

MARAUDERS OF THE LOST TOMB

PREVIEW
PREVIEW
PREVIEW
PREVIEW
PREVIEW

**TRACK DOWN A TROUPE OF BANDITS BEFORE THEY CAN
PILLAGER AN ANCIENT PYRAMID**

TORCHLIGHT
PRESS



DIVINATION
ILLUSTRATIONS

TOM CARTOS

MUSIC D20

McRoMUSIC

© DEAN SPENCER

MARAUDERS OF THE LOST TOMB



written by *Addison Short*
maps by *Divination Illustrations* and *Tom Cartos*
music by *Music d20* and *McRoMusic*

 **TORCHLIGHT**
PRESS

Adventure Primer

CREDITS

Cover Illustration: Dean Spencer

Interior Illustrations: Divination Illustrations, Shutterstock

Maps: Divination Illustrations, Tom Cartos

Story and Mechanics: Torchlight Press

Special Thanks: None of this would be possible without *Wizards of the Coast* and their open license.

LEARN MORE

Torchlight Press

Torchlight Press creates 5th Edition adventures, monsters, and more every month.

You can visit our website at torchlight.press or scan the QR code below:



Divination Illustrations

Divination Illustrations creates and illustrates maps, items, monsters, creatures, and more for TTRPG's.

Find her work at patreon.com/divinationillustrations

Tom Cartos

Tom is a digital artist with a background in architecture and design. He is bringing these skills into creating tabletop battle maps and assets for games like Dungeons & Dragons, Pathfinder, Call of Cthulhu and more!

Find his work at: patreon.com/tomcartos

Music d20

Music d20 is run by Will Savino, a veteran video game composer who loves tabletop RPGs as much as he loves composing and recording music.

Find his work at: patreon.com/musicd20

McRoMusic

McRoMusic has been playing and composing music for nearly 20 years and is an avid tabletop RPG fan.

Find his work at: patreon.com/McRoMusic

RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful Good
NG	Neutral Good
LN	Lawful Neutral
N	Neutral
CN	Chaotic Neutral
LE	Lawful Evil
CE	Chaotic Evil
NE	Neutral Evil

Marauders of the Lost Tomb

Marauders of the Lost Tomb is a Fifth Edition adventure for three to seven characters, optimized for a party of five characters of 3rd level.

BACKGROUND

Emun-Rah was a woman that ruled over the region as pharaoh many centuries ago. She oversaw a tumultuous period of demonic insurrection, which her people successfully suppressed, but at great cost. Her eventual death was honored with emplacement in a pyramid, known as the tomb of Emun-Rah. Due to the great trials and tribulations that she led her people through, her burial site is watched over by custodians of both Anubis and Bastet.

Now, a band of marauders led by Tassian the Terrifying are searching for the tomb with the intent to plunder it for all its worth. The group has little regard for history, the gods, or anybody else standing between them and gold.

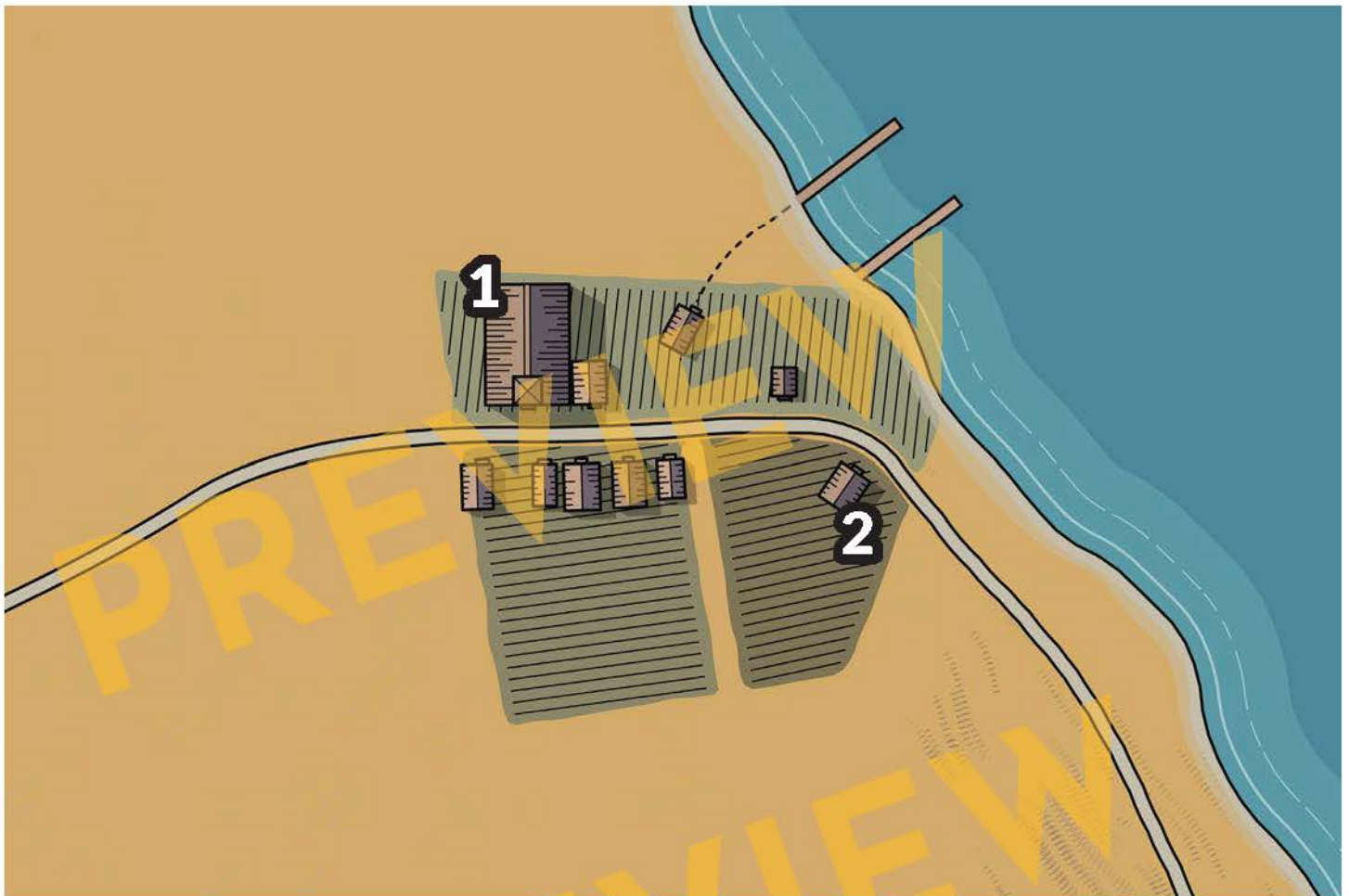


GETTING THE QUEST

At some point while the characters are passing through the village of Destu (see “Village of Destu” for more information), a black cat with a gold earring, gold collar, and a gold tail ring sits down in front of their path. The cat is a deva named Coretha. When the characters are close enough to hear, it greets the characters in Common by their names. Coretha relays the following information:

- A band of marauders came through town six days ago.
- They left town in search of the tomb of Emun-Rah, a centuries-old pyramid whose location has been lost to time.
- Much to Coretha’s chagrin, the marauders have managed to find the tomb.
- Coretha is willing to part with the tomb’s location (see “Reaching the Tomb”) if the characters pursue the marauders and mitigate the damage they can do to the pyramid. To accomplish this, they may need to follow in the marauder’s footsteps into the depths of the pyramid.
- Coretha warns the characters that they should not linger in the pyramid or take treasures from it. She will reward them for their trouble in due time.





VILLAGE OF DESTU

Destu is a small village along the southwestern bank of the Tortoise Tributary. Cats are prolific throughout the town, which tend to play with the turtles along the riverfront.

1 - Temple of Bastet

This large building is made from limestone and painted in teal, gold, and black. The temple is tended to by a kind older woman named Yeva and several young acolytes. They leave food and bedding out for the cats that have proliferated in the town.

2 - The Fel Steed

A rickety sign that reads “The Fel Steed” depicting a camel hangs over the front porch. A stubborn middle-aged tiefling woman named Echo tends to the building and the camels penned behind it. Characters can buy camels from her for 50 gp each or rent camels at 2 gp per day.





REACHING THE TOMB

The road to the Emun-Rah's tomb is obscured by decades of erosion and an absence of foot traffic. However, once the characters have spoken to Coretha, they should be able to navigate to it safely by following the provided landmarks:

- North by northwest until they spot a rocky outcrop shaped like a giant egg.
- From the rocks, pivot due south.
- Eventually, the ground rises up to a ridge, revealing a pyramid in a valley below.

In total, the journey takes 3 days time.

At the GM's discretion, the characters may have one or both of the following encounters before they reach the final landmark.



Sandworms

A massive swarm of bulges beneath the sand appears over the horizon, barreling toward the characters. The sand beneath the characters is shaking intensely as it grows closer. The bulges are being created by a rolling swarm of purple worms traveling just beneath the surface, which are creating an avalanche of sand around them. A character that succeeds on a DC 13 Wisdom (Survival) check knows that the bulges of sand are being created by a swarm of purple worms.

The purple worm swarm is 200 feet wide, 100 feet long, and creates an avalanche of sand that is 30 feet deep.

To run this event, first determine the marching order of the party and how far apart the characters are. Assume that the rearmost party member is directly below the avalanche, which means that character must move at least 100 feet to get clear of the avalanche's path. Next, have all party members roll initiative.

Any beasts with the party are paralyzed in fear. A character can spur an animal to move by using an action to make a DC 15 Wisdom (Animal Handling) check.

The purple worm swarm starts 250 feet away from the party and continues past them into the horizon. The worms are moving irregularly fast, moving 150 feet on initiative count 10 and another 150 feet on initiative count 0. Creatures in the path of the worm swarm can avoid it or escape it if they're close to its edge, but outrunning one is almost impossible. When the worms move, any creature in their space moves along with them for 150 feet before being deposited on the banks, falls prone, and is buried beneath an avalanche of sand. The creature must make a DC 15 Strength saving throw, taking 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

A creature buried in this way is blinded and restrained and has total cover. The creature gains one level of exhaustion for every 5 minutes it spends buried in the sand. It can try to dig itself free as an action, breaking the surface and ending the blinded and restrained conditions on itself with a successful DC 15 Strength (Athletics) check. A creature that fails this check three times can't attempt to dig itself out again.

Locating a buried creature requires 1 minute of searching and a successful DC 15 Wisdom (Survival) check. A creature that is not restrained or incapacitated can spend 1 minute freeing another creature buried in the sand. Once free, that creature is no longer blinded or restrained by the avalanche.





Marauder Encampment

An encampment of 12 tents is set up around an oasis in the shadow of a ridgeline.

Encounter: Bandits. There is one **bandit** for every two characters in the party and one **bandit captain** idling in the camp. All of the bandits are playing cards in the largest tent. Additionally, there is one **camel** for each bandit and the bandit captain.

The characters should already suspect that the tomb is just over the ridge behind the camp based on the directions they were given. However, if the characters ask about the tomb, the bandits point the characters to the southeast, away from the pyramid. Characters that succeed on a DC 13 Wisdom (Insight) check determine

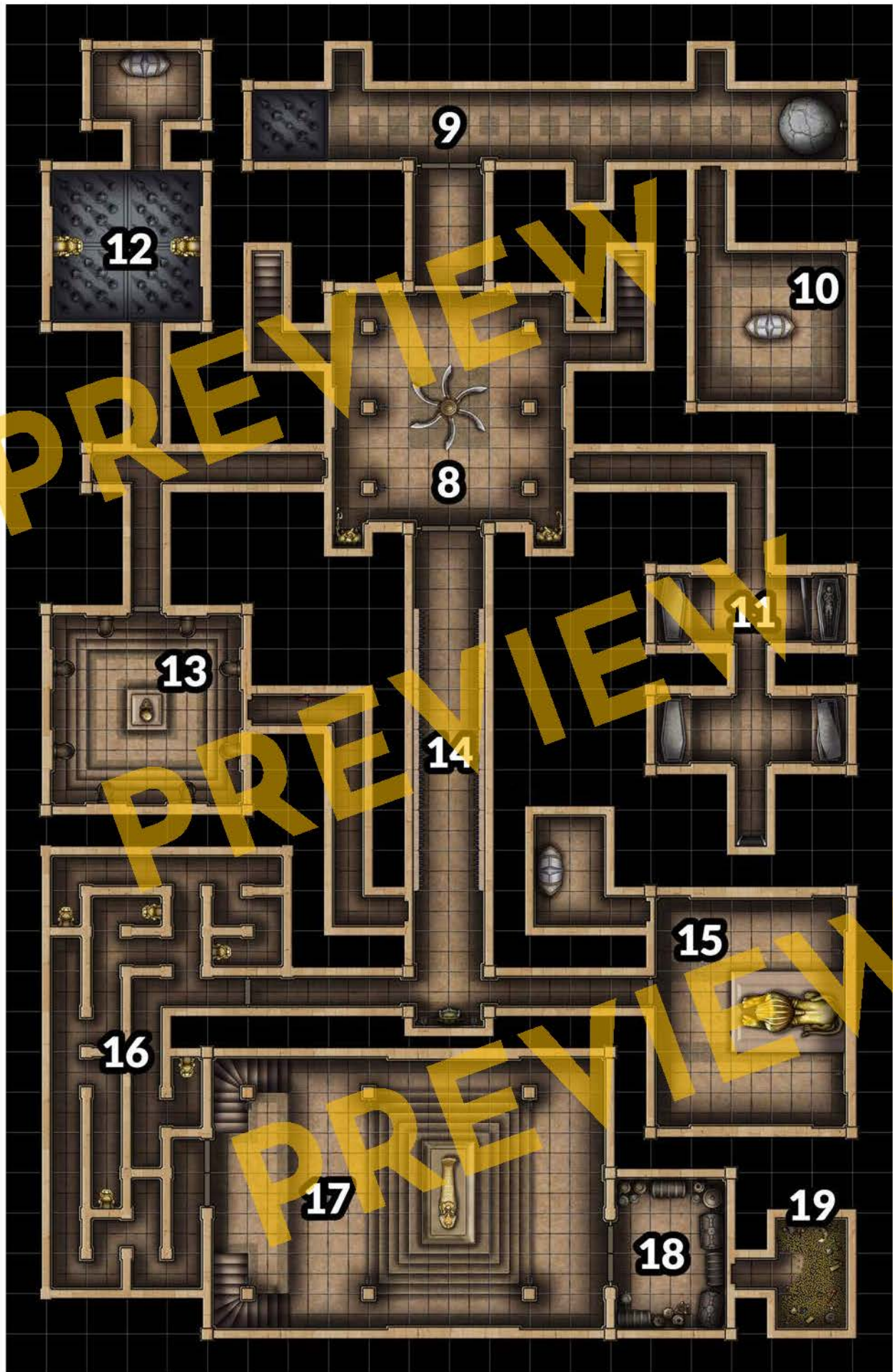
that the bandits are just waving them off. Characters that call the bandits' bluff are invited to play a round of cards for the 's location. To win a round of cards, have the bandit captain and one of the characters roll contested Wisdom (Insight) checks. Alternatively, the bandits can be bribed for 50 gp.

If the characters don't bribe or capture the bandits, they can leave the camp and circle around the ridge to avoid drawing the bandits' ire. If the characters scale the ridge in clear eyesight of the marauder encampment, the bandits quietly gear up and follow, ambushing the characters when they enter the false tomb (area 6).









TOMB OF EMUN-RAH

The tomb of Emun-Rah is a centuries-old pyramid hidden away in the bottom of a valley.

General Features

Unless otherwise noted, locations in the tomb of Emun-Rah have the following features.

Ceilings, Floors, and Walls. The tomb is constructed of limestone that has chipped and broken with age. The halls and rooms have 15-foot ceilings. The walls are 5 feet thick.

Doors. All of the pyramid's stone doors are 2 feet thick, 10 feet wide, and 12 feet tall. Except where otherwise noted, all of the doors are unlocked.

A locked door can be forced open by succeeding on a DC 20 Strength (Athletics) check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 15 Dexterity check.

Hidden Passageways. There are many passageways hidden behind walls throughout the pyramid. Seams in the walls outlining a hidden passageway can be discovered by a creature standing within 10 feet of it that either has a passive Perception of 15 or succeeds on a DC 15 Intelligence (Investigation) check. Breaking through the walls requires 15 minutes of attacking the wall with bludgeoning weapons.

Lighting. The pyramid's interior is brightly lit by torches placed by the marauders that have already begun exploring the tomb.

Climate. The air in the pyramid is dusty and dry.

The following locations are keyed to the provided map of the "Tomb of Emun-Rah."

1 - Foyer

Two sets of four columns lined with torches guide visitors north through the foyer toward a large set of double doors. Dust footprints on the floor lead directly from the entrance to the northern doors.

Ornate Double-Doors. The stone double-doors are 20-feet across and rest slightly ajar with their handles smashed in. Beautiful engravings on gold inlays adorn the doors, though several of the gold pieces are ripped out and set aside on the ground in a canvas sack. The doors creak loudly when pushed further open.

West Door. This plain stone door is untouched and locked. The door slides open quietly to a long, L-shaped hall that connects the foyer to the embalming chamber (area 2).



2 - Meditation Chamber

An oversized stone statue of a woman in robes reading a book of prayers sits cross-legged before a shallow pool of water. Water drips quietly from the ceiling over the pool through stone nozzles, the pitter-patter of the droplets hitting the water echoing through the room. In the four corners of the room are stone statues atop pedestals. On the far side of the room in front of a set of double-doors, three men in armor are fidgeting with canvas sacks and open crates.

Encounter: Veteran and Bandits. There is one **veteran** and two **bandits** sorting through bags and crates that they intend to carry the pyramid's treasures out with. They respond to the characters' presence with hostility, attempting to intimidate the characters into leaving, and resorting to violence if necessary.

If interrogated, the bandits break down with a successful DC 10 Charisma (Intimidation) check. The veteran, however, does not yield to intimidation or bribery. All three have the following information:

- Twenty individuals entered the pyramid about 30 minutes ago.
- They are scouting out the pyramid for the real treasure, which they plan to take and sell.

Meditation Pool. The pool is being filled by nozzles on the ceiling enchanted with magic similar to a *decanter of endless water*.

3 - Embalming Chamber

This chamber was used to prepare and embalm bodies before burial in the pyramid. When the characters enter, read the following:

Two colorful bronze statues of Anubis, a god of death, flank the eastern entrance to this square chamber. A large marble table dominates the center of the room, its surface bare except for two bowls, and an embalming knife. Empty canopic jars and bowls are set out on thin marble console tables to the north and south.

Canopic jars and bowls. The canopic jars would have been used to hold organs and the bowls would have held oils and herbs to be used in the embalming process. Any herbs and oils that these bowls once held have dried out.

Treasure: Bronze Statues. Each statue weighs 400 pounds and is worth 500 gp.

Treasure: Emun-Rah's Embalming Knife. This bronze knife has a figure of Anubis seated along a curved handle shaped like a papyrus plant. The knife has dulled with age, however, when a dead creature is carved with the knife over a period of 10 minutes, the *gentle repose* spell is cast on the dead creature.



4 - Workers' Tomb

Three stone coffins lay in the ends of this E-shaped attachment to the meditation chamber. A musty smell has spread through the area.

Ajar Coffin. The northernmost coffin is slightly ajar, exposing the body inside to the open air and allowing its musty smell to spread. A character that inspects the body and succeeds on a DC 15 Intelligence (Investigation) check discovers a hidden latch beneath the body. Removing the body and opening the latch reveals a ladder leading to another workers' tomb (area 11).

Despite popular belief, many of the labourers that constructed pyramids were workers, compensated with wages and sometimes housing or food, not slaves. Granted, the labour was still grueling and dangerous.

5 - Doorways

A set of stairs leads down to a large set of stone double-doors with gold inlaid carvings with hieroglyphics. Smaller doors open to the east and west.

The northern door leads to the false tomb (area 6). The east and west doors lead to the mezzanine (area 8).

6 - False Tomb

A sarcophagus rests on a stone table at the center of this room. Flanking it against the east and west walls are stone tablets that have been broken and thrown to the ground. The walls of the room are battered by sledgehammer marks and the northern section is smashed in, revealing a hidden hall.

Smashed Wall. On the other side of the smashed wall is a hall with two staircases leading down to the spinning blades (area 9).

Sarcophagus. The sarcophagus is decorated with fool's gold and contains the body of a servant. A creature can open the sarcophagus with a successful DC 17 Strength (Athletics) check, unleashing one will-o-wisp for every two characters. The will-o-wisps are invisible and attack intruders with surprise after spreading out strategically.

Stone Tablets. A character can interpret the hieroglyphics with a successful DC 15 Intelligence (History) check. A character that knows giant or primordial has advantage on this check, as the hieroglyphics share some characteristics of those languages. The western tablet details the accomplishments of the pharaoh Emun-Rah, who ruled over the land during a time when demons ran amok. The eastern tablet informs readers of a litany of curses that will stalk them for the remainder of their lives should they rob the tomb.



7 - Mezzanine

At the top of the stairs is a mezzanine overlooking the false tomb. Slits in the pyramid's exterior let dust and light in, which have settled in a fine layer over the area. Two tables in alcoves to the east and west contain tables with various artifacts and weapons.

False Treasures. A *khopesh* (sickle-shaped sword) sits on the western table. A character that carries this weapon has disadvantage on all weapon attacks. Various religious symbols are set out on the eastern table. A character holding one of the religious symbols has disadvantage on spell saving throws.

8 - Spinning Blades

When the characters enter the room, read the following:

Blood is spattered and smeared across the floor beneath the blades. A bandit's body is embedded in one of the blades and two more bloody bodies lay on the ground beneath the blades. Toward the south of the room is a set of double doors flanked by two large bronze statues tucked into alcoves.

If the creatures enter from either set of stairs, read the following:

Footprints in the dust step 10 feet into the room and turn to skid marks angled directly toward the curved blades at the center of the room.

Trap: Spinning Blades. The blades are 10 feet long on all sides. A creature that has *detect magic* or similar magic can detect transmutation magic in the blades. A successful DC 13 Wisdom (Perception) check indicates that, based on the dust tracks, activating the blades can be avoided by skirting around the perimeter of the room.

A creature that steps within 20 feet of the center of the blades activates the trap. When activated, the blades begin rotating rapidly and emitting transmutation magic. The magic pulls creatures toward the center of the room, turning the entire room into difficult terrain. The trap deactivates 1 minute after there are no more living creatures within 30 feet of the center of the blades.

After the trap is activated, when a creature starts its turn within 30 feet of the center of the blades, it must succeed on a DC 13 Strength saving throw or be pulled 5 feet closer to the blades. When a creature makes contact with the blades, they must succeed on a DC 16 Dexterity saving throw or take 4 (1d8) slashing damage.

Bronze Statues. Each statue of Anubis towers 9 feet over the floor and wields a staff. A creature that inspects a statue and succeeds on a DC 14 Intelligence (Investigation) check discovers that the staves snap between two positions: forward-facing and sideways.

When a staff is snapped to its forward-facing position, the hidden door on its side of the room is opened. Additionally, when both staves are oriented into forward-facing positions, the spinning blade trap is deactivated and the northern wall opens to area 9.



9 - Rolling Stone

There are three alcoves interspersed throughout this empty hall. The spike trap to the west and the stone boulder are hidden behind illusory walls.

Hieroglyphics. Hieroglyphics are carved into the walls. Two of the glyphs near the center of the hall are magical. A creature that casts *detect magic* or succeeds on a DC 13 Intelligence (Arcana) determines that the magical glyphs are constantly emitting a *locate object* spell.

A creature can disable the magical glyphs with a successful DC 17 Intelligence (Arcana) check or the *dispel magic* spell.

Hidden Doorway. A character standing within 10 feet of the hidden door at the eastern end of the hall that succeeds on a DC 15 Intelligence (Investigation) check discovers seams of a hidden doorway.

Illusory Walls. At both ends of the hall are illusory walls obscuring the spike trap and the rolling stone. A creature that inspects either illusory wall can discern the presence of an illusion with a successful DC 13 Intelligence (Investigation) check.

Rolling Stone Trap. As long as the magical hieroglyphics have not been disabled, when a creature carrying treasure from the chest in area 10 enters the hall, the trap activates.

When the trap is activated, a peg behind the boulder knocks the boulder; all creatures present roll initiative as the sphere is released. The sphere rolls initiative with a +8 bonus. On its turn, the sphere moves 60 feet in a straight line.

When the sphere would enter a creature's space, the creature must make a DC 18 Strength saving throw, taking 11 (3d6) bludgeoning damage on a failure, or taking half as much damage on a success.

Whether they succeed or fail, the creature is pushed by the boulder.

As an action, a creature within 5 feet of the sphere can attempt to slow it down with a DC 17 Strength (Athletics) check. On a successful check, the sphere's speed is reduced by 30 feet. If the sphere's speed drops to 0, it stops moving and is no longer a threat.

If the sphere pushes a creature into the spike pit, the creature has disadvantage on the spike trap's saving throw.

Spike Trap. A creature that moves over the pit must make a DC 15 Dexterity saving throw. On a successful save, the creature is able to position themselves into one of the corners, avoiding the spikes. On a failed save, the creature falls into the pit and takes 11 (3d6) piercing damage.

10 - Treasure Chest

A stone chest with gold rims sits in the center of this plain room.

Treasure: Brazier. The chest is sealed with a mechanical lock and reinforced with arcane lock. Breaking the chest open requires a DC 30 Strength (Athletics) check. A character proficient in thieves' tools can make a DC 25 Dexterity check, picking the lock on a success. Casting *dispel magic* on the chest lowers the DCs by 10. Inside, there is a single brazier of commanding fire elementals.



11 - Warriors' Tombs

When the characters enter, read the following:

Four stone coffins are set atop elevated platforms in alcoves in this area. Splayed out across the center aisle between the alcoves are three dead bandits.

Bandits. A creature that inspects the bodies and succeeds on a DC 11 Wisdom (Medicine) check notices that their muscles have atrophied. Subsequently, a creature that succeeds on a DC 11 Intelligence (Nature) check makes the connection that the atrophied muscles are likely a signifier of shadows.

Coffins. Each coffin contains the preserved body of a warrior and a shadow. A coffin's lid can be removed with a successful DC 15 Strength (Athletics) check. When one of the coffins is disturbed, all four shadows slip out of their coffins and attack the source of the disturbance.

Ladder. The ladder to the south leads to the ground-level workers' tombs (area 6).

12 - Spike Trap

Golden lion heads are placed 5 feet overhead, and below four large spiked plates sit at the bottom of a 10-foot-deep pit. A set of wooden planks nailed together into a 50-foot-long bridge lay snapped in half at the bottom of the pit with a dead bandit impaled on the spikes. Across from the pit is a bandit with their head buried in their hands sitting against a chest.

Encounter: Abandoned Bandit. The bandit is named Orryn. He made it across the pit just before the makeshift bridge collapsed, killing their companions. Frustrated and trapped, he has no idea how he'll manage to escape alive until the characters arrive. If the characters help him, he is more than willing to abandon the attempted pyramid heist.

Golden Lion Heads. Each lion head emits a 30-foot-radius anti-magic field, which does not penetrate the walls. The lion heads have AC 19 and 18 hit points. When destroyed, a lion head's anti-magic field stops functioning.

Spike Trap. A character that falls into the spike trap takes 3 (1d6) bludgeoning damage from falling and must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage.

Chest. The chest is sealed with a mechanical lock and reinforced with arcane lock. Breaking the chest open requires a DC 30 Strength (Athletics) check. A character proficient in thieves' tools can make a DC 25 Dexterity check, picking the lock on a success. Casting *dispel magic* on the chest lowers the DCs by 10. Inside, there is a stone of controlling earth elementals, which is unusually dense and weighs 50 pounds.



13 - Golden Skull

A golden skull sits on a pedestal in the center of this room. Two large pipes adorn each wall of the room, terminating in the open near the ceiling.

Trap and Treasure: Golden Skull. The large golden skull weighs 76.5 pounds and is worth 350 gp. The skull is sitting on a pressure plate. When the weight on the plate is not precisely 76.5 pounds, the sand trap is activated.

A creature can find the pressure plate beneath the skull with a successful DC 13 Wisdom (Perception) check. A creature proficient with thieves' tools can disable the pressure plate with a successful DC 17 Dexterity check.

When the trap is activated, the pipes begin pumping sand into the room. Creatures in the room must make successful DC 15 Dexterity saving throws at the beginning of their turns to stay atop the sand.

A creature that fails one saving throw is buried up to their knees and restrained. On their next saving throw, if the creature succeeds, they dig themselves out and are no longer restrained; if they fail they are buried waist-deep and remain restrained.

A creature buried waist-deep must make a DC 15 Strength saving throw at the beginning of their turn; if they succeed they dig themselves free of the sand and are no longer restrained; if they fail, they are buried to the neck and immobilized. On their next turn, the creature is completely buried and starts suffocating.

As an action, a creature can dig out another creature with a successful DC 15 Strength (Athletics) check. Spells like freedom of movement or movement modes like burrow can also allow creatures to freely move through the sand.

Red Valve. The valve in the hidden corridor can be turned to open drains beneath the pedestal to empty the room of sand. A creature must stand here and hold the valve in position, otherwise it closes on its own.



14 - Tenderizer

This long hallway is featureless except for a 70-foot-long section of spiked plates on the walls and the brutalized dead bodies of six bandits on the floor. Bloody footprints continue past the dead bodies down the hall.

Bloody Footprints. The footprints at the far end of the hall split into two directions, some heading east toward area 15 and others heading west toward area 17.

Trap: Tenderizer. When one Medium or larger creature passes the halfway point of the passage, the trap activates. A successful DC 14 Wisdom (Perception) check reveals a gap along the edges of the passageway floor, and a successful DC 16 Dexterity check using thieves' tools locks the hinge in place. A subsequent DC 16 Intelligence (Investigation) check reveals a well-hidden lever that deactivates the trap.

When the trap is activated, the spiked wall segments begin rapidly snapping shut and reopening. On initiative 18, the first set of spiked plates clasp shut. On initiative 16, the second set of spiked plates shut. On initiative 14, the third set of spiked plates shuts. On initiative 12, the fourth set of spiked plates shut. On initiative 10, the fifth set of spiked plates shut. On initiative 8, the sixth set of spiked plates shut. On initiative 6, the seventh and final set of spiked plates shut. This cycle repeats each round for 1 minute.

When a set of spiked plates clasps a creature, the creature must make a DC 14 Dexterity saving throw, taking 3 (1d6) piercing damage and 3 (1d6) bludgeoning damage on a failed save, or half as much damage on a success.

15 - Sphinx

A golden sphinx rests on a sandstone platform in the center of this room before two dead bandits. An inscription on the sphinx's platform reads "I reach around earth, grasping ever so tight. Once born, I exist for a time out of sight. Though later, I reach into the firmament's light."

Dead Bandits. A creature that inspects the dead bodies and succeeds on a DC 11 Wisdom (Medicine) check notices that they have brain matter oozing from their ruptured ears.

Golden Sphinx. The sphinx is an enchanted object that weighs 4,000 pounds and is worth 5,000 gp. The correct answer to the riddle on the sphinx's platform is "a tree," though a similar answer may be accepted at the GM's discretion. When the correct answer is provided, the secret door to area 16 opens. Each time an incorrect answer to the riddle is spoken, the sphinx roars (refer to the **androsphinx** "Roar" feature).

Chest. The hidden chest is sealed with a mechanical lock and reinforced with arcane lock. Breaking the chest open requires a DC 30 Strength (Athletics) check. A character proficient in thieves' tools can make a DC 25 Dexterity check, picking the lock on a success. Casting *dispel magic* on the chest lowers the DCs by 10. Inside, there is a bag of beans.



16 - Maze of Madness

The dead ends of this maze feature golden lion heads. As the characters explore this area, they encounter three bandits that have been overcome with madness:

- A **bandit** named Namior is incapacitated and weeping. The madness will subside in 5 minutes.
- A **bandit** named Eloso is experiencing vivid hallucinations and attacks any creature that gets within 5 feet of him. The madness will subside in 8 minutes.
- A **bandit** named Feroy has fallen unconscious. They will wake up in 30 hours.

Golden Lion Heads. When a creature comes within 10 feet directly in front of a lion head and has not averted their gaze, the creature must succeed on a DC 14 Wisdom saving throw or gain a form of short-term madness. If the save is failed by 5 or more, the creature instead gains a form of long-term madness. To determine how this madness is expressed, roll on the Short-Term Madness or Long-Term Madness tables in the Basic Rules.



17 - Sarcophagus of Emun-Rah

Two sets of stairs curve downward from a risen platform at the entrance of this room. In the center of the room, a radiant sarcophagus rests at the top of a stepped dias. A burly man wearing a red cloak is attempting to push the sarcophagus open. A cat sitting on top of the sarcophagus observes calmly.

Encounter: Tassian the Terrifying and a Cat. The burly man (**gladiator**) is the leader of the marauders and goes by the moniker “Tassian the Terrifying.” He is facing away from the entrance as he attempts to push open the coffin. If he hears anybody approaching, he shouts at them to help him push the coffin open. When it becomes apparent that he isn’t getting help or that the characters are not part of his bandit troupe, he determines to fight for his claim over the treasure buried with Emun-Rah here.

If the characters are at risk of being defeated, the cat leaps from the coffin and reverts to its true form, a 7-foot-tall iridescent deva named Coretha, and strikes Tassian down. If she is not required to intervene, she remains in her cat form and speaks to the characters through it.

Coretha does not offer explanations for why she is here, but she does note whether or not the characters have stolen any treasures from the pyramid. If they have taken things that do not belong to them, she demands they return the items and leave immediately. Otherwise, if they have not stolen, she rewards the characters with a collar of the desert lotus and may use her “healing touch” or “raise dead” features if the party could benefit from healing.



18 - False Treasure

This room is filled with chests and vases containing 800 counterfeit gold coins and 40 fake gemstones. A creature must succeed on a DC 19 Wisdom (Perception) check to determine that the items are fake.

19 - Vault

This room is filled with 1,000 gp in loose coins and 100 gemstones (worth 50 gp each).

CONCLUDING THE ADVENTURE

The characters should recognize Coretha in area 17 as their quest-giver. If the characters heeded Coretha's warnings and they didn't attempt to steal any of the pyramid's treasures, perhaps the deva will call upon them again in the future.

PREVIEW
PREVIEW
PREVIEW



Appendix

EMUN-RAH'S EMBALMING KNIFE

Wondrous item, uncommon

This bronze knife has a figure of Anubis seated along a curved handle shaped like a papyrus plant.

The knife has dulled with age and cannot inflict damage. When a dead creature is carved open with the knife over a period of 10 minutes, the gentle repose spell is cast on the dead creature.

COLLAR OF THE DESERT LOTUS

Wondrous item, uncommon

While wearing this collar, you can use a bonus action to touch a container. The container fills up to a total of 1 gallon. If the container holds less than 1 gallon of liquid, you can continue to use the collar in this manner to create more water, up to 1 gallon per day. When a creature takes a drink of the water created by this collar, they roll a d20.

d20	Result
1-9	Their thirst is quenched.
10-14	Their thirst is quenched and they regain 1d4 + 1 hit points.
15-19	Their thirst is quenched and they regain 1d6 + 2 hit points.
20	Their thirst is quenched, they regain 1d6 + 2 hit points and they lose one level of exhaustion.

After 24 hours, the water created by this collar loses its magical properties and becomes normal drinking water.



OPEN GAMING LICENSE

Product Identity

“Marauders of the Lost Tomb,” “Torchlight Press,” and accompanying logos, are trademark Torchlight Press and are Product Identity.

General layout and presentation of this product are Product Identity. This entire product is product identity.

Legal Information

Permission to copy, modify and distribute the files collectively known as the System Reference Document 5.1 (“SRD5”) is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player’s Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Underdark, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar’ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti. All of the rest of the SRD5 is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress, artifacts, creatures characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Some cartography copyright Tom Cartos, used with permission.

Some cartography copyright Divination Illustrations, used with permission.

Some artwork copyright Dean Spencer, used with permission.

Some images used under license from Shutterstock.com.

“Marauders of the Lost Tomb” is copyright 2021 Torchlight Press.

END OF LICENSE

