

LEVEL 4 ADVENTURE MODULE

FIFTH EDITION FANTASY #6

◆ RAIDERS OF THE LOST OASIS ◆



BY CHRIS DOYLE

RAIDERS OF THE LOST OASIS

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RAIDERS OF THE LOST OASIS

By Chris Doyle

R*aiders of the Lost Oasis* is an adventure designed for use with the 5th edition of the first fantasy roleplaying game. It is intended for four to six 4th-level characters and should be able to be completed in a single session. The characters begin the adventure as captives and lack all of their equipment, both magical and mundane. A variety of character

classes is suggested to tackle the challenge of escaping the clutches of the raiders and eventually the oasis. It should be noted that spellcasters are at a serious disadvantage as they will be bereft of most, if not all, of their spells. The adventure is set in an isolated oasis surrounded by a glass sea in a barren expanse of a trackless desert.

BACKGROUND

Hillennia ago, Ankhotep was a devout priest of the Sphinx Queen, when she ruled the great desert wastes. From secret shrines and concealed sanctuaries, the priest led many forbidden rituals for the glory and favor of his goddess. But on a fateful day, the forces of good rose up against the Sphinx Queen, and although their victory was not complete, her rule was shattered and she was imprisoned in a forbidden tomb. Ankhotep and most of her other followers scattered among the hot desert winds and went into hiding. All the while, the Sphinx Queen's whispers guided her dedicated followers, and Ankhotep embraced her seductive lessons. He was soon convinced of her eventual return, and set about to plan to be at her side during her triumphant return.

He founded a new temple, secluded in a remote oasis, situated in the middle of a sea of glass. The Glass Sea is a scar on the forsaken wasteland, created during an elemental battle centuries before. Using his considerable wealth, and the overflowing coffers filled by his faithful congregation, he constructed an elaborate tomb under the temple. Fit for a pharaoh, the tomb was stocked with everything Ankhotep would need in the afterlife, which he intended to spend with his beloved Sphinx Queen. Mundane objects, a place for his wife, and his remaining abundant material wealth were all added to his burial chambers. His master architect, Horeb, was tasked with the design of several deadly traps, designed to protect his physical body and his hoard. The priest

underwent the sacred ritual of mummification and was sealed in his tomb to await the return of his goddess. But Ankhotep's undoing was his blind trust in his master architect.

Although by no means wealthy, Horeb had a comfortable life. But he was greedy, and believed that locking away a hoard of golden objects and fine jewels in the fanciful belief of an afterlife was foolhardy and wasteful. Not to mention he'd had a forbidden tryst with the priest's wife, Nebetia. Ultimately, it was her seductive pleas that convinced him to betray his master, and plunder the tomb he was entrusted to design. He commanded that a secret passage be installed from one of the general burial chambers, bypassing a trapped entrance door to Ankhotep's tomb. Following the installation, Horeb poisoned the workers to protect his secret. A few weeks after the burial, the master architect used the secret passage to enter the burial chambers. Using his knowledge of the other traps, many of which he designed, he penetrated the innermost chambers and over the course of several nights, robbed the priest of all his worldly possessions, save those adorned on his very body. In the final act, perhaps out of superstition, Horeb sealed the priest's sarcophagus with molten gold, just in case Ankhotep is resurrected. Horeb and Nebetia fled the oasis with more gold and jewels that they could ever spend in a hundred years.

Yet, Horeb's betrayal did not go unnoticed, as the Sphinx Queen herself bestowed the gift of undeath on

her devoted disciple. But unable to escape his stony prison, Ankhotepe wallowed in freakish misery and rage by the betrayal of his wife and his master architect.

The Lost Oasis and the temple were largely forgotten over the centuries. At times the temple was buried under the shifting sands of the desert, but eventually exposed for a few years following lashing sand storms. Several years ago, enterprising desert raiders, using massive blades affixed to the hulls of keel boats, have rediscovered the Lost Oasis. The temple is now in ruins, and the main burial chambers are sealed from a reckless tomb robber decades ago. The raiders favor the location as a hidden hideout, where they can swiftly launch raids on caravans, and quickly retreat to safety in their swift-moving boats. They are aware of the lower chambers, and have converted several of the outer chambers into holding pens for captives, awaiting ransom.

CAPTURED!

The characters are the most recent victims of one of the raiders' bold attacks. Several days ago, the characters woke up in an underground chamber with a single stone door, locked from the outside. They are unaware they have been transported many miles to the Lost Oasis. All of their items, mundane or magical, have been removed, save for a few tattered undergarments. Although in good health, the characters have been unable to rest fully and are weak from the heat, and reduced food and water intake. All characters are manacled to the wall by their arms and feet. Spellcasters are gagged with cloth and have their hands bound behind their backs. Spellbooks, spell components, holy symbols, and spell foci are gone as well, leaving them with nothing more than their wits to survive and escape. But our heroes do have an opportunity. One character has managed to slip his bonds shortly following a commotion on the surface above that shook the very foundation of the tomb. That disturbance has revealed the cracks of an ancient secret door, with a dark passage beyond.

ADVENTURE HOOKS

This adventure begins with the characters imprisoned in an underground cell, stripped of all their belongings save tattered undergarments. It's up to the GM to decide how the characters became captured, but it is

strongly recommended that the GM use discretion and avoid a heavy-handed approach for the sake of running this adventure. In general, players don't enjoy being railroaded, so the GM should instead look for an opportunity in the campaign where being captured is a better option than a total party kill, for example. Below are a few sample methods to get the characters involved. Hopefully, they will not get frustrated by their situation, but instead embrace the challenge of using their wits and problem-solving skills to overcome the challenges presented herein.

- The characters suffer a defeat at the hands of another villain. Instead of being slaughtered, the characters are rendered unconscious and are captured. The villain turns the characters over to the raiders based at the Lost Oasis. The characters wake up shackled in a cell, wearing but a few tattered garments.
- The characters are part of a caravan trekking across the expanse of a trackless desert. The caravan is attacked by raiders and the characters are defeated. Instead of being slaughtered and left for carrion birds, the characters are transported to the Lost Oasis and wake up shackled in a cell, wearing but a few tattered garments.
- The characters are travelling across a trackless desert when they are overcome during a sandstorm. The characters survive the sandstorm, but when they awake, they have been captured by raiders and transported to the Lost Oasis. The characters wake up shackled in a cell, wearing but a few tattered garments.
- Although it requires quite a bit of effort on the GM's part, the adventure can be modified so the characters do not begin as captives. Instead, they have traveled to the Lost Oasis with the goal of freeing an important prisoner. Perhaps this is a sultan, who refuses to pay an outrageous ransom for his kidnapped daughter and hires the characters, or maybe an NPC family member, patron, or mentor important to the characters requires rescue. If this is the case the encounters need to be adjusted to be more challenging, as currently they assume the characters are missing most of their equipment for much of the adventure.

Quest: Escape the Lost Oasis. Regardless of the hook used, the characters' goal is to first escape their cell (with the help of a timely distraction), and then find a way out of the underground tomb. Once they escape the tomb, they need to recover their gear and find a way to escape the oasis before falling back into the clutches of the raiders!

SPELLCASTING

If the GM opts to run this adventure with the characters starting out captured and bereft of equipment, spellcasters will be at a serious disadvantage. It is recommended that the GM utilize the following rules presented below to regulate spellcasting. But ultimately, it's up to the GM to decide how limited spellcasting should be. Perhaps finding a middle ground to the rules below is more appropriate, especially when less experienced players are at the table. For example, clerics, bards, or sorcerers might be able to regain a spell slot (or two) following a short rest.

Regardless of the number of spells a character knows (such as bards and sorcerers) or prepares (such as clerics or wizards), a spellcaster can only cast a certain number of spells before resting. Since their capture and the general lack of food and water, the characters have not been allowed to take the equivalent of a full rest. It is also assumed that they don't have any spells fixed in their mind due to the process of capture and the following ordeal of captivity. Cantrips are an exception to this rule, as repeated practice has ingrained the process of wielding this minor magic routine. However, the spellcaster still needs to be able to speak (for verbal components), move his hands (for somatic components), and possess any necessary material components to cast cantrips.

Keep in mind that wizards will not have their spellbooks (they are in area 2-4), and thus the feature Arcane Recovery is not possible. Spellcasting foci and holy symbols are also missing, so these can't be utilized as a substitute for material spell components. It is recommended the GM strictly enforce the need for specific material components to cast spells that require them. Fortunately, several suitable material components or equivalent items are noted in the text of the encounter areas.

Since clerics lack holy symbols, they will also not be able to use their Channel Divinity feature if it requires the use of a holy symbol (such as Turn Undead). If the

cleric has a simple holy symbol (such as a cross), he might be able to fashion a crude one with discovered items in the tomb, at the GM's discretion.

THE ORDEAL OF BEING CAPTURED

The last several days for the characters have been a challenge. They have been deprived of the proper amounts sleep, nutritious food, and (most importantly) water. They are in a desert after all, and although cooler underground, the chamber is still uncomfortably hot. It is recommended that the characters begin suffering level 2 exhaustion. This means that the characters have disadvantage on all ability checks and their speed is halved. The exhaustion levels are below for reference. Recall that the effects are cumulative. To make the adventure more challenging, the GM can start the characters at level 3 or even level 4. To make the adventure easier (recommended for novice players), start them at exhaustion level 1, or not exhausted at all.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

TAKING A REST

The characters are likely going to want to take a rest, especially if any spellcasters can get access to some spell slots. This should be discouraged. Short rests (assuming three or less) don't have any impacts, but if the characters take four (or more) short rests or a long rest, the following game impacts should be applied:

- Unless the characters have access to food and water, they increase one level on the exhaustion chart, and don't regain spell slots or lost hit points.
- The dragon at area 2-4 has a chance to fully digest, and his starting attitude is adjusted to hostile.
- At the GM's discretion, the raider party arrives at area 2-2, forcing the characters to overcome another adversary to escape the oasis.

BEGINNING THE ADVENTURE

Assuming the GM is using a hook related to the characters starting as captives, the adventure begins in area 1-1. The characters have been captured several days ago, and are yet to seize an opportunity to escape. That is about to change. Read or paraphrase the text below:

It's been several days, you think, since you've been captured by desert raiders and deposited in this underground cell. The air is warm, stale, and stuffy, and reeks of your waste. A thin shaft of light in the ceiling, perhaps an air vent, penetrates the darkness during the day. Each of you is bound in iron manacles behind your back. The manacles are attached to a short, thick chain which is affixed to a pin sunk into the wall. A dirty cloth is used to gag each of

you as well. Once or twice a day, human raiders wrapped in layers of robes bring scant amounts of food and water under the watchful eye of several drawn bows.

But perhaps a chance for escape has finally presented itself. Moments ago, a terrible commotion was heard above your prison chamber. The very foundation of the chamber shook in response to the actions above. For several long minutes the commotion toiled, but now there is just silence. But one of the tremors has revealed the outline of a secret door in the north wall. It seems likely even your captors were unaware of this ancient portal, which could be a route to escape. Furthermore, one of number has finally slipped his bonds and currently works to free the rest of you.

The characters are at area 1-1. When they proceed, continue with area 1-1.

PART ONE: THE TOMB OF ANKHOTEP

GENERAL FEATURES

Ceilings. Unless otherwise noted, ceilings are 12 feet high and unadorned.

Light. Unless otherwise noted, there is no light in the tomb.

Doors. The doors in the tomb are stone, and unless noted are unlocked. The interior surfaces of the doors entering areas 1-1, 1-2, and 1-3 lack a handle and are impossible to open from that side.

Fire. If the characters want to start a fire, they need something combustible (wood, cloth, etc.) and flint and steel, or some other method to create a spark. If they have the requisite items, a DC 15 Wisdom (Survival) check is needed to start a fire. Assume small air vents at the ceiling are adequate to prevent smoke from small fires from becoming a hazard.

AREA 1-1 – THE CELL OF DESPAIR

Read or paraphrase the following:

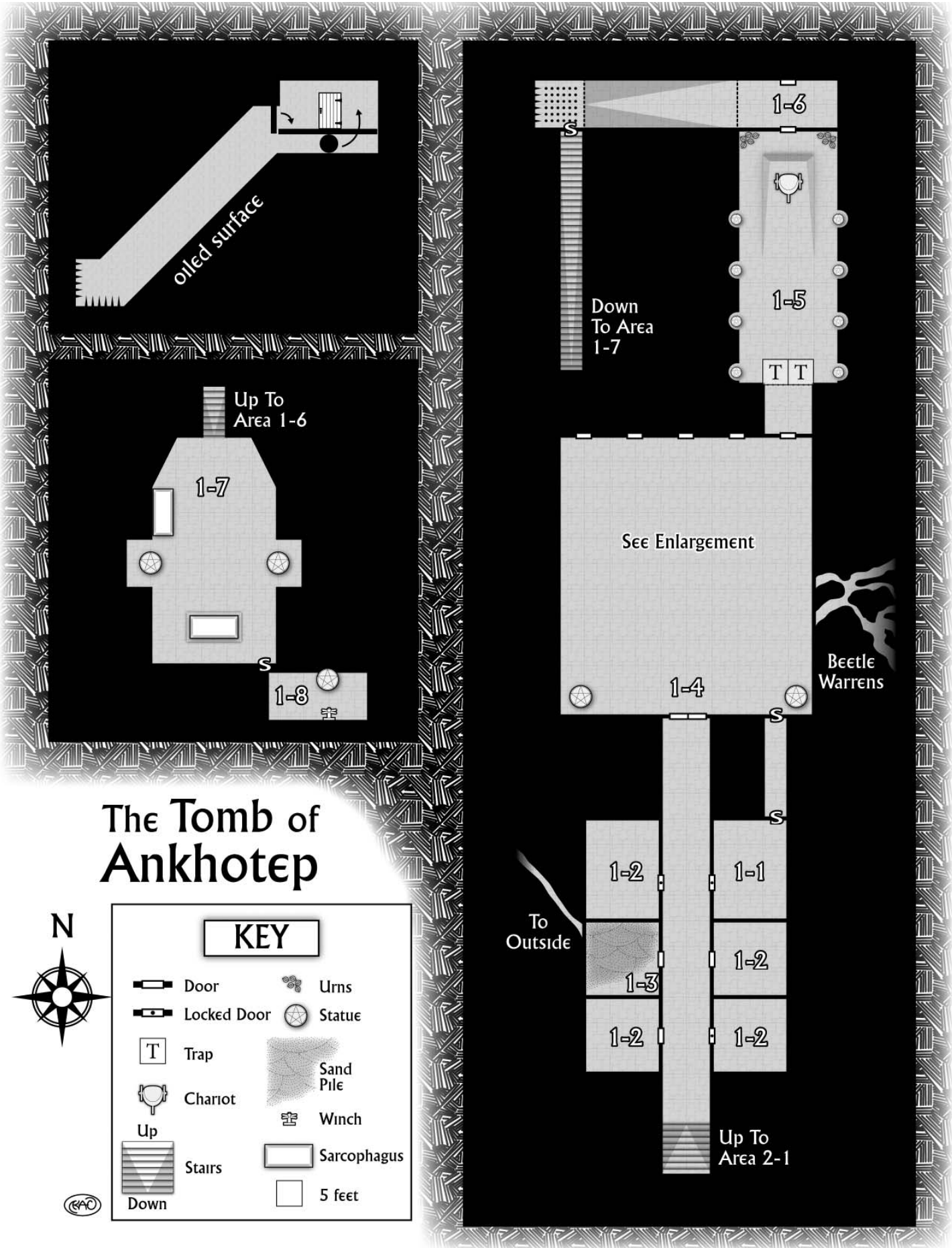
The chamber is 15 feet by 20 feet, with a sandy floor and crumbling limestone walls. A plain stone windowless door with no handle on this side blocks the only exit.

This room was once an outer chamber of the tomb. The desert raiders have converted this chamber into

a cell, and have affixed several manacles attached to chains into the wall. The walls are smooth limestone and lack features. The light is from an air vent a few inches in diameter in the southeast corner of the room. The vent can't be used as an escape route without the use of magic.

The door is locked from the opposite side (Imhakor has the key), so there is no chance it can be picked. A DC 30 Strength check is needed to force the door. There is a secret door in the north wall that has been revealed from the recent tremor. Beyond it is a passage that travels 20 feet north before ending at a secret door automatically discovered from the south side. This leads to area 1-4.

One of the characters has recently slipped his bonds (GM's choice, but it should be a rogue-type). The other characters can escape their bonds with a successful DC 20 Dexterity check, or break the manacles with a successful DC 20 Strength check. If a free character spends an action helping one of the bound characters, he gets advantage on any ability checks. But recall the potential effects of exhaustion on skill checks, if the GM is using that rule. Given some time and with the assistance of the freed character, the heroes should be able to escape their bonds.



The Tomb of Ankhotepe



KEY			
	Door		Urns
	Locked Door		Statue
	Trap		Sand Pile
	Chariot		Winch
	Up		Sarcophagus
	Down		5 feet



IMPROVISED WEAPONS

The first thing the characters need to do is arm themselves. Many objects can be used as improvised weapons, so let the players creatively run wild here. All improvised weapons cause 1d4 points of damage and a character only gets to add his proficiency bonus if the improvised weapon is similar to one he is proficient in. For example, a chair leg is similar to a club. Thrown improvised weapons have a normal range of 20 feet and a long range of 60 feet.

Sand is everywhere. By collecting sand and tying it off in a piece of cloth, a crude sap (1d4 bludgeoning damage) can be crafted. In similar fashion, a crude sling (range reduced to 20/60 ft.) can be fashioned from cloth strips and several suitable stones (1d4 bludgeoning damage) are strewn about the chambers. Several larger rocks can be collected and used as projectiles (1d4 bludgeoning damage) with a reduced range of 20/40 ft.

If a lit torch is used as a weapon, it causes 1 fire damage. If the torch is large (say, from a thigh bone), it can be swung as a club doing 1d4 bludgeoning damage plus 1 fire damage. However, each hit, there is a 50% the torch goes out.

Useful Items. The floor is covered with sand, which could be used to craft crude saps with a piece of cloth. Also scattered on the floor are 11 stones suitable as sling stones, and three larger rocks suitable for throwing. The chains are about 2 feet long, but are attached to the wall. A DC 24 Strength (Athletics) check is required to pull a chain free, which would make a fine improvised weapon.

Spell Components. The sand on the floor can be used for a *sleep* or *destroy water* spell. A strip of cloth from the characters' garments can be used for an *aid* spell.

DEVELOPMENTS

The characters are unaware of the situation on the surface. A hungry brass dragon has attacked the raider camp, slaughtering all the raiders (save one; see area 2-1). If the characters don't take advantage of this opportunity to escape, they are left to die.

AWARDING EXPERIENCE

Divide 100 XP among the characters if they take the time to craft a few improvised weapons before exiting this chamber.

AREA 1-2 – EMPTY CHAMBER

As indicated on the map, there are four empty chambers. At the GM's discretion, these areas can be fully detailed encounter areas, or simply left as empty. Two of them are locked from the outside (Imhakor has the key). It requires a successful DC 20 Dexterity check while using thieves' tools to pick one of these locks.

If the characters open the door to one of these chambers, read the following text:

With a heave, the stone door grinds open, revealing a plain chamber beyond. It appears to be an ancient storeroom, but it has been ransacked. A few broken pieces of pottery are scattered about the sandy floor, but there doesn't seem to be much else of interest.

When the tomb was first constructed, these antechambers were storerooms for mundane objects that the priest would need in the afterlife. Tomb robbers have long since removed anything of value decades ago. When the raiders arrived, they cleaned the chambers out and planned to use them to store loot or as holding pens for prisoners awaiting ransom.

Useful Items. Each chamber contains 3d4 stones that can be used as sling stones, and 1d4 larger rocks that can be thrown. If the characters spend a few minutes rummaging around through the sand and pottery shards, a dagger can be found in one room, and a 4-foot-long piece of frayed hemp rope in another. The rope would make fine kindling to start a fire.

Spell Components. The sand on the floor can be used for a *sleep* or *destroy water* spell.

AWARDING EXPERIENCE

Divide 50 XP among the characters if they find the dagger and 50 XP among the characters if they find the rope.

AREA 1-3 – SAND SPIDER LAIR

The door to this antechamber is unlocked. When the characters open the door, read the following text:

With protest the stone door opens with effort, revealing a 15-foot-by-15-foot square chamber beyond. Most of this plain unadorned room is covered with a pile of sand that originates from the northwest corner. In this corner, the sand nearly reaches the ceiling, and it appears that a 2-foot-wide, rough-hewn passage exits the chamber and continues to climb.

Until a few months ago this was just another empty antechamber similar to area 1-2, but a partial collapse of the ceiling in the northwest corner of the room created a rough-hewn passage to the surface about 30 feet above. This resulted in the pile of sand several feet deep in most of the chamber. This passage was quickly occupied by a predator, a giant sand spider, which now uses the room as its lair. A few weeks ago, it gave birth to a clutch of juvenile sand spiders, always hungry for their next blood meal. The raiders, after losing one of their number, avoid this area at all times.

Sand Pile. As indicated on the map, the shaded area is a pile of sand that varies from about 1 foot deep to nearly 10 feet deep as one moves to the northwest corner of the room. The sand pile is considered difficult terrain, but note that the sand spiders are unaffected due to their Sand Walker trait. Buried under the sand is the desiccated body of a desert raider killed a few weeks ago by the giant sand spider. The juvenile sand spiders feasted on his blood for days, leaving but a dried husk. The body is clad in leather armor and clothing, a scimitar hangs from a belt, and a coin pouch holds 11 gp and a small diamond (worth 50 gp). Searching the sand pile encourages the juvenile sand spiders to attack.

The Way Out. The rough-hewn passage is about 2 feet wide, but it actually varies from 1 to 3 feet wide at places. Small creatures can traverse this passage with difficulty, but Medium-sized creatures need to squeeze through, requiring 1 extra foot of movement for each foot traveled. The passage is about 30 feet long and ends in a crude “trapdoor” of palm tree leaves covered with sand, fashioned by the giant sand spider. The creature lies in wait, bursting through the trapdoor to envenom prey before dragging it back down to its lair for feeding. The exit on the surface is just north of area 2-1.

Six **juvenile sand spiders** are buried under the sand, while the **giant sand spider** is at the end of the passage. Unless the characters state they are ready for an attack while they search or walk over the sand, the juvenile sand spiders attack with surprise. They swarm targets if possible, actually climbing on them to get a better chance to bite; they must succeed on a DC 13 Dexterity check to climb onto a target. A juvenile sand spider on a target gets advantage on all bite attacks versus that target. Attacking a juvenile sand spider on another creature without harming the creature grants disadvantage to the attack. Otherwise, on a hit, the juvenile sand spider takes half damage and the creature takes half damage. Two rounds after the juvenile sand spiders attack, the giant sand spider rushes into the chamber and joins the battle. All the sand spiders fight to the death.

JUVENILE SAND SPIDER (6)

Small beast, unaligned

AC: 13

Hit Points: 9 (2d6 + 2)

Speed: 40 ft., burrow 10 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills: Perception +3, Stealth +7

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages: -

Challenge: 1/4 (50 XP)

Sand Walker: A juvenile sand spider ignores movement restrictions caused by sand or sandy surfaces.

ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour. Even after regaining hit points, the target is paralyzed while it retains the poisoned condition.

About the size of a small dog, these spiders have coarse tan fur and black mandibles that ooze with pasty venom.

GIANT SAND SPIDER

Large beast, unaligned

AC: 14 (natural armor)

Hit Points: 32 (5d10 + 5)

Speed: 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	3 (-4)	11 (+0)	4 (-3)

Skills: Stealth +7

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages: -

Challenge: 1 (200 XP)

Sand Walker: A giant sand spider ignores movement restrictions caused by sand or sandy surfaces.

Surprise Attack: If the giant sand spider surprises a creature and hits with an attack during the first round of combat, the target takes an additional 9 (2d8) damage from the attack.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much on a successful one. If the poison reduces the target to 0 hit points, the target is stable but poisoned for 1 hour. Even after regaining hit points, the target is paralyzed while it retains the poisoned condition.

About the size of a horse, this beast has tan coarse hair with wicked black mandibles.

Useful Items. The leather armor is in poor shape, but fits a Medium creature. However, if struck with a critical hit it falls apart and becomes useless. The scimitar is perfectly usable, as are the normal clothes the raider once wore. 5d6 sling stones and 3d4 large throwing rocks can be salvaged from the sand.

Spell Components. The sand on the floor can be used for a *sleep* or *destroy water* spell. The diamond can be used for a *chromatic orb* spell. The dead raider's clothes are partially made of fleece, which can be collected for *minor illusion*, *phantasmal force*, or *silent image* spells. The leather armor is cured, so a piece can be used to cast *mage armor*.

DEVELOPMENTS

If the characters use the rough-hewn passage to exit the tomb, they need to deal with sand diggers (see area 2-3 for information) that hunt the sandy parts of the oasis.

AWARDING EXPERIENCE

Divide 500 XP among the characters if they defeat the giant sand spider and the juvenile sand spiders. Divide 250 XP among the characters if they use the passage to escape the tomb.

AREA 1-4 – VAULT OF DOORS

The regular entrance to this chamber is sealed with a massive stone block. See Developments, below, for information on how this block can be removed. The characters likely enter this chamber from the secret passage from area 1-1. When they enter read the following text:

The stone wall pivots on a central pin, providing access to the chamber beyond. The darkness is less intense in this expansive room which is about 50 feet wide and at least that long. The ceiling stretches a full 20 feet overhead. Shadowy orange illumination meanders along the sand floor of the room, emitted from the anterior end of several large beetles. In front of you is a 15-foot-tall statue of a curvaceous human female with a feline head, holding a massive fan composed of lifelike peacock feathers. A similar statue is situated in the southwest corner of the room.

Along the south wall, to your left, a large stone block is situated in the logical location for an entrance door to this chamber. To the east of the stone block is a metal tube with a concave end, sunk into the stone wall about 5 feet off the floor.

When the characters move further into the chamber and get a view of the back wall, continue:

At the opposite end of the room is a stone wall covered with hieroglyphics. Five doors are evenly spaced along this wall, each bearing inscriptions and pictograms of their own.

This vault is another antechamber of the tomb. It has been designed as a cunning trap to thwart tomb robbers, which it already has done, about 40 years ago. But as such, the chamber is sealed and the characters need to explore the tomb further if they seek escape. The secret door the characters used to gain entrance was used by Horeb shortly after the priest's death. Using knowledge of the traps in this chamber (and areas 1-5 and 1-6) he was able to loot the tomb and live a comfortable life with Nebetia.

The ceiling is 20 feet high and the floor is covered with sand. The east and west walls are covered with detailed frescos depicting the Sphinx Empire in the ancient days. The west wall depicts the tricking of servant races such as the elves, humans, and dwarves. The east wall depicts fabulous battles against a serpentine empire.

Statues. The two statues are normal, depicting odd human/cat humanoids, each about 15 feet tall. Each holds a large fan consisting of lifelike peacock feathers situated to conceal the nakedness of the statue. The fan poles are actually wooden and can be removed with a twist. Each pole is about 7 feet long and painted gray to match the stone statue. A DC 20 Wisdom (Perception) check is needed to reveal the composition of the poles. Each fan and pole has been carefully treated with *oil of timelessness* (see appendix A), hence its current condition. These fans would make fine tools to safely sweep the sand away on the floor to reveal the floor glyphs.

Stone Block. A 10-foot-wide, 20-foot-high stone block trap has already been triggered by a tomb robber, and now blocks the normal entrance/exit to this room. This granite block weighs many tons, and is different from the limestone used to fashion most of the walls of the tomb. If a character gets within 10 feet of the block, a *magic mouth* spell is triggered. The mouth appears on each of the statues, and they speak in unison using a commanding female voice. Once it delivers its message it inactivates for an hour before resetting. The *magic mouth* states:

The way is blocked,

And now I mock!

In all the glory, say my name,

if you wish to spread your fame!

The light source in this room is generated from six **giant ember scarab beetles** that wander around the

chamber consuming tiny bits of lichen and organic debris. Two glands at their anterior end glow with a pale orange illumination. The beetles have entered the chamber from a crack barely a foot wide along the east wall. The beetles are not heavy enough to trigger the glyph traps, so they are aimlessly wandering around the floor. They ignore the characters, unless provoked first. If one attacks with a swift bite from serrated mandibles, it releases a pheromone that encourages the others to join in the fight. Each following round, one or two more beetles join the fray. The beetles fight to the death.

GIANT EMBER SCARAB BEETLE (6)

Small beast, unaligned

AC: 13 (natural armor)

Hit Points: 9 (2d6 + 2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	1 (-5)	9 (-1)	3 (-4)

Damage Resistances: fire

Senses: blindsight 30 ft., passive Perception 9

Languages: -

Challenge: 1/4 (50 XP)

Illumination: The giant ember scarab beetle sheds bright light in a 15-foot radius and dim light for an additional 10 feet. This illumination is generated from a pair of anterior glands. If removed, the glands continue to shed light for 1d4 days.

ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

These insects are about 3 feet long, with iridescent carapaces and a glowing anterior.

Beetle Warrens. Beyond the east wall are a myriad of twisting passages that snake for hundreds of feet. These warrens can only be entered by Tiny creatures, although a Small creature can squeeze into them. Unless the characters all happen to be Small, or they possess magic to alter form, this is unlikely to be a suitable escape route. The warrens are inhabited by more giant ember scarab beetles and other vermin, plus the

occasional sand digger. About 200 hundred feet in, a small underground stream can be located, utilized by the beetles. If a container is on hand, this is a potential source of drinking water. But water sources in the desert are rarely typically stalked by predators. This is the perfect location for the GM to expand the adventure according to his own design.

Floor. The floor is **trapped**. The floor is divided into 80 squares, each 5 feet by 5 feet (10 squares wide and eight squares long). Each square is inscribed either with a faint glyph (24) that can be discerned with a DC 15 Intelligence (Investigation) check, an ankh with one to five “handles” (48), or nothing (8). See the detailed map of area 1-4 for the location of all of these markings on their respective squares. A covering of fine sand (about an inch thick) blankets the floor, concealing all of these markings. The peacock feather fans, held aloft by the statues, are perfect for sweeping the sand off a square without detonating it.

The ankh symbols are clues to avoid the trapped squares, but these too are covered with sand, so they are not entirely obvious. The number of “handles” on the ankh indicates how many trapped squares are surrounded by it. For example, if the ankh has three “handles,” then

three of the eight squares surrounding it are trapped. By revealing more nearby ankhs, the characters can deduce the safe squares versus the trapped squares. All of the ankh symbols and the number of “handles” are indicated on the detailed map of area 1-4.

Glyph of Warding Traps (24). Each glyph is a *glyph of warding* trap (explosive runes) that is triggered when 50 or more pounds of weight are placed on the square. Note that the beetles each weigh about 20 pounds, so they don't trigger the glyphs. If triggered, a glyph explodes in a 20-foot radius causing 22 (5d8) points of damage of a random type: acid, cold, fire, lightning, or thunder. A table to randomly determine which type of damage is located on the map, along with check boxes to track glyphs detonated. There are five glyphs of each damage type, except for lightning. This one only has four left, as the tomb robber triggered one already. A target that makes a successful DC 14 Dexterity save suffers only half damage.

Tomb Raider Body. About 40 years ago, a tomb raider entered the tomb and triggered the stone block trap, sealing this chamber. The robber then attempted to cross the floor to the doors on the opposite end. He didn't make it very far before detonating one of the glyph traps, killing him instantly. If his desiccated body is examined, a DC 15 Intelligence (Investigation) check reveals he was slain by electricity.

The body has several useful items. His scimitar was dropped during the magical blast and appears a few feet away as indicated on the map. The scimitar handle is wrapped with gold wire (worth 25 gp). Hidden in his left boot is a silver dagger with an emerald set on its hilt (worth 125 gp). Hidden in his right boot is an incomplete set of damaged thieves' tools. His coin pouch holds 7 cp and a silver mirror. His leather armor and clothing is dry rotted and falls apart if disturbed. He clutches a bone scroll tube that holds two scrolls: *detect magic* and *magic weapon*. He has an empty waterskin, but it has a small hole.

The Five Doors. Along the north wall are five doors. Four are false (and trapped), and only one door is the true exit from this vault. Each door bears a fresco depicting a phase in the life of an unknown priest. Starting from left to right, here is a brief description of each door:



- The leftmost door depicts scenes of birth and renewal, along with the flooding of a great river.
- The next door depicts scenes of knowledge and learning, with expansive fields of crops along a great river.
- The center door depicts a prosperous desert kingdom, displaying many daily functions, and the harvesting of crops along the great river.
- The next door depicts scenes of war and destruction, but also triumph. Meanwhile, the great river has a much lower level.
- The door to the right depicts the ending of life, and the construction of an impressive temple. The great river has dried up.

A successful DC 15 Intelligence (Investigation) check reveals a common theme in all five doors. This theme is the presence of a single figure of power and command. He is depicted as being born (first door), learning as a young adult (second door), ruling at the side of a pharaoh (third door), leading armies in battle from a chariot (fourth door), and finally overseeing the construction of this very temple and his burial chambers (fifth door). It should be noted that on the last door, the priest is depicted as elderly and leaning heavily on a cane. This is an important clue.

When a character approaches within 10 feet of any door, a *magic mouth* spell issues a clue as to the correct door to exit through. A raspy male voice says:

Five doors to choose, but only one is true,

The three-legged man beckons, the right path for you.

The *magic mouth* mentions a three-legged man. This is a reference to the classic Riddle of the Sphinx. A three-legged man is one of advanced age that uses a cane for support. The door to the far right depicts the priest leaning on a cane, indicating that this is the safe door (to area 1-5). The other four doors are false, and trapped.

Trapped Doors. Each of the other four doors is trapped with a *symbol of fear*. Each symbol is concealed in the fresco, and requires a DC 17 Intelligence (Investigation) check to discern. Touching the door releases the trap. The target must make a DC 16 Wisdom saving throw, or become frightened for 1 minute; when

frightened the target drops whatever he is holding and on each of his turns must move at least 30 feet away from the symbol, if able. Depending on the route of escape, the target has a chance to trigger one (or more) of the glyph traps on the floor!

Useful Items. The giant ember scarab beetle glands can be harvested and used as illumination, providing light in a 15-foot radius and dim light in an additional 10-foot radius. Each gland lasts for 1d4 days. The tomb robber has several useful items as described above. If the thieves' tools are used to pick a lock or disarm a trap, the check is at disadvantage. Each of his thigh bones is large enough to be used as a club, but if a natural 1 is rolled to hit, the bone shatters. The scroll tube can be filled with sand and used as an improvised weapon. If one end is left open, and the tube is flicked at a creature's face, the sand can blind the target for 2 rounds, unless a DC 10 Dexterity saving throw is successful. Each fan pole can serve as a quarterstaff.

The giant ember scarab beetles can be harvested for food. Each beetle can feed three Medium-sized creatures, and are quite tasty. If eaten cooked, the meat is fine. If consumed raw, a character needs to make a DC 12 Constitution check or become ill for 10 minutes, without gaining the benefits of eating.



Spell Components. The sand on the floor can be used for a *sleep* or *destroy water* spell. The phosphorescent beetle glands could be used to cast a *light* spell. The silver mirror can be used to cast *sanctuary*. The copper pieces can be used to cast *detect thoughts* and *gentle repose*. The wooden poles from the statues can be used to cast *shillelagh*. A feather from a fan can be used to cast *feather fall*. The gold wire on the scimitar handle can be removed and used to cast *levitate*. Although ruined, the robber's armor can be used to cast *mage armor*.

DEVELOPMENTS

If a character speaks the name “Ankhotep” (which is located in area 1-7) into the copper tube next to the stone block, a few seconds later a rumbling of stone grinding on stone issues from below the floor, and the stone block slowly begins to rise. This is the command word to activate an animated clay statue in area 1-8. It takes 2 full minutes for the massive stone block to make its journey, but once high enough allows the characters a route to escape the tomb.

AWARDING EXPERIENCE

Divide 300 XP between the characters if they defeat the giant ember scarab beetles. Divide 75 XP between the characters if they harvest the beetle glands for a light source. Divide 400 XP among the characters if they solve the floor puzzle without setting off any of the glyph traps. Reduce this amount by 50 XP for each glyph triggered. Divide 100 XP among the characters if they deduce the correct exit door.

AREA 1-5 – HALL OF POSSESSIONS

When the characters open the door to this chamber, read or paraphrase:

The door opens to reveal a long hall with a flagstone floor, at least 40 feet long but only 20 feet wide. The left and right walls host curved niches, eight in total, each occupied by a stone pedestal about 4 feet high. Resting on each pedestal is an earthen sculpture of a cat, each in a different pose. The walls in between the niches hold empty metal racks, but long since looted of items.

When the characters bring a light source further into the room, continue:

The hall actually extends for at least 60 feet. At the far

end of the hall is a raised dais with a ramp, displaying an ancient wooden chariot with flecking paint. Sharp metal blades are affixed to the axles of the chariot. Behind the chariot is a stone door centered on the back wall. The far corners of the room are occupied by numerous sealed clay urns each about 4 feet high.

The hall is 60 feet long, and the ceiling is about 15 feet high. This hall was used to house several of the priest's important mundane items for use in the “afterlife.” These include his chariot and his beloved pet cats. The wall racks, which extend all the way around the room, once held weapons and armor used in various military campaigns. Many of these were high quality (and a few even magical), but were removed by Horeb. The room also holds a cunning trap.

Chariot Trap. The chariot, which was the personal vehicle for the priest in his life, has been converted into a **mechanical trap**. If more than 25 pounds of weight are placed on one of the two “trigger” squares (see the map), the trap is sprung. This pressure plate can be detected with a DC 20 Wisdom (Perception) check. When triggered, roll initiative. On the first round, a spiked portcullis drops from the ceiling as indicated by the dotted line on the map. Any character with a higher initiative number within 5 feet of the portcullis needs to make a DC 15 Dexterity saving throw. Failure results in 14 (4d6) piercing damage and the target is restrained by the portcullis. The portcullis can only restrain two Medium targets. Success indicates the target dodged the portcullis, but he needs to state which direction he dodged (further into the room, or in the door alcove). The portcullis needs to be lifted, requiring an action and a DC 15 Strength check, to release any restrained targets.

At the same time the portcullis falls, a pin holding the chariot is released, causing it to begin rolling down the ramp, and into small grooves in the stone floor. As the chariot begins to pick up speed, a *programmed illusion* spell is released, creating ghostly horses and a pair of ghostly archers in the chariot. Although the horses make a thunderous noise charging and the archers let loose a barrage of arrows, the illusion is just for a visual effect and harmless. On the trap's initiative value on the next round, the chariot smashes into the characters and/or portcullis.

Characters north of the portcullis are in real danger. These targets need to make a DC 14 Dexterity saving throw, or suffer 16 (3d10) bludgeoning damage from the chariot. If the saving throw succeeds, they have dodged to the left or right, but now have to contend with the sharp metal blades affixed to the wheels. These cause 8 (1d10 + 3) slashing damage, but a successful DC 12 saving throw results in half damage. As the chariot hits the portcullis, it smashes into pieces, causing 3 (1d6) piercing damage to those in the door alcove, or double that to restrained targets.

After the chariot trap is sprung, the earthen cat sculptures break apart, revealing eight **mummy cats**. The mummy cats don't attack immediately, instead spending a few moments stretching before approaching the characters and using their Suggestive Aura action. Note that the mummy cats can fit through the portcullis bars to mingle with characters still excluded from the room. After their display of affection, the mummy cats attack. Targets affected by the Suggestive Aura are attacked with surprise. The mummy cats attack until destroyed.

MUMMY CAT (8)

Tiny undead, lawful evil

AC: 13 (natural armor)

Hit Points: 5 (2d4)

Speed: 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	7 (-2)

Skills: Perception +2, Stealth +4

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 12

Languages: -

Challenge: 1/4 (50 XP)

Keen Smell: The mummy cat has advantage on Wisdom (Perception) checks that rely on smell.

Surprise Attack: If the mummy cat surprises a creature and hits it with an attack during the first round

of combat, the target takes an extra 3 (1d6) damage from the attack.

ACTIONS

Suggestive Aura: As an action, if the mummy cat does not attack and instead shows signs of affection, it releases a suggestive aura in a 5-foot radius, similar to the *suggestion* spell. The target must make a DC 10 Wisdom saving throw. Failure indicates the target can't attack the mummy cat during its display of affection, which can last up to 1 minute.

Rotting Claws: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 slashing damage plus 3 (1d6) necrotic damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or be cursed with mummy rot. A cursed target can't regain hit points, and its maximum hit points decrease by 3 (1d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Small feline forms are enwrapped with burial shrouds, although small tufts of dried fur poke through gaps here and there.

Clay Urns. In the back corner of the room, several clay urns lie undisturbed. There are 10 total, each sealed with wax and covered with a thick layer of dust. Each urn is a work of art, covered with painted scenes of ancient daily routines. If opened, three are empty (and once held water), and six held ancient grain which has disintegrated to a fine dust. The final urn was filled with salted fish. The fish has long since rotted, but on the bottom of the urn is a deposit of salt crystals. Among the urns is a nondescript cloth sack full of sand. If picked up, the full sack weighs but 2 pounds, giving an indication to its magical nature. The sack is a *sand bag* (see appendix A). Inside the *sand bag* is one of Ankhotepe's canopic jars (see sidebar).

Useful Items. The chariot was constructed from wood, treated with *oil of timelessness*. Three large fragments can be used as clubs or torches. All of the other pieces are too small, but could be used as firewood. A small metal shield and two metal blades can be salvaged from the wreckage. The blades can be treated as improvised longswords after one end is modified into a handle with leather or a cloth wrapping.

A barrel of arrows was stored in the chariot, but the wooden shafts have long since rotted away. There are still 35 flint arrowheads that can be found in the wreckage with a DC 15 Wisdom (Perception) check. Although useless as weapons, these flint arrowheads can be used with metal to create a spark. If a character has flint, metal, kindling, and wood, a successful DC 12 Wisdom (Survival) check creates fire. The chariot was equipped with two copper sheets, each about 10 inches by 15 inches, affixed to the interior of the car. These were installed by the priest and held spells for use by him during combat. In essence, these are scroll tablets. One contains the spell *cure wounds*, and the other contains *spiritual weapon*. Both spells are cast at 3rd level.

Two large rocks that can be used as improvised thrown weapons have become dislodged from the ceiling.

Spell Components. The wood from the chariot could be used for a *shillelagh* or *unseen servant* spell. Careful examination of a mummy cat reveals a few tufts of preserved fur, which could be used to cast *enhance ability*. One of the mummy cats was wearing a tiny silver bell (worth 15 gp) on a silver wire collar. The bell and wire can be used to cast *alarm*. The salt can be used to cast *gentle repose*.

ANKHOTEP'S CANOPIC JARS

As part of the mummification process, the organs are removed from the subject and placed in small earthen jars, often decorated. These jars are an important link to the mummy's soul, and if destroyed weaken Ankhotepe. Each jar has AC 10, 5 hp, and resistance to slashing and piercing weapons. For each jar destroyed, apply the following effects to Ankhotepe:

The first jar destroyed: Ankhotepe has disadvantage on all attack rolls.

The second jar destroyed: Ankhotepe loses one spell slot of 1st, 2nd, and 3rd level.

The third jar destroyed: Ankhotepe loses his resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

AWARDING EXPERIENCE

Divide 200 XP between the characters if they trigger the chariot trap. Divide 400 XP between the characters if they disable the trap. Divide 400 XP between the characters if they defeat the mummy cats.



AREA 1-6 – TRAPPED CHAMBER

When the characters open the door to this chamber, read the following text:

The door opens to reveal a small antechamber of sorts, no more than 20 feet wide and 10 feet long. Centered on the opposite wall of this plain chamber is another stone door.

This room is a death trap, designed to prevent grave robbers from getting any further into the tomb. The walls and floor are smooth stone. The ceiling is 10 feet high. There is a side view map of this chamber that displays the trap, Horeb's finest design.

Trapped Door. The door is false, but resting on a recess is one of Ankhotepe's canopic jars. A DC 23 Wisdom (Perception) check is required to locate the trap;

if detected, the trap can be disabled using thieves' tools with a DC 23 Dexterity check. Otherwise, attempting to open the door triggers the **slide trap**, releasing a set of pins that hold the stone floor stable. Once released, the stone floor can pivot on a circular drum situated under the floor in the middle of the room. On the following round, a 5-foot-high section of the west wall is released and falls onto the floor. Any creature standing next to this wall when it falls needs to succeed on a DC 13 Dexterity check, or suffer 11 (2d10) bludgeoning damage and become restrained. A restrained creature is unaffected by the rest of the trap. The weight of the wall tilts the floor into a slide. All creatures standing in the room slide down 40 feet into the lower part of the room. One creature standing near the entrance door can attempt a DC 15 Dexterity saving throw to leap back into area 1-5. One creature opening the false door can attempt to hold onto the door with a DC 15 Strength check to avoid the slide.

Sliding to the lower part of the room causes 7 (2d6) bludgeoning damage, and the target is hurled against a wall and floor of spikes. The spikes are +8 to hit and cause 13 (2d10 + 2) piercing damage. The creature can attempt a DC 15 Dexterity saving throw for half damage, but this roll is at disadvantage due to the slide. The slide is covered with oil to facilitate sliding into the spiked wall. Climbing the slide back up to requires a DC 15 Dexterity (Acrobatics) check.

In the lower part of the chamber, among the spikes is a secret door in the southern wall. It can be located with a DC 15 Wisdom (Perception) check.

Useful Items. 2d4 small stones that can be used as sling stones are scattered on the floor at the pit bottom. The oil on the slide is flammable. If a flat object (such as one of the chariot wheel blades) is used to scrape the slide, and a suitable container is available, three flasks of oil can be collected. If used to help start a fire, the skill check is made at advantage. A spike can be removed from the wall with a DC 20 Strength check. Each spike is about 1 foot long, and would make a fine piercing improvised weapon.

Spell Components. The spikes are made out of iron. A spike could be used to cast *hold person*, or if combined with open flame, *heat metal*. If a sharp object is used to create iron filings (or even powder), that could be used to cast *flaming sphere* or *enlarge/reduce*.

AWARDING EXPERIENCE

Divide 300 XP between the characters if they trigger the slide trap. Divide 600 XP between the characters if they disable the trap.

AREA 1-7 – THE TOMB OF ANKHOTEP

From the secret door in area 1-6, a long flight of stairs descends to this chamber. When the characters arrive at the base of the steps, continue with the following read-aloud text:

At the bottom of the stairs is a stale dusty chamber with a stone floor. The chamber is about 25 feet wide and at least 40 feet long. The ceiling arches at least 20 feet overhead. To the right is an open sarcophagus. To the left and right, situated in a pair of alcoves, are statues that nearly reach the ceiling. Each depicts a pharaoh with a commanding presence, one with an open palm outstretched, the other holding an offering plate aloft. At the far end of the room is a sealed sarcophagus, nearly 10 feet long, covered with hieroglyphics. The back wall is covered with painted pictograms, faded over centuries of neglect.

This is the burial chamber of Ankhotepe, a priest dedicated to the Sphinx Queen. It's likely the characters need to come to this chamber to discover priest's name so they can escape the tomb through the sealed door in area 1-4.

Statues. The statues depict a father and son pair of pharaohs that the priest served as an advisor. A DC 20 Wisdom (Perception) check is required to notice the offering plate appears odd. It is actually not part of the statue, instead a dust-covered bronze bowl, inscribed with flowing patterns. The bowl functions as a *decanter of endless water*, an extremely valuable item in the desert. The command words are concealed in the flowing patterns and can be discovered with a successful DC 15 Intelligence (Investigation) check. The words are: "flumyne" (stream), "foncyme" (fountain), and "yeg-ser" (geyser). Resting on the outstretched right palm of the other statue is the third of Ankhotepe's canopic jars, which can be seen from the floor with a successful DC 15 Wisdom (Perception) check.

Empty Sarcophagus. Along the west wall is a stone sarcophagus that clearly has never been used. This was reserved for the priest's wife, Nebetia. But since she was conspiring with Horeb and fled with him following

robbing the tomb, obviously she never required the use of this sarcophagus. It is open, with the lid discarded to the side. Inside is only a thick layer of dust. A successful DC 20 Wisdom (Perception) check reveals a secret compartment overlooked by Horeb in his haste to remove the valuables from this chamber. It holds two small gold vials (each worth 50 gp), a small locked (DC 18 Dexterity check to pick) metal box set with four agates (each worth 50 gp), and a *wand of magic missiles*. The command word, “Telum-magicae,” is inscribed on its surface. Each gold vial contains a dose of *oil of timelessness*. Inside the velvet-lined box are five tiny vials. Each holds a different powdered item: silver (1 gp), jade (20 gp), gold (25 gp), ruby (100 gp), and diamond (250 gp). Each substance can be identified with a DC 12 Intelligence check.

Back Wall. The back wall is covered with pictograms depicting the reign of the Sphinx Queen. From left to right, the scenes depict the fall of the Sphinx Queen, her imprisonment, and then her release centuries later by a faithful priest and his army. The final scenes show a new empire forged by the Sphinx Queen, with her dedicated priest at her side. Each pictogram of the priest has been hastily defaced with a sharp object.

Sealed Sarcophagus. This magnificent stone structure is nearly 10 feet long and 6 feet high. All sides and the top are covered with hieroglyphics and pictograms,

mostly depicting religious ceremonies and duties. In several places, the priest’s name is recorded in the hieroglyphics, but someone has done a thorough job destroying the letters of the name. The sarcophagus is sloppily sealed with melted gold, requiring several minutes of work with a sharp instrument to break, resulting in 65 gp worth of gold. Following this, a successful DC 15 Strength check is needed to remove the lid. If two or



more characters work together this check is at advantage. As the lid is being removed, the occupant finishes the deed with a shove. One of the characters removing the lid needs to succeed at a DC 10 Dexterity check or suffer 4 (1d6 + 1) bludgeoning damage from the crashing stone lid. Inscribed on the inside of the lid is the same name, repeated over and over: “Ankhotepe.” Enraged at his betrayal and animation as an undead mockery, the mummy has had centuries to carve his name over and over on the stone lid, using a bony finger as the implement.

Assuming the characters are prepared, they can’t be surprised. However, any characters removing the lid need both hands, so they start the encounter unarmed. **Ankhotepe, the mummy priest** wastes no time attacking with fury. On the first round, he uses an action to throw his *staff of the python* on the floor, where it assumes the form of a **giant sand boa constrictor** which attacks on its own initiative. On that first round he also uses a bonus action to cast *spiritual weapon*, attacking with it as a bonus action starting on the next round. On the next round he casts *sand shape*.

Then he casts *command*, ordering a fighter type to grovel. He follows this up with *desiccating touch* or *inflict wounds* to augment his rotting fist attack, then *sand blast* or *necrotic flame* as appropriate. If his *sand shape* is disrupted, he casts *bestow curse* or *hold person*, again targeting a fighter type. Although he has a *necklace of prayer beads* that was useful before he became undead, he will not use it against the characters

ANKHOTEP, THE MUMMY PRIEST

Medium undead, lawful evil

AC: 14 (ornate breastplate)

Hit Points: 58 (9d8 + 18)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	15 (+2)	14 (+2)

Saving Throws: Wis +4, Cha +4

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Sphinx

Challenge: 4 (1,100 XP)

Special Equipment: Ankhotepe wears an ornate gold breastplate (worth 950 gp) and a *necklace of prayer beads* (blessing and curing). He carries a *staff of the python* and a *pearl of power*.

Spellcasting: Ankhotepe is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Ankhotepe has the following spells prepared:

- Cantrips (at will): *guidance*, *necrotic flame*, *resistance*, *sand blast*
- 1st level (4 slots): *command*, *desiccating touch*, *inflict wounds*
- 2nd level (3 slots): *hold person*, *spiritual weapon*
- 3rd level (2 slots): *bestow curse*, *sand shape*

ACTIONS

Rotting Fist: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. A cursed target can't regain hit points, and its maximum hit points decrease by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare: Ankhotepe targets one creature it can see within 60 feet of him. If the target can see Ankhotepe, it must succeed on a DC 11 Wisdom saving throw against this magic, or become frightened until the end of Ankhotepe's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

This desiccated human body is covered with cloth wrappings, but clad in an ornate gold breastplate. Numerous gold and silver rings and necklaces adorn the horrid creature. Red glowing eyes pierce the gloom of the room, as an outstretched bony hand begins a gesture.

GIANT SAND BOA CONSTRICTOR

Huge beast, unaligned

AC: 12

Hit Points: 60 (8d12 + 8)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills: Perception +2

Senses: blindsight 10 ft., passive Perception 12

Languages: -

Challenge: 2 (450 XP)

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict: *Melee Weapon Attack:* +6 to hit, reach 5

ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the giant sand boa constrictor has advantage on all bite attacks against the grappled target. The giant sand boa constrictor can only grapple one target at a time.

This thick snake is about 20 feet long with fine tan-gray scales.

Treasure. Ankhotep was buried with a hoard of treasures which Horeb reluctantly had to leave as he feared a curse or attack. The mummy wears a gold necklace set with onyx (worth 575 gp), three gold rings (worth 75 gp, 225 gp, and 400 gp), and a silver ring (actually a *ring of feather fall*). Scattered in the sarcophagus are three fake pottery canopic jars (each worth 45 gp), a gold bracer set with rubies (worth 250 gp), a copper senet game board with opal playing pieces (worth 645 gp as a set), an electrum scepter set with emeralds (worth 1,125 gp), an *ankh dagger* (see appendix A), and a plain silver cap (actually a *helm of comprehending languages*).

Spell Components. The powdered gold can be used to cast *arcane lock*. The powdered jade can be used to cast *magic mouth*. The powdered ruby can be used to cast *continual flame*. The agates can be pried off the box and used to cast *darkvision*.

AWARDING EXPERIENCE

Divide 1,100 XP between the characters if they defeat Ankhotep. Divide 450 XP between the characters if they defeat the giant sand boa constrictor.

AREA 1-8 – THE WINCH ROOM

A secret door conceals this chamber. It can be located with a successful DC 15 Wisdom (Perception) check. When the characters open the door, continue:

This dusty chamber is 10 feet wide and 20 feet long, with a 15-foot-high ceiling. At the far end is a clay statue of a female sphinx crouched like a cat, front paws extended. Nearby, on the south wall is a large metal crank.

This secret chamber hides the crank and winch mechanism to raise the stone block in area 1-4. In the southeast corner of the ceiling is a copper metal tube about 4 inches in diameter that leads to area 1-4, situated directly above this chamber.

Metal Crank. The metal crank is attached to an elaborate gear system concealed behind the rock walls and above this chamber. To turn the crank, it requires three successful DC 20 Strength checks, which raises the stone block high enough to exit through the doorway at area 1-4. However, the **animated clay sphinx** is designed to turn the crank (see Developments, below).

The animated clay sphinx remains immobile, unless attacked first or if the characters attempt to destroy or disable the crank. It will not attack if they simply turn the crank. If it attacks, it uses its claw attacks and fights until it is destroyed.

ANIMATED CLAY SPHINX

Large construct, unaligned

AC: 14 (natural armor)

Hit Points: 60 (7d10 + 21)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances: piercing and slashing weapons

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: -

Challenge: 3 (700 XP)

Antimagic Susceptibility: The clay sphinx is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the clay sphinx must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance: While the clay sphinx remains motionless, it is indistinguishable from a clay statue.

ACTIONS

Multiattack: The animated clay sphinx makes two claw attacks.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

KEY

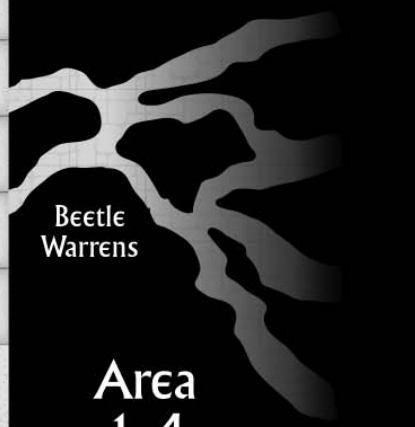
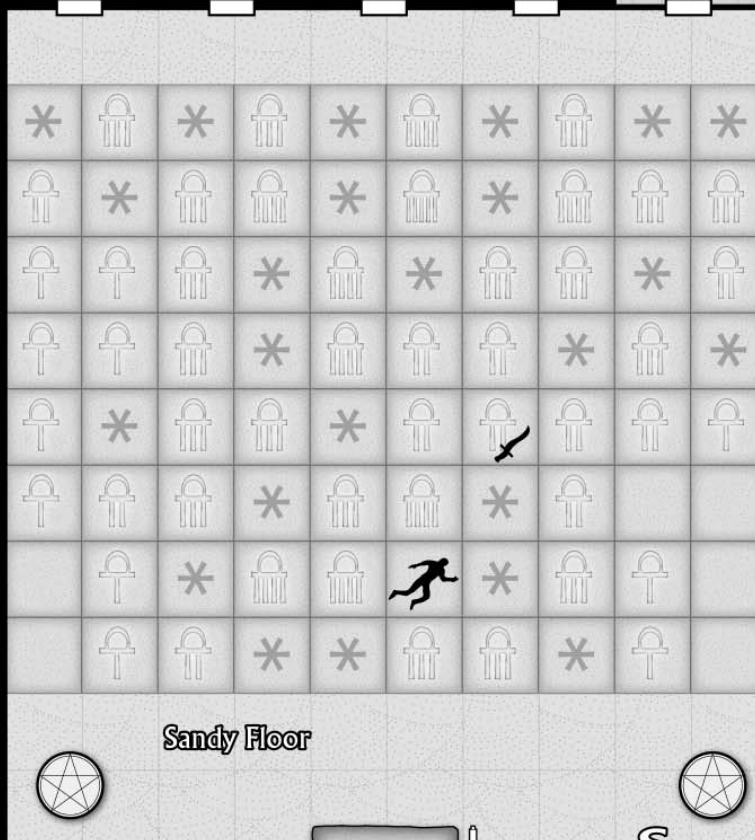
Ankhs



GLYPH DAMAGE TYPE (1d6)

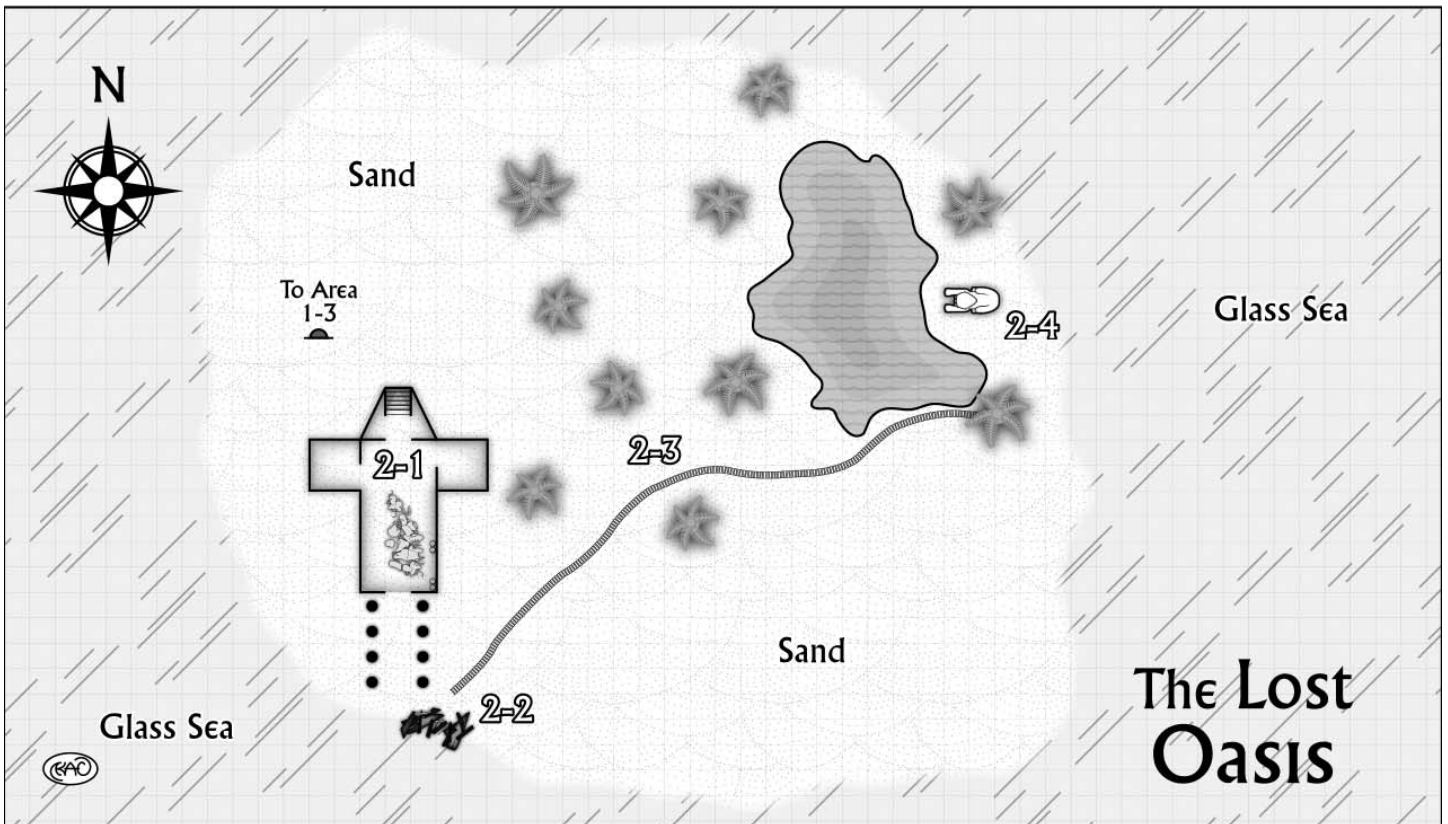
Roll Type

1	Acid	□□□□□□
2	Cold	□□□□□□
3	Fire	□□□□□□
4	Lightning	☒□□□□□
5	Thunder	□□□□□□
6	Re-roll	□□□□□□



Beetle Warrens

Area
1-4
Detail



The Lost
Oasis

DEVELOPMENTS

If the characters speak the priest's name, "Ankhotep," out loud in this room or into the copper tube in area 1-4, the clay statue animates and proceeds to crank the winch until the stone block in area 1-4 resets to its original open position.

AWARDING EXPERIENCE

Divide 700 XP among the characters if they defeat the animated clay sphinx. Divide 1,500 XP among the characters if they use Ankhotep's name to unseal area 1-4 and use it to escape the tomb. Award 500 XP if the characters use the crank and winch on their own.

PART TWO: THE LOST OASIS

The Lost Oasis is a patch of sand surrounded by the Glass Sea, a smooth glass surface created millennia ago during a magical holocaust. The Glass Sea ranges for several miles in each direction, and covers a total of 20 square miles. The oasis itself is soft sand, with a small pool of fresh water surrounded by several palm-like trees adorned with succulent globe fruit the size of small melons. The ruins of a temple (area 2-1) are located in the oasis. The characters exit the tomb either via the sand spider tunnel (area 1-3), which reaches the surface just north of area 2-1, or via the stairs at the end of the hallway, which lead to the upper level of the ruined temple (area 2-1).

GENERAL FEATURES

Light. Unless the characters wait until nightfall, it is a bright sunny day when they exit.

Temperature. Daily temperatures at the oasis exceed 100° F. This doubles the amount of water intake each character needs per day, or else they suffer an increase in exhaustion level.

Sand. The sand is deep, and movement off the wooden path is considered difficult terrain.

AREA 2-1 – THE RUINED TEMPLE

The read-aloud text below assumes the characters enter this area from the tomb below. Adjust it accordingly if this is not the case.

At the top of the steps, the bright radiance of the sun is nearly blinding. Allowing a few moments for your eyes to adjust and several deep breaths of fresh—although stifling hot—air, you appear to be in a ruined structure. There is no ceiling, as it has collapsed ages ago from the ravages of the desert. The walls are crumbling sandstone, completely

missing in locations, barely providing an outline of the original structure. Perhaps a temple, the structure was once about 120 feet long and about 60 feet wide, with a pair of sub-chambers flanking the main worship platform.

The structure appears to have been recently converted into a base camp of sorts, with numerous tents scattered around piles of rubble and sand. Most of the tents have been destroyed, torn by large slashes. Numerous crates and casks have likewise been sundered and lie in a jumbled mess.

Ankhotep built this temple for a secluded place to worship his beloved deity following her defeat, often hosting scores of followers and elaborate ceremonies. In its day, it was a spectacular building and no expense was spared in its construction.

Today, the structure is a little more than a shell, although it makes a fine base camp for the raiders, and affords some protection from the elements. Enough tents and supplies (foodstuffs and water, plus weapons, armor, and everyday mundane items) were present to accommodate nearly 40 raiders. Most of these supplies were ruined during the dragon attack (see area 2-4), but no bodies are present. The dragon has eaten well. **Imhakor, the raider leader** has survived the slaughter and hides in one of the side chambers, under a collapsed tent.

Imhakor has seen much death in the last day, and clings to a few shreds of sanity. Eventually, he confronts the characters, suspecting they are in league with the beast that rained destruction upon his brothers. He begins the encounter hostile, but parleys with the characters at first. He blames them for leading the dragon to the camp, and being in league with the beast for a share of the spoils. Allow the chance for the characters to convince Imhakor of their intentions, but ultimately, he can't be reasoned with.

Unless *charmed*, he eventually attacks the characters with reckless abandon. He attempts to use trip attacks to get a character on the ground, at which point he tries to hold that target hostage. But he is not really sure what to bargain for, since they are trapped on the oasis with no boats to escape (see area 2-2) and a hungry dragon (see area 2-4) nearby. If reduced to 10 hit points or less, he surrenders in a fit of sobbing.

IMHAKOR, RAIDER LEADER

Medium humanoid (human), chaotic neutral

AC: 16 (+1 studded leather armor)

Hit Points: 52 (8d8 + 16)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	13 (+1)	10 (+0)	14 (+2)

Saving Throws: Str +4, Con +4

Skills: Acrobatics +5, Intimidation +4

Senses: passive Perception 10

Languages: Common

Challenge: 2 (450 XP)

Special Equipment: Imhakor has a great khopesh, four daggers, +1 studded leather armor, a pouch with 22 gp and a blue agate (worth 250 gp), and a ring of keys (to the doors to area 1-1 and 1-2).

Second Wind: Imhakor has a limited well of stamina he can draw on to protect himself from harm. Once per day, on his turn he can use a bonus action to regain 13 (1d10 + 8) hit points.

ACTIONS

Multiattack: Imhakor makes two attacks with his great khopesh, or with his daggers.

Great Khopesh: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Trip Attack: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 2 plus 1d8) slashing damage and if the target is Large or smaller, it needs to make a DC 13 Strength saving throw, or be knocked prone. Imhakor can use this trip attack once per turn, five times per day.

Dagger: *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Useful Items. Although a terrible mess, there are several extremely useful items the characters need. Foremost is food (enough rations to feed 12 for six days), however it takes nearly an hour to recover most of it. In addition, two full casks holding fresh water can be found, each holding about 10 gallons. Any mundane equipment, weapons, and armor the characters had that were removed by the raiders are also present here. Any magic items or spellbooks (including spell foci) have been transported to area 2-4. Although the dragon has removed most valuable items to area 2-4, a few remain hidden among the mess. These include a ruptured sack of 556 gp, three flasks of alchemist's fire, and a pouch with five diamonds (worth 50 gp each) and one pearl (worth 100 gp).



Spell Components. A successful DC 15 Wisdom (Perception) check is required to recover the characters' spell component pouches. There is plenty of sand available to cast *sleep* or *destroy water*. The diamonds can be used to cast *chromatic orb*. The 100 gp pearl can be used to cast *identify*.

AWARDING EXPERIENCE

Divide 450 XP among the characters if they defeat or subdue Imhakor.

AREA 2-2 – THE LANDING

This flat area is located just south of the ruined temple, at the edge of the sand and the Glass Sea. It can be observed from the ruined temple, and the wooden path (area 2-3) leads from here to the pool (area 2-4). If the characters investigate this location, continue:

At the edge of the sand lies a pile of wooden wreckage. At least several keelboats were tethered here, but each is now a twisted, charred heap of wood. Several large metal blades, perhaps once attached to the ship hulls, jut out of the wreckage, covered with soot.

Beyond the scene of destruction, the flat expanse of a sea of glass spreads in all directions. Numerous worn lines are etched into its surface, and the heat from the sun's relentless rays radiates off its smooth surface.

This area was used as a port by the raiders. But when the dragon Brazcamel attacked, this was the first location he targeted, denying his prey an easy escape route. He used a combination of his fire breath and old-fashioned claw and bite attacks to destroy the three ships moored here.

Just touching the surface of the Glass Sea reveals its immense heat. It should be obvious to the characters that they will not survive a trek over the surface on foot due to the heat. If they insist, have them make a DC 10 Constitution saving throw every few rounds or suffer 3 (1d6) damage from the heat. Each hour increase the saving throw DC by 5, and increase their exhaustion level, unless they take some kind of precautions to elevate themselves above the surface of the glass, like on the deck of a ship. The object here is not to kill the party with an environmental effect, but instead make it a challenge for them to escape the oasis. If the party develops a sound plan to avoid the heat, let them succeed. Note that even though the heat effects are reduced at

night, the surface remains hot enough to harm those on its surface.

Useful Items. Several pieces of wood and blades could be salvaged to craft a makeshift raft. Several pieces of wood could also be used as clubs. The blades, about 10 feet long, are too large for a Medium-sized creature to wield effectively.

AREA 2-3 – THE SAFE PATH

When the characters investigate the wooden path from area 2-2 to area 2-4, read the following text:

A crude wooden log and board path, perhaps 5 feet wide, leads away from the wreckage toward a stand of palm trees and a large pool of water. About 30 feet off the path near a palm tree, the glint of gold from a metallic object protrudes from the sand.

The sand of the oasis is home to several predators called **sand diggers**. These starfish-like creatures burrow under the sand and ambush unsuspecting prey on the surface. Using their five bony-barbed legs they attempt to hold prey while crushing them to death for feeding at leisure. The oasis is inhabited by eight of these creatures, and ever since the raiders built the wooden path to avoid them, they are ravenous. As such, it's been difficult to capture prey, outside of the occasional desert baboon or vulture.

The gold glint comes from an offering plate (worth 145 gp) dropped by Brazcamel while shuttling the treasure from area 2-2 to 2-4. Any character that leaves the wooden path to retrieve it or investigate is attacked with surprise, unless he succeeds on a contested Wisdom (Perception) check versus the sand digger's Dexterity (Stealth) check. Only one sand digger attacks the target, but if other characters also leave the path, one or two more join the fray. If reduced to 7 hit points or less, unless a sand digger is grappling a target, it flees by burrowing back down into the sand.

SAND DIGGER (8)

Large beast, unaligned

AC: 15 (natural armor)

Hit Points: 30 (4d10 + 8)

Speed: 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills: Stealth +5

Senses: tremorsense 60 ft., passive Perception 10

Languages: -

Challenge: 1 (200 XP)

Sand Camouflage: A sand digger has advantage on all Dexterity (Stealth) checks made when hidden under at least 1 foot of sand.

ACTIONS

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14) if the sand digger is not already grappling a creature. Until the grapple ends, the target is restrained and takes 7 (2d6) bludgeoning damage at the start of each of its turns.

DEVELOPMENTS

If the characters use the sand spider tunnel (area 1-3) to escape the tomb, they need to cross several hundred feet of sand digger-infested sand. If this occurs, 1d4 + 1 sand diggers attack.

AWARDING EXPERIENCE

Divide 200 XP between the characters for each sand digger they defeat.

AREA 2-4 – THE POOL OF REFLECTION

If the characters follow the wooden path northeast, it arrives at a freshwater pool. Read the following if they choose to explore this site:

The wooden path meanders around several sand dunes before descending along a crystal clear pool of water. Shade is provided by several large palm-like trees bearing globe-like fruit. On the opposite side of the pool is the weathered statue of a female sphinx crouching in the sand, front paws outstretched, about 40 feet long and perhaps 15 feet high. At the base of this structure is a pile of coins and other objects gleaming in the afternoon sun. Sprawled out among these treasures is the bulk of a draconic form, fast asleep. Its scales are a burnished metallic yellow with deep green highlights.

The commotion the characters heard several hours ago that directly led to their escape was caused by **Brazcamel, a young adult brass dragon** that lives several miles to the west of the oasis. Brazcamel followed one of the raiding parties back to the oasis, and assuming the band was up to some nefarious activity (confirmed with a *detect thoughts* spell) decided to put an end to their enterprise and relieve them of their ill-gotten gains. Using his sleep breath weapon on the raiders and his fire breath on their ships, the dragon attacked with fury and wiped out nearly 40 raiders. Over half of them were eaten on the spot; the others are buried in the



sand near the pool for a snack later. The sand diggers avoid the dragon at all costs, so these bodies are still untouched.

Brazcamel is in the equivalent of a draconic food coma. He is fast asleep, but will awaken if his passive Perception score exceeds any of the characters' Dexterity (Stealth) checks. Although groggy at first (and if attacked, the GM might want to give him disadvantage to all attack rolls in the first 3 rounds), he assumes the characters are more raiders, especially if they are equipped with items from area 2-1. If the party did not take a long rest or three short rests since their escape, his starting attitude is indifferent. If they did take their time, he is less groggy, hungry, and starts the encounter as hostile. He threatens the characters ("I'll swallow you whole, like I did to your kin"), but actually is not interested in a fight. If he gets a chance, he tries to use a *detect thoughts* spell to confirm the character's disposition. But he is a blowhard, and believes mere mortal humanoids are below his draconic station. A successful DC 18 Charisma (Persuasion) check is enough to keep him indifferent. If the check succeeds by 5 or more (or he is bribed with at least 1,000 gp in treasure), his attitude can shift one level more favorable.

During the exchange, the characters should see several of their prized possessions (magic items, spellbooks, spell foci, holy symbols) present in the pile of loot. Brazcamel removed these from the raiders' stash in area 2-1, and believes they are now his. However, he is willing to trade with the characters. Spellbooks, weapons, and armor are useless to him. He would much prefer other magic items, especially unusual ones (like the *sand bag* in area 1-5, or the *oil of timelessness* in area 1-7), or anything that aids in communication (such as the *helm of comprehending languages* in area 1-7). He would covet the *decanter of endless water* from area 1-7. The object of this social interaction should be that the characters get their prized items back, but make them work for it, or offer other items or services to the dragon. For example, a wizard could regale the dragon with an historical account of a famous battle, or a bard could woo him with a poem for a trade.

If the encounter results in combat, Brazcamel first uses his sleep breath weapon. Next he casts *charm person* on the PC he perceives to be the leader of the party. If suc-

cessful, he commands that character to try to get the others to surrender. If that fails, he casts *blur*, and waits for his breath weapon to recharge, always preferring to use the sleep breath. If Brazcamel succeeds at putting the entire party asleep, they wake up several minutes later, buried up to their necks in sand (escape DC 25). Now the dragon reopens negotiations from a position of power. Only at the last option does Brazcamel resort to claw and bite attacks. If reduced to 20 hit points or less, he is inclined to fly away, but at the GM's discretion can return while they attempt to cross the Glass Sea.

BRAZCAMEL, YOUNG ADULT BRASS DRAGON

Large dragon, chaotic good

AC: 17 (natural armor)

Hit Points: 123 (13d10 + 52)

Speed: 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	12 (+1)	11 (+0)	16 (+3)

Saving Throws: Dex +5, Con +9, Wis +5, Cha +8

Skills: Perception +10, Persuasion +8, Stealth +5

Damage Immunities: fire

Senses: blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages: Common, Draconic, Dwarvish, Elvish

Challenge: 7 (2,900 XP)

Special Equipment: Brazcamel has a *monocle of seeing* (as per a *gem of seeing*) attached to his cheek sail by a gold chain.

Innate Spellcasting: Brazcamel can cast three spells per day requiring no material components. His spellcasting ability is Charisma (spell save DC 14).

- 1/day each: *blur*, *charm person*, *detect thoughts*

ACTIONS

Multiattack: Brazcamel makes three attacks: one with his bite and two with his claws.

Bite: *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw: *Melee Weapon Attack:* +10 to hit, reach 5 ft.,

one target. *Hit*: 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5-6): Brazcamel uses one of the following breath weapons.

Fire Breath: Brazcamel exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath: Brazcamel exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

The Dragon's Hoard. This "hoard" represents the loot recovered from the raiders' lair in area 2-1, meticulously transported to the pool's edge by the dragon and coerced raiders. The dragon's real hoard lies buried in sand dunes miles to the west. Eventually, Brazcamel will get the gumption to begin transferring it, but for now, he just wants to wallow in its metallic caress for a few days. Perhaps the characters could aid in transporting some of the treasure? The hoard contains:

- Spellbooks owned by the characters.
- Magic items owned by the characters.
- The following coins: 1,123 cp, 2,356 sp, 589 gp, and 47 pp.
- The following loose gems: four bloodstones (50 gp each), five garnets (100 gp each), and one peridot (500 gp).
- Silver tiara set with emeralds (worth 675 gp).
- Ironwood harp with gold strings (worth 350 gp).
- +1 scimitar.
- Three potions: *hill giant strength*, *climbing*, *greater healing*.

AWARDING EXPERIENCE

Divide 2,900 XP among the characters if they defeat Brazcamel, or if they strike a bargain with him where he doesn't attack and trades for their original magic items. If they convince the dragon to help them escape the Lost Oasis, divide another 750 XP among the characters.

CONCLUDING THE ADVENTURE

After the characters escape the tomb, they need to get their prized possessions back from the dragon Brazcamel. Then they need to escape the Lost Oasis by crossing the Glass Sea.

There are three obvious ways the characters can escape the oasis, presented below. But the GM should be prepared for player ingenuity regarding other suitable methods of escape. The plight across the Glass Sea is beyond the scope of this adventure, but is the perfect opportunity for the GM to expand the adventure.

- Use the ship wreckage pieces to build a makeshift raft. This takes about a day, and requires a few DC 15 Wisdom (Survival) checks.
- The characters can parley with the dragon Brazcamel (in area 2-4) and convince him to fly them over the Glass Sea. The dragon certainly needs payment for such a service, such as assistance transporting the

raiders' loot to a location near his lair.

- If the characters seem at a loss, or took one long or three or more short rests during the adventure, a party of **raiders** returns on a bladed keelboat in area 2-2. The keelboat is about 35 feet long and 8 feet wide, with three 10-foot-long blades attached to the hull. It is crewed by four, but can transport up to 18 others, even though this raiding party only has 12 members. The characters can commandeer their ship and use it to traverse the Glass Sea safely, or they could bribe the raiders for passage across the Glass Sea.

RAIDER (12)

Medium humanoid (human), chaotic neutral

AC: 12 (leather armor)

Hit Points: 13 (2d8 + 4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses: passive Perception 10

Languages: Common

Challenge: 1/8 (25 XP)

Special Equipment: Each raider has a khopesh, a short bow with 20 arrows, leather armor, and a pouch with 1d8 gp.

ACTIONS

Khopesh: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage and if the target is wielding a weapon, he must make a DC 10 Strength saving throw or become disarmed. The weapon falls at the target's feet.

Shortbow: *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

AWARDING EXPERIENCE

Divide 300 XP among the characters if they defeat the raider party. Divide 1,800 XP among the characters if they successfully escape the Lost Oasis.

APPENDIX A: NEW MAGIC ITEMS

ANKH DAGGER

Weapon, uncommon

This silver-bladed dagger is shaped like a classic ankh. A scabbard covers the blade, so the dagger can be used as a holy symbol or a spell focus. When the scabbard is removed, the hoop can be used as the handle, and when wielded as a weapon, the *ankh dagger* is +1 to hit and damage.

OIL OF TIMELESSNESS

Potion, very rare

This silver-colored oil has the consistency of mercury, and is often held in small metal vials shaped like an hourglass. Any organic object (wood, a body, leather) coated with this oil resists the passage of time. For every year that passes, the object only ages one day. There is enough oil in a vial to coat the equivalent of a Medium-sized humanoid.

SAND BAG

Wondrous item, rare

This nondescript sack appears to be a worn burlap or cloth sack tied with a simple hemp rope. Careful examination of the hemp tie and a successful DC 15 Wisdom (Perception) check reveals fine gold thread interwoven into a command word. The sack, although full with at least 50 pounds of sand, weighs about 2 pounds. If opened, the bag releases a *gust of wind* spell that lasts for only 1 round. Assuming the bag is full, the sand is expelled with force, equivalent to a *sand blast* spell. This causes 2d6 bludgeoning damage in a 15-foot cone and any creatures in the area of effect need to make a DC 12 Dexterity saving throw, or become blinded until the end of their next turn. The *sand bag* can be used two times per day, assuming it is refilled with normal sand. If not refilled with sand, it simply functions as a limited-duration *gust of wind* spell.

APPENDIX B: NEW DIVINE SPELLS

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. 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, this saving throw is at disadvantage.

At Higher Levels: When you cast this spell using a spell slot of 2nd or higher, the spell causes 1d8 more damage for each spell slot above 1st.

NECROTIC FLAME

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A necrotic flame descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 necrotic damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8) and 17th level (4d8).

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. Any creatures in the area of effect take 1d6 bludgeoning damage and must succeed on a Dexterity saving throw, or become blinded until the end of their next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6) and 17th level (4d6).

SAND SHAPE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

The target of this spell assumes the granular form of sand, including all equipment carried. The target gains immunity to slashing and piercing weapons and resistance to bludgeoning weapons for the duration of the spell. If standing on sand, once during the duration of the spell, the target can use an action to meld into sand, and remain aware of its surroundings. While melded into sand, the target can't attack or cast spells. The target can use another action to exit the sand within 90 feet of where the meld occurred, but this ends the spell.

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