

**GOBLINS AND
GROWLERS**





P R E S E N T S



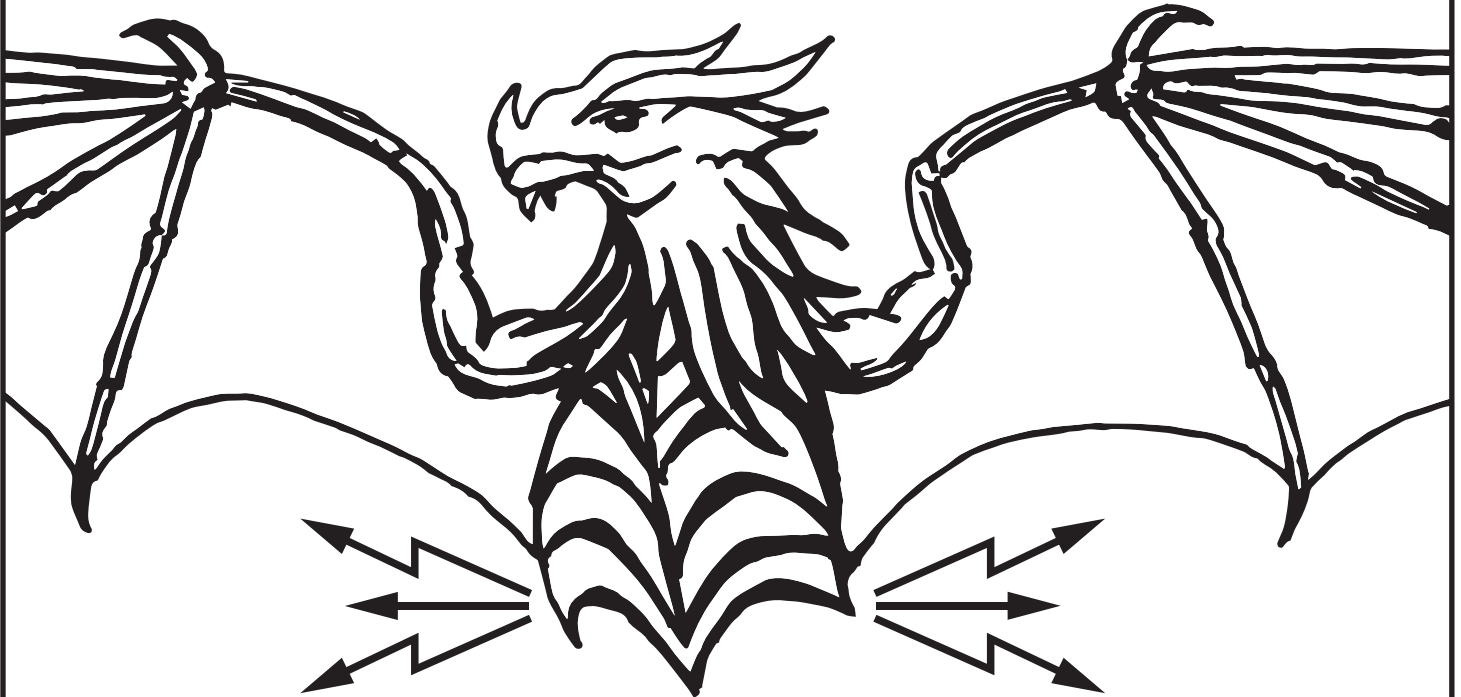
THE SUNKEN TOMB

PART 1

AN ADVENTURE FOR 4 TO 6 LEVEL-1 CHARACTERS

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Where my dragons at?



Q.P.R.

QUID PRO ROLL

An actual-play tabletop roleplaying adventure following a put-upon dragon priestess as she attempts to herd a prophecy's chosen heroes into returning balance to the world, all while dealing with halfing hair care, professional wrestling, and soup.

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WELCOME, ADVENTURERS!

We hope you enjoy this crawl through the first part of The Sunken Tomb beneath the city Nekhet. If you enjoy what's in here, please check us out on Patreon, Facebook, Instagram, Twitter, and whatever other social media platforms emerge between now and when you read this! Also, if podcasts are your thing (or even if they aren't), please check out our actual-play podcast, "Quid Pro Roll." It's available wherever you listen to your favorite podcasts.

Do you like stuff? Our BigCartel store, goblinsandgrowlers.bigcartel.com, has T-shirts, prints, illustrated character sheets, and other cool merchandise created by local artists such as our friends at FerruleFox (@*FerruleFox* on Instagram).

Come be friends with us. Goblins and Growlers runs large, weekly original-content tabletop gaming events in the Richmond, Virginia area at breweries, theaters, and even a cat café. Follow us on Facebook and Twitter to see our schedule of regular gaming events and be the first to know when we have something new coming up. You can get involved in the conversation, too! Use this invite link to join our official Discord server: <https://discord.gg/ECrzY5u>

Finally, take a peek at our Patreon. We create original and exclusive content for our supporters in the form of one-shots, one-page dungeons, art prints, unique monsters, original items and spells, plus behind-the-scenes notes and audio from our podcast. And once we hit our first goal, we'll start producing another actual-play podcast! We think you'll find something you like.

Feel free to hit us up at any of the social media below and don't be shy about giving some feedback!

— *The Goblins and Growlers Team*

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PART 1: THE LAND

Welcome to Anikhim, a land of desert and desolation. Home long ago to the great empire of Tarsi that has since fallen beneath the sand, into ruin and out of the memory of many who continue to inhabit this land.

In its time, Tarsi was one of the great powers in this part of the world. It warred and won against foes across the desert and oceans alike, but, as with most empires, hubris fed the decadence that bled their treasure and their respect like an unsutured wound.

The nation fractured and broke up into independent city states and protectorates, all the while, the nominal emperor continued to “rule” over former dominions that no longer recognized his authority.

So empire devolved to kingdoms and kingdoms broke up into territories which brings us to today, wherein small settlements govern themselves with the occasional warlord speaking up trying to “unify” the land. Of course, the definition of “unity” there usually means “together under my iron fist.”

Since Tarsi’s fall more than half a millenium ago, most of its great cities have either sunken below or been eaten away by the sand, though enough of its wondrous works remain that the region enjoys a fairly healthy tourism industry. Students of history and seekers of fantastic sights come from the world over to see the towering Ziggurats of Khesu, the ruins of Edsysris’ Grand Oasis Gardens, and the Temple of Saar to name but a few.

The mountains at the region’s western border have only a few roads passing through them, bottlenecking the traffic in and out of the region and giving banditry a few guaranteed chokepoints from which to strike at travelers and traders.

Behsa Road, the primary trade route through the region, comes down from the mountains and winds across the desert all the way to Kumana, the major port city on the eastern coast. Even in Anikhim’s present disheveled state, the economic bounty of the port feeds Kumana and has allowed it to remain the region’s one remaining metropolis. All roads lead there if you walk long enough.

The lifeblood of the desert, the River Mahtep, flows down from the mountains in the south and then turns north, cutting a crescent across the desert before ending at Mahtep-Ne, a large lake in the north-central desert. Settlements along the river enjoy a band of fertility making this the prime farming country for the region. Most food is shipped upriver to the lake, where it’s then taken overland on a secondary trade route that joins the Behsa.

A number of oases, caravanserais and camps dot the map along the Behsa, some permanent settlements and others little more than shantytowns that exist to provide food, shelter and, occasionally, comfort to the passing traders and their caravans.

One such settlement is Nekhet. It sits in a rocky area on an elevated mesa. For hundreds of years Nekhet has been a stopover for hungry and tired people of commerce. It’s said that a great Tarsin necropolis once was centered around that area but, beyond a few small tombs here and there, no scholars or archaeologists have managed to find evidence of a large-scale burial sites, the likes one might expect from a king or emperor. Nonetheless, learned folks from the university in Kumana often can be found exploring and digging in this area.

News of late suggests a mining expedition may have found something quite intereting buried beneath the city, but so far there hasn’t been any detailed or reliable information about this alleged discovery.

Demographically, the region isn’t much different from what you would expect: a healthy mix of humans, elves, dwarves and a smattering of all the other races of the world. But one race seems uniquely to call Anikhim their home and few venture out to the world beyond its borders. The Cametaur is precisely what you might expect from the name; a combination of man and dromedary in basically the same proportions as their more equine cousins. These people know essentially nothing about the origin of their kind, save for rumors that in the past, when Tarsi was a much more wondrous and magical place, some wizardly practitioners just couldn’t help but... experiment.

ANIKHIM

Chief exports:

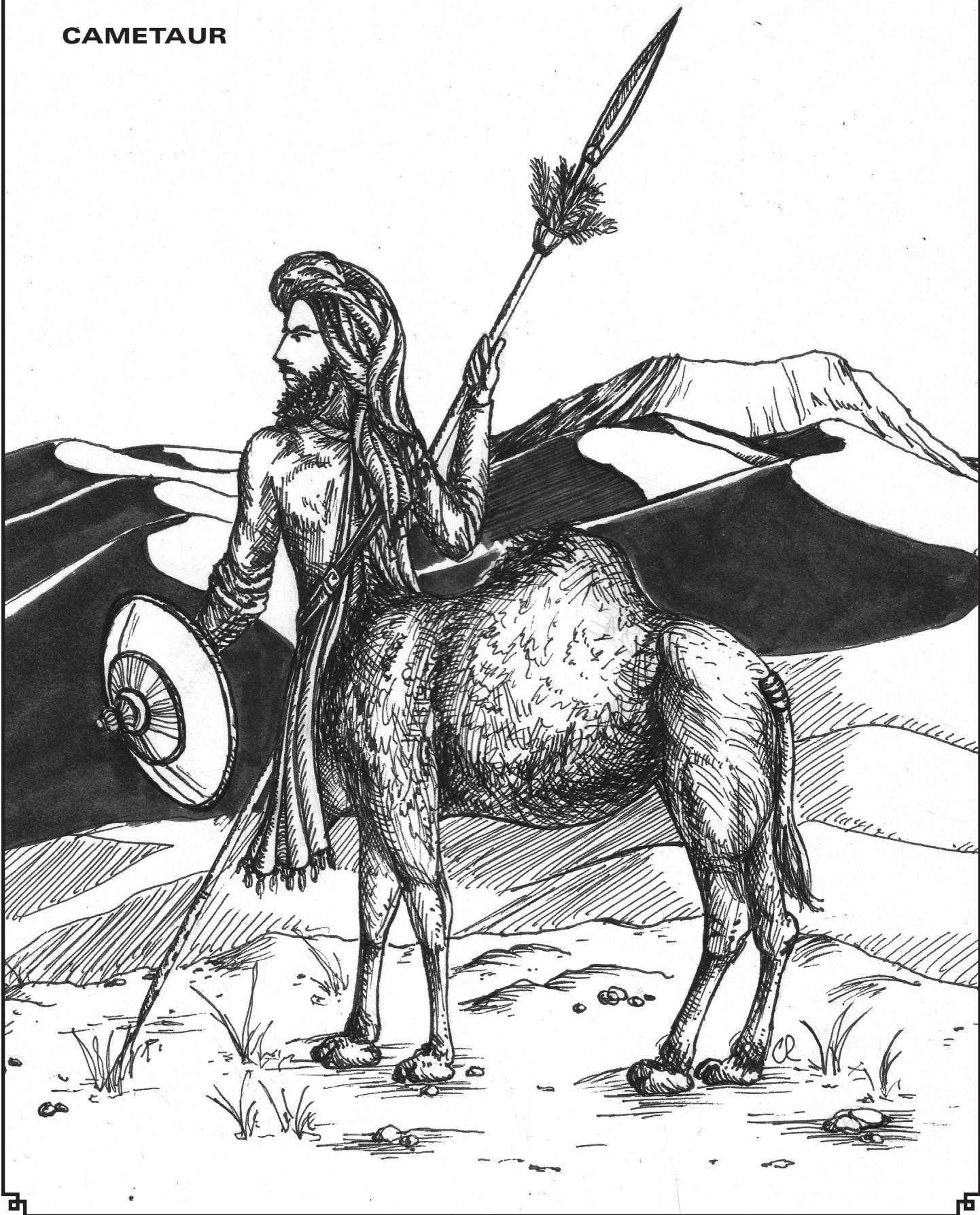
Anikhim supplies fully one third of the world’s glass through the refinement of desert sand. It is also the leading producer of spices in the hemisphere.

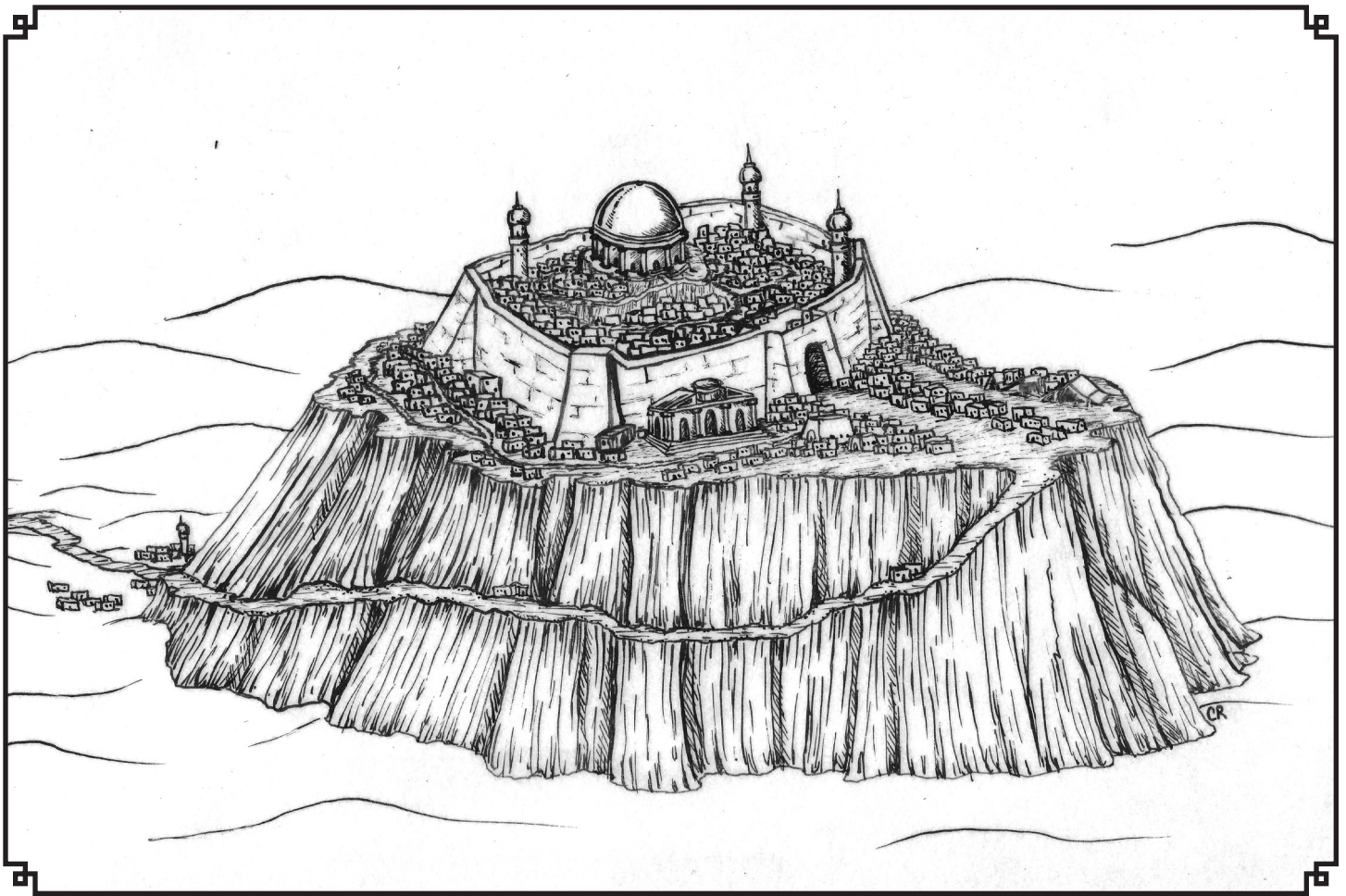
CAMETAUR

Word to the wise:

Even if it’s Wednesday, it’s best to keep your “hump day” comments to yourself if you’re around a cametaur.

CAMETAUR





PART 2: WELCOME TO NEKHET



The small city of Nekhet sits atop a rocky mesa about 3,000 feet above sea level. Though that doesn't allow for a terribly expansive view of the land, one can, in the right conditions, see the River Mahtep off to the west and the Dunes of Qisma to the north.

The city is home to some 10,000 people, boasts a walled fortification around the old city — a remnant of Tarsi and its engineering marvels. Inside the wall are most of the city's infrastructure and government. Things such as water-pumping stations, the Councillor's office and the Guild District to name a few.

Outside the wall are most of the city's residential space, the Mercantile District and The Traders' Roost, a caravanserai that, for nearly 100 years, has occupied the refurbished ruins of an ancient temple to Akhsai,

the god of commerce in the old Tarsin pantheon.

GOVERNMENT

The city is ruled by a Chief Councillor. He or she is elected by the Board of Aldermen from among their number and then appoints their Board of Advisors from the guilds. The Councillor is not bound to follow the suggestions of the Board of Advisors, but the board can vote to override the councillor's decisions if they are unanimous. The Councillor has the authority to spend the public treasury for improvements and to make alliances or trade agreements.

NEWS

Recently there was some speculation that iron and perhaps other minerals lay in the mesa beneath the city. To that end, Councillor Sava Sharsa hired the

dwarven Ironfoot Mining Company from across the mountains to come and do some exploratory mining. If ore was found, then they would get 10 percent of the sales revenue from it. Within a month, the IMC was there and had set up a temporary camp outside the city walls. They found a suitable digsite just outside the Mercantile District, erected some temporary buildings and started digging. Indeed, they found some healthy veins of iron. But something else, too.

The dwarves were digging a long shaft with a downward grade when they broke through into a room. Something old and buried for a long time. They retreated and told their foreman, Darmok Rockbridge. He stopped the work immediately and told the Councillor. The Councillor sent to Kumana for archaeologists, historians and other scholars to learn what had been found. Sharsa, knowing how historical tourism had benefitted other regions of Anikhim, was keen on the idea that his city might be sitting on top of a long-lost tomb.

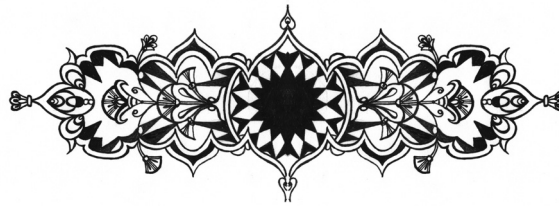
The miners began concentrating on side tunnels while the academics tried to learn what was beneath them. The language was ancient and inscrutable and, so far, no progress has been made.

Some of the dwarves are restless, though. Dwarves were made to mine, not sit around. Days with little to do means hanging around in the tavern. Getting drunk. Getting loud.

THE TAVERN

The tavern connected to The Traders' Roost has become the unofficial watering hole for the entire underground expedition — miners, archaeologists, linguists, everyone. The archaeologists want to move beyond the two rooms they've opened up so far; they're at an impasse and don't think they'll be able to learn anything more without exploring. The dwarves won't stand for it, though. As far as they're concerned, anything that happens down there below ground is digging and, as union men, these miners will not allow anyone to perform the work they're lawfully contracted to do. But the scholars are hesitant because the dwarves' digging methods are essentially brute force compared to the delicate touches needed to preserve this find while still making progress. Days before the party arrived, there was a fight between the miners and the "teachers," as they've pejoratively been termed.

Two of the dwarves, Dhurat Beastbow and Morgreac Graychin stormed off toward the entrance to the dig site. They wandered into the darkness and haven't been seen since. The Councillor and the mining foreman need someone to go down there, find them, and learn more about this new discovery.



THE PARTY ARRIVES IN NEKHET

Why they're here:

The party has been escorting a spice caravan along the Behsa Road.

What they find:

They stop at the tavern after delivering the caravan owner to his room at the caravanserai. There, the Councillor is soliciting explorers to go down into the shaft and search for these missing dwarves. It's been a couple of days and people are getting worried that these two inebriated fellows might have hurt themselves. Some dwarves have set up camp down there in case the men show up, but they're not to go looking for them on their own.

What's known:

Some noises have been heard down there since the dwarves disappeared — crashing stone, distant howls. All sporadic. The scholars thus far are pretty sure the ancient language depicted down there is a pictogram system, though none of them can decipher it. It's too different. Also, they believe it's probably the tomb of a high-ranking official.

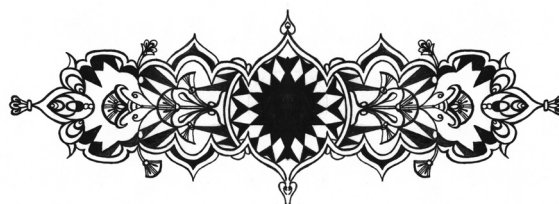
IN THE TAVERN

While in the tavern, make note of some of the other patrons enjoying their drinks while the Councillor calls for volunteers to go into the mine. A man, a one-eyed dwarf and two burly elves sit together at a table in the corner, all looking like grizzled veterans of forgotten conflicts. They look worn out by all the talk of the tomb and the missing dwarves. In the commotion after the Councillor finishes speaking, the four get up and slide out the back door.

If the party manages to go talk to them while everything is going on, have them gruffly respond and tell the party to "sod off and mind your own business."

If the party goes to look for them, they've already moved out of range. The sand and dirt streets contain many fresh footprints from the traffic here in the Mercantile District, so their tracks are untracable.

This will foreshadow their appearance later.



PART 3: THE TOMB

FIG 1

The symbols on the entryway side of the doors from Area 2 to Area 3



AREA 1

A small cave inside the town leads through the rock and into the area where the miners have set up their office. It's inside the walls and is disrupting the area around it because of the need for infrastructure to remove the rock as it's removed. The cavern entrance descends into a room hewn from the surrounding rock. Along the left wall sits a large wooden desk and some file cabinets and a line of five large chests along the right. A simple contractor-grade oil lamp chandelier hangs from the ceiling, held in place by a chain that connects to the north wall behind the desk.

This was the first area dug out by the dwarves. The company has been using it as the main job site office for the mining operation here. The desk belongs to the foreman, Darmok Rockbridge. The chests are for the miners to deposit their equipment at the end of the work day and contain simple mining tools -- pickaxes, torches, tinderboxes, safety helmets, rope.

The desk — more of a table, really, with no drawers — is a simple oak affair. On it sits a blotter calendar with reminders for paydays, official holidays, and weekly appointments with the union representative. There also is an oil lamp, some parchment held down by a geode paperweight and some charcoal pencils.

Aside from the entrance, the room has one other portal. It's on the east wall and, like this room, is a shaft cut from the rock itself.

AREA 1A: The mining shaft is supported at regular intervals by large timber bracings. The walls and floors are uneven, no doubt a testament to the speed with which the dwarves hacked this initial shaft into the earth. Two side tunnels interrupt the rock on either side of the tunnel. The mostly straight shaft continues for about 60 feet with a downward grade. Dim flickering light can be seen from the opening at the end of the tunnel.

This was to be the main shaft of the iron-mining

operation. The foreman stopped most of the work once the miners broke through to the tomb. The digging in the side shafts represent the limit of the work he's willing to allow at the moment.

AREA 1B: The left side shaft is empty, save for a lunch pail which contains some crumbs and apple. A pickaxe has been leaned against the rubble at the end of the shaft. A half-full bucket contains bits of iron ore of various sizes.

A successful **DC10 Perception** check reveals one set of footprints leading away from the mining area back to the main shaft.

AREA 1C: The right side shaft is a straight affair that goes on for about 40 feet. Its construction is similar to the main shaft.

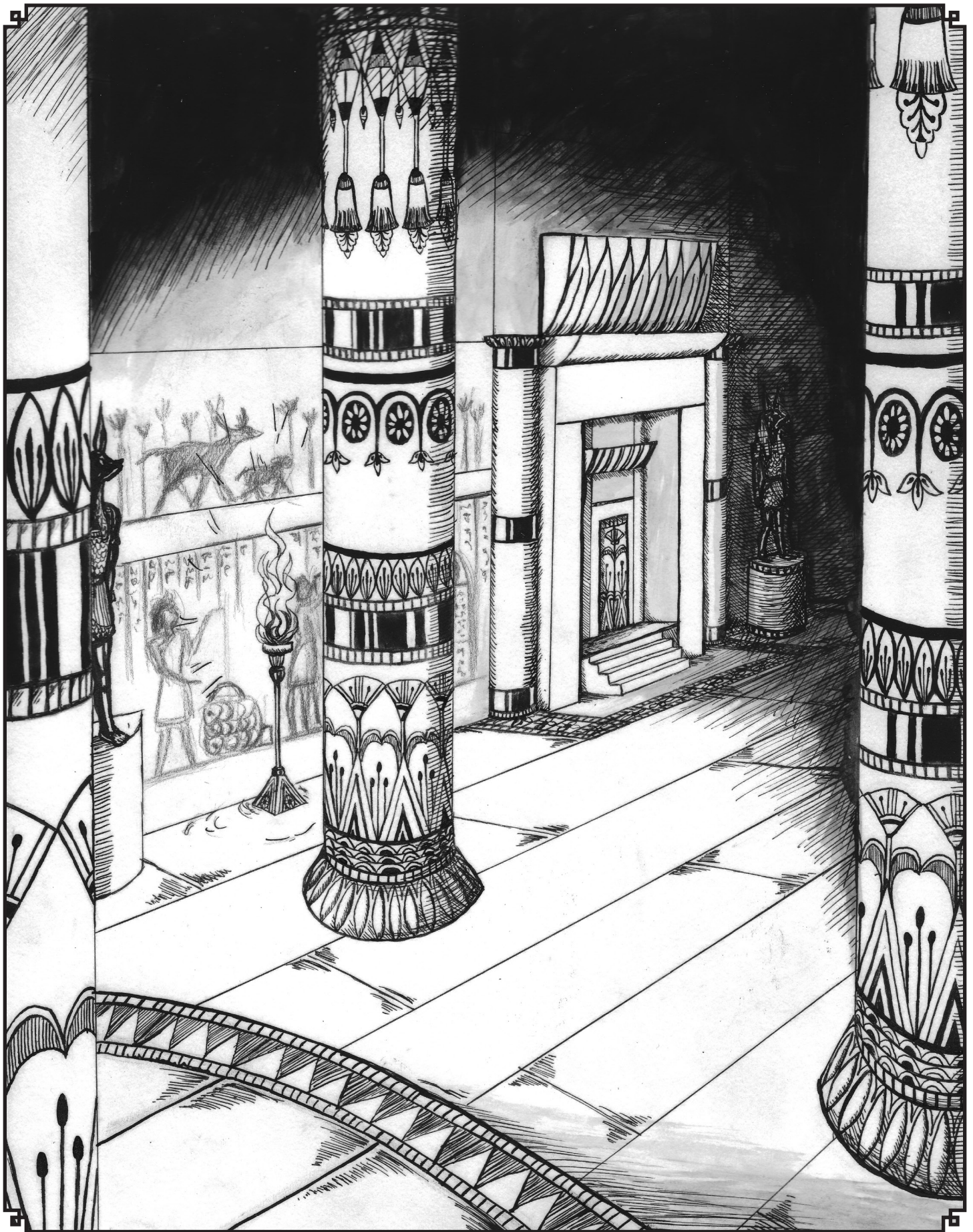
As the party rounds the curve, a successful **DC10 Perception** check picks up sounds of animated, possibly angry, conversation further up the shaft.

The conversation is coming from two dwarves at the end of the shaft. One is clearly trying to work and the other is badgering him, sandwich in hand, to trade lunches.

Jalad Temarc is irritated because the kitchen at the inn got his lunch order wrong this morning. He hates roast beef and is trying to trade for **Tolan Lowani's** steak sandwich. Lowani is having none of it and wants Temarc to leave so he can get back to work. Temarc was working the left shaft and the lunch pail and pickaxe there are his.

Both dwarves are friendly to the party if not provoked and know the following:

- The room at the end of the main shaft is almost like a museum with its statues and paintings and such. The walls are covered with pictograms.
- The scholars think the pictograms might be some form of writing but they haven't figured out how to translate it.



- Everyone's pretty sure it's a tomb, but no remains have been found and no one has gone past that main room. Work was shut down right after it was discovered and the foreman sent for archaeologists from the nearest big city.

- The workers are getting restless with the work stoppage. Dwarves were made for mining and having to cool their heels in town is frustrating. These two were lucky to pull the minimal mining duty this week. Though some have taken to using some parts of the excavation for napping and secret poker games.

AREA 2

Through the large and ajar doors on the west wall of Area 3 lies the massive entryway to the tomb. **Read the following:**

A staircase cut from the very stone of the earth ascends steeply into the darkness. Closer to the bottom of the staircase, which is divided into two halves by a central stone railing, the rough hewn rock gives way to carved limestone and sandstone. Some dwarven miners lie sleeping at the base of the stairs, their gear leaned up against the wall -- this area has apparently become something of a quiet bunkhouse for them and they're sleeping quite soundly. On the back of the massive door are two symbols (FIG 1).

Fresh torches are burning on either side of the door.

AREA 2A: Further up the staircase it's obvious some kind of seismic activity caused a collapse. The stairs disappear into a mass of fallen rock, though everything looks settled and stable.

AREA 3

The main shaft emerges into a large room (90ft x 20ft). The floor is tiled sandstone with three distinct levels that step down about two feet every 30 feet from west to east. Freestanding sconces along the walls hold torches lighting up the intricate paintings and reliefs from floor to ceiling. The room is well lit, at least as best it can be considering the subterranean circumstances. Two rows of pillars run the length of the room, supporting the ceiling. Each level in the room has a pair of statues along the wall.

The center of the room's westernmost portion has a large rectangular stone structure (about 10 feet long). Its top has more of the pictograms. The room has four doors (not counting the opening created by the dwarves), one on each wall.

THE NORTH DOOR - A golden door decorated with ornate symmetrical patterns. (**Leads to Area 4**)

THE SOUTH DOOR - A thick wooden door with an iron frame and banding. (**Leads to Area 5**)

THE WEST DOOR - Massive stone door. Plain. (**Leads to Area 2**)

THE EAST DOOR - Massive stone door. Painted with images of a person resembling the statues and wall paintings in Area 3. (**Leads to Area 6**)

AREA 4

The golden door opens easily and reveals a darkened room with sandstone floors. A rounded step sets off most of the floor about a foot below the entryway.

From the entryway a path of red ceramic inlay makes a 90-degree turn and leads to a raised dais which holds an ornate golden table with two dog-headed statues flanking it. Opposite the entryway are two chests.

When opened, the left chest expels a tremendous puff of mold, the result of being filled with produce, since rotted, ages ago. The character who opened must pass a **DC10 Dex save** or suffer Poison effects (disadvantage on combat and ability rolls) until a short rest.

The right chest contains **four health potions (1d6+2), 10 silver crossbow bolts, 10 yards of fine blue silk and a metal bucket.**

On each side of the room are stores of dry goods in separate bays. Honey, rice, wheat, etc.

The wheat and rice are littered with the carapaces of dead insects.

Detect Magic will find an aura of magical energies radiating from the food on the table. On either side of the table stand two statues resembling Anubis. On the table is a buffet of fresh fruits, vegetables and meats.

On the back wall above the table is a large switch -- a raised piece of stone that's part of the wall. It's painted blue. If this switch and the one in Area 4 are both pressed, the door to Area 7 will open. When this happens, the party hears a thunderous crash of stone sliding away in Area 3.

The **Statues of Anubis** will animate when the stairs to the dais are ascended. Give the players enough time to investigate the table before beginning the encounter.

USE STAT BLOCK TO THE RIGHT.

The statues crumble to dust when defeated. Once both are defeated the food on the table rapidly rots and anyone who ate it before the encounter **gains level 1 exhaustion** until the next short rest.

ANIMATED STATUES

AC: 8

HP: 33 (6d8+6)

Speed: 25 ft.

STR: 14 (+2)

DEX: 11 (+0)

CON: 13 (+1)

INT: 1 (-5)

WIS: 3 (-4)

CHA: 1 (-5)

Damage Immune:

Poison, Psychic

Condition Immune:

Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses:

Blindsight 60ft (Blind Beyond This Radius), passive Perception 6

Challenge Rating:

1 (200XP)

TRAITS

Antimagic

Susceptibility:

The armor is Incapacitated while in the area of an Antimagic Field. If targeted by Dispel Magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall Unconscious for 1 minute.

False Appearance:

While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack: The armor makes two Melee Attacks.

Slam: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

AREA 5

Despite the passage of the ages, the wooden door is in excellent shape. It opens inward. There is resistance to opening it, as though something were barricading it closed. **DC10 Strength check to open.**

As the first fresh air in millenia circulates into the room, a charnel stench flows out through the opening door. The room is plain, save for a mural on the back wall showing hundreds of tiny figures supporting a magnificent golden palanquin. Humanoid remains litter the floor. The bodies are mostly intact. Indeed, the force holding back the door was a mass of corpses.

A **DC14 Perception check** reveals that the inside face of the wooden door is covered with claw-like markings — perhaps from humanoid fingernails? Some of the bodies show signs of cannibalism.

A noise begins to emanate from the back of the room. Some (6) of the corpses have begun to animate as **zombies**.

USE STAT BLOCK TO THE RIGHT.

After defeating the zombies a **DC12 Investigation check** will reveal a small opening in the rear of the room. It's a tunnel, dug by hand and simple implements created from daggers and jewelry. It's only five feet deep, aided in the digging by the softness of the sandstone.

On the back wall below the mural is a large switch -- a raised piece of stone that's part of the wall. It's painted blue. If this switch and the one in Area 4 are both pressed, the door to Area 6 will open. When this happens, the party hears a thunderous crash of stone sliding away in Area 3.

AREA 6

Once the two switches are pressed in **Areas 4 and 5**, the massive stone door at the East end of the room slides away, revealing a new area. Presumably it's been closed off for centuries, but a **DC15 Perception check** reveals that the air isn't as stale as one would expect. It's shrouded in darkness. As eyes adjust (or those with darkvision start looking), a large statue of Anubis in the style of The Sphinx sits about 20 feet from the door. It's about 20 feet long itself, 10 feet wide and 10 feet tall. It's carved from onyx and a close look reveals seams that indicate it was brought in in pieces. The statue sits in a shallow pool of water that runs for about 60 feet before turning right 90 degrees and leading into an adjacent area (**Area 7**). Stepping stones at regular intervals allow one to walk atop the water.

Next to the pool lie two pickaxes, one of which is broken, and a leather miner's boot similar to what the party has seen the other dwarves wearing.

A **DC12 Investigation** indicates the statue might be hollow. A **DC 20 Strength check** is re-

WAND OF MAGIC MISSILE

This wand has 5 Charges. While holding it, you can use an action to expend 1 or more of its Charges to cast the Magic Missile spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d4 + 1 expended Charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

SEXTANT OF NIGHT SIGHT

An enchanted sextant used by ancient sailors to look out for hazards along the coasts when sailing at night. Grants Darkvision 60 ft. to the user. Requires at least one free hand to hold up to the eye and, when activated, glows a green light that can be seen from 240ft — so other ships in the dark could see it and avoid collisions with its ship

quired to pull apart or break into the statue. Inside are two magical items:

SEE WAND OF MAGIC MISSILE AND SEXTANT OF NIGHT SIGHT BREAKOUT

The corridor continues into darkness beyond sight. There are some torch holders along the wall. Both sides of the corridor each have four doors. All the doors are stone. One of these doors is trapped. **Roll 1d4** to determine which one, with the doors numbered from left to right. The trap is darts fired from holes in the walls on the left and right of the door. A successful **DC15 Investigation check** is required to spot the trap. The darts have a **+2 ranged attack and collectively deal 1d4 piercing damage**.

All four rooms are similar inside. Ornate artistry on the walls, gold trim, and tiled animal mosaics make up the floors (snake, camel, jaguar and birds if you're asked). In each room there is a simple wooden, laquered sarcophagus set atop a stone pedestal. Various inscrutable hieroglyphs are carved into each in different patterns.

The first room (6a) has severe cracks running all along the west wall. Chunks of the wall have fallen out toward the corner. Atop the sarcophagus is a small stone bird statue. Inside is a body wrapped in cloth with its arms crossed and holding a wooden, laquered crook and flail with gems set in it, along with **100 gp**.

The second room (6b) is similar to 6a, but in a little less bad repair and less decorated. The sarcophagus contains a body wrapped in cloth with a quartz

ZOMBIES

AC: 8

HP: 22 (3d8+9)

Speed: 20 ft.

STR: 13 (+1)

DEX: 6 (-2)

CON: 16 (+3)

INT: 3 (-4)

WIS: 6 (-2)

CHA: 5 (-3)

Saving Throws:

Wis +0

Damage Immune:

Poison

Condition Immune:

Poisoned

Senses:

Darkvision 60ft,
passive Perception 8

Challenge Rating:

1/4 (50XP)

TRAITS

Undead Fortitude:

If damage reduces the 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 zombie drops to 1 hit point instead.

ACTIONS

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

MIMIC

AC: 12

HP: 58 (9d8+18)

Speed: 15 ft.

STR: 17 (+3)

DEX: 12 (+1)

CON: 15 (+2)

INT: 5 (-3)

WIS: 13 (+1)

CHA: 8 (-1)

Skills: Stealth +5

Damage

Immunities: Acid

Condition

Immunities: Prone

Senses:

Darkvision 60 ft.,
passive Perception 11

Challenge Rating:

2 (450XP)

TRAITS

Shapechanger: The mimic can use its action to Polymorph into an object or back into its true, amorphous 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.

Adhesive (Object Form Only): The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also Grappled by it (escape DC 13). Ability Checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only): While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grapppler: The mimic has advantage on Attack rolls against any creature Grappled by it.

necklace and **50 gold** pieces set on top of the body.

The third room's (6c) sarcophagus and pedestal are similar to the others, but turned 90s degrees and noticeably colder than the hall outside. Have the players roll a DC 10 Perception check. Those that succeed feel the hair on the back of their necks stand up and a chill run through their body.

If they open the sarcophagus or if they try to leave read the following:

Wind begins to swirl around the sarcophagus, lofting the detritus and flotsam of centuries into a funnel surrounding the crypt at the center of the room. It intensifies and begins to radiate a dull blue glow. A feminine figure begins to coalesce in the eye of the ghostly maelstrom. Raven-haired with dark makeup around her eyes, she is gorgeous even in death. She looks around the room as if getting her bearings before finally looking down at the party, her expression an unreadable Resting Ghost Face.

This is the spirit of **Amin-Ta**, the consort of the tomb's eponymous resident, **Sutekh-Amon**. If anyone wants to roll a **DC17 History check** on Amon, all they know is that he was a ruler about him

little is known due to lack of reliable records. Non-contemporary accounts suggest he was interested in the occult, and some archaeological evidence from the region suggests he was actively scrubbed from history by his successors.

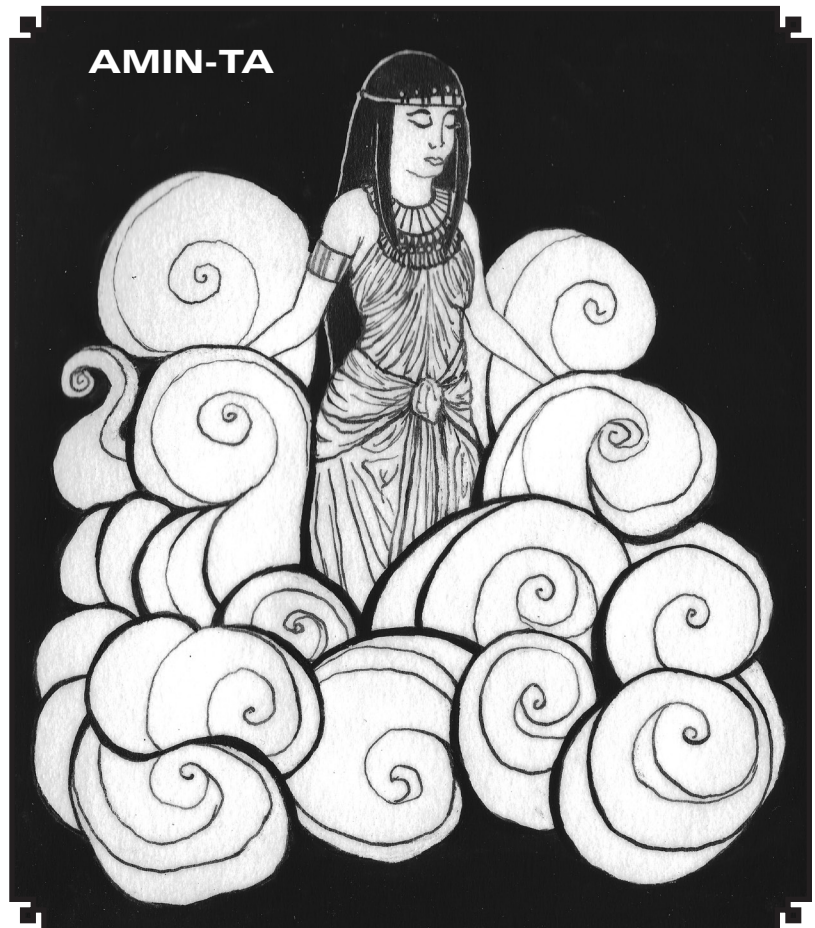
Amin-Ta knows the following:

- Amon read deeply in the occult, studying the world beyond life. She was uninterested in such things and doesn't know anything more about it. He was also a student of arcane languages. In fact, the pictograms on the walls here were ancient and unreadable by many even when he lived.
- He came to power on the mysterious death of his mother, Ibis-Kar, who ruled before him.
- Amin-Ta died before Sutekh-Amon. She was poisoned by Amon's wife, who also predeceased Amon. In accordance with Amon's wishes, Amin-Ta was re-interred here in Amon's tomb.
- Despite his strange predilections, Amon was loving to her. They often would cruise the River Mahtep for days at a time, with only each other for company and distraction. In fact, on their final trip, Amon gifted her a beautiful malachite brooch in the

ACTIONS

Pseudopod: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.





shape of a scarab. For the short months she had it before her death, she cherished that jewelry and only wishes she could have it in death.

- Her spirit has not been at rest all this time. Though she loved Amon, there is an evil about this tomb that keeps her from moving on. Shortly after the tomb was sealed for the final time, a great quake shook the land, causing damage throughout the tomb, though it's still mostly intact.
- Other beings, some flesh and some ephemeral, wander this tomb.

The party can help her spirit rest by finding the broach Amon gave her and returning it to her sarcophagus. It's on the pillow of the ship in the room across the hall (Area 7). If it's returned she'll tell them that this tomb is larger than it seems and finding the **"An-Ai-Mak" stone** will help them uncover its secrets. If they've already found it when the broach is returned, then she also tells them that the jars will test their mettle and determine what's truly inside of them.

The fourth room (6d) is similar to the first two, though the sarcophagus is open. Its lid has been slid

off onto the floor and the inside is empty save for some disturbed dust. No footprints can be found on the dust in the floor.

AREA 7





The water pool from **Area 6** leads here. Read the following:

The water channel leads through a passage to this darkened room and meets a larger pool here in the middle of which sits a long platform, on which sits ... something big. Along the wall appears to be a trough of some sort filled with liquid.

Darkvision or torchlight shows the "something" to be a full-sized wood and reed sailing ship, most likely a trade or leisure ship for travel on calm rivers or small lakes.

The room is extremely dark. There's an elevated trough that surrounds the room. It's full of oil and, when lit, it illuminates the room with light reflecting off the gold leaf and filigree incorporated into the designs on the walls. When the fires are lit, the room takes on an amber glow.

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The ship has one mast and a long cabin. Iron and gold embellishments decorate the vessel. It looks designed for river travel. A gangplank near the bow allows for easy access to the deck.

Once on the ship there are two chests on either side of the gangplank. The one to the right of the gangplank (at the bow) is a **mimic (stats on p. 12)** that will spring into action when touched, but otherwise appears to be a normal chest. The other chest, to the left of the gangplank is normal and untrapped. It contains: **4 potions of healing (1d6+2), two daggers, 15 light crossbow bolts, an ankh necklace and a jar of honey.**

Inside the cabin is an ornate bed with a carved carnelian frame. Roughly king sized with fine cotton sheets. A scarab-shaped brooch sits atop its down pillows. **This is the scarab to which Amin-Ta referred in Area 6c.** There is a chest at the foot of the bed. Inside is a necklace of turquoise, two fine silken robes and a gold-handled hairbrush.

AREA 8

Stepping up from **Area 6**, a long, dark hallway marked by inlaid mosaics on the floor as a kind of tiled rug that extends the length of the room. Four equidistant pillars stand on either side of the mosaic. The walls are carved with intricate pictograms telling the story of a person's rise to power and, ultimately, death.

At the end of the room is an open tunnel that winds off into darkness. It's about five feet wide and nine feet tall from what can be seen without entering (**Area 9**).

AREA 8a: Once the party retrieves the stone slab (**An-AI-Mak**) from Area 10, they'll be able to decode some of the pictograms on the walls and discover a secret door that leads to the next part of the tomb. This door is undetectable until they get the slab. The symbols for "door" and "beware" are carved prominently into the wall here (an elongated half moon and a vulture) along with an image of a ruler lying with eyes closed on a golden palanquin — the end of the pictogram story.

A successful **DC15 Strength check** allows the "door" to begin cracking so the party can climb through into the next area of the tomb (This leads to Part 2 of The Sunken Tomb, so consider this door the end of part one. Don't let your party crack through it unless you have part 2 or want to design your own!).

AREA 9

This tunnel winds for about 100 feet to **Area 10**. It's a fairly plain passage aside from the filigree in the walls.

The passage seems to curve up to the left, turning

back on itself. It's plain enough to be unmemorable if not for the filigree embedded in the wall at roughly shoulder-height.

There is an optional pit trap in here at **9a** depending on timing. It's triggered by at least 20 pounds of pressure on top of it and drops the victim 10 feet onto an empty stone floor -- no spikes or anything. The fall does 1d6 bludgeoning damage. A **DC12 Perception/Investigation** will discover the trap and a **DC12 Stealth** will disarm it. Or they can jump over it — it's 5 feet square.

****For fun and annoyance,** if the party discovers the pit trap and bypasses it either by disarming or jumping, another trap lies in wait just beyond it at **9b** once their guard is down. Again, these simple pit traps are optional.**

AREA 10

The tunnel leads to a roughly rectangular room with a three-level hexagonal dais in the center. Atop it is a table on which sits some kind of slab. Around the base of the dais stand four statues, identical to the Anubis statues from Area 4. These statues, however, are not animate. They're a misdirect.

The tunnel opens to a large room with a three-level dais at the center. An ornate golden table sits on it on which rests a stone slab. Four familiar Anubis statues ring the elevated platform, facing inward toward the slab.

Ascending the dais allows a better look at the top of the slab. This is the **An-AI-Mak**. Its edges are rough, as though it was once part of a greater whole, but now broken. It's about 2 feet by 3 feet.

The slab appears separated into three distinct parts. The top third resembles the drawings and pictograms found on the walls throughout this place. The bottom third looks like elven writing, but ancient. The middle third looks like a hybridized version of the two with severely abstracted representations of the pictograms.

Use your judgment on timing, but after the party has a chance to look around the room and examine the slab, have everyone roll a **DC12 Perception** check. On success, they hear some tapping and scuffling coming from the northwest wall. About 10 seconds later, the wall blows out in a flurry of smoke and debris. Chunks of ceiling fall (maybe have a couple of people roll **DC12 Dexterity** checks to avoid getting hit by those or shrapnel from the wall explosion. A chunk of wall does **1d4 damage**).

CRISTOFF'S BRIGADE

BANDITS (TWO ELVES)

AC: 12

HP: 30 (2d8+2)

Speed: 30 ft.

STR: 11 (+0)

DEX: 12 (+1)

CON: 12 (+1)

INT: 10 (+0)

WIS: 10 (+0)

CHA: 10 (+0)

Senses:

passive Perception 10

Languages:

Common plus racial lang

Challenge Rating:

1/8 (50XP)

ACTIONS

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

Light Crossbow:
Ranged Weapon Attack:
+3 to hit, range 80 ft./320
ft., one target. Hit: 5 (1d8
+ 1) piercing damage.

From this new entryway emerge four burly and rough-looking humanoids: A human, two elves and a one-eyed, haggard dwarf.

CRISTOFF'S BRIGADE SIDEBAR AT RIGHT. USE STAT BLOCKS ON P. 14 AND 15.

They'll express surprise at finding the party in there. The Brigade remembers seeing them in the tavern and didn't think a bunch of "greens" would make it very far down here. They make it clear they're going to take the slab for themselves and the party isn't going to stop them.

Choose one of them to have a level of exhaustion during the battle; this is the one who's been using the Ring of X-Ray to help find the chamber as they dug. Continue the battle until one of The Brigade is dead. Once one of their own falls, The Brigade, furious and grief-stricken, grabs the body and retreats back out their hole and detonates another explosion, causing the tunnel to collapse, making pursuit impossible.

In the scuffle of The Brigade's escape the slab falls and is broken into two pieces. They leave half on the ground in the room as they make their escape. The remaining half is largely the pictogram text with a few snippets of the Elvish dialect and hybrid text. With a **DC12 History** check AND knowledge of Elvish, a few words can be made out on the stone.

The party is now reasonably confident they know the pictogram symbols for "door," "sacrifice," "treasury," "struggle," and "fidelity." If they don't know what to do at this point, have them roll a **DC10 Insight**. They think they might have seen some of these symbols on the murals in Area 8 (specifically, **8a**).

END OF PART 1

Once they break open the passageway at **Area 8a**, we're at the starting point for Part 2. If you like this part of the adventure, checkout goblinsandgrowlers.bigcartel.com for part 2. And please consider visiting our Patreon at [Patreon.com/goblinsandgrowlers](https://www.patreon.com/goblinsandgrowlers) to support independent game design, cool gaming and building inclusive and exciting gaming communities.

Thanks for reading!

CRISTOFF'S BRIGADE

These men are Cristoff's Brigade, who the party may have seen in the tavern at the beginning of the adventure. The Brigade is a team of four ex-military men who, dissatisfied with their lot in life, have used their skills to become soldiers of fortune. They came to this area after the tomb was discovered in the hopes of looting it, but with the mining operations being shut down, it's been harder for them to get into the tomb by traditional means, hence the tunneling and explosion. They're tunneling from a rundown house they're renting in the town above.

The human is Almeric Killmarn, the dwarf is Grulami Brickhood, the elves are cousins Thurdan and Illithor Johnson, (they were raised by humans, hence the name). The team used a Ring of X-Ray and trial-and-error digging to find the location of the slab before using some improvised explosives to blow a hole in the wall.

They'll banter with the party, but they don't want to engage in too much conversation.

What Cristoff's Brigade knows/might talk about:

- They named their team after their fallen commander, Maj. Etienne Cristoff of the Kumana Regional Militia. He was killed in battle, betrayed by his superiors as part of a tactical gamble.
- Wanted by the government, they survive as soldiers of fortune.
- They arrived in Nekhet a few days after the tomb was discovered — news travels fast along the Behsa and they wanted to come up with a plan to raid it before all the good treasure was taken. They owe some debts to organized crime in Kumana.
- They consider themselves brothers, bound together by their mutual sacrifices in the military and their reliance on each other to survive as fugitives and mercenaries. A slight to one is a slight to all of them.
- They've come to take the slab because they've heard it's needed to help them find the locations of the greatest treasures in this tomb.
- Brickhood, the haggard dwarf, is their commander. He has a fetish for cigars and loves it when a plan comes together.

CRISTOFF'S BRIGADE

THUGS (ONE HUMAN, ONE DWARF)

AC: 11

HP: 32 (5d8+10)

Speed: 30 ft.

STR: 15 (+2)

DEX: 11 (+0)

CON: 14 (+2)

INT: 10 (+0)

WIS: 10 (+0)

CHA: 11 (+0)

Skills:

Intimidation +2

Senses:

passive Perception 10

Languages:

Common plus racial lang

Challenge Rating:

1/4 (50XP)

TRAITS

Pack Tactics:

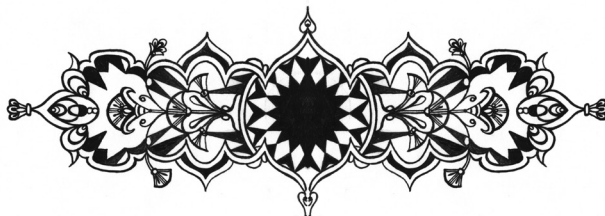
The thug has advantage on an Attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

ACTIONS

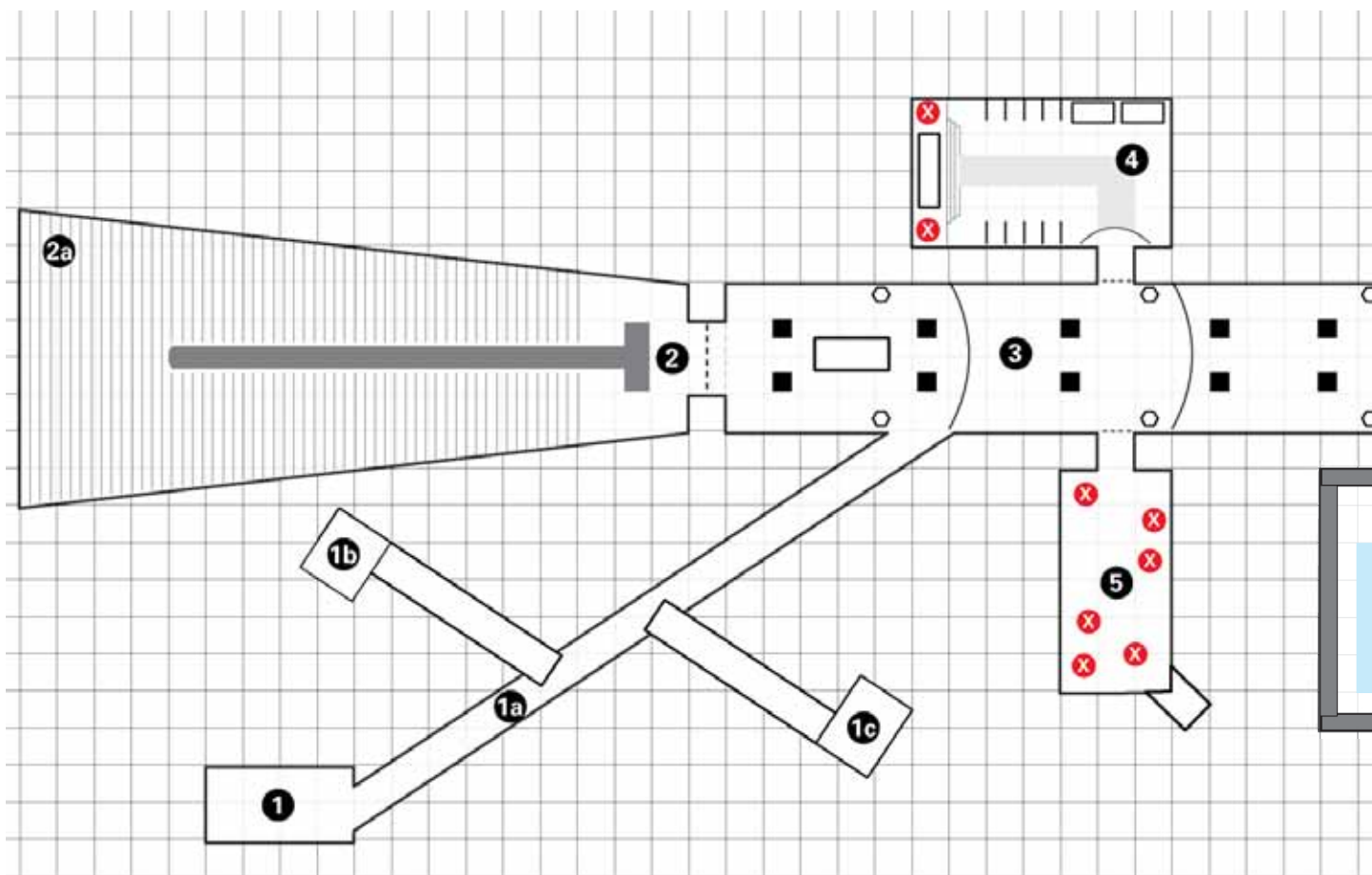
Multiattack: The thug makes two Melee Attacks.

Mace: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

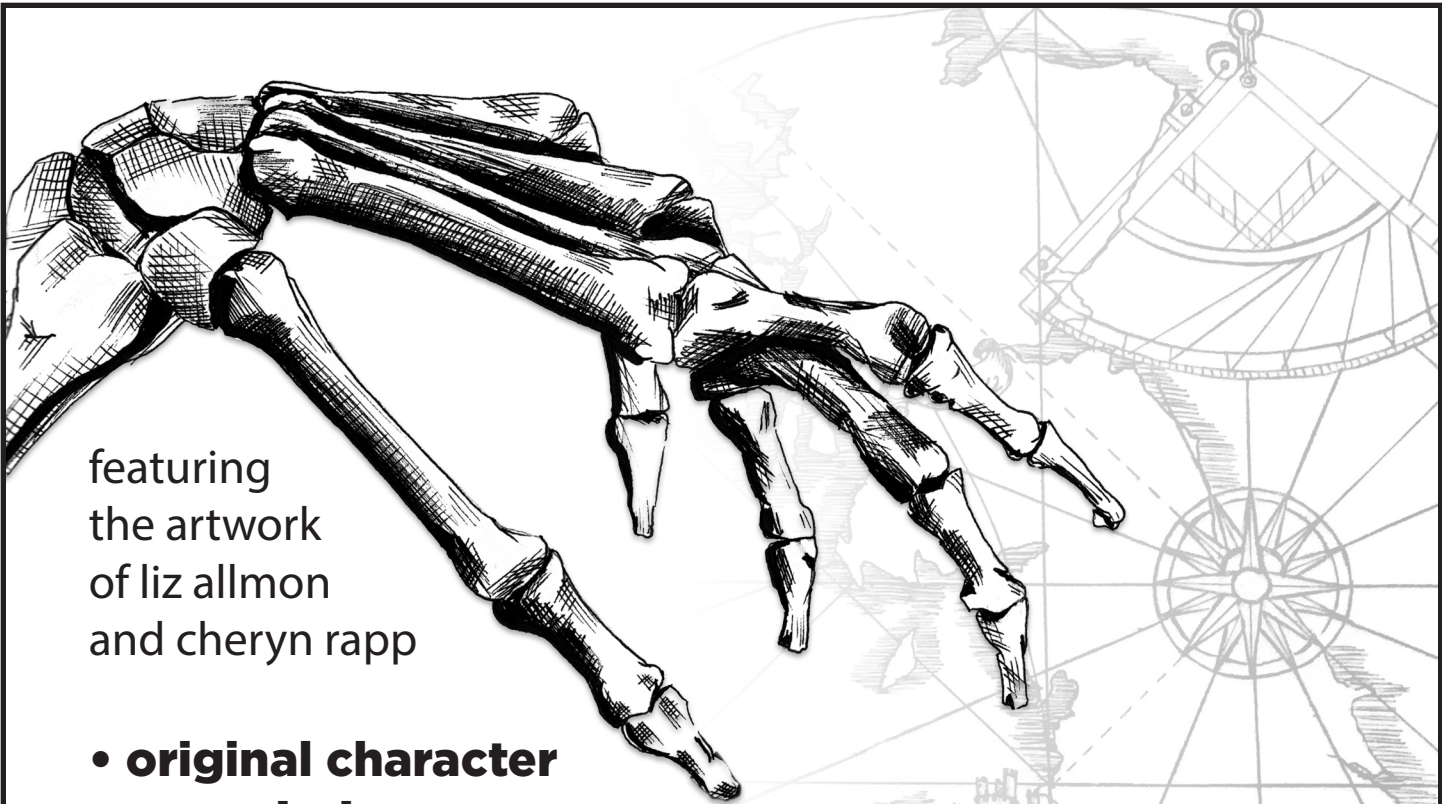
Heavy Crossbow: Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.



THE SUNKEN TOMB OF SUTEKH-AMON



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