Challenge: 12 (8,400 XP)

Multiattack: The crawling kingsnake makes one poisonous bite attack and one constrict attack.

Poisonous Bite: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 19 (4d6 + 5) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Constrict: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained and the crawling kingsnake can't constrict another target.

This gargantuan serpent is colored in alternating bands of vibrant red and yellow along its length, with rings of black scales markedly separating the red and yellow regions from each other.

GIANT WATER SNAKE

Medium beast, unaligned

Armor Class: 14

Hit Points: 33 (6d8 + 6)

Speed: 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	2 (-4)	10 (+0)	4 (-3)

-Skills: Perception +2

Senses: blindsight 30 ft., passive Perception 12

Languages: —

Challenge: 1 (200 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw or gain a level of exhaustion. The target recovers all exhaustion it takes in this way when it finishes a short or long rest.

This enormous snake has drab mottled brown and tan skin. Its triangular head has a wide mouth and oversized eyes.

IMMENSE SCORPION

Huge beast, unaligned

Armor Class: 17 (natural armor)

Hit Points: 126 (12d12 + 48)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	1 (-5)	9 (-1)	3 (-4)

Senses: blindsight 90 ft., passive Perception 9

Languages: —

Challenge: 7 (2,900 XP)

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

Claw: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15). The immense scorpion has two claws, each of which can grapple only one target.



Sting: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (1d12 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

A scorpion the size of a hut with an inky carapace aggressively skitters toward the group, pinchers snapping. Its tail is arched high over its back poised to strike.

JACKAL-HEADED IRON STATUE

Medium construct, unaligned

Armor Class: 18 (natural armor)

Hit Points: 75 (10d8 + 30)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities: fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: understands Common but can't speak

Challenge: 6 (2,300 XP)

Fire Absorption: Whenever the statue is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to half the damage dealt.

Immutable Form: The statue is immune to any effect or spell that would alter its form.

Magic Resistance: The statue has advantage on saving throws against spells and other magical effects.

Magic Weapons: The statue's weapon attacks are magical.



ACTIONS

Multiattack: The statue makes two melee attacks. It can replace one attack with Poison Spray if available.

Longsword: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Poison Spray (Recharge 5-6): The statue extends its hand toward a target it can see within 10 feet of it and sprays the target with poison. The target must make a successful DC 14 Constitution saving throw or take 19 (3d12) poison damage.

This statue is wrought from black iron and stands about 7 feet tall. Its body is distinctly humanoid, although its head is that of a jackal.





MINION OF SET

Medium fiend (demon, shapechanger), chaotic evil

Armor Class: 20 (plate armor and shield)

Hit Points: 55 (10d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	15 (+2)	12 (+1)	13 (+1)

Damage Resistances: acid, cold, fire

Damage Immunities: lightning, poison, psychic

Condition Immunities: frightened, poisoned

Senses: darkvision 60 ft., passive Perception 11

Languages: Abyssal, Common

Challenge: 4 (1,100 XP)

Shapechanger: The minion can use its action to polymorph into a **giant constrictor snake** or a **giant poisonous snake**, or back into its true form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

False Appearance: While the minion remains motionless, it is indistinguishable from a normal statue.

Dueling Fighting Style: While the minion wields a melee weapon in one hand and no other weapons, it deals an extra 2 damage with that weapon (included in the attack).

Improved Critical: The minion's weapon attacks score a critical hit on a roll of 19-20.

Magic Resistance: The minion has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack: The minion makes two melee attacks.

Longsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

REACTIONS

Cleave: When the minion reduces a target to 0 hit points, it makes another melee attack against a different target within 5 feet of it.

Several warriors clad in plate armor and bracing shields advance down the corridor in rhythmic unison. At first glance they appear to be humanoids, but they sport cloven feet and scaly hands grasping hooked swords.





SERVANT OF CAPHET

Medium undead, lawful evil

Armor Class: 14 (natural armor)

Hit Points: 75 (10d8 + 30)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	14 (+2)

Damage Vulnerabilities: fire

Damage Immunities: necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses: darkvision 60 ft., passive Perception 10

Languages: the languages it knew in life

Challenge: 4 (1,100 XP)

Supernatural Speed: The servant is immune to effects that would reduce its speed.

ACTIONS

Multiattack: The servant makes two claws attacks.

Claws: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 14 (4d6) poison damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned until the end of its next turn.

Once a humanoid, the creature before you is now a mockery of life. Its skin is fine scales, and its hands end in extended claws dripping with ichor. Its undead eyes burn with hatred as it closes to attack.

SHA

Medium beast, unaligned

Armor Class: 15 (natural armor)

Hit Points: 104 (16d8 + 32)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Saving Throws: Int -1, Cha +1

Skills: Perception +7, Stealth +9

Senses: darkvision 60 ft., passive Perception 17

Languages: —



Challenge: 6 (2,300 XP)

Charge: If the sha moves at least 20 feet straight towards a target and then hits with its ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

ACTIONS

Multiattack: The sha makes three attacks: one with its bite, one with its ram, and one with its tail.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Ram: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Tail: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage.

This creature resembles a cross between an okapi and a large greyhound. Its long, stiff tail ends in a growth resembling a mace head, and two squared-off ossicones rise from its brow.

SPHINX STATUE

Large construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: 123 (13d10 + 52)

Speed: 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities: poison, psychic

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the language of its creator but can't speak

Challenge: 7 (2,900 XP)

False Appearance: While the statue remains motionless, it is indistinguishable from an inanimate statue.

Immutable Form: The statue is immune to any spell or effect that would alter its form.

Immobile: The statue cannot be moved from its location until destroyed.

Magic Resistance: The statue has advantage on saving throws against spells and other magical effects.

Magic Weapons: The statue's weapon attacks are magical.

Swivel: The statue can rotate, allowing it to target any creature within 360 degrees with its attacks. Creatures can grapple the statue to prevent this rotation, limiting the statue's targets to a 180 degree arc. The statue has advantage on all checks to resist and escape a grapple.

ACTIONS

Multiattack: The statue makes three radiant blast attacks.

Radiant Blast: *Ranged Weapon Attack:* +6 to hit, ranged 30 ft., one creature. *Hit:* 14 (4d6) radiant damage.

Roar: The statue unleashes a magical roar in a 30-foot-cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, the target takes 21 (6d6) thunder damage, is pushed 10 feet directly away from the statue, and knocked prone. On a success, the target takes half as much damage and isn't pushed or knocked prone.

This stone statue is crafted as a lion-like creature with a female upper torso and visage. Its powerful haunches are covered with folded wings carved into its surface.





STONE GOLEM DRAGON

Large construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: 178 (17d10 + 85)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances: acid, lightning

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the language of its creator but can't speak

Challenge: 10 (5,900 XP)

False Appearance: While the golem remains motionless, it is indistinguishable from an inanimate statue.

Immutable Form: The golem is immune to any spell or effect that would alter its form.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

ACTIONS

Multiattack: The golem makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite: *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) slashing damage.



Tail: *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Fire Breath (Recharge 5-6). The golem exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

This granite statue is a rough-hewn dragon.

URAEUS

Huge beast, lawful evil

Armor Class: 18 (natural armor)

Hit Points: 190 (20d12 + 60)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	14 (+2)	10 (+0)	19 (+4)

Saving Throws: Wis +5

Skills: Perception +5, Stealth +8

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages: Abyssal

Challenge: 13 (10,000 XP)

Keen Smell and Taste: Uraeus has advantage on Wisdom (Perception) checks that rely on smell or taste.

ACTIONS

Multiattack: Uraeus makes three bite attacks.

Bite: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.

This reptilian creature resembles a massive cobra. Unlike other snakes, it keeps its head perpetually raised and never lowers it to the ground, even when moving.



DARK TOWER: THE CHOSEN SONS OF SET

APPENDIX C: NPCs



BLIMBULL, BASILOID

Medium monstrosity, neutral evil

Armor Class: 18 (natural armor, *mace-ax of Caphet*)

Hit Points: 190 (20d8 + 80)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	18 (+4)	16 (+3)	8 (-1)

Skills: Stealth +7

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities: charmed, frightened, petrified

Senses: darkvision 90 ft., passive Perception 13

Languages: Abyssal, Common

Challenge: 12 (8,400 XP)

Special Equipment: Blimbull wields a *mace-ax of Caphet* (see appendix D).

ACTIONS

Multiattack: Blimbull makes three attacks with his *mace-ax of Caphet*, then uses Petrifying Gaze.

Mace-Ax of Caphet: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) bludgeoning damage. If the target is a creature, Blimbull can force the target to make a DC 10 Strength saving throw. On a failed save, the target is pushed 5 feet directly away from Blimbull.

Petrifying Gaze: One creature Blimbull can see within 30 feet of him must make a DC 16 Constitution saving throw. A creature that fails the saving throw by 5 or more is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

LEGENDARY ACTIONS

Blimbull can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Blimbull regains spent legendary actions at the start of his turn.

Mace-Ax: Blimbull makes a *mace-ax of Caphet* attack.

Shove: Blimbull makes a Strength (Athletics) check contested by the Strength (Athletics) or Dexterity (Acrobatics) of a creature within 5 feet of him. If Blimbull wins the contest, he can either knock the target prone or push it 5 feet directly away from him.



Petrifying Gaze (Costs 2 Actions): Blimbull uses Petrifying Gaze.

Before you is the broken form of an elf and lizard hybrid. He walks upright on two powerful legs, but several more pairs of lizard-like appendages line its torso. Its opaque eyes swivel in its eye sockets, seeking targets.

CHUSKRA, CRYPT HAG

Medium fiend, lawful evil

Armor Class: 18 (natural armor)

Hit Points: 190 (20d8 + 100)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	20 (+5)	10 (+0)	12 (+1)	6 (-2)

Skills: Perception +5, Stealth +7

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities: lightning

Condition Immunities: frightened, petrified

Senses: darkvision 120 ft., passive Perception 15

Languages: Abyssal, Common

Challenge: 12 (8,400 XP)

Special Equipment: Chuskra wields a *guardian khopesh of Caphet* (see appendix D).

Frightening Visage: A creature that starts its turn within 5 feet of Chuskra and can see her must make a DC 16 Wisdom saving throw or be frightened by Chuskra's nightmarish features until the end of its turn. On a success, the creature is immune to Chuskra's Frightening Visage for 24 hours.

ACTIONS

Multiattack: Chuskra uses Baleful Teleport, then makes three *guardian khopesh of Caphet* attacks.

Guardian Khopesh of Caphet: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) lightning damage. Instead of dealing damage, Chuskra can force the target to make a DC 16 Strength saving throw. On a failed save, the target drops one weapon, shield, or object it is holding. The first time a creature touches the dropped item before the end of Chuskra's next turn, an arc of lightning leaps from the object to the creature. The creature



takes 28 (8d6) lightning damage, or half as much damage with a successful DC 15 Dexterity saving throw.

Baleful Teleport: One creature within 30 feet of Chuskra that she can see must make a DC 16 Wisdom saving throw. On a failed save, Chuskra magically teleports the target up to 30 feet to an unoccupied space that she can see.

LEGENDARY ACTIONS

Chuskra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Chuskra regains spent legendary actions at the start of her turn.

Khopesh: Chuskra makes a *guardian khopesh of Caphet* attack.

Teleport: Chuskra magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Baleful Teleport (Costs 2 Actions): Chuskra uses Baleful Teleport.

A former powerful warrior, the despicable creature now in front of you is a withered, bent hag. Shroud in baleful robes, she wobbles forward, leaning heavily on a hooked sword as a staff.





FAWLIQ THE SAGE

Medium humanoid (tiefling), lawful neutral

Armor Class: 11 (15 with *snakeskin*)

Hit Points: 45 (7d8 + 14)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	15 (+2)

Saving Throws: Int +5, Cha +4

Skills: Arcana +5, History +7, Intimidation +4, Religion +5

Damage Resistances: fire (poison with *snakeskin*)

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Draconic, Elvish, Infernal, Sphinx

Challenge: 2 (450 XP)

Khonsurian Expert: Fawliq has advantage on Intelligence (History) checks to recall lore about the Khonsurian Empire.

Spellcasting: The Fawliq is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *light, mage hand, mending, thaumaturgy*
- 1st level (4 slots): *burning hands, comprehend languages, desiccating touch* (see appendix D), *detect magic, identify, magic missile, shield*
- 2nd level (2 slots): *mirror image, snakeskin* (see appendix D)

ACTIONS

Dagger: *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage.

Radiant Flash: *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (1d8 + 3) radiant damage. The target and each creature within 5 feet of it must succeed on a DC 13 Constitution saving throw or be blinded until the start of Fawliq's next turn.

The hunched figure pours over an ancient text while he twiddles the end of whip-like tail. As he looks up, you are greeted with a gnarled face lined with mutton-chops, and messy black hair with gray streaks. A pair of smooth curved black horns adorn the crown of his head.

FOLLOWER OF CAPHET

Medium humanoid, lawful evil

Armor Class: 13 (leather)

Hit Points: 33 (6d8 + 6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills: History +2, Religion +2

Senses: passive Perception 11

Languages: Common

Challenge: 2 (450 XP)

Fanatical Focus: While it can see a **priest of Caphet**, the follower has advantage on saving throws against being charmed.

ACTIONS



Multiattack. The follower makes two melee attacks.

Shortsword: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

A new follower of Caphet is given basic combat training by the more experienced members of the group. Those with spellcasting abilities are typically sacrificed by the group's priest, who does not wish their followers to challenge their authority.

LASHMAG, NECRYCLOPS

Huge undead, neutral evil

Armor Class: 16 (chain mail)

Hit Points: 225 (18d12 + 108)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	10 (+0)	14 (+2)	10 (+0)

Skills: Perception +6

Damage Resistances: necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, frightened, poisoned

Senses: passive Perception 16

Languages: Abyssal, Common



Challenge: 12 (8,400 XP)

Special Equipment: Lashmag wields a *leg of Krimaret* (see appendix D).

ACTIONS

Multiattack: Lashmag makes two *leg of Krimaret* attacks and uses Leeching Gaze.

Leg of Krimaret: *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 9 (2d8) force damage.

Leeching Gaze: Lashmag uses his gaze to drain the life force from a creature he can see within 60 feet of him. The target must succeed on a DC 18 Constitution saving throw or take 18 (4d8) necrotic damage and Lashmag regains hit points equal to the necrotic damage dealt to the target.

LEGENDARY ACTIONS

Lashmag can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Lashmag regains spent legendary actions at the start of his turn.

Detect: Lashmag makes a Wisdom (Perception) check.

Leg Attack: Lashmag makes a *leg of Krimaret* attack.

Leeching Gaze (Costs 2 Actions): Lashmag uses Leeching Gaze.

This hulking brute towers over your pathetic form. Its pallid flesh is rent and torn, and a single piercing eye is centered under a sloping forehead covered with wispy clumps of hair.





SADIQ ALMAWTA

Medium humanoid (half elf), neutral evil

Armor Class: 12 (15 with *mage armor*)

Hit Points: 99 (18d8 + 18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	18 (+4)

Saving Throws: Int +9, Wis +6

Skills: Arcana +9, History +9, Insight +6, Perception +6

Condition Immunities: disease (*periapt of health*)

Senses: darkvision 60 ft., passive Perception 16

Languages: Abyssal, Common, Dwarvish, Elvish, Primal, Sylvan

Challenge: 12 (8,400 XP)

Special Equipment: Sadiq carries a *periapt of health*; a component pouch; a spellbook containing all his prepared spells, as well as *animate dead*; keys to the doors in areas 1-7, 1-9, 1-11, 1-16, 1-17, and 1-18 (see *Pocket in a Shroud*); and the second of the four keys needed to access Ophoi's pocket dimension.

Fey Ancestry: Sadiq has advantage on saving throws against being charmed, and magic can't put him to sleep.

Grim Harvest: When Sadiq uses a spell of 1st level or higher to kill a creature that is not a construct or undead, he regains hit points equal to twice the spell's level (or three times the spell's level if it was a necromancy spell).

Spellcasting: Sadiq is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *chill touch*, *light*, *mage hand*, *message*, *ray of frost*
- 1st level (4 slots): *false life*, *mage armor*, *magic missile*, *ray of sickness*
- 2nd level (3 slots): *hold person*, *misty step*, *ray of enfeeblement*, see *invisibility*
- 3rd level (3 slots): *dispel magic*, *fear*, *slow*, *vampiric touch*
- 4th level (3 slots): *arcane eye*, *ice storm*, *phantasmal killer*
- 5th level (3 slots): *cloudkill*, *cone of cold*, *telekinesis*
- 6th level (1 slot): *circle of death*, *disintegrate*
- 7th level (1 slot): *finger of death*
- 8th level: (1 slot): *feblemind*
- 9th level (1 slot): *gate*

ACTIONS

Staff: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

Command Undead: Sadiq can use an action to command one undead creature not already under his control that he can see within 60 feet of him. The creature must make a DC 17 Charisma saving throw. On a failed save, the creature becomes friendly to Sadiq and obeys his commands until Sadiq uses this ability again. Undead creatures with an Intelligence of 8 or higher have advantage on this saving throw. A creature with an Intelligence of 12 or higher can repeat the saving throw at the end of every hour until it succeeds and breaks free, ending the effect. Once a creature successfully saves against this effect, it becomes immune to Sadiq's Command Undead for 24 hours.

Standing over the altar is a bald humanoid with a slight build. He has knife-like ears and dried, cracked skin. He looks over his shoulder, acknowledging the intrusion with a sinister smile and bright eyes.





PRIEST OF CAPHET

Medium humanoid, lawful evil

Armor Class: 14 (leather)

Hit Points: 52 (8d8 + 16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	16 (+3)	18 (+4)	16 (+3)

Skills: Deception +6, History +6, Persuasion +6, Religion +6

Damage Resistances: lightning

Condition Immunities: petrified

Senses: passive Perception 16

Languages: Abyssal, Common

Challenge: 5 (1,800 XP)

Inspired Furore: As a bonus action, the priest of Caphet can issue a rousing speech to a **follower of Caphet** within 10 feet of it. If the follower hears the speech, it is moved to anger against one target the priest can see. Until the end of the follower's next turn, the follower's shortsword attacks against the designated creature deal an extra 3 (1d6) slashing damage.

Spellcasting: The priest is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The priest has the following cleric spells prepared:

- Cantrips (at will): *guidance, resistance, sacred flame, spare the dying*
- 1st level (4 slots): *cure wounds, guiding bolt, inflict wounds, shield of faith*
- 2nd level (3 slots): *blindness, hold person, prayer of healing*
- 3rd level (3 slots): *bestow curse, dispel magic, meld into stone*
- 4th level (1 slot): *guardian of faith*

ACTIONS

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

The priest of Caphet is a fanatic who inspires others to devote themselves unthinkingly to the Chosen Son Caphet. The priest has been blessed with resistance to lightning and can't be turned to stone by magic. Should a priest of Caphet die, another follower invariably rises to take their place. Dressed in a green tunic beneath leather armor, the priest wields a mace with the symbol of Caphet emblazoned on the head.

SHARD, LIMESTONE GOLEM

Large construct, unaligned

Armor Class: 17 (natural armor)

Hit Points: 168 (16d10 + 80)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	14 (+2)	8 (-1)	1 (-5)

Damage Immunities: lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 9

Languages: Abyssal, Common

Challenge: 10 (5,900 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.



Light Weapon: The golem can use a bonus action to focus natural light into a weapon of solid light called a prismatic spear. The prismatic weapon disappears as soon as the golem no longer holds it.

Magic Resistance: The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons: The golem's weapon attacks are magical.

ACTIONS

Multiattack: The limestone golem makes two shard slice attacks.

Shard Slice: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Prismatic Spear: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a successful DC 15 Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The leaning limestone obelisk shutters, splitting into two rough legs and two crude arms. A few runes on its upper surface glow, creating a hellish visage.



THARIKADH

Medium humanoid (human), neutral evil

AC: 11 (14 with *mage armor*)

Hit Points: 143 (22d8 + 44)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	19 (+4)

Saving Throws: Con +6, Wis +5, Cha +8

Skills: Deception +8, History +6, Intimidation +8, Perception +5, Persuasion +8

Damage Resistances: psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, frightened

Senses: truesight 60 ft., passive Perception 15

Languages: Common, Sphinx

Challenge: 11 (7,200 XP)

Special Equipment: Tharikadh is attuned to the *Mask of the Sleeping Queen* (appendix D) but does not currently possess



it. While more than 100 feet from the mask, Tharikadh suffers the following effects:

- His hit point maximum is reduced by half.
- He can't cast spells.
- He gains the poisoned condition.

Innate Spellcasting: Tharikadh's spellcasting ability is Charisma (spell save DC 16). He can cast the following spells, requiring no material components:

- At will: *mage armor* (self only), *silent image*
- 1/day each: *eyebite*, *forcecage*

Inscrutable: Tharikadh is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to discern his intentions or sincerity are made with disadvantage.

Magic Weapons: Tharikadh's weapon attacks are magical.

Spellcasting: Tharikadh is a 13th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

- Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*, *prestidigitation*
- 1st-5th level (4 5th-level slots): *charm person*, *counter-spell*, *dispel magic*, *dimension door*, *greater invisibility*, *hold person*, *inflict wounds*, *misty step*, *scrying*, *suggestion*, *tongues*, *unseen servant*

ACTIONS

Multiattack: Tharikadh makes two flail attacks.

Flail: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning plus 7 (2d6) necrotic damage.

Blinding Blast: *Ranged Spell Attack:* +8 to hit, range 120 ft., three creatures. *Hit:* 5 (1d10) force damage and the target must succeed on a DC 16 Constitution saving throw or be blinded. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Weapon: Tharikadh magically summons a flail to his empty hand.

REACTION

Contingency: When Tharikadh drops to 0 hit points, he magically teleports, along with any equipment he is wearing or carrying to the *vessel of Gimet* (see appendix D), provided the vessel is on the same plane of existence.

LEGENDARY ACTIONS

Tharikadh can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Tharikadh regains spent legendary actions at the start of its turn.

Flail: Tharikadh makes a flail attack.

Blinding Blast: Tharikadh makes a blinding blast attack.

Teleport (Costs 2 Actions): Tharikadh magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Cast a Spell (Costs 3 Actions): Tharikadh casts a spell from his list of available spells, using a spell slot as normal.





UR-CHISISI

Medium humanoid (elf), neutral evil

Armor Class: 16 (chain mail)

Hit Points: 77 (14d8 + 14)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	13 (+1)	20 (+5)	13 (+1)

Skills: Deception +9, Medicine +9, Perception +9, Persuasion +5, Religion +5

Senses: darkvision 60 ft., passive Perception 19

Languages: Abyssal, Common, Elven

Challenge: 9 (5,000 XP)

Special Equipment: Ur-Chisisi wears a set of *eyes of the eagle* and carries a *staff of the adder*. On a chain around her neck, she also wears the first of the four keys required to access Ophoi's

pocket dimension (see *Pocket in a Shroud*). Ur-Chisisi also carries a ring of keys for every door in the dungeon.

Divine Eminence: Ur-Chisisi can use a bonus action to expend a spell slot, causing her melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of her turn. If Ur-Chisisi expends a spell slot of 2nd level or higher, the extra damage increases by 3 (1d6) for each level above 1st.

Divine Strike: Ur-Chisisi can infuse her weapon strikes with divine energy. Once per turn when she hits a creature with a weapon attack, she can cause the attack to deal an extra 9 (2d8) thunder damage to the target.

Eyes of the Eagle: Ur-Chisisi has advantage on Wisdom (Perception) checks that rely on sight.

Fey Ancestry: Ur-Chisisi has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting: Ur-Chisisi is a 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Ur-Chisisi has the following cleric spells prepared (a spell marked with an asterisk is granted by the Tempest domain):

- Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*
- 1st level (4 slots): *cure wounds, guiding bolt, sanctuary, thunderwave**
- 2nd level (3 slots): *hold person, lesser restoration, spiritual weapon*
- 3rd level (3 slots): *dispel magic, shatter, *spirit guardians*
- 4th level (3 slots): *banishment, control weather, *freedom of movement*
- 5th level (2 slots): *call lightning, insect plague**
- 6th level (1 slot): *create undead*
- 7th level (1 slot): *fire storm*

Thunderbolt Strike: When Ur-Chisisi deals lightning damage to a Large or smaller creature, she can also push it up to 10 feet directly away from her.

ACTIONS

Staff of the Adder: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save.

Mace: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.



REACTIONS

Wrath of the Storm: When a creature Ur-Chisisi can see within 5 feet hits her with an attack, Ur-Chisisi forces the creature to make a DC 17 Dexterity saving throw. The creature takes 9 (2d8) lightning or thunder damage (Ur-Chisisi's choice) on a failed save, or half as much damage on a successful one.

Wrapped in tan robes and a swaddled turbin is a sinister elf maiden. She has a wild look in her wide eyes, and she leans on a snake-headed staff.

WOGGO, HOBBLING HEAP

Large construct, unaligned

Armor Class: 15 (natural armor)

Hit Points: 152 (16d10 + 64)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+1)	18 (+4)	16 (+3)	14 (+2)	5 (-3)

Damage Resistances: cold, fire

Damage Immunities: lightning

Condition Immunities: blinded, deafened, exhaustion

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages: Abyssal, Common

Challenge: 10 (5,900 XP)

Lightning Empowerment: Whenever Woggo is subjected to lightning damage, he takes no damage, regains 9 (2d8) hit points, and has advantage on the next weapon attack he makes before the end of his next turn.

ACTIONS

Multiattack: Woggo makes two slam attacks.

Slam: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage. If the target is Medium or smaller, it is also grappled (escape DC 13).

Constrict: Woggo deals 36 (8d8) bludgeoning damage to one creature grappled by it. If the target is wearing heavy armor, this damage increases to 54 (12d8) bludgeoning damage.

The pile of rotting vegetation rears up into the rough shape of a hunched humanoid, with the snapping of moist roots and branches. As its black maw opens in a silent protest, the overpowering stench of organic rot fills your nostrils.



DARK TOWER: THE CHOSEN SONS OF SET

APPENDIX D: NEW EQUIPMENT, MAGIC ITEMS, AND SPELLS

EQUIPMENT

Name	Cost	Damage	Weight
MARTIAL MELEE WEAPONS			
Blackjack	1 gp	1d3 bludgeoning	1 lb.
Khopesh	12 gp	1d8 slashing	3 lb.
Mace-ax	25 gp	1d6 slashing and 1d6 bludgeoning	6 lb.
MARTIAL RANGED WEAPONS			
Weighted Net	2 gp	-	6 lb.

Blackjack. Sometimes called a sap, this weapon is a short, wooden baton with a metal (often lead) reinforced head. It is designed to deliver a concussive blow to an unsuspecting target, typically from behind. When you score a critical hit with this weapon, the target must make a Constitution saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failure, the target is stunned until the end of its next turn. If the target fails its save by 5 or more, the target falls unconscious for 1d6 minutes instead.

Khopesh. A khopesh is a sickle-shaped blade derived from the battleaxe. Only the outer edge of the blade is sharpened. The center of the sickle blade is used to disarm an opponent's weapon or shield. On a successful hit, you can choose to inflict no damage and instead force the target to make a Strength saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failure, the target drops one weapon or shield it is currently holding.

Mace-ax. Designed to bash through mundane weapons and bronze armor, a mace-ax is a metal- or stone-headed club with an ax blade set into the head. It's a two-handed weapon that inflicts both slashing and bludgeoning damage.

Weighted Net. Similar to a net, a weighted net is adorned with metal shot to make escape more difficult. A Large or smaller creature hit by a weighted net is restrained until it is freed. A weighted net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Due to the weighted shot of the net, this check is made at disadvantage. Dealing 7 slashing damage to the net (AC 11) also frees the creature without harming it, ending the restraining effect and destroying the net. When you use an action, bonus action, or reaction to attack with a weighted net, you can make only one attack regardless of the number of attacks you can normally make.

NEW MAGIC ITEMS

CLAN BATTLEAXE

Weapon (battleaxe), rare (requires attunement by a dwarf)

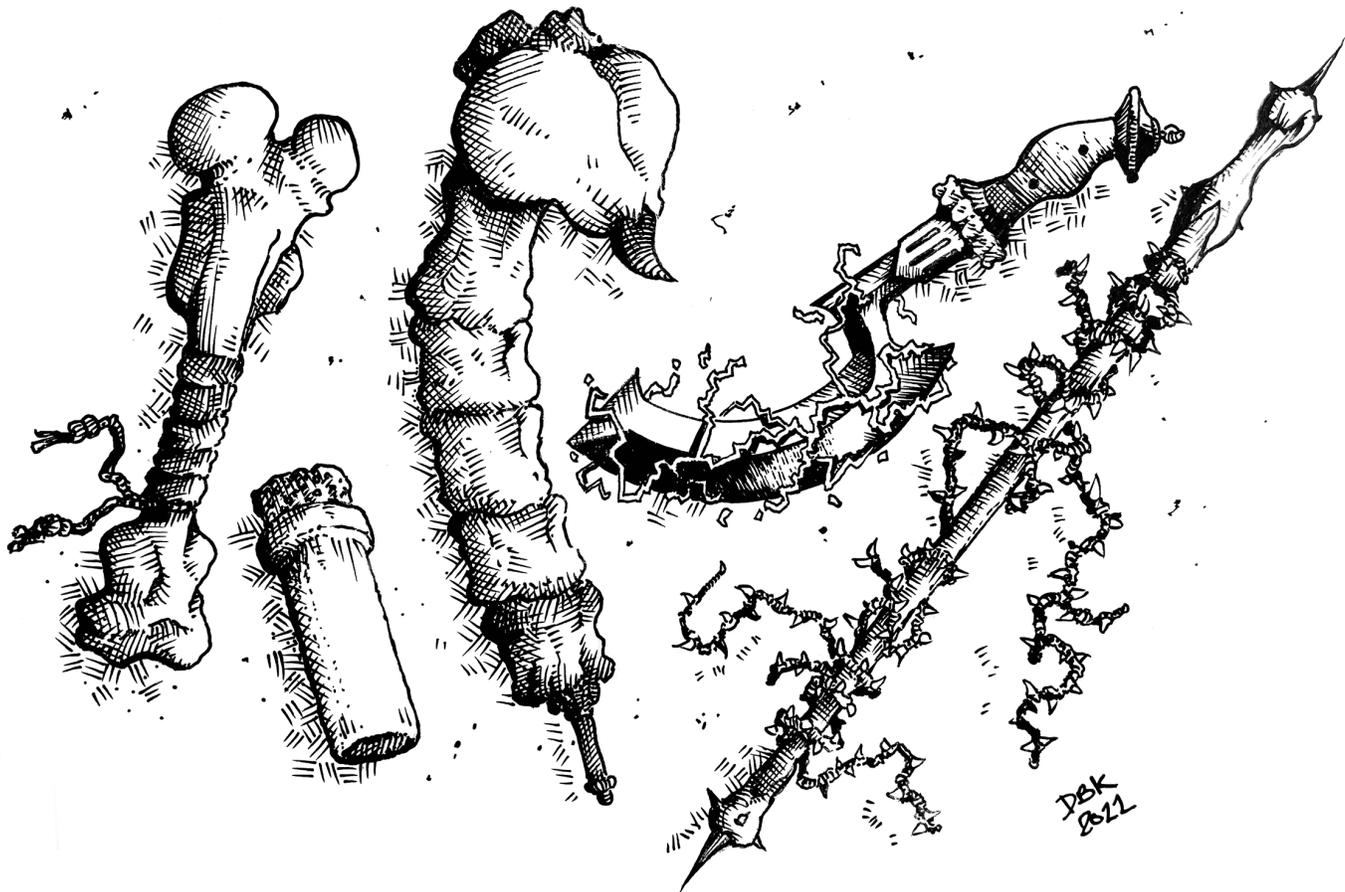
Blessed by a priest of a dwarven clan, the blades of this weapon shimmer with an aura of magic. When you hit a target with this weapon, that target takes an extra 1d4 force damage.

CREEPING DAGGER

Weapon (dagger), rare (requires attunement by a rogue)

Some thieves' guilds reward these daggers to members who show an unusual talent for breaking and entering. You gain a +1 bonus to attack and damage rolls made with this weapon. If you deal Sneak Attack damage to a target while wielding this weapon, that target takes an extra 1d6 damage.





GUARDIAN KHOPESH OF CAPHET

Weapon (khopesh), rare (requires attunement)

If you use this magical khopesh to force a creature to drop an object, you can choose to empower the dropped item with electricity. The first time a creature touches the dropped item before the end of your next turn, an arc of lightning leaps from the object to the creature. The creature takes 28 (8d6) lightning damage, or half as much damage with a successful DC 15 Dexterity saving throw.

HEART SHARDS OF CAPHET

Wondrous item, artifact (requires attunement)

The *Heart Shards of Caphet* are the stone remnants of Caphet's heart, ripped from his body as a safeguard against defeat. There are three shards in total. The left atrium is 6 inches long and composed of smooth, blood-red sandstone. The right atrium is 6 inches long and composed of gray granite with crimson striations. The lower ventricles are 8 inches long and composed of jagged red quartz. If two or more shards are pressed together, the shards magically meld and gain additional properties. You can attune to multiple heart shards at

once, but only the first shard counts against the limit of the number of magic items to which you can attune.

Psychic Assault. A creature that touches a shard must make a DC 15 Wisdom saving throw. On a failure, the creature takes 22 (5d8) psychic damage and can't attune to that shard for 24 hours.

Mitra's Curse. When the *Heart Shards* were first created, Mitra placed a curse upon the shards. These curses are a boon to anyone willing to assemble the shards and defeat Caphet. While attuned to a shard, you know the location of the nearest shard not in your possession (as per the *locate object* spell but with an unlimited range). In addition, you gain the following benefits, depending on how many shards you are attuned to:

- **One shard:** You gain a +1 bonus to AC.
- **Two shards:** Your Constitution score increases by 2, to a maximum of 20.
- **Three shards:** You regain 10 hit points every hour so long as you have at least 1 hit point remaining.



Destroying the Heart Shards. The *Heart Shards* can be destroyed only once all three parts have been assembled. Burning the shards in a pyre along with Caphet's body destroys the shards.

LEG OF KRIMARET

Weapon (greatclub), rare

Caphet defeated Krimaret to become a Chosen Son of Set, but to remind his brother of the defeat, Caphet ripped his left leg off and turned it into a club for one of his temple guardians. When you hit a target with this weapon, that target takes an extra 4 (1d8) force damage.

MACE-AX OF CAPHET

Weapon (greataxe), rare (requires attunement)

This mace-ax functions much like a traditional greataxe, but it has a larger central mass between its blades. While you wield the weapon, you gain a +2 bonus to AC. In addition, when you hit a creature with the weapon, you can force the target to make a DC 10 Strength saving throw. On a failure, you push the target 5 feet directly away from you.

MASK OF THE SLEEPING QUEEN

Wondrous item, artifact (requires attunement by a spellcaster)

This exquisite mask is crafted from rare wood and vibrantly colored glass. Though it appears fragile, it is not. It is touched by the essence of Ankharet the Cursed, the Sphinx Queen, who still slumbers in her tomb waiting to be freed by her followers—or destroyed by heroes destined to slay her.

While attuned to the mask, you are compelled (as if by a *geas* spell) to free Ankharet the Cursed from her tomb. The mask must be in your possession to benefit from its abilities, although you do not need to wear the mask to do so. Unlike most magic items, you do not need to remain within 100 feet of the mask to maintain attunement to it, and in fact you cannot end attunement to the mask unless you die or a *wish* spell or similar magic ends the attunement. However, if you are ever more than 100 feet from the mask, you suffer the following effects:

- Your hit point maximum is reduced by half.
- You can't cast spells.
- You gain the poisoned condition.

Contingency. When you drop to 0 hit points, you magically teleport, along with any equipment you wear or are carrying, into the *vessel of Gimet*, but only if you and the *vessel of Gimet* are on the same plane of existence.

Inscrutable. You are immune to any effect that would sense your emotions or read your thoughts, as well as any divination effect, unless you choose to be affected. Wisdom (Insight) checks made to discern your intentions or sincerity are made with disadvantage.

Longevity. You age very slowly. For every 10 years that pass, your body ages only one year.

Destroying the Mask. While Ankharet's physical form still rests within her lost tomb, the mask is indestructible. Only if the Sphinx Queen's undead form is killed can the mask be destroyed, and only then by melting it in the fiery breath of a gold dragon. If the mask is not destroyed within 6 days of Ankharet's demise, her undead body reforms near where she was previously destroyed.

POTION OF CLAIRAUDIENCE

Potion, very rare

When you consume this potion, you can hear the sounds (including speech) in a location up to 1 mile away, provided there is another creature capable of hearing in that area. The location must be familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees).

POTION OF PETRIFICATION RESISTANCE

Potion, rare

Upon drinking this potion, you can't be petrified for 1 hour. After 1 hour, you have advantage on saving throws against being petrified for the next 24 hours.

POTION OF SIGHT

Potion, rare

When you drink this potion, you gain the effects of the *see invisibility* spell for 10 minutes. It also removes the blinded condition for the same duration. The thick liquid in this vial is a bright blue-white in color and appears to give off a dim glow of its own.

POTION OF STONE TO FLESH

Potion, rare

You can use an action to pour this potion over a petrified creature, restoring that creature to flesh. For the next hour, the creature's speed is reduced by 5 feet and it makes attacks with disadvantage, but it is also immune to effects that would petrify it.



SNAKE BUNDLE

Wondrous item, rare

This enchanted bundle of five sticks is roughly 1 foot long and 2 inches in diameter. It is held together by two thin copper wires. As an action, you can throw the bundle up to 15 feet into an unoccupied space you can see. The sticks immediately transform into five **constrictor snakes**, as per the *sticks to snakes* spell.

STAFF OF THE SCORPION

Weapon (quarterstaff), legendary

This magical quarterstaff is tipped with the stinger of a giant scorpion. When you hit a target with the weapon, the target must make a DC 19 Constitution saving throw. On a failed save, the target takes 11 (2d10) poison damage and is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success. On a successful save, the target takes half as much damage and isn't poisoned.

THORNSTAFF

Weapon (quarterstaff), rare (requires attunement by a druid)

This magical quarterstaff is wrapped with thorny vines. When you hit a target with this weapon, that target takes an extra 2 (1d3) piercing damage. In addition, you can force the target to make a DC 15 Strength saving throw. On a failed save, the target is restrained until the end of its next turn as ethereal vines burst from the ground and twist around its body.

TOKEN OF RETURN

Wondrous item, very rare

These tokens, which usually bear an emblem related to its purpose or creator, might take the form of an amulet, badge, bracelet, charm, cloak pin, earring, patch, or some other piece of jewelry. The token serves as a portal key, allowing the bearer to pass freely through one side of the portal it was designed to work with. Note that the token allows the bearer to pass through a portal in one direction only; to return from the other side of the portal, the bearer must have other means of doing so (such as a second token attuned to the portal's other side).

VENGEANCE OF HORUS

Weapon (khopesh), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This bonus increases to +3 when the

khopesh is wielded against Set's children, clerics, minions, or other followers. Clerics and other followers of Horus recognize the blade and are generally friendly toward you. Similarly, clerics and other followers of Set are hostile toward you.

- In addition, while attuned to *Vengeance of Horus*, you gain the following benefits:
- You can read and understand (but not speak) Abyssal.
- You gain a +5 bonus to Intelligence (History) checks related to Set.
- As an action, you can cast *aid* or *enhance ability* (owl's wisdom effect only). Once you have cast a spell in this way, you can't cast that spell again until the next dawn.

Finally, if Ophois escaped from his pocket dimension, *Vengeance of Horus* magically urges you to travel in the Chosen Son's general direction, so long as you and Ophois are on the same plane of existence (see *Pocket in a Shroud*).

VESSEL OF GIMET

Wondrous item, legendary

This black, spherical construction of unknown alloy resembles a massive, ornamental urn, standing 10 feet high and covered with magical symbols. The vessel was a gift to Ankharet the Blessed from an unnamed prince of the Elemental Planes. It is intimately tied to the *Mask of the Sleeping Queen*, an artifact that still harbors a fragment of the demigod's spirit.

The outside of the vessel has a single handle that opens a portal allowing access to the vessel's interior. The vessel has enough room for two Medium creatures to sit or lie comfortably. Another handle allows a creature to lock the access portal from the inside. While the vessel is locked, opening the vessel requires a DC 25 Dexterity check using thieves' tools. The vessel can also be broken open with a successful DC 30 Strength (Athletics) check, although doing so destroys the vessel. The vessel is otherwise immune to all damage.

Creatures inside the closed vessel have total cover against attacks and other effects outside the vessel. A creature that finishes a long rest inside the vessel gains the benefit of a *greater restoration* spell and receives visions from Ankharet as if they had successfully cast the *contact other plane* spell.



NEW SPELLS

LEVEL	SPELL	SCHOOL	CONC.	RITUAL	CLASS
0	sand blast	Evocation	No	No	Cleric, Druid
1	desiccating touch	Evocation	No	No	Cleric, Druid
1	serpent missile	Evocation	No	No	Cleric, Druid
1	snake charm	Enchantment	Yes	Yes	Cleric, Druid
2	snakeskin	Transmutation	No	No	Cleric, Druid
3	sticks to snakes	Transmutation	No	Yes	Cleric, Druid
4	poison touch	Necromancy	No	No	Cleric, Druid

DESICCATING TOUCH

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your mere touch siphons the moisture out of a living creature. Make a melee spell attack against a creature you can see. On a hit, the creature takes 2d8 necrotic damage and must succeed on a Constitution saving throw or gain a level of exhaustion. If the target already had one or more levels of exhaustion, it makes the saving throw with disadvantage.

At Higher Levels: When you cast this spell using a spell slot of 2nd or higher, the damage increases by 1d8 for each spell slot above 1st.

POISON TOUCH

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of poison)

Duration: Instantaneous

By calling on divine power, your touch is imbued with a magical venom. Make a melee spell attack against a creature within your reach. On a hit, the target takes 4d10 poison damage and must make a Constitution saving throw or be poisoned until the end of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

SAND BLAST

Evocation cantrip

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (handful of sand)

Duration: Instantaneous

With the point of a finger, you release a short blast of sand and air in a 15-foot cone. Each creature in that area takes 1d6 bludgeoning damage and must succeed on a Dexterity saving throw or become blinded until the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SERPENT MISSILE

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one snake scale per missile)

Duration: Instantaneous

This is a variation of the popular *magic missile* spell. You create two green glowing missiles shaped like stiff snakes. Each missile strikes a target of your choice you can see within range. The missiles can target different creatures. Each missile causes 5 (2d4) poison damage to its target.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one additional missile for each slot above 1st.



SNAKESKIN

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a shed snake skin)

Duration: 1 hour

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's skin becomes scaled like that of a serpent. The target's base AC becomes 14 + its Dexterity modifier, and the target gains resistance to poison damage. The spell ends if the target dons armor or if you dismiss the spell as an action.

SNAKE CHARM

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

By swaying your holy symbol and your whole body, you can create a hypnotic effect that charms snakes. All snakes that can see you within range must make a successful Wisdom saving throw. The target makes the saving throw with advantage if you or your companions are fighting it or if it is a giant snake. On a failure, the target becomes charmed by you for the spell's duration. While charmed, the target is incapacitated and has a speed of 0. If you or one of your companions harms a charmed target, the spell ends for that target.

STICKS TO SNAKES

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one stick, such as an unlit torch, for each snake created)

Duration: Concentration, up to 10 minutes

You transform up to eight nonmagical sticks (at least 1 foot long with a diameter of at least 1/2 inch) into **poisonous snakes** (with maximum hit points). For each stick you transform, roll a d20. On a 10 or higher, that stick transforms into a **constrictor snake** (also with maximum hit points) instead. A snake transforms back into a mundane stick when it drops to 0 hit points or when the spell ends.

The snakes are friendly to you and your companions. Roll initiative for the snakes as a group, which have their own turns. They obey any verbal commands that you issue them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

At Higher Levels: When you cast this spell using a spell slot higher of 4th level or higher, you create two additional snakes for each slot above 3rd level.



DARK TOWER: THE CHOSEN SONS OF SET

APPENDIX E: PLAYER HANDOUTS

Pocket in a Shroud (1-12)



HANDOUT #1

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HANDOUT #2

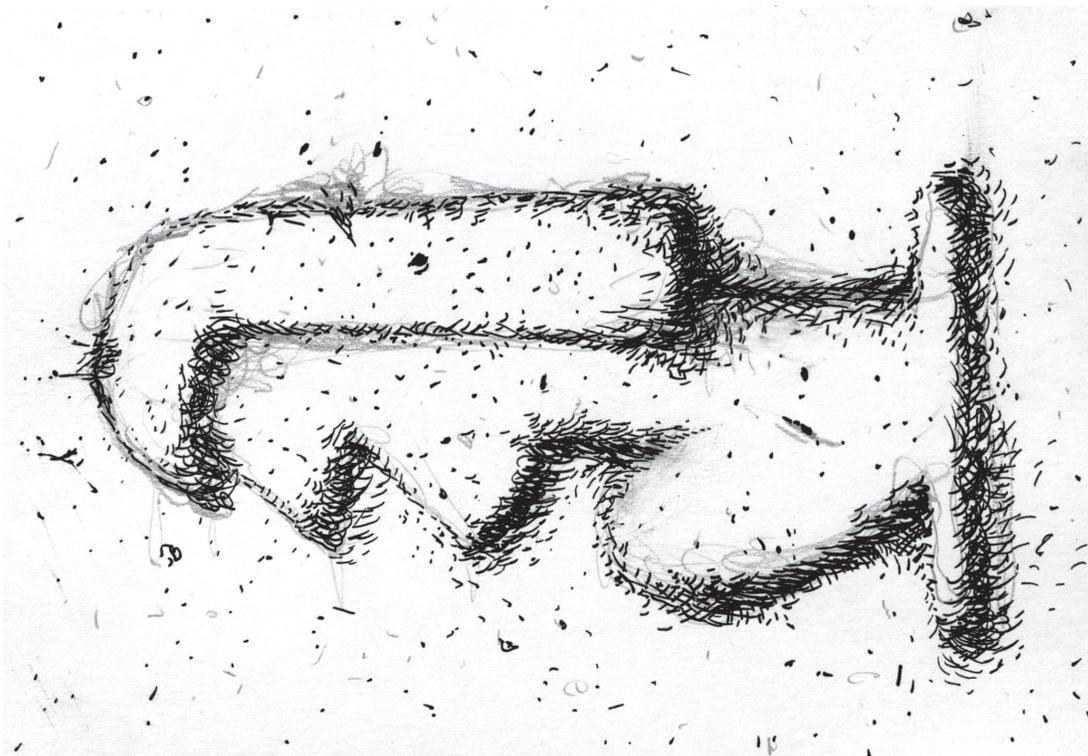


There may be some who condemn,
And hope you do not survive,
But fear not, for many of them
Are not even alive.

The greatest challenge lies not inside,
But behind a hidden door.
Placed where the earth meets the sky,
Secured with keys, numbered four.

Time is short, you have a chance,
Should you choose to bother.
Destroy the son and, perchance,
Deal a blow to the father.

HANDOUT #3



HANDOUT #4



The simpletons of Thinis still have no idea what is going on. Or, if they do, they are too scared to do anything about it. It's becoming harder and harder to feign surprise at their panicked ramblings every morning after we grab a few more for Sadiq to use in his "experiments." Fortunately, I won't have to put up with it for very much longer, as Sadiq already has quite a few creations in reserve, and once the year of waiting is up, our blessed Chosen Son of Set will return to us..."

"One of the hunting parties in Thinis claims to have seen a sphinx while looking for game in the foothills. I'm hoping it's nothing more than their drunken visions or pure coincidence. I can't believe one of the sphinxes may have actually found us. We've been so careful..."

"When the final day of our year-long wait is over, we will carefully place each of the four keys in their appropriate homes atop the fallen obelisks, which will reopen the portal. There won't be any sign that the portal has opened, so it will be a leap of faith to pass through the rectangular space between the pillars. Once through, my arrival should be enough to begin the process of rousing everyone in preparation for the Son's return..."

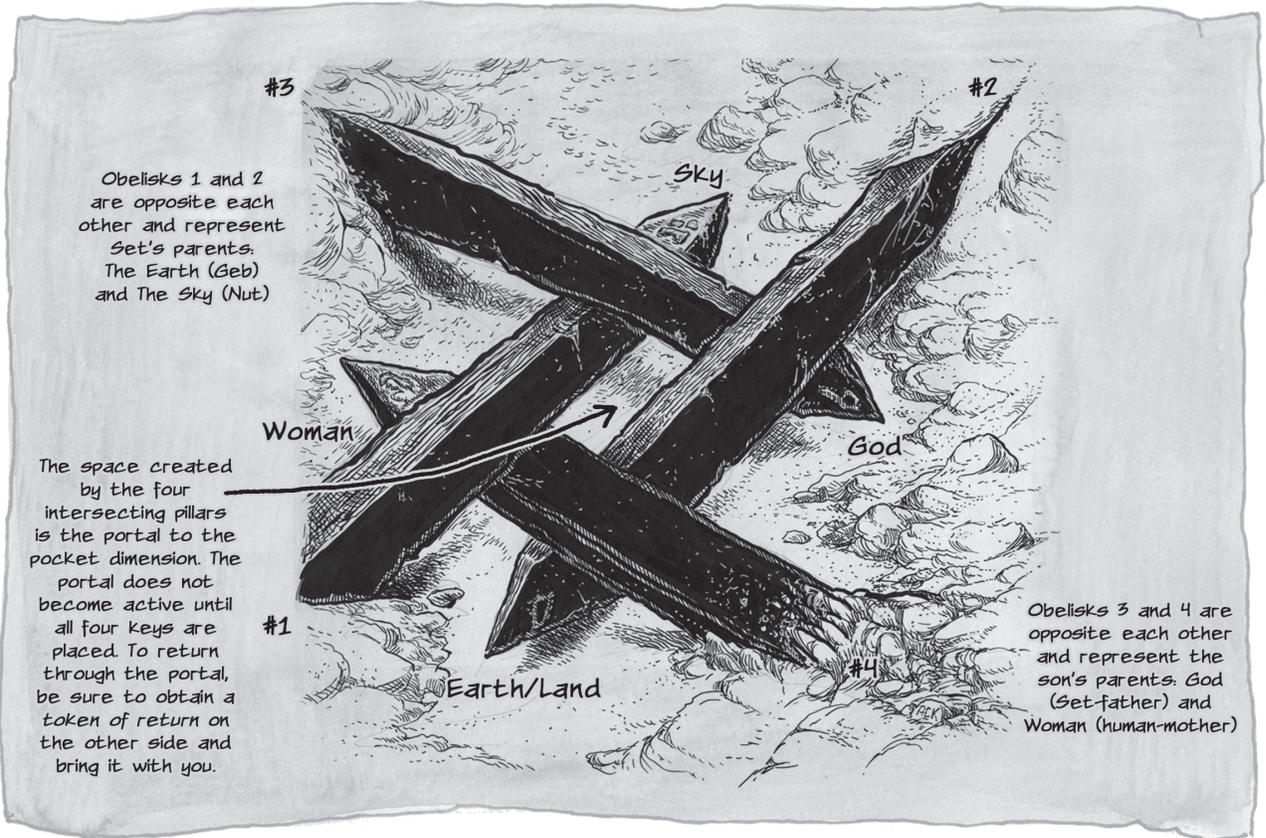
"Still curious as to the Chosen Son's true name. Wepwawet? Upuaut? Ophois? Wepwawet could be Wep-wawet or Wepawet...apparently the spelling, or at least the pronunciation, matters when invoking a true name. It's understandable that he keeps it private, given the power one would wield while saying it in his presence, but I remain curious nonetheless..."

HANDOUT #5

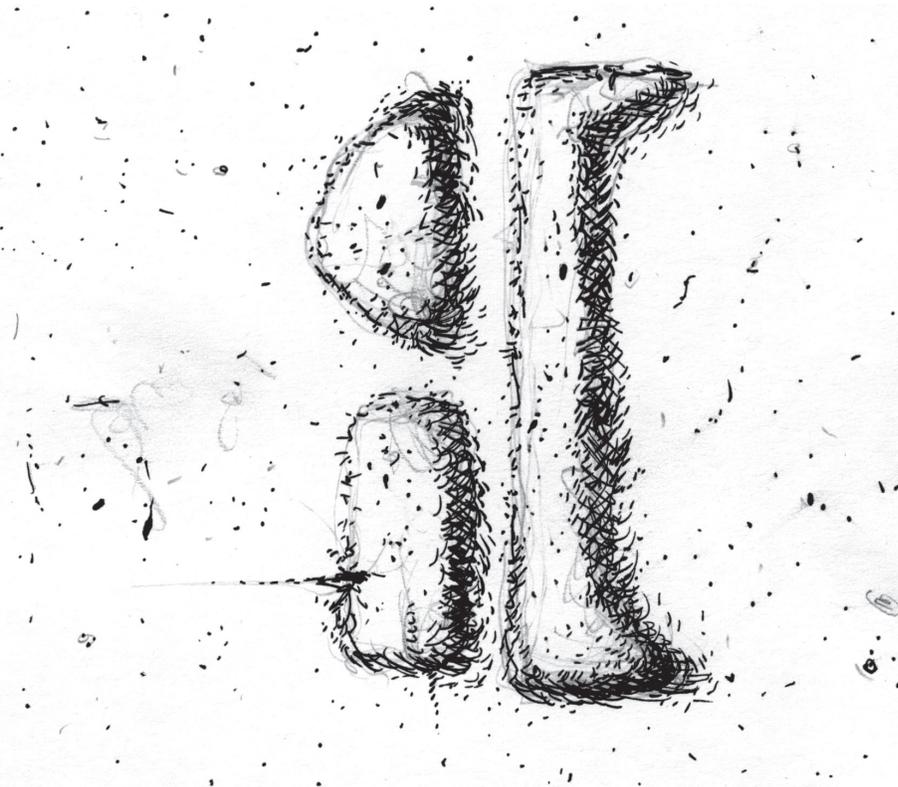
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HANDOUT #6



HANDOUT #7



“SADIQ HAS CREATED WELL OVER A DOZEN UNDEAD FROM THOSE WE’VE KIDNAPPED FROM THINIS. IF WE CONTINUE TO HAVE SUCH AN EASY TIME HARVESTING INDIVIDUALS FROM THE HAMLET, WE MAY BE ABLE TO CONVERT THE ENTIRE TOWN BY THE TIME THE YEAR IS UP.”

HANDOUT #8



THE SONS OF SET ARE THE CHILDREN OF THE GOD OF DESERTS, STORMS, AND VIOLENCE WITH OTHER MORTAL CREATURES. THESE EVIL OFFSPRING ARE COUNTLESS IN NUMBER AND TYPICALLY EXHIBIT A COMBINATION OF REPTILIAN AND HUMANOID TRAITS. AMONG THEM, THERE ARE FOUR CHOSEN SONS OF SET, WHO REPRESENT THE MOST POWERFUL OF SET'S CHILDREN. IN THE EVENT ONE OF THE CHOSEN SONS IS SLAIN, ONE OF SET'S LESSER SONS IS PROMOTED TO FILL THE VACANT ROLE, SO THERE ARE ALWAYS FOUR CHOSEN SONS IN EXISTENCE.

AT LEAST, THIS IS USUALLY THE CASE. ONCE EVERY VIVIVI YEARS, THE CELESTIAL HOSTS PREVENT A LESSER SON FROM BEING PROMOTED TO FILL A VACANCY AMONG THE CHOSEN SONS FOR AN ENTIRE YEAR. DURING THIS TIME, SET COULD BE STRIPPED OF MUCH OF HIS INFLUENCE ON THIS PLANE, SHOULD ALL FOUR OF HIS CHOSEN SONS BE DEFEATED.

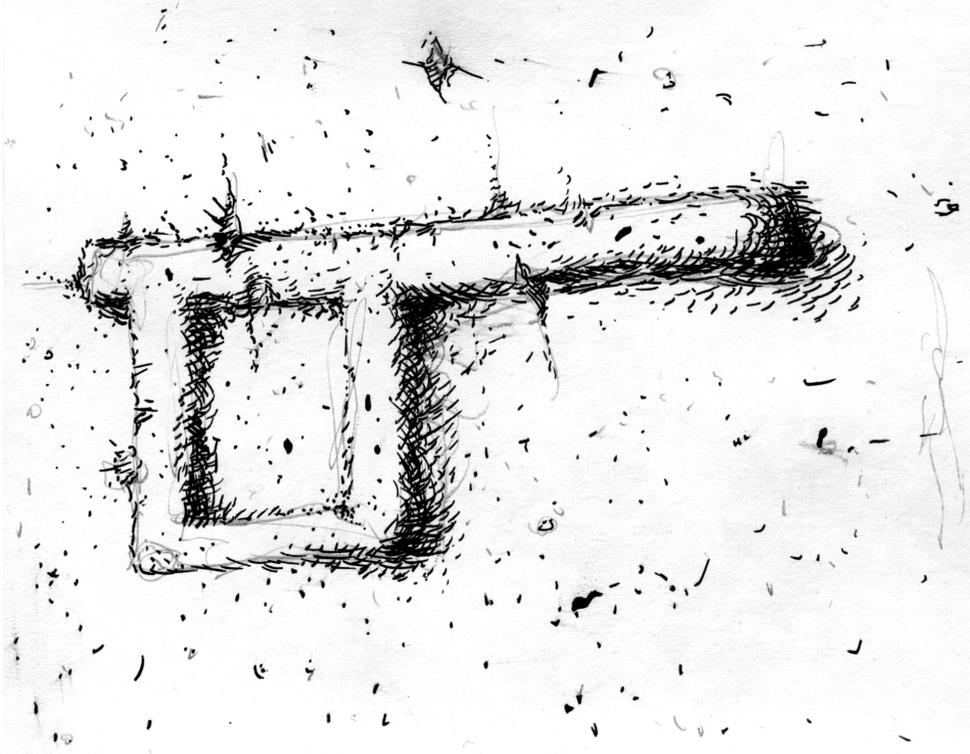
EACH OF SET'S CHILDREN IS KNOWN BY MANY NAMES. AS TRADITION TELLS THAT OSIRUS AND ISIS PLACED A CURSE UPON SET'S HALF-MORTAL CHILDREN, CAUSING THEM TO FALL WEAK WHEN THEY HEAR THEIR OWN, TRUE NAME UTTERED BEFORE THEM. THIS WAS MEANT TO PUNISH SET'S CHILDREN FOR THEIR FATHER'S VIOLENCE AGAINST OSIRUS AND ISIS'S OWN CHILD, HORUS.

HANDOUT #9

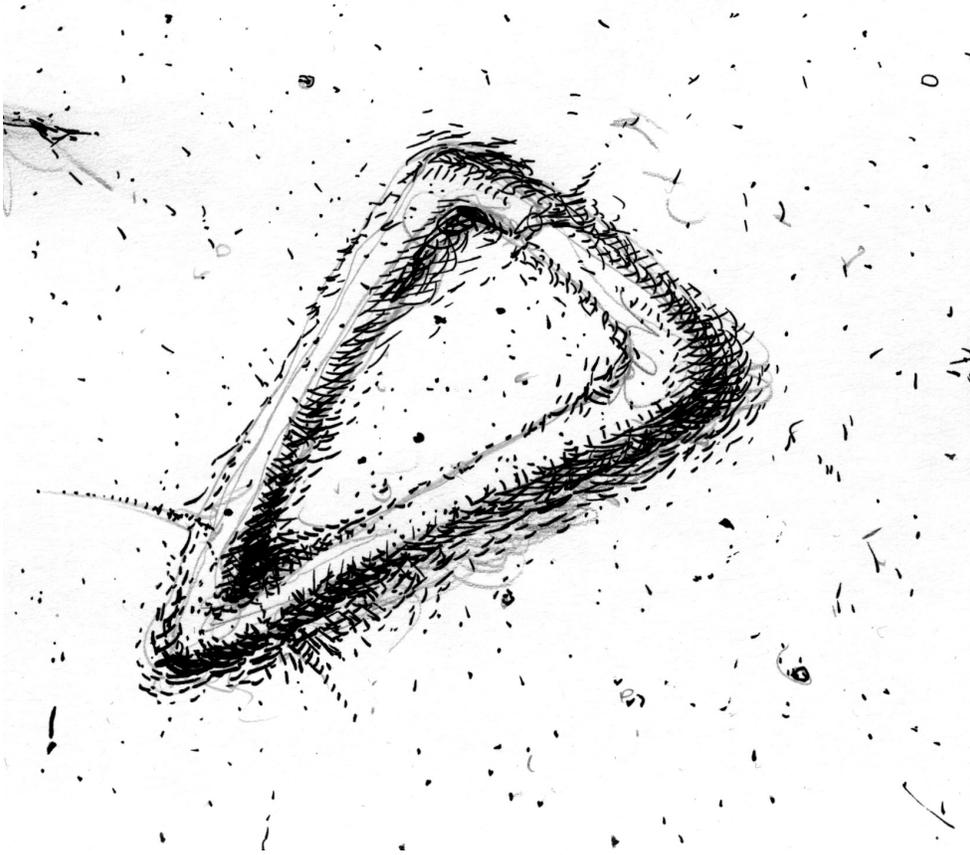
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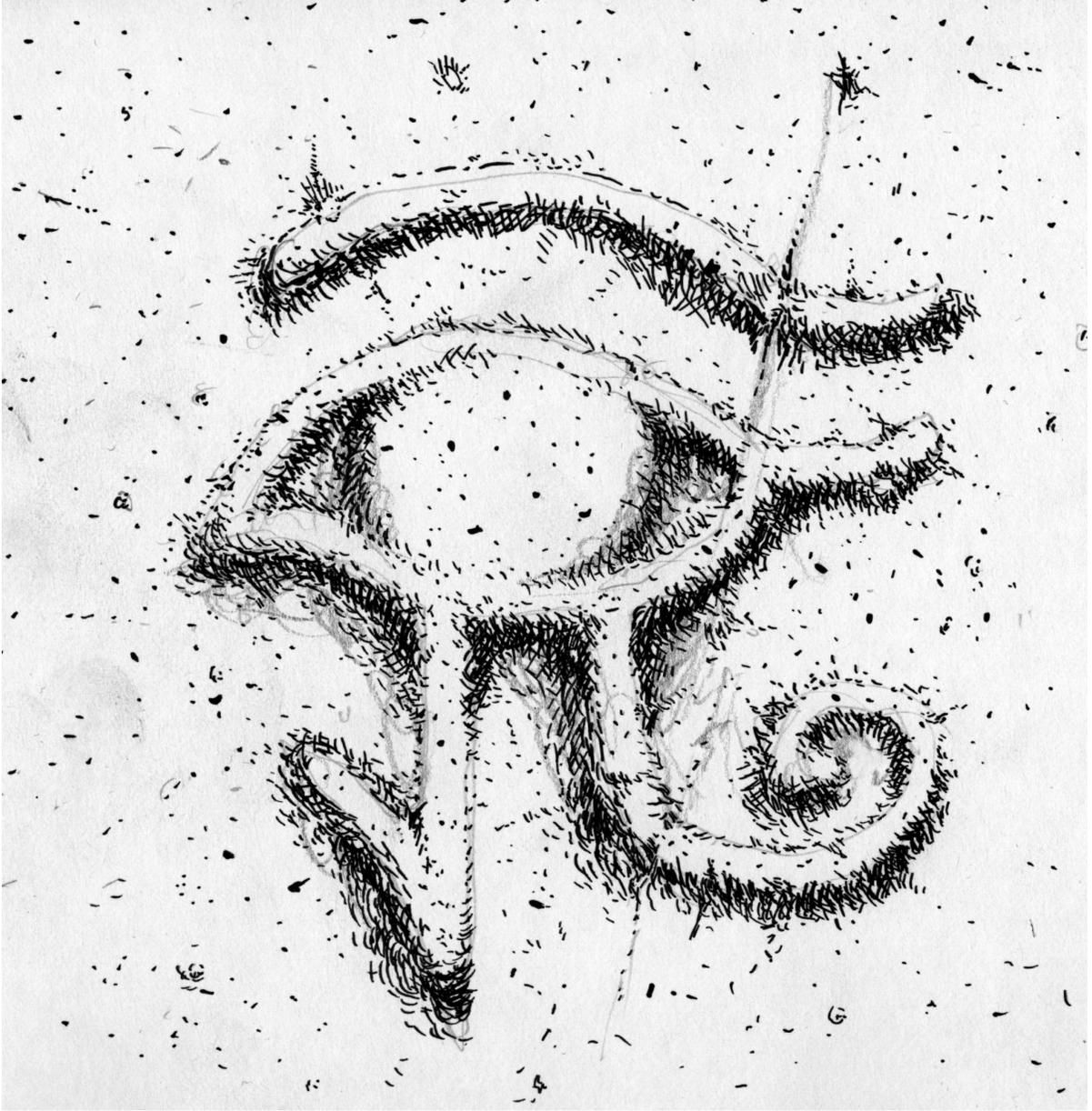


HANDOUT #10



HANDOUT #11





HANDOUT #12

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The Cursed Coils of Set (13-14)



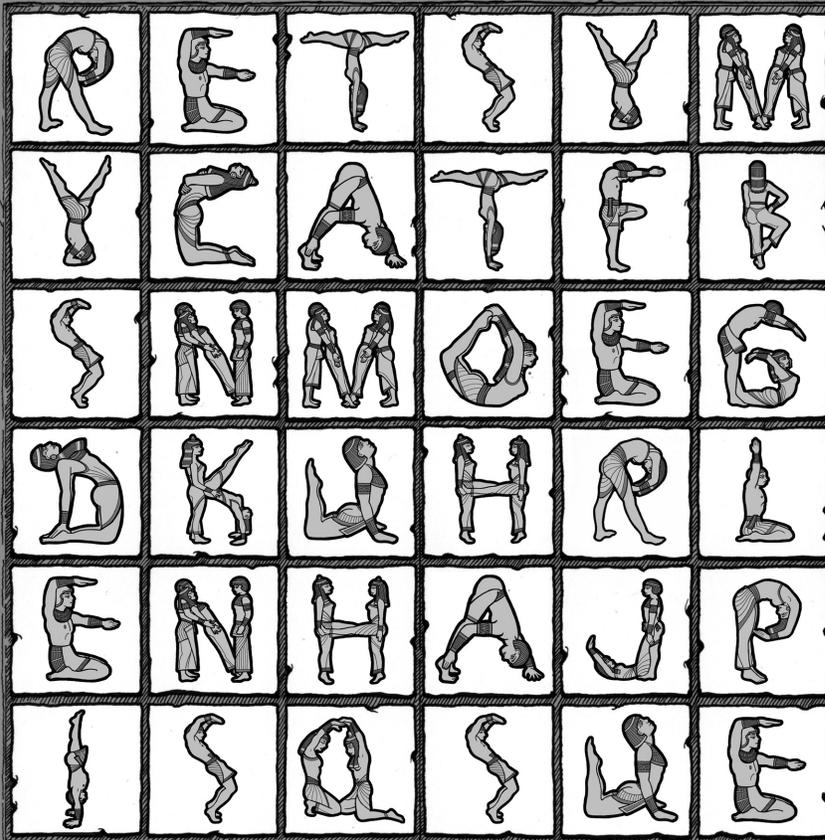
HANDOUT #13

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Your answer shall ring
when you impress
mystery's blessed issue



HANDOUT #14

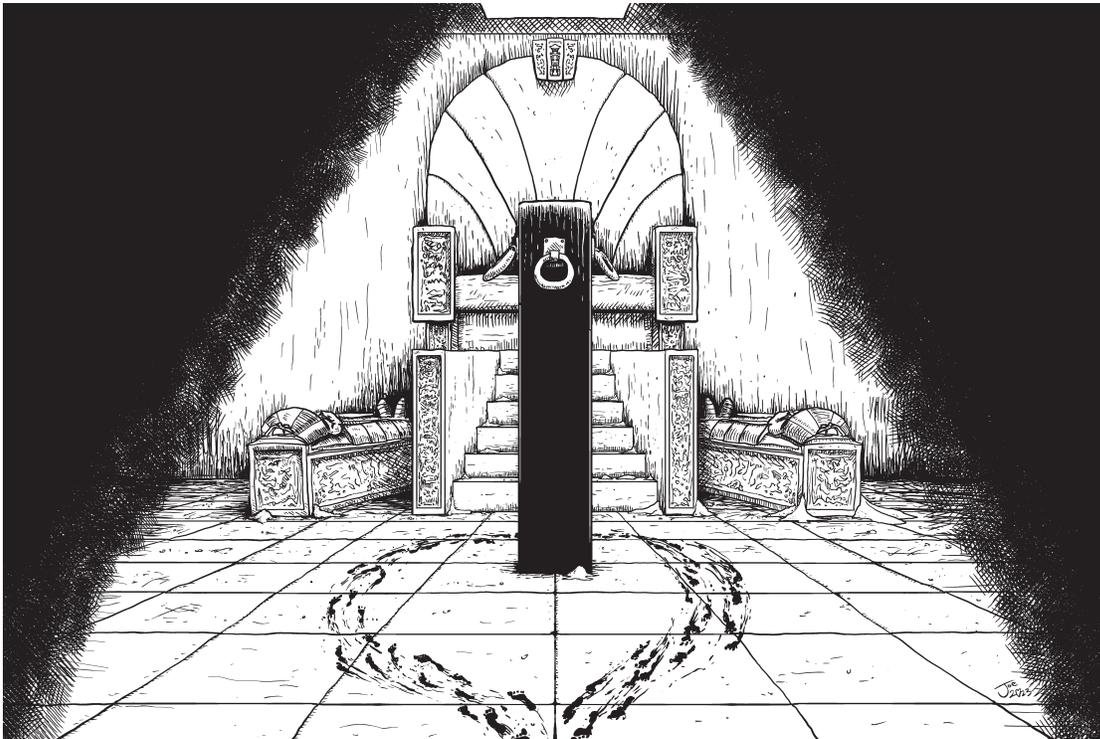
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The Heart Shards of Caphet (15-19)

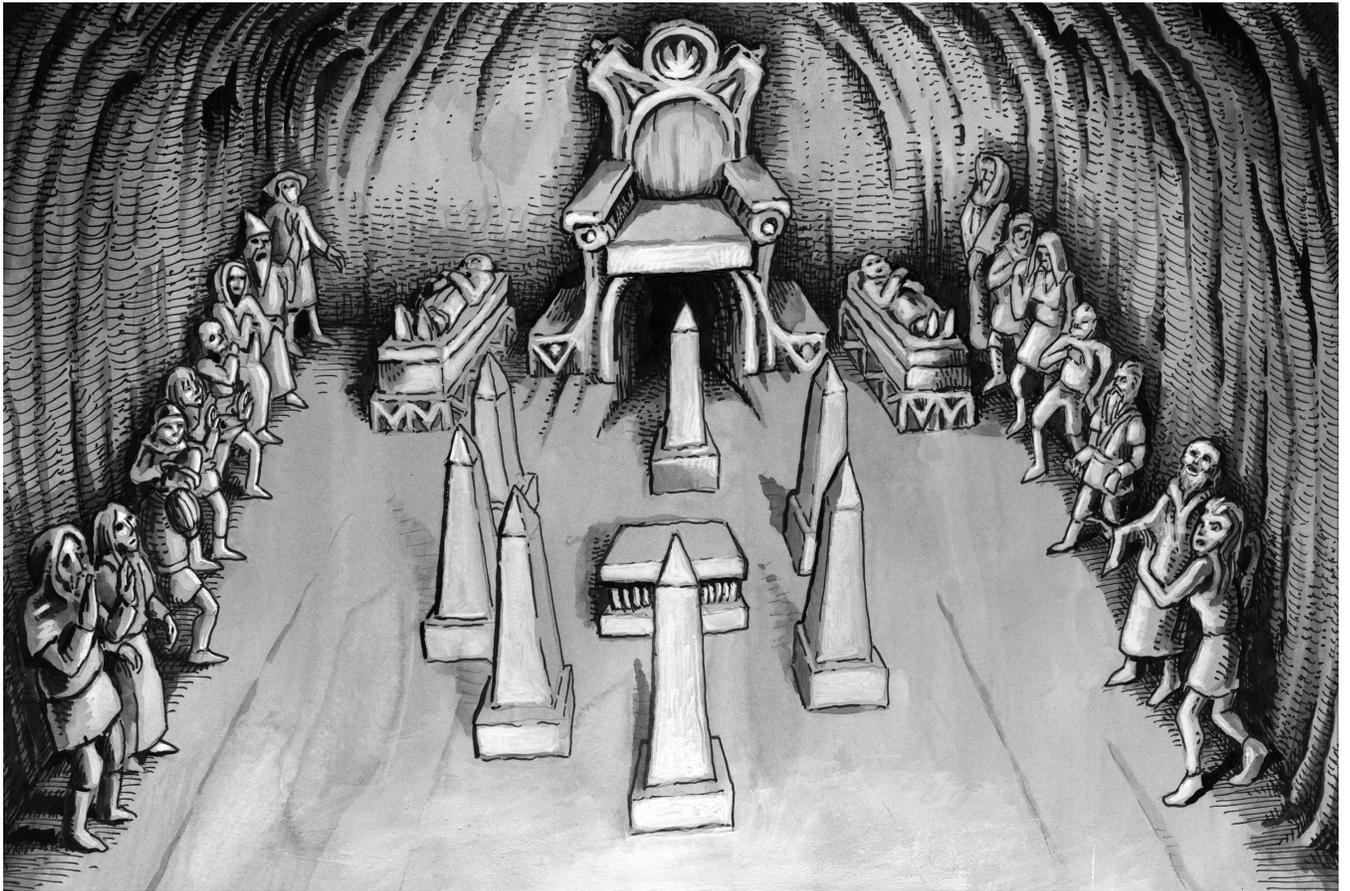
*Listen to Mitra's Decree
Concealed in Temples, Three
Sandstone, Quartz, Granite
Reunite the Shards of Caphet
Each Shard leads to the next
Following destruction of the Obelisks
At the center of the Three, an Oasis
Conceals Caphet's many Faces*

HANDOUT #15



HANDOUT #16

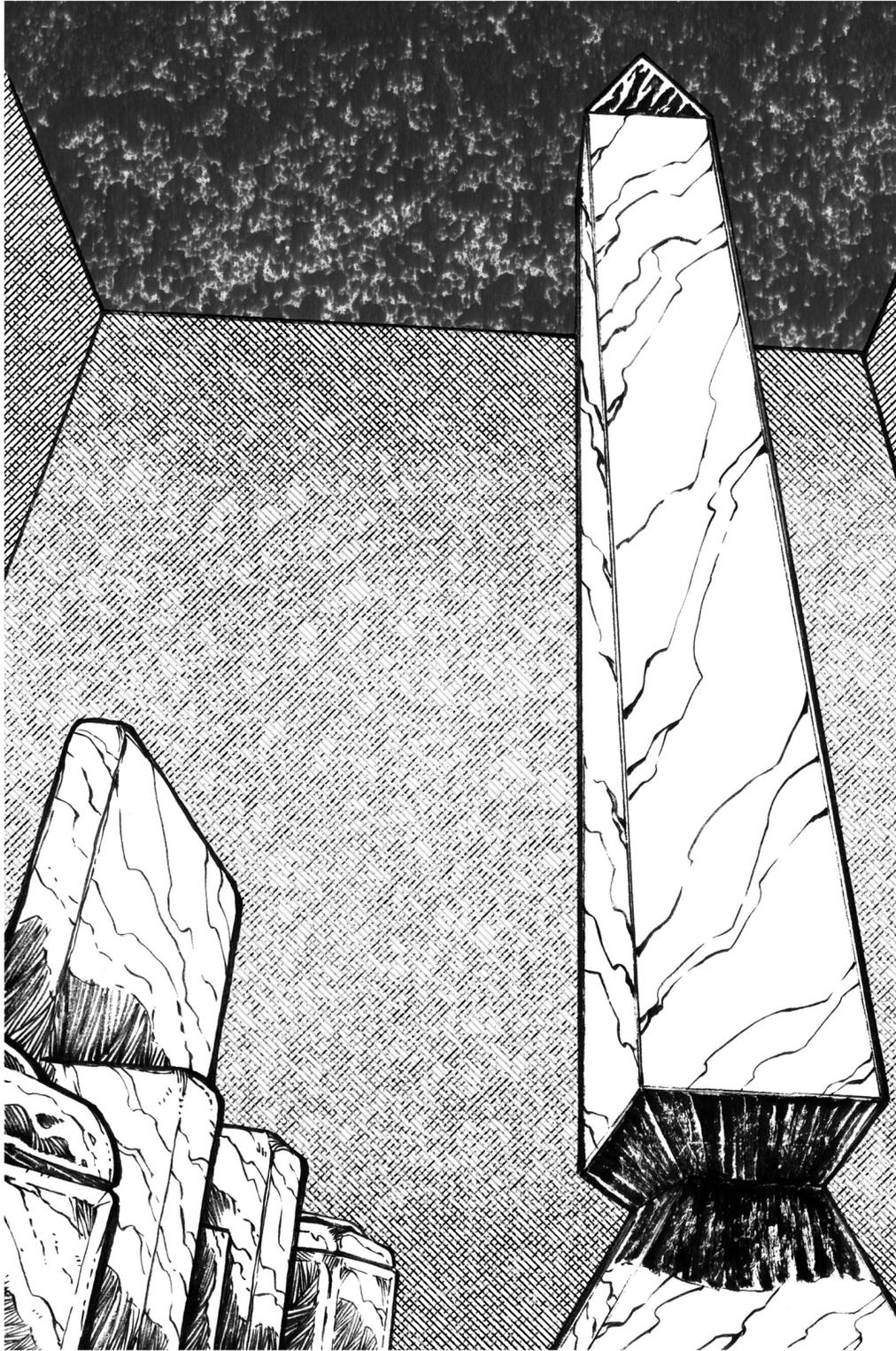




HANDOUT #17

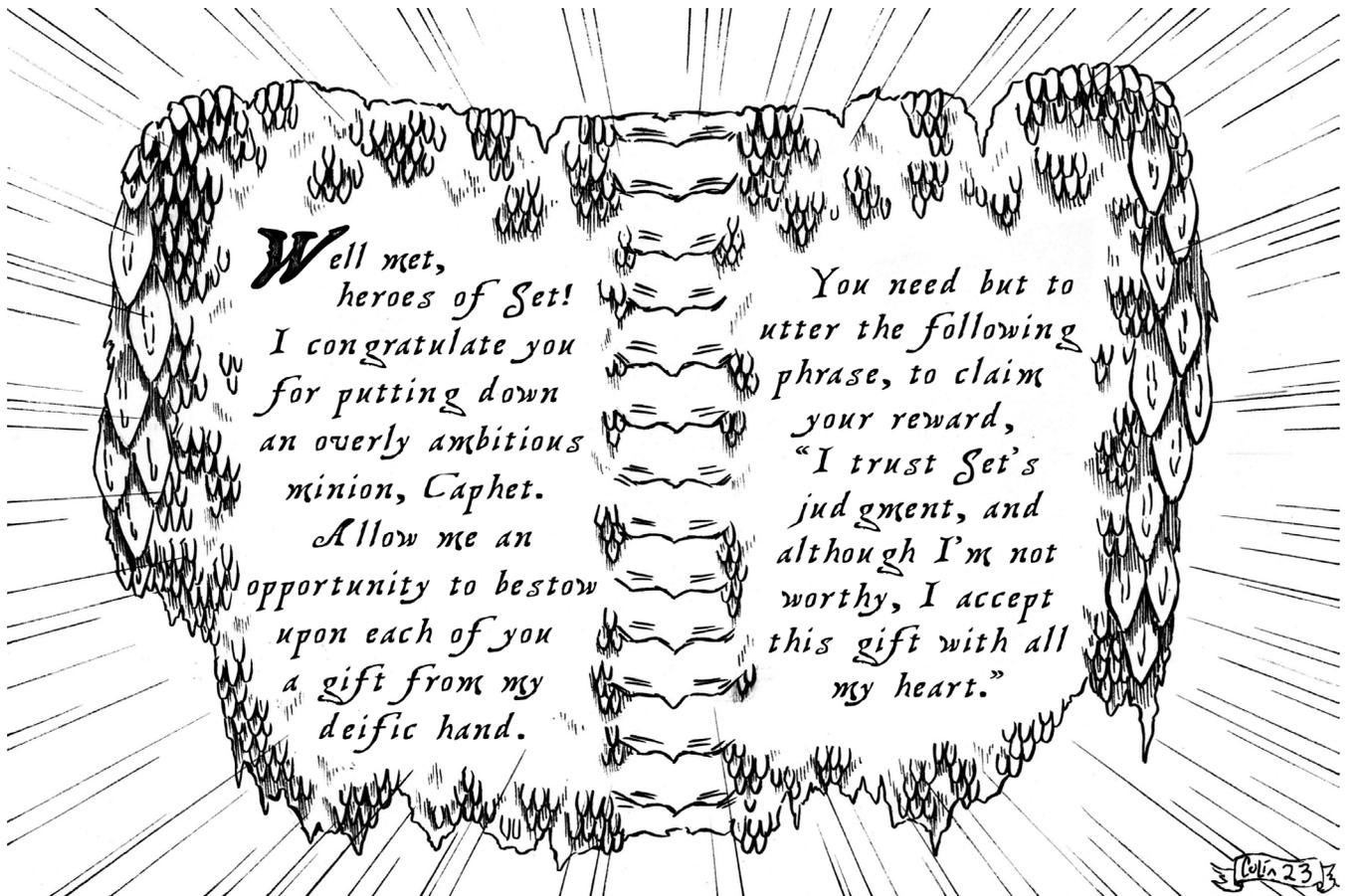
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HANDOUT #18





*Well met,
heroes of Set!
I congratulate you
for putting down
an overly ambitious
minion, Caphet.
Allow me an
opportunity to bestow
upon each of you
a gift from my
deific hand.*

*You need but to
utter the following
phrase, to claim
your reward,
“I trust Set’s
judgment, and
although I’m not
worthy, I accept
this gift with all
my heart.”*

HANDOUT #19



DARK TOWER: THE CHOSEN SONS OF SET

APPENDIX F: MUGDHAD GAZETTEER

The city of Mugdhad presents many interesting locations that characters may wish to explore. The following sections summarize key aspects of the city's eight wards: Desert Ward, Grand Market, Sweet Ward, Ash Ward, Coin Ward, Temple Ward, Upper City, and the Palace.

Mugdhad features prominently in one of the adventures presented in this volume, *The Cursed Coils of Set*. More detail about the encounter areas referenced in this gazetteer can be found in that adventure.

DESERT WARD

This maze of multistoried, mud-walled residences houses most of the city's population. Many of the buildings in this ward house multiple families, most of whom earn their keep working in the city's fields or as laborers in mines to the north. Most residents try to keep their heads down. Many of the poor who've joined Skabhet's forces come from here because they have few other options to survive.

Places of Interest. Visitors to Mugdhad are advised to avoid this area of the city, as the ward contains few commercial establishments, and those that do exist are typically run-down and dangerous.

Yellen's Gullet. The sign for this drinking tavern is a stylized, camel-headed man tossing a tankard into his wide mouth. Skewers of roasted (and questionable) meat make up the entirety of the establishment's menu. The tavern's proprietor is Toothless Felik (N dwarf **thug**), called this because all but one of her front teeth have fallen out. Felik turns a blind eye to the activities of her cook, Kawglid (CN, human **scout**). Kawglid is not a fan of Tharikadh but has helped the previous governor's forces make covert attacks against the palace. He can provide a rough layout of palace grounds and warns that something inside the palace turns trespassers to stone.

Grass Roof. This low-quality hostel offers the only public lodging in the ward. An elderly human couple named Mag and Mog (N human **commoners**) run the establishment. They

have a soft spot for anyone who resists Set's forces and believe that returning Tharikadh to power would be an improvement over Skabhet's rule. They can share that the previous governor was often seen on the streets behind Temple Row and can give directions to the former Shrine of Amun Tor (see Part 2).

Grub Hut. This frighteningly dirty establishment serves simple yet tasty local food. Hashess (LN halfling **bandit**) runs the place. He's friendly to all, loves to joke with the patrons, and is secretly an informant for Set's forces.

THE GRAND MARKET

If the city of Mugdhad had a heart, it would be the Grand Market. In better times, foreign merchants came from far and wide to sell their wares in the market, and most streets in the city branch out from this central gathering place. Skabhet's forces are particularly active here, demanding taxes from merchants and overseeing the construction of a 20-foot-tall statue of Set.

Places of Interest. Anyone looking to buy, sell, or trade comes here. Even with Skabhet's crackdown, the market remains active.

The Sphinx's Smile. Many visitors to the city favor this modest inn. Sarha (CG half-elf **acolyte**) takes great care managing the operation. She is a follower of Myna and was training to become an acolyte at the Temple of Weal (area 1-6) and through luck alone managed to escape the Skabhet's purge. She carries terrible guilt for having survived and wishes for the bodies of the priests hanging in Temple Row and on the palace grounds to be laid to rest.

Traders of the Shifting Sands. This mercantile is located in a crumbling, mud-walled building facing the Grand Market. Though its stock is significantly low, it carries the widest selection of goods and supplies in the city. Adventuring equipment worth 50 gp or less can be found here, at double the normal price. Items worth more than 50 gp can be acquired with a day's notice but at 2-1/2 times its typical price.



Dokhad (N human **noble**) owns this store and has paid outrageous sums to Set's forces to stay in business. Recently, he's decided something needs to be done about the forces of Set. After chatting with Passef of the Sandstorm Tavern in the Upper City (area 1-7), he has agreed to help Tharikadh reclaim his throne. He directs adventurers to the Sandstorm Tavern, suggesting they could help the city.

SWEET WARD

This ward was named after the aromatic hulwah that was once manufactured here. When Skabhet captured Mugdhad, this section of the city was devastated during the battle that turned the tide for the forces of Set. As Tharikadh's forces appeared to be gaining the upper hand, Skabhet summoned Grahd, a Lesser Son of Set. His explosive arrival destroyed the ward's hulwah production facilities and created the sink-hole now called the Death Pit. This area is covered in detail in Part 3: The Death Pit.

Today, the Sweet Ward is even more destitute than the Desert Ward. Only the genuinely desperate live here, eking out a meager existence among the rubble of broken buildings. Other dangerous creatures have somehow made their way into the ward, as well. Every hour the characters explore the ward, there is a 3 in 20 chance of an encounter. During the night, the chance increases to 5 in 20.

SWEET WARD ENCOUNTER TABLE

d6	Encounter
1	2d4 bandits
2	1d4 human guards
3	1d4 human guards and 2 minions of Set
4	1d4 minions of Set bringing a victim to the Death Pit
5	1 giant crocodile
6	1d4 giant scorpions

During the day, roll a 1d4 to determine what the adventurers encounter. At night, roll 1d4 + 2.

ASH WARD

This ward houses hard-working craftspeople who refine the ore excavated from the mines to the north of the city. Thanks to the forges working here, most of the ward is smoky and caked with soot. Visitors to the city looking for metal weapons, armor, or similar items are directed here.

Places of Interest. Set's forces maintain a strong presence in this ward. However, Skabhet insists that her forces show restraint, as she depends on the weapons and armor produced by the tradesfolk here.

Mountain Gate. A gate similar to the South City Gate (area 1-3) pierces the city walls here. The gates open onto a merchant trail heading to mines north of the city. Skabhet has given five wealthy merchants amulets called "mine passes" that allow them to use the gate without paying the usual tolls. These merchants ferry teams of miners to and from the city.

Smoking Sahlil's. Near the center of this district is a large, mud-walled building used for smelting iron and forging weapons and armor. The operations are run by Sahlil, a burly half-orc **veteran** with a nose for business. He employs a team of blacksmiths and apprentices to supply Skabhet and her forces with weapons and armor. In recent weeks, Sahlil's operations have been repeatedly sabotaged by rebels looking to hurt Skabhet. Sahlil blames Tharikadh and wishes someone would put a stop to the failed governor's meddling. Sahlil has heard that Tharikadh still hides in the Upper City and that the Sandstorm Tavern (area 1-8) harbors his sympathizers.

Quarry's Rest. This two-story inn offers rooms for rent at modest rates. Jahness (CG human **commoner**) runs the inn. Recently, Jahness's only son was taken by the minions of Set and thrown into the Death Pit (see Part 3). If the characters defeat the Serpent of the Death Pit (Grahd), Jahness rewards them with a family heirloom that once belonged to her father: a *luck blade* shortsword with no wishes remaining.

COIN WARD

This ward was once the beating heart of Tharikadh's gem and precious metals trade. Most of the shops are now shuttered, their owners having fled to safer cities or fallen victim to Set's forces.

Places of Interest. Compared to its past, this ward is exceedingly quiet. Minions of Set occasionally patrol its streets, demanding coin from the citizenry and threatening to throw those who refuse into the Death Pit.

Smuggler's Tunnel. Hidden in a side alley is a secret door that opens into an old smuggler's tunnel (see area 1-5).

Luminous Scroll. This bookstore (see area 1-8) remains open, but its owner Fawliq the Sage rarely leaves the building. Fawliq is an expert in the Khonsurian Empire and seeks someone to explore the ruined shrine of Amun Tor (see Part 2) on his behalf.

Malite's Treasures. The last jewelry maker still operating in the Coin Ward is Malite Sparklestone (N gnome **noble**),



who Skabhet has commissioned to fashion an extravagant tiara. Malite is afraid to deliver the finished tiara (worth 500 gp) to the Chosen Son and offers the adventurers 100 gp to deliver it instead.

TEMPLE WARD

Located just west of the Grand Market, the Temple Ward once boasted houses of worship of multiple faiths, all located on the same street heading to the palace. After Skabhet's victory, the priests of these temples rose up against her, hoping to drive out the new fiendish ruler. Unfortunately for them, the forces of Set proved too powerful, and every priest was massacred and their temples destroyed.

Places of Interest. People avoid this area, believing it's cursed with the ghosts of dead priests. Two encounter locations are described in Temple Row (area 1-6) and The Ruined Temple of Amun Tor (Part 2).

UPPER CITY

Places of Interest. The Upper City is filled with tension. Most of its residents were rich and powerful before Skabhet's arrival. When she violently ended the uprising fomented by the city's priests, Skabhet realized the wealthy residents of Mugdhad had helped support the rebellion against her. In retribution, she slaughtered entire families in the Upper City, demonstrating what would happen should anyone step out of line again. Today, the streets are quiet. The only businesses still in operation are a few taverns catering to the area's residents.

Sandstorm Inn. This simple establishment has serviced the Upper City for years. It's a poorly kept secret that people sympathetic to Tharikadh frequent the location. The Sandstorm Inn is detailed in area 1-7.

The Golden Point. This discriminating shop sells weapons and armor to those who prefer to avoid the Ash Ward. Its owner is Xanthes (LE human **spy**), who has grown rich selling overpriced weapons to the people of the district. Xanthes detests most of his customers and serves as an informant for Skabhet. Any weapon or armor one might desire can be found here, but each piece is needlessly fancy, tripling the regular price. Functionally, the items are no different from normal weapons and armor.

THE PALACE

The palace rests atop the highest point of Mugdhad, offering a clear view of the city below. It is now the base of operations for Skabhet and her minions. Part 4: Skabhet's Palace explores this location in detail.



DARK TOWER: THE CHOSEN SONS OF SET

APPENDIX G: THE SUNKEN TEMPLE OF SET

A Dark Tower Fifth Edition Fantasy Adventure by Chris Doyle
For 7th to 8th Level Characters

THE SUNKEN TEMPLE OF SET

The *Sunken Temple of Set* is an adventure designed for use with the fifth edition of the first fantasy roleplaying game. It is intended for four to six characters of 7th to 8th level. The adventure occurs in a barren, rocky, mountainous region bordering a sandy waste and has a distinctive Egyptian theme. This adventure can be used as a side adventure for a *Dark Tower* campaign (available from Goodman Games). If used as such, the adventure location is a box canyon in the Redmoon Pass to the east of the Village of Mitra's Fist. The adventure is also easy to place in the GM's own campaign. If the deity Set does not occur in the GM's campaign, they can substitute a similar evil serpentine deity.

BACKGROUND

In a concerted effort to spread discord and evil among the mortal races, the god Set sired many bastard offspring via its dalliances among them. The result was a jumble of divine and mortal traits, but all of his children were hideous snake, reptilian, and humanoid crossbreeds. Each was a unique, twisted fiend, as Set steeped his creations in chaotic sorcery. These he called his sons, and they were spread far and wide to disseminate their vile plots.

He had many sons, but only the four most powerful were his Chosen Sons. The rest, and most numerous, are called his Lesser Sons. All the Sons of Set share a spark of immortality. A Lesser Son always fights to the death, hoping to gain Set's favor, for if it's destroyed it reforms in one to two years. The Chosen Sons are more practical and often surround themselves with minions, preferring to eschew direct conflict. A slain Chosen Son of Set returns as a Lesser Son, and the

most powerful and worthy Lesser Son ascends to the title of Chosen Son. This often results in the Lesser Sons taking matters into their own scaly appendages. Should a Lesser Son slay a Chosen Son, Set would have no choice but to elevate it to its rightful position as a Chosen Son. But failure curses a Lesser Son to 100 years of service to its brother.

A year ago, an ambitious Lesser Son named Makura desired to challenge Manahath, a Chosen Son of Set rumored to reside in the nearby Dark Tower of Set. But Makura never got the chance to challenge the Chosen Son. Set himself placed this Chosen Son as guardian and ally to a powerful Lich. Makura's undoing was a feigned alliance with another Lesser Son named Konah the Dissenter. Konah betrayed his brother with an arcane onslaught and sent him back to the Lower Planes to seethe in his failure.

But Makura's tale doesn't end there, as Set himself was intrigued by the brash powerplay. Following a year of banishment, when Makura was granted the right to walk again among the mortals, he awoke in a ruined temple not too far from the Dark Tower. The temple was dedicated to Sobek, the lesser crocodile god of destiny. Makura, with three crocodilian heads, took this as a favored sign from Set, and set about to rededicate this temple to his god, Set. Soon after, a werecrocodile high priest of Sobek arrived at the temple at the behest of his deity, but quickly pledged its service to the powerful Lesser Son. This dedication is but a ruse, as the priest has his own agenda, which includes reclaiming the ruined temple in the name of his god. Rynchus bides his time and plots to overthrow Makura.





New Weapons

This adventure includes a few new weapons; the khopesh and mace-axe were commonly used in ancient Egyptian cultures while the macana has South and Central American origins.

Khopesh. A khopesh is a sickle-shaped blade derived from the battleaxe. Only the outer edge of the blade is sharpened. The center of the sickle blade is used to disarm an opponent's weapon or shield. On a successful hit, the wielder can decide to not inflict damage and instead force the target to drop its hand-held weapon or shield. The target does not drop the weapon if it can succeed on a Strength saving throw against a DC equal to 8 + wielder's Strength modifier + wielder's proficiency bonus if proficient in the khopesh.

Macana. A macana is a flat wooden sword-like paddle set with obsidian shards or serrated animal teeth. Shark or crocodile teeth are commonly used.

Mace-axe. A mace-axe is a metal- or stone-headed club with an axe blade set into the head. It's a two-handed weapon that inflicts both slashing and bludgeoning damage, designed to bash through mundane weapons and bronze armor.

Name	Cost	Damage	Weight	Properties
Khopesh	12 gp	1d8 slashing	3 lbs.	Special
Macana	10 gp	1d8 slashing	4 lbs.	-
Mace-axe	25 gp	1d6 slashing and 1d6 bludgeoning	6 lbs.	Heavy, two-handed

run amok of Soukhos in area 2 during the boat ride), or they could arrive at the temple still prisoners. In either case, the GM can develop a way for them to escape or allow them an audience with Rynchus to bargain for their freedom.

- Old Cornelius, a senile and befuddled priest of Mitra (see area V-1 in *Dark Tower*) has seen a clouded vision from his god. The vision reveals a partially sunken temple in a lake at the bottom of a box canyon with steep cliffs. The evil of Set holds sway over this ruined temple, and perhaps it as a clue to the mystery of the Village of Mitra's Fist. He beckons the party to investigate the temple with all haste and grants a worthy character a boon as encouragement. If the GM has *Dark Tower*, this is *Mitra's Favor*. Otherwise, it's a *spell scroll of raise dead*.
- Rynchus, through intermediary followers of the god Sobek, contacts the characters and offers a reward of gems if they investigate a ruined temple in the wilderness to the East of Mitra's Fist. He claims it was abandoned, but now it seems brigands or humanoids are using the haunted place as a base of operations. He hints the

ADVENTURE HOOKS

The werecrocodile priest Rynchus is trying to lure heroes to the sunken temple to confront his new "master". How the characters learn about the sunken temple is up to the GM, but here are a few suggestions:

- The characters begin as captives to a band of **soben** (see area 1). The party is told they are being taken to be fed to the temple's master. The soben are hopeful for a reward. Either the characters can escape in route (maybe they



hallowed halls might still contain riches and divine magic from a bygone age.

- The characters learn that a lost Mitraic artifact, *Mitra's Bulwark*, is possibly hidden in a nearby ruined temple. The characters are encouraged by their benefactor to recover the relic for the purposes of reuniting it with other Mitraic artifacts in the fight against Set.

BEGINNING THE ADVENTURE

PART 1: THE CANYON LAKE

The sunken temple of Set is located in a flooded box canyon at the foot of Mount Bone-head about 1.5 miles southeast of the Village of Mitra's Fist. Since the river that exits the box canyon swiftly flows to the west through a ravine, it is easiest to approach from the higher elevation. This puts the characters at the west end of the box canyon looking down at the temple, partially submerged in a lake. Consult **map 1** for an overview of this locale.

Makura was recently reincarnated by Set, and now resides in the sunken temple, bidding his time to strike back at his enemies. The powerful spawn of a god has not yet established regional effects of his evil taint. That said, perceptive characters notice a few unusual effects as they get within half a mile of the sunken temple. A profusion of mundane snakes and lizards gather near the canyon and may appear in a character's packs. Dark clouds and a cold wind create a sense of foreboding. The occasional influx of chaotic eldritch magic sours waterskins, bruises desert plants, and creates the sound of a serpent's hiss on the wind. None of these effects impact combat, but they serve to unnerve the players and provide atmosphere.

AREA 1—THE ROPE BRIDGE

Travel through the broken rocky terrain has been slow at best as you meander along the top of a steep-sided ravine. Below, the bottom is occupied by the churning rapids of a swift moving river cutting through the barren landscape. A worn rope bridge spans the ravine at a narrow location. It appears sturdy as it sways in the cold breeze.

The denizens of the Sunken Temple installed this rope bridge to provide easier access to the paths that lead down into the box canyon (areas 3 and 4). Recently, Rynchus added guards to the bridge. These flunkies are under orders to prevent anyone from crossing, but really, Rynchus is punishing them for insubordination and displaying too much respect for Makura. Rynchus would like nothing more than these two

brutes falling to the blades of the characters while at the same time giving the false impression this route is well guarded.

Rope Bridge. The bridge is composed of standard hemp rope intertwined to improve strength and resilience. Wooden planks form the bridge base, spaced one foot apart. The bridge is 75 feet long, securely tied to massive rocky outcrops. It would take about 10 minutes to untie the massive knotted rope at one end. Although it sways in the wind, crossing is simple and doesn't require skill checks for characters who cross at half speed. Characters who cross at regular speed must succeed on a DC 10 Dexterity (Acrobatics) check or trip and fall prone. The bridge can easily support 1,500 pounds of weight.

The bridge can be destroyed with weapon blows. A typical plank has an AC 14 and 5 hit points. The rope part of the bridge is AC 12, has 15 hit points, and is vulnerable to slashing damage, but resistance to bludgeoning and piercing damage. Severing one of the ropes causes the bridge to suddenly shift and tilt at a sharp angle. All on the bridge must make a successful DC 10 Dexterity saving throw or fall off the bridge. If a second rope is severed, the bridge collapses. Targets on a collapsing bridge that make a successful DC 17 Dexterity saving throw to hold onto the bridge as it slams into one of the ravine walls, taking 10 (3d6) bludgeoning damage. Climbing up a severed rope bridge requires a successful DC 10 Strength (Athletics) check.

The ravine is approximately 120 feet deep with a raging river. Falling into the ravine causes 28 (8d6) bludgeoning damage as the water somewhat cushions the fall. But the target is swept 30 (1d6 x 10) feet down stream at the end of each of their turns, taking an additional 3 (1d6) bludgeoning damage for each 10 feet of movement.

Guards. During the daylight hours, the bridge is guarded by a pair of **soben**, stationed on the northern side. These 10-foot tall bulky lizardfolk-like humanoids have thick scaled hides and crocodilian heads. Each hefts a massive khopesh (a hooked sword), carries a longbow slung over its back, and has a sword-like blade affixed to its crocodilian tail.

The soben address the characters in sibilant, halting Common, blocking passage across the bridge. They demand a toll of at least 200 gp to pass, but can be bargained down with a successful DC 15 Charisma (Intimidation) check. They do not respond to Persuasion, only dominance and threats. If the characters refuse, it comes to blows, but the soben flee (not across the bridge, however) if reduced to half hit points. Once one flees, the other follows suit.

The soben carry no treasure. One of them carries a bloody leather sack holding two haunches of camel meat—not just



for snacking, this meat is used to appease the beast in area 2 when they use the boat to return to the temple. They are armed with longbows to take down other prey to replenish their supply of fresh meat.

Developments. The soben are not trustworthy. If the characters pay the toll, they wait until targets are halfway across before they attack the ropes of the bridge with khopesh blows. If the soben flee from combat, they don't travel far, seeking to double back and sabotage the bridge while the characters cross.

SOBEN (2)

Large humanoid, lawful evil

Armor Class: 14 (natural armor, breastplate)

Hit Points: 59 (7d10 + 21)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	5 (-3)

Damage Immunities: poisoned

Condition Immunities: frightened, poisoned

Skills: Athletics +8

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Draconic

Challenge: 4 (1,100 XP)

Great Charge: If the soben moves at least 10 feet straight toward a target and then hits it with a shoulder slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed 5 feet away and knocked prone.

ACTIONS

Multiattack: The soben makes two attacks: one with its main weapon (or bite, if unarmed) and one with its shoulder slam or tail blade.

Khopesh: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. The soben can forgo dealing damage to instead force the target to make a DC 15 Strength saving throw or drop its weapon or shield (soben's choice).

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Shoulder Slam: *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Tail Blade: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

This lizard-like humanoid is massive, with dark gray scales and a hunched back. The creature sports bulging muscles and lumbers forward on two thick legs, its heavy tail dragging behind. Its head resembles that of a crocodile.

AREA 2 – THE SACRED LAKE

When the characters get a good look at the box canyon from above, read the following:

Standing at the edge overlooking a box canyon is a majestic site. The bottom of the box canyon holds a turbid lake, which drains through a ravine along the west side. The river and ravine are flanked by massive statues of crocodile-headed humanoids that nearly reach the top of the cliff-face. At the east end of the canyon, which stretches for hundreds of feet, a partially submerged stone temple is set into the wall of the cliff. Dense beds of flowering lotus bobbing at the water's surface flank the temple. To its north, a massive waterfall tumbles into the canyon from hundreds of feet above, agitating lake and throwing mist into the air.

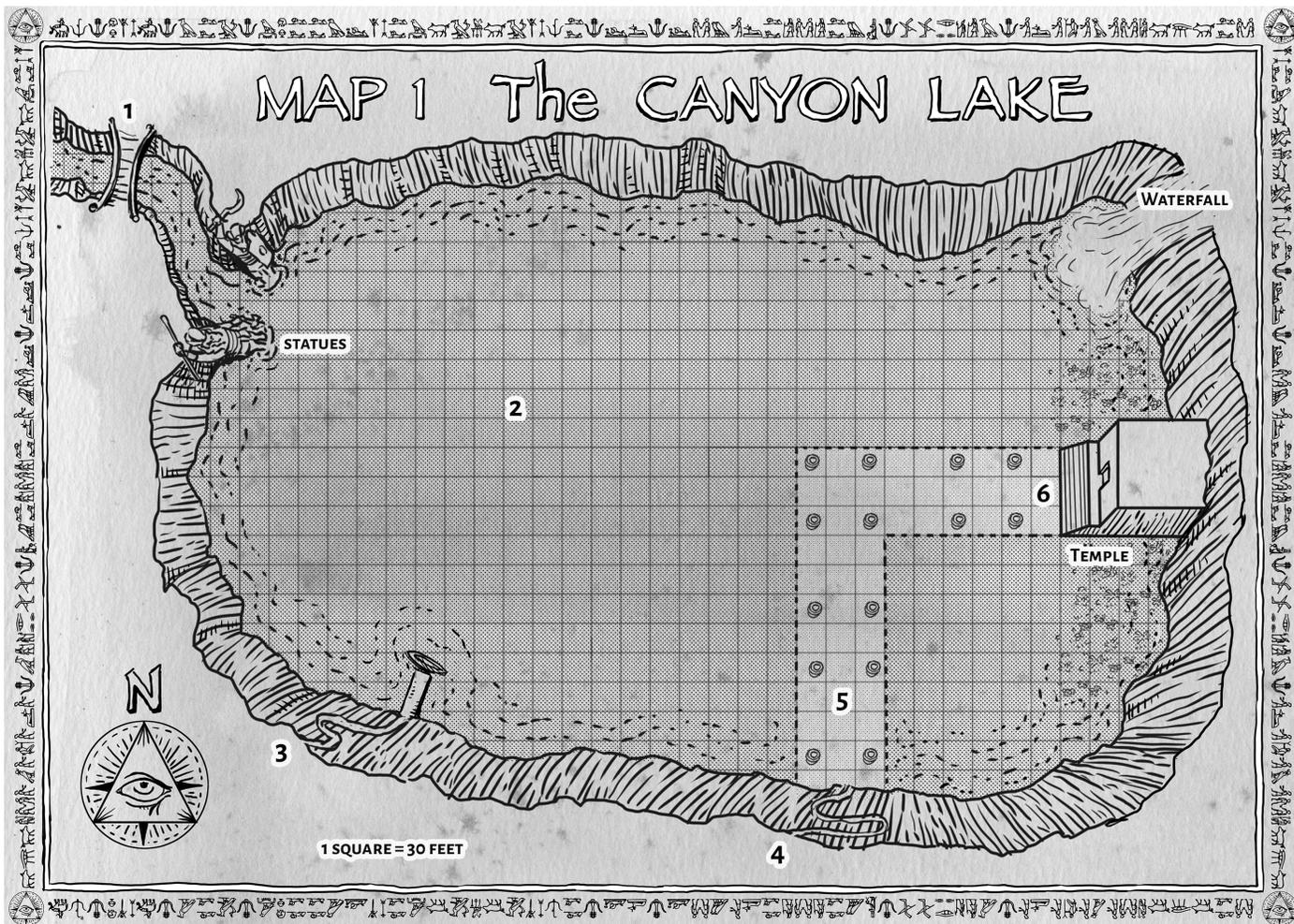
Along the southern edge of the canyon wall where the ridge is lowest, you spy a wooden dock that juts into the lake. Tied to the end of the dock is a reed boat.

The lake extends to the cliff-like edges of the box canyon. The lake is fed by a towering waterfall, which disturbs the bottom, creating muddy water, especially at the eastern end of the lake. The outlet is a ravine on the northwest side of the box canyon. The water depth slopes from 10 feet at the edges to a maximum depth of 20 feet (except for the Avenue of the Faithful—see area 5) along the north side.

Swimming in the mostly placid lake requires a successful DC 10 Strength (Athletics). The DC of this check increases to 15 as the swimmer gets to within 100 feet of the waterfalls. Failure indicates the swimmer is forced under and pushed 20 feet away from the falls.

Statues. A pair of 100-foot-tall statues are carved into the cliff face flanking the river outlet. Each depicts a muscled male human wearing scale mail, but with a crocodile head. The one to the left wears ceremonial robes and a tall headdress and proudly presents a staff aloft in an outstretched arm while holding a mace-axe in its off-hand. The other, clearly a warrior-type, has a smaller headdress, brandishes a khopesh up high, and braces a shield in the other hand. The craftsmanship of each of these is exquisite, although somewhat worn from erosion and the exposure to the elements.





The Guardian. The lake is inhabited by a giant crocodile sacred to the Sobek faith. **Soukhos** is a 20-foot-long aggressive crocodile that indiscriminately attacks those attempting to cross the lake to the temple—that is, unless an offering of fresh meat (at least 10 pounds) is presented or the “faithful” walk along the avenue between the pillars (see area 5). Soukhos spends most of its time during the day floating among the lotus beds at the east end of the lake. At night it pulls its massive bulk out of the water and rests on a few rocks along the northern shore of the lake.

Soukhos attacks swimmers using its stealth to gain a surprise attack. Due to the turbidity of the water, this Stealth check is at advantage. It also targets the reed boats (or any other floating structures) unless an offering of food is made. It can spend an action trying to capsize the boat, succeeding 10% of the time. Any targets in the boat caught unaware of Soukhos’ capsize attempt must succeed on a DC 12 Dexterity saving throw or be tossed from the boat. If it fails to capsize the boat, it attacks the hull with its bite and tail slap, sinking the vessel once it’s reduced to 0 hit points (see area 3).

Development. When the characters arrive at the lake, there is a 50% chance that Rynchus (see area 11) in crocodile form is lazily floating on the surface of the lake among the lotus pads to the north of the temple. He can be spotted with a passive Perception of 20 before he submerges. Most likely, he is the one who attracted the characters to the temple in the first place. Assuming they are in the reed boat or walking along the avenue of the faithful, when they get within 300 feet of the temple, he changes into his hybrid shape and casts *control water*. He chooses the flood effect as the water is not deep enough for the whirlpool effect. He commands the water to create a series of 20-foot-high waves (one each turn) to crash into the characters or boat. If they are in the boat, there is a 25% chance per wave of it capsizing. If they stand on the avenue of the faithful, a character must make a successful DC 14 Strength check or be swept off the avenue and into deeper water where they become a viable target for Soukhos’ wrath. Rynchus secretly attacks with the waves for 2-3 rounds, or until he is reduced to half hit points, before retreating.



SOUKHOS, SACRED GIANT CROCODILE

Huge beast, lawful evil

Armor Class: 16 (natural armor)

Hit Points: 126 (12d12 + 48)

Speed: 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	12 (+1)

Skills: Stealth +6, Perception +5

Senses: truesight 60 ft., passive Perception 15

Languages: —

Challenge: 6 (2,300 XP)

Hold Breath: Soukhos can hold its breath for 30 minutes.

Sacred Blessing: Soukhos gets advantage on all saving throws against spells and magical effects.

Special Equipment: Emerald set in his head (worth 1,000 gp), three gold teeth (each worth 50 gp), body pierced with three gold rings (worth 250 gp, 400 gp, and 600 gp).

ACTIONS

Multiattack: Soukhos makes one bite and one tail attack.

Bite: *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and the giant crocodile can't bite another target.

Tail: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Death Roll (3/day): If Soukhos is grappling a target, it can perform a violent death roll. The grappled target takes 11 (1d10 + 6) bludgeoning damage and 11 (1d10 + 6) piercing damage and the target needs to make a successful DC 17 Constitution saving throw or become stunned until the end of its next turn.

AREA 3 – THE OBVIOUS WAY DOWN

If the characters walk along the southern ridge of the canyon, they come across an obvious trail winding its way to the lake's edge and a crude dock. A successful DC 15 Survival check



reveals a few sets of humanoid footprints that continue past this route and proceed toward area 4.

The rocky trail is steep and meanders down to the water's edge. Despite a few slips and stumbles, soon you are at the lake's edge. Before you is a crude wooden dock, cobbled together with mismatched boards and secured with hemp rope. Securely tied to the end of the dock is a reed skiff.

Despite appearances, the dock is secure and durable. It juts out into the lake about 12 feet, and the water's depth quickly drops off. A successful DC 15 Wisdom (Perception) check while examining the wooden structure reveals dried blood splatches on the planks.

Reed Skiff. The reed skiff is about 15 feet long and can fit six Medium-sized creatures comfortably (eight maximum). There is a 20-foot-long pole-paddle inside that can be used to pilot the craft. The skiff has an Armor Class of 11 and 60 hit points.

Developments. The sacred guardian (see area 2) attacks the skiff unless an offering of fresh meat is dropped into the water soon after departing the dock.

AREA 4 – THE HIDDEN PATH

If the southern ridge line is searched past the obvious trail (area 3), this concealed path can be located with a successful DC 17 Wisdom (Perception) check. If the tracks in area 3 were discovered, this check is made at advantage. If discovered, read the following:



After careful examination, it appears there is a route down the slope here. It picks its way through a maze of boulders and rocky outcroppings, but it seems safe. In a few minutes, you are at the edge of the lake. The water doesn't seem as deep here.

This hidden route leads to the Avenue of the Faithful (area 5). While trekking down the slope here, a successful DC 15 Wisdom (Perception) reveals the tip of a stone column or pedestal just below the surface of the water, and then another, as indicated on map 1.

AREA 5 – THE AVENUE OF THE FAITHFUL

Hidden beneath the surface of the lake is an elevated fitted stone platform that leads out into the open water and then takes a 90 degree turn toward the temple steps. The “avenue” is just under 100 feet wide and the water here is only 4 feet deep. Walking along the avenue is considered difficult terrain.

Pedestals. The avenue is demarked by a series of 3-foot-high pedestals now 1 foot beneath the surface of the water. Affixed to the top of these stone columns are enchanted bronze braziers. If one is touched with a holy symbol dedicated to Sobek and the cantrip *sacred flame* is cast, the braziers ignite, as per *continual flame* (even underwater), but with a duration of eight hours.

Lotus Beds. Flanking the temple are dense beds of floating lotus full of vibrant purple flowers. A creature in a lotus bed gets advantage on all Stealth checks to hide.

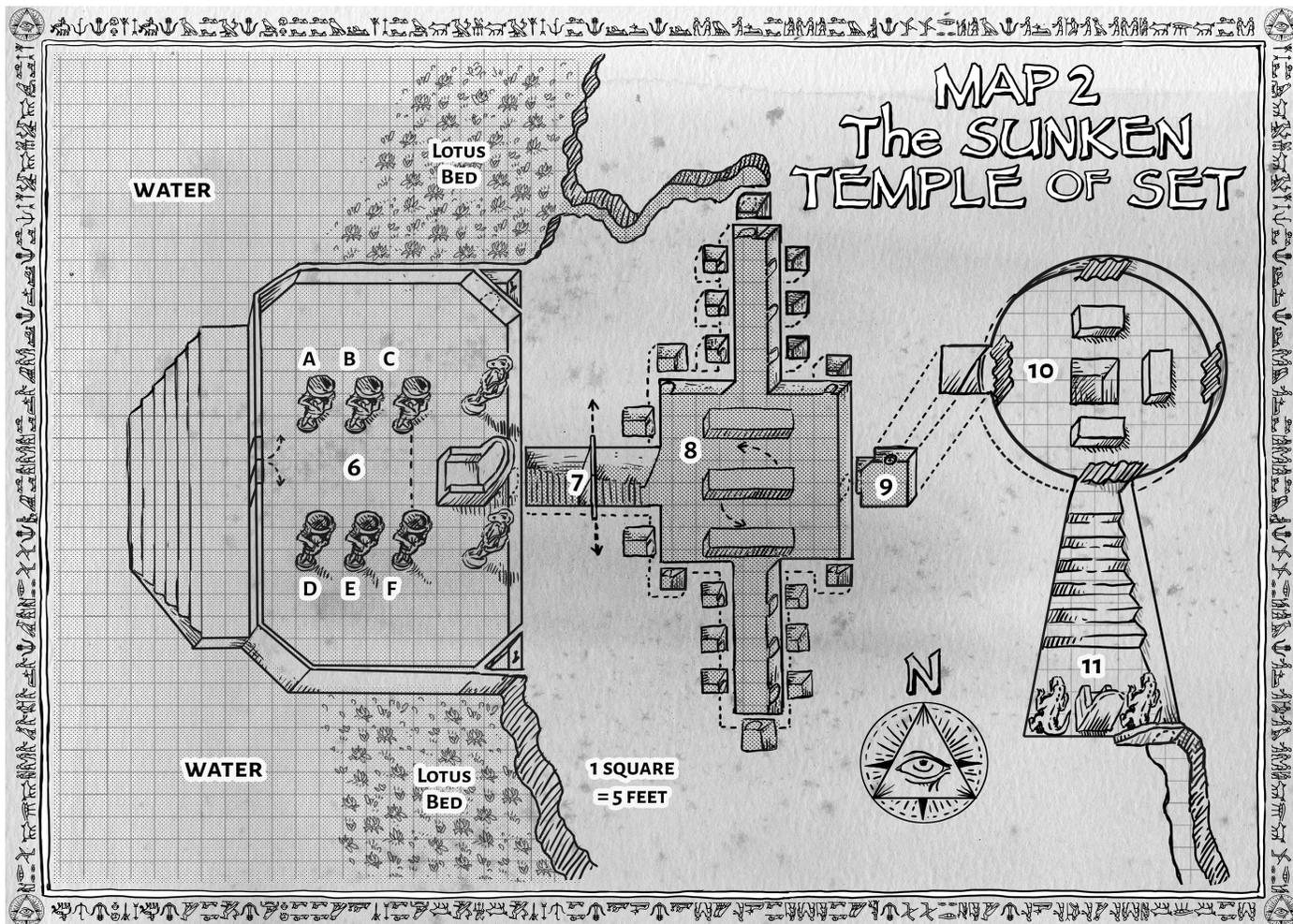
Development. Soukhos, the sacred guardian in area 2, will not attack anyone “walking” along the avenue, but Rynchus may sweep the party off the path with his *control water* spell (see area 2).

PART 2: THE SUNKEN TEMPLE OF SET

The temple was constructed when the box canyon was dry. Then, by channeling divine magic, a high priest altered the course of a nearby river, rerouting it to spill into the canyon. Now, the temple is partially submerged and contains a fully flooded crypt.

The sunken temple was once dedicated to Sobek, the crocodile god of fertility and flowing water (such as mighty rivers). But now, with the arrival of Makura the temple has been rededicated to Set—although this doesn't sit well with his ally, the priest Rynchus.





GENERAL FEATURES

The sunken temple is depicted on **Map 2**.

The Steps. Six stone steps are submerged in the lake, leading to a stone stage in front of the doors. The stage is covered with about 1 foot of water.

Illumination. Individual rooms describe the type of illumination in the chambers (if any).

Walls and Ceilings. The interior walls and ceiling are all worked stone. Climbing an interior wall requires a successful DC 15 Strength (Athletics) check. The ceiling heights vary by room description.

Flooding. Area 6 is covered with 1 foot of water. Areas 7 and 8 are completely underwater. The shaft at area 9 is partially underwater (30 feet), while areas 10 and 11 are dry.

Wandering Monsters. There are no wandering monsters in the temple, but two **soben** (see area 1) are currently out hunting. If the party tries to take a long rest in the temple, Rynchus summons them and sends them to evict the interlopers.

AREA 6 – THE TEMPLE OF SET

The massive stone doors blocking entry to area 6 are unlocked, but trapped with a *glyph of warding* (cast with a 5th level spell slot). If the door is opened without pressing Sobek's holy symbol onto its surface, the glyph releases a *wall of force* spell in area 6 (indicated by the dashed line between the last two pillars). The wall is 20 feet high and lasts for 10 minutes. The glyph can be detected with a successful DC 15 Intelligence (Investigation) check. When the characters approach the temple doors, read the following:

Carved on the exterior of these two massive stone portals are a pair of crocodile-headed humanoids standing in the rapids of a river, joining hands under a blazing sun. Water from the lake laps up against the base of the door.

It takes an action and a successful DC 12 Strength (Athletics) check to open the doors. When opened, read the following:

When pulled open, the doors reveal an expansive chamber of worship about 80 feet wide and perhaps 50 feet deep. The floor is covered by 1 foot of murky water. The walls are painted with pictographs of crocodiles savagely attacking farmers, common-



ers and sailors. The beasts graphically tear apart swimmers, capsize reed boats, and burst from the shallows to surprise those on the banks.

Three sets of stone pillars, each engraved with different crocodile-hybrid beasts, reach to the ceiling 30 feet overhead. At the far end of the room is a giant-sized stone throne, 10 feet wide and double the height. Its back carved into a water plume. Flanking the throne are a pair of statues that nearly reach the ceiling. Each depicts a powerful human figure with a crocodile head. Both are adorned with ornate stone breastplates, wear a ceremonial headpiece, and hold a crescent-shaped khopesh aloft.

This massive chamber was the central worship area to Sobek in the temple's heyday. It features a stone throne that the clergy could use to address the congregation magically while not actually in the chamber. The floor is covered with about 1 foot of cloudy water, but it's not deep enough to impede movement.

Pillars. Six carved stone pillars lead to the throne. Due to the carved design, these are easy to climb, requiring only a successful DC 10 Strength (Athletics) check. Each is attached to the ceiling, and thus can't be toppled. Each features a crocodile-hybrid creature as part of the design. These include (letters refer to the map) the following:

- A. Snakes and Serpents
- B. Humans
- C. Hippopotamus
- D. Camels
- E. Jackals
- F. Water Buffalos

Clinging to the upper 10 feet of pillar A is a **behir**, a crocodile-headed serpent-like monstrosity. A "gift" from Set to Makura, the creature has folded its legs along its sides and its natural coloration blends in well with the pillar. The behir can only be recognized as a living creature with a successful Wisdom (Perception) contest versus its Dexterity (Stealth). The behir waits to attack from behind, hopefully after some characters move to the other side of the *wall of force* and get split up. It starts its surprise attack with its lightning breath. Then while its breath attack recharges, it attacks with its bite, using its 10-foot reach to avoid melee while perched on the pillar. The creature fights to the death, charged with guarding this sacred chamber.

Throne. The throne is smooth stone, and features exquisite craftsmanship with water motifs throughout and set with five symmetrical aquamarine gemstones. It radiates illusion magic. This throne is one of a set of enchanted devices with

its counterpart being a similar throne in area 11. While a living creature sits on the throne in area 11, once per day it can cast a specialized *project image* to appear sitting in the throne in this chamber. The target in this chamber appears enlarged (to fit the oversized throne) and glows with either a brilliant radiance or a sinister shadowy pall. The user can speak (enhanced in a booming voice), gesture, and behave in other ways, although limited to seating. In this way, a high priest in area 11 could address a congregation or its minions in a deific manner.

The *project image* effect lasts for up to a day, assuming the one seated in area 11 maintains concentration. The sitter can also cast one spell through the *project image*, but this ends the connection between the thrones in one minute.

The aquamarine gemstones can be removed with a successful DC 15 Dexterity (Sleight of Hand) check and a sharp, pointed tool. Failure indicates the gemstone is ruined. The first such gemstone removed in this fashion releases a burst of arcane energy. All creatures within 15 feet of the throne suffer 16 (3d10) force damage, although a successful DC 15 Intelligence saving throw reduces the damage by half. Each intact gemstone is worth 250 gp.

Statues. Each of the statues represent Sobek. Climbing a statue requires a successful DC 13 Strength (Athletics) check. Each statue sports hollowed eyes. These once held valuable emeralds now removed by Makura as each visage has been defaced with a sharp object. Each statue's arm that is held high can be swiveled at the elbow, bringing the khopesh perpendicular to its chest. Moving both of these arms (causing the moons to "descend") is required to open the secret door behind the throne.

At the base of each statue is the following passage (one line per base) concealed in the scrollwork. It requires a successful DC 15 Wisdom (Perception) to notice them.

*Only when both moons descend,
will the stone door ascend.*

Secret Door. There is a 10-foot-wide stone slab blocking the exit of this chamber (to area 7). This secret door can be detected with a successful DC 13 Wisdom (Perception) check, but the slab weighs nearly a ton and can't be simply "opened". If both statue arms are rotated to their perpendicular position (both moons shift), the slab slowly opens. Its stone remains elevated until the lever in area 8 is pulled down.

Hidden Chambers. In the northeast and southeast corners of the room are hidden chambers. The secret doors concealing these chambers require a successful DC 17 Wisdom (Perception) check to locate. Each chamber is a nondescript triangular room with two items of note: a lever mounted on the east



wall of each chamber and a closed stone chest. The stone chest to the north holds three bronze holy symbols (each worth 5 gp) dedicated to Sobek. The chest to the south holds a stash of four *potions of water breathing*.

Both levers are in the upright position. If both are pulled down, a loud grinding sound can be heard from down below, but nothing else seems to occur. This actually disables the trap in area 7.

Developments. Shortly after the characters enter the hall (but before the behir attacks and hopefully before they discover the *wall of force*), Rynchus uses the throne in his hybrid form to pose as Sobek. He threatens the characters and goads them, “You will never be able to defeat the master of this temple, one blessed by a god!”. He commands the behir to attack and then casts *control water* in the room, flooding the chamber. The water level raises 5 feet per round (to a maximum of 20 feet), but then 6 rounds later, starts lowering the same amount. This ends the *project image* in 1 minute. (Rynchus cannot do this if he did not have time to retreat to area 11 after being encountered outside the temple in area 2.)

AREA 7 – THE WAY DOWN

The secret door to this descending corridor and stairs is detailed in area 6.

With the grinding sound of stone on stone, the huge slab raises up. A set of stairs descends into the murky depths of the water.

This corridor descends 30 feet into the sunken crypt and is completely underwater. The corridor is trapped. Unless the two levers in the hidden chambers in area 6 are moved to the lower position, the corridor is blocked by a metal wall. If touched, the wall discharges an electric shock, which causes 22 (4d10) lightning damage to all in the submerged corridor. A successful DC 15 Dexterity saving throw results in half damage. Once the trap is discharged, the walls can be pried open with a successful DC 18 Strength (Athletics) check to allow a Medium-sized creature to pass through, but something needs to hold the doors open or else they slide shut.

If both levers in area 6 are in the lower position, the metal walls have receded into the side walls and the trap is disabled.

AREA 8 – THE SUNKEN CRYPT

This entire chamber is underwater.

The steps descend into a crypt-like 40-foot square chamber with a 20-foot-high ceiling. The floor is set flagstones. Three enormous stone sarcophagi dominate the chamber, each 20 feet long and 5 feet wide. Aisles to the north and south apparently lead to burial crypts. At the corners of the room, stone slabs seal addi-

tional crypts. The opposite wall is covered with hieroglyphics and pictograms of religious ceremonies.

This chamber served as a crypt for the high priests and other worthy personages of the temple. The previous leaders of the temple left a few guardians.

Lever. An obvious lever in the upright position is affixed to the right-hand wall just inside the entrance to the crypt. If pulled down, it seals the secret door in area 6 and the metal doors in area 7. If pushed up, the door once again ascends.

Sealed Crypts. There are six crypts in the main chamber and another seven crypts in each the north and south corridors. Each crypt is sealed with a slab of stone plastered in place. It requires a successful DC 17 Strength (Athletics) check to open one of these crypts. If 10 minutes are spent chipping out the plaster, this check is at advantage. The contents of each crypt are random. Roll on the following table and if applicable any additional tables.

TABLE A – CRYPT CONTENTS

2d6	Result
2	Treasure (roll on table B)
3-4	Mummified human body
5-7	Mummified human body and treasure (roll on table B)
8-9	1d6 weapons (roll on table C)
10-11	Empty
12	Mummified crocodile and treasure (roll on table B with a +2 modifier)

TABLE B – TREASURE

1d12	Treasure
1	1d4 x 100 bronze coins (worth 2 cp each)
2-4	1d4 weapons (roll on table C)
5-6	1d8 x 100 gp
7	3d4 x 10 pp
8	silver jeweled object (necklace, ring, bracer, anklet) worth 3d6 x 100 gp
9	gem-studded object (weapon, coffer, statuette, idol) worth 5d6 x 100 gp
10	gold jeweled object (statuette, necklace, ankh) worth 10d8 x 100 gp
11	platinum-gem studded object (statuette, scepter, crown) worth 1d4 x 1,000 gp
12+	Roll twice on this table



TABLE C – WEAPONS (50% CHANCE RUINED)

1d6	Weapon
1	Longbow
2	1d4 spears
3	Khopesh
4	Mace
5	Mace-axe
6	Roll twice on this table

The sealed crypt at the end of the north passage is always empty. Concealed on the back wall is a secret door that can be located with a successful DC 15 Wisdom (Perception) check. It leads to a rough-hewn passage that turns west and then meanders about 80 feet, slowly climbing before exiting into the lake bottom below the lotus bed to the north of the temple. Rynchus is aware of this route and uses it to exit and enter the temple.

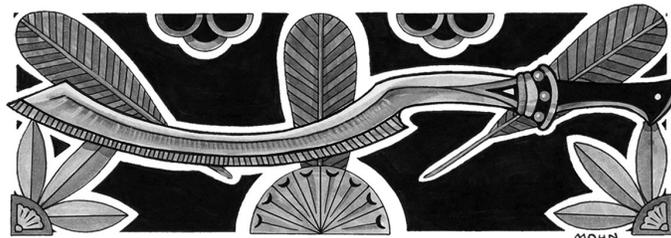
Sarcophagi. The three long sarcophagi are smooth, unadorned granite. The middle one is sealed with electrum. It takes 10 minutes to break the seal (yielding 85 ep worth of metal). Inside is a silver shield, emblazoned with a rearing lion in gold, resting on a stack of 12 gold bars (each worth 200 gp). This is *Mitra's Bulwark*, a Mitraic artifact (see below). This sarcophagus is set on a pivoting base which can be discerned with a successful DC 15 Intelligence (Investigation) check. With relative ease, the entire sarcophagus can be rotated 90 degrees in a counterclockwise direction.

The other two sarcophagi are unsealed. Each contains a **giant crocodile zombie**. They are aroused if the opposite wall is investigated or their sarcophagi are opened. The giant crocodile zombies take one turn pushing the lid off and exiting the sarcophagi before moving to attack. The mindless undead fight until destroyed, but prominently displaying a holy symbol of Sobek wards off a direct attack.

Secret Door to the Shaft. The secret door on the east wall can be located with a successful DC 17 Wisdom (Perception) check. Examining the pictograms on the wall with a successful DC 15 Intelligence (Investigation) check reveals the clue to opening the door nested above and below the arch of a pictogram of a letter "H" among the other hieroglyphics:

*Three to one,
to get it done.*

If the center sarcophagus is pivoted counterclockwise, it locks into place nearly adjoining the other two sarcophagi. This forms a letter "H", and unlocks the secret door, which lifts straight up, revealing area 9.



GIANT CROCODILE ZOMBIE (2)

Huge beast, lawful evil

Armor Class: 14 (natural armor)

Hit Points: 85 (9d12 + 27)

Speed: 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Saving Throws: Wis +3

Skills: Stealth +5

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: —

Challenge: 5 (1,800 XP)

Undead Fortitude: If damage reduces the giant crocodile zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+ the damage taken, unless the damage is radiant or from a critical hit. On a success, the giant crocodile zombie drops to 1 hit point instead.

Undead Nature: The giant crocodile zombie doesn't require air, food, drink or sleep.

ACTIONS

Multiattack: The giant crocodile zombie makes one bite and one tail attack.

Bite: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 10 (3d6) necrotic damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, the giant crocodile zombie can't bite another target.

Tail: *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.



Mitra's Bulwark

Armor (shield), unique (requires attunement)

Mitra's bulwark is an oval tower shield of bright metal adorned with a bas relief roaring lion's head on its outer surface. The Mitraic artifact functions as an arrow-catching shield in the hands of a good-aligned wielder.

The shield has 1 charge. While holding it, you can use an action and say a command phrase to transform the shield into a *wall of stone*. The wall of stone lasts for up to 10 minutes, although it can be ended sooner with another command phrase, which doesn't take an action. If all 10 panels of the wall are destroyed, the shield is likewise destroyed. The shield regains its charge daily at dawn.

If a wielder is attuned to a second Mitraic artifact, the shield as 2 charges. If the wielder is attuned to two other Mitraic artifacts, the shield has 3 charges.

AREA 9 – THE SHAFT

The secret door effortlessly slides up, revealing a short 5-foot passage, terminating in a 10 foot plain square chamber. The worked walls are smooth and unadorned. Centered along the north wall is a bronze wheel.

This chamber is a shaft that extends 250 feet straight up. The water level is 30 feet high; above that is dry. The walls are smooth and it requires a successful DC 20 Strength (Athletics) check to scale. The floor of this chamber is actually a platform that can be raised and lowered to provide access to the area 10.

Bronze Wheel. A large bronze wheel can be turned clockwise to raise the platform. This is a slow, laborious process that alerts any creatures in areas 10 and 11 of an impending arrival. Turning the wheel ascends the platform 10 feet per turn. A character that operates the wheel must make three DC 13 Constitution saving throws over the whole journey to area 10. If the character fails two or more of these saves, he gains a level of exhaustion. If one other character Helps with this task, the saving throws are made at advantage. Turning the wheel counterclockwise lowers the platform at double the rate and doesn't require saving throws.

AREA 10 – THE CHAMBER OF THE EXALTED ONE

The moving platform comes to a halt with a grinding protest of metal on stone. The air here is dry and warm. The back of a tapestry provides the only barrier to another room.

Once the tapestry is pulled aside, read the following:

Pulling the tapestry aside, you are greeted with soft illumination in a circular chamber. The ceiling is 30 feet overhead and dome shaped, but you can't see the source of the light. In the center of the room is a 10-foot square open pit. Surrounding the pit on three sides are plain stone altars soaked with crimson stains. You are entering the chamber from the west, and positioned at the three other points of a compass are similar tapestries.

This hard-to-reach chamber is reserved for the exalted ones stationed at the temple. It's also reserved for private sacrificial rituals and bloodletting ceremonies. Recently, Makura has taken primary residence in this chamber, preferring to allow Rynchus to serve his every whim, such as bringing in the occasional sentient being for sacrifice and consumption. This setup serves Rynchus well as he plots behind his master's back. Ambient light is provided via several *continual flame* spells placed on wall tiles.

Tapestries. There are four tapestries hanging about the room. Each has a base color of red with gold thread and are decorated with foul prayers, fables told via hieroglyphics, and pictograms of evil acts involving sacrifice on altars. Although each tapestry has a malevolent theme, each is worth 700 gp.

Altars. The three short altars are similar and all bears crimson stains. The east altar has a secret compartment that can be detected with a successful DC 20 Intelligence (Investigation) check. Inside are an array of torture implements and sacrificial daggers, all with carved ivory handles. The lot is 17 pieces and worth 1700 gp. There is also a platinum bowl wrought as a coiled serpent (worth 650 gp). Between the north and east altars along the wall is a pile of 22 torches (for use in casting *sticks to snakes*).

Sacrificial Pit. The pit is 15 feet deep and stained with the blood of countless victims. At the bottom of the pit is Makura's accumulated wealth since settling in at the temple. It includes 1,667 gp, 39 pp, an ivory scroll tube shaped like a bone, set with onyx (worth 250 gp) holding a pair of magic scrolls (one is a *spell scroll* with *enhance ability* and the other is a *scroll of protection from fiends*), a +1 *shortsword*, and a teak coffer inlaid with silver (worth 475 gp) holding an assortment of gems. The collection of gemstones includes four pieces of jet (worth 100 gp each, six brown-green garnets (worth 100 gp each), a blue spinel (worth 500 gp), four large round emeralds (each worth 1,000 gp), a pale gray topaz (worth 1,500 gp) and a flawed black sapphire (worth 3,000 gp), and a dusty rose prism *ioun stone* (protection). The emeralds were extracted from the eye sockets of the statues in area 6 as Makura defaced them.

Makura. This lesser Son of Set has the lower body of a thick serpent, the torso of a muscular human with two arms, and three snake-like necks, each ending in a crocodilian head



that sports wicked curved horns and piercing yellow eyes. The covetous Makura spends most of his time wallowing in his meager hoard at the bottom of the sacrificial pit, plotting against the other Chosen Sons.

Assuming the characters use the elevator in area 9, he is well aware of their arrival. He starts by casting *sticks to snakes*, and then he summons 1d6 **minions of Set** (the GM can select the number of minions to help balance the combat to the characters). The minions appear behind the other three tapestries and step out to engage the characters. They move into position to attempt to shove targets into the pit. Once the minions are destroyed, Makura casts *conjure animals* (summoning 16 **giant poisonous snakes** that drop from the heavens) and then he pulls his massive bulk out of the pit. He attacks with his great mace-axe and all three heads.

Divine Assistance?

During the confrontation with Makura, Rynchus uses his *ring of messaging* to deliver the following whispered assistance to a character: "The foul fiend's True Name is Makura! Utter it aloud with conviction to help lay him low!"

Developments. Makura did not suffer humiliation for the past year to be defeated by some upstart heroes. If reduced to 20 or fewer hit points, he ceases attacking and offers a truce. He claims he can restore any characters turned to stone (he can't), and offers a *Mitraic artifact* in exchange for his life. Rynchus, aware of the confrontation from his throne in area 11 will have none of this. He casts *flame strike* centered on Makura, hopefully catching one of more characters in its area of effect. Since the lesser son doesn't have resistance to fire or radiant damage, and this negates his regeneration for one turn, he likely dies in the divine conflagration.

MAKURA, LESSER SON OF SET

Large fiend (demon), chaotic evil

Armor Class: 20 (natural armor)

Hit Points: 127 (15d10 + 45)

Speed: 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	15 (+2)	12 (+1)	8 (-1)

Saving Throws: Con +7, Int +6, Wis +5

Damage Resistances: acid, lightning, poison

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities: poisoned

Senses: darkvision 120 ft., passive Perception 11

Languages: Abyssal, Common, telepathy 100 ft.

Challenge: 9 (5,000 XP)

Innate Spellcasting: Makura's spellcasting ability is Intelligence (spell save DC 14). He can cast the following spells, requiring no material components:

1/day each: *snake charm*, *sticks to snakes*, *conjure animals* (snakes only; using a 5th level spell slot)

Limited Magic Immunity: Makura is immune to spells of 3rd level or lower unless he wishes to be affected.

Magic Resistance: Makura has advantage on saving throws against spells and other magical effects.

Regeneration: Makura regains 5 hit points at the start of his turn. If he takes fire or radiant damage, this trait doesn't function at the start of his next turn. He only dies if it starts its turn at 0 hit points and doesn't regenerate.

True Name: Each Lesser Son has a true name that can be discovered or divined. If the true name is spoken and the Lesser Son of Set can hear it, it loses its Magic Resistance trait and all its saving throws are at disadvantage for 1 hour.

ACTIONS

Multiattack: Makura makes three petrifying bite attacks and one attack with his mace-axe. In place of his mace-axe attack, he can constrict a grappled target or make two slam attacks.

Petrifying Bite: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage and the target is grappled (escape DC 14). While grappled, the target is restrained. If the target is a creature, it must succeed a DC 13 Constitution Saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Mace-Axe: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage and 7 (2d6) bludgeoning damage.

Constrict: One target that Makura has grappled takes 17 (2d12 + 4) bludgeoning damage.

Slam: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.



Summon Minions of Set (1/Day): Makura may summon 1d6 minions of Set. They appear in unoccupied spaces within 60 feet of the Lesser Son and act as allies. They remain for 1 minute or until the Lesser Son is killed or they are dismissed with an action.

MINION OF SET

Medium fiend (demon, shapechanger), chaotic evil

Armor Class: 20 (plate armor and shield)

Hit Points: 55 (10d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	12 (+1)	12 (+1)	13 (+1)

Damage Resistances: acid, cold, fire

Damage Immunities: lightning, poison, psychic

Condition Immunities: frightened, poisoned

Senses: darkvision 60 ft., passive Perception 11

Languages: Abyssal, Common

Challenge: 4 (1,100 XP)

Dueling: When wielding a weapon in one hand and no other weapons, a minion of Set gets +2 to damage rolls with that weapon.

Improved Critical: A minion of Set scores a critical hit on a 19-20.

Magic Resistance: The minion of Set has advantage on saving throws against spells and other magical effects.

Shapechange (1/Day): A minion of Set can use its action to polymorph into a **giant constrictor snake** or a **giant poisonous snake**. It can revert to its true form as an action. It takes on the statistics of the creature as if using the spell *polymorph*. It reverts to its true form if it dies.

ACTIONS

Multiattack: The minion of Set makes two khopesh attacks.

Khopesh: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 5) slashing damage. The minion can forgo dealing damage to instead force the target to make a DC 13 Strength saving throw or drop its weapon or shield (minion of Set's choice).

REACTIONS

Cleave: If a minion of Set reduces a target to 0 or fewer hit points, it can use its reaction to make another attack on a different target within 5 feet of it.

This twisted fiendish humanoid has scales covering its serpentine face. It wears bronze plate armor and carries a shield emblazoned with a coiled cobra about to strike.

NEW SPELLS

SNAKE CHARM

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

By swaying your holy symbol and your whole body, you can create a hypnotic effect that charms snakes. All snakes within range must make a successful Wisdom saving throw or become charmed for the duration. While charmed, the snakes are incapacitated and have a speed of 0. If the snakes were aggressive (i.e., attacking) when this spell is cast, or they are giant varieties of snakes, their saving throw is made at advantage.

STICKS TO SNAKES

2nd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (one stick, such as a torch, per snake)

Duration: Concentration, up to 10 minutes

This spell transforms up to eight normal sticks (at least 1 foot long, with a diameter of ½ inch) to **constrictor snakes** (with maximum hit points). Roll a d20 for each snake; on an 11 or higher it is a **poisonous snake** (also with maximum hit points) instead. The snakes are friendly to you and your allies and can be commanded to attack or perform simple duties. At the end of the duration, the snakes turn back into mundane sticks.

At Higher Levels. When you cast this spell using a spell slot higher than 3rd level, you can create two additional snakes for each slot level above 3rd level.



AREA 11 – THE AUDIENCE CHAMBER

When the characters pull back this tapestry (even if still engaged with Makura) read the following:

Beyond the southern tapestry is another chamber, triangular in shape and sloping up toward the opposite end. Only 10 feet wide at the entrance, the far end of the room is 25 feet wide and 50 feet higher than where you stand. A series of 5-foot-high steps lead to the opposite end of the chamber, and the walls are covered with pictograms and hieroglyphics depicting crocodile-headed humanoids enslaving a human population. At the far end of the room is a massive stone throne, similar in size and design as the one in the main temple below. Flanking the throne are statues of crocodiles, heads thrown back, toothy maws agape.

Sitting on the oversized perch is a hybrid humanoid; a cross between a crocodile and a human. He wears a crimson cloak with black edges and a wooden rod rests on his lap.

This is an audience chamber used by the high priest to engage with his close attendants in person, but also engage with his faithful in area 6 via the throne. The ceiling slants upward as the elevation of the room increases to the south, maintaining a 20-foot-high reach. The hieroglyphics are fanciful decorations with prayers to Sobek, portents to when “the great one will walk among the mortals”, and various diatribes against agents of good.

Stone Steps. Six 5-foot-high stone steps lead to the opposite end of the room. No skill check is required to climb these, but each requires 10 feet of movement to scale.

Throne. The throne is smooth stone set with five symmetrical aquamarine gemstones and features exquisite craftsmanship with water motifs throughout. It radiates illusion magic. This throne is one of a pair of enchanted devices, with its counterpart being a similar throne in area 6. While a living creature sits on the throne here, once per day it can cast a specialized *project image*, to appear sitting in the throne in area 6 among a wash of deific enhancements. See the description in that area.

The aquamarine gemstones can be removed with a successful DC 15 Dexterity (Sleight of Hand) check and a sharp, pointed tool. Failure indicates the gemstone is ruined. The first such gemstone removed in this fashion releases a burst of arcane energy. All creatures within 15 feet of the throne suffer 16 (3d10) force damage, although a successful DC 15 Intelligence saving throw reduces the damage by half. Each intact gemstone is worth 250 gp.

The High Priest. Rynchus, a werecrocodile high priest, sits on his throne, a master of none. He commands the characters to stop on the first or second step while he addresses them. He thanks them for defeating the “abomination and self-

appointed ruler of this holy sanctuary”. For their troubles, he grants them the treasure in area 10, and encourages them to depart this sacred place in haste or face the wrath of Sobek himself. He is haughty, proud, and over-confident. He enjoys mocking the characters and their pathetic abilities.

If the characters attack, Rynchus reveals a scroll under his cloak and casts *blade barrier*. He then uses *spiritual weapon* (macana), *flame strike*, *guiding bolt* (possibly cast using a higher spell slot), or *blindness/deafness* on suitable targets. If a target moves into melee range, he uses *inflict wounds* or his enchanted rod. Once most of the characters are through the barrier, he casts *animate objects* on the two statues (each is a Large target) or *insect plague* as conditions warrant. If reduced to 20 or fewer hit points, he uses his magic cape to *dimension door* into the secret corridor and flees the temple.

Secret Passage. In the southeast corner of the room is a secret door that can be located with a successful DC 17 Wisdom (Perception) check. The door can only be opened if the crocodile statue in front of it is turned clockwise a one-quarter turn. The swiveling nature of the statue base can be discovered with a successful DC 15 Intelligence (Investigation) check or simply with trial and error.

Beyond is a 5-foot-wide passage that winds around while sloping up. After nearly 500 feet, it finally terminates at a boulder covering the exit onto the plateau above the canyon. It requires a successful DC 22 Strength (Athletics) to move the boulder enough to squeeze by. Rynchus uses *stone shape* to bypass the boulder if he uses this route to escape.

SOBEK INTERVENES

Rynchus is a 10th level cleric, and he can spend an action to seek divine intervention from Sobek. This has a 10% of being granted. A suitable effect would be that of an *earthquake* spell centered in this chamber. The radius is enough to divert the river nearby to start flooding the upper chambers while collapsing the temple. Rynchus then makes his escape with his cape.





RYNCHUS, WERECROCODILE HIGH PRIEST

Medium humanoid (human, shapechanger), neutral evil

Armor Class: 14 (breastplate) in humanoid or hybrid form, 12 (natural armor) in crocodile form

Hit Points: 65 (10d8 + 20)

Speed: 30 ft. (swim 30 ft. in crocodile form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	17 (+3)	9 (-1)

Saving Throws: Int +4, Wis +7

Skills: Stealth +3

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses: passive Perception 13

Languages: Common (can't speak in crocodile form)

Challenge: 6 (2,900 XP)

Special Equipment: *spell scroll (blade barrier), spell scroll (insect plague) cape of the mountebank, rod of the crocodile, ring of messaging, bronze holy symbol (Sobek), gold headdress set with onyx (worth 1,250 gp).*

Hold Breath (Hybrid or Crocodile Form Only): The werecrocodile can hold its breath for 15 minutes.

Shapechanger: The werecrocodile can use its action to polymorph into a Medium-sized crocodile-human hybrid, into a Large-sized crocodile, or back into its true form, which is humanoid. Its statistics, other than its size, speed, and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Spellcasting: Rynchus is a 10th level spellcaster. His spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance, sacred flame, spare the dying*
- 1st level (4 slots): *command, guiding bolt, inflict wounds, shield of faith*
- 2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon*
- 3rd level (3 slots): *bestow curse, water walk*
- 4th level (3 slots): *control water, stone shape*

- 5th level (2 slots): *animate objects, flame strike*

ACTIONS

Multiattack (Humanoid or Hybrid Form Only): In humanoid form, the werecrocodile can make two macana attacks. In hybrid form, it can make two attacks, only one of which can be a bite.

Macana (Humanoid or Hybrid Form Only): *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Bite (Crocodile or Hybrid Form Only): *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until the grapple ends, the target is restrained, and the werecrocodile can't bite another target. If the target is a humanoid, it must succeed at a DC 13 Constitution saving throw or be cursed with werecrocodile lycanthropy. This saving throw must be repeated for each turn the target is grappled.

NEW MAGIC ITEMS

ROD OF THE CROCODILE

Rod, rare (requires attunement by a cleric or druid)

This rod is a wooden shaft wrapped in cured crocodile skin. The head is iron and shaped like a crocodile. This functions as a magical mace-axe that grants a +1 bonus to hit and damage.

You can use a bonus action to speak this rod's command word and make the head of the rod transform into an animated crocodile head for 1 minute. By using another bonus action to speak the command word again, you return the rod to its normal form.

You can make a melee attack using the crocodile head, which has a reach of 5 ft. Your proficiency bonus applies to the attack roll. On a hit, the target takes 1d10 +1 piercing damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the rod can't be used to attack another target.

The crocodile head can be attacked while it is animate. It has an Armor Class of 14 and has 25 hit points. If the head drops to 0 hit points, the rod is destroyed. As long as it's not destroyed, the rod regains all lost hit points when it reverts to its inanimate form.

RING OF MESSAGING

Ring, uncommon (requires attunement by a spellcaster)

This is a plain ring of twisted copper wire has three charges. As an action, the wearer can expend a charge to cast the cantrip *message*. All 3 charges return daily at dawn.



CONCLUDING THE ADVENTURE

The defeat of Makura deals another blow to Set and his allies controlling the region. It's also possible the characters have recovered another *Mitraic artifact* in their defiance to Set. If this adventure is being used in conjunction with *Dark Tower*, Rynchus could offer information on the location of a hidden tomb (located in the Valley of Tombs) that holds the secret names of one (or more) of the Chosen Sons of Set. Such information would be valuable during a confrontation.

Of course, it's very likely that Rynchus escapes the clutches of the characters and becomes a reoccurring antagonist. Unless the temple was destroyed by the wrath of Sobek, he eventually returns and sets up a base of operations. Soon after, he begins to attract the attention of cultists and worshipers. The GM should determine what his ultimate objective is, but eventually he will clash with the characters again.



DARK TOWER



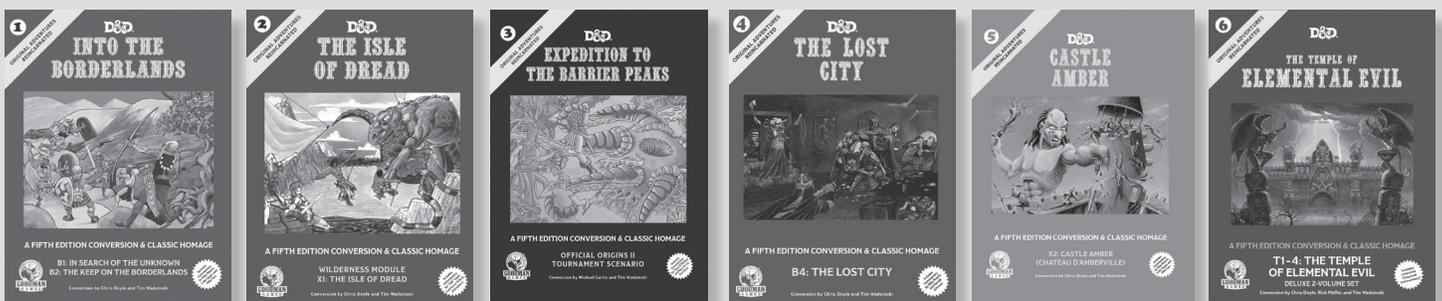
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The Chosen Sons of Set are the most powerful of the many reptilian half-breeds spawned by the vile deity Set to wage battle against the faithful of Mitra. Should a Chosen Son fall in battle, Set promotes one of the Lesser Sons to take its place, and the cycle begins anew. But once every 666 years, the celestial host can prevent Set from promoting the Lesser Sons.

It is now that year, and if all the Chosen Sons can be defeated, Set will be stripped of significant deific power. The adventurers just defeated one of the Chosen Sons while exploring the ruins of *Dark Tower*. Now it is a race against time to track down and defeat the three remaining Chosen Sons of Set, from the foothills of the Mountains of the Fifth Prince, to a forbidden oasis in the Ghetrian Desert, and finally to the corrupt city of Mugdhad.

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