



 P.B. PUBLISHING PRESENTS 

THE AMULET OF



SHAVAKA

Explore the ruined temple and destroy the horror awakened within its depths
in this adventure for the world's greatest roleplaying game

THE AMULET OF SHAVAKA

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CHAPTER 1: INTRODUCTION

The *Amulet of Shavaka* is a Dungeons & Dragons 5e adventure designed to be completed in about 4–6 hours of play.

The combat encounters have been calculated to present a tough challenge to four characters of 2nd level, that is, APL (average party level) is 2. Information is supplied in the text explaining how to scale the encounters to APL 1 or APL 3.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise, and do so with confidence! Unless stated otherwise, assume NPCs have the stats of a **Commoner (MM, p345)**.

RUNNING THIS ADVENTURE

This adventure is a location based adventure. The map in Appendix B will help you, the Dungeon Master, to drive the scenes as our heroes explore different rooms accessible to them within the Temple and then the Tomb of Shavaka.

CHARACTER ADVANCEMENT

This adventure is designed to utilize the Milestone leveling system, by which it is expected that the characters start at level 2 at the beginning of the adventure. Upon defeating King Shavaka and delivering the Amulet of Shavaka to Elel the heroes should advance by one level automatically.

This is only a suggestion, however, and you, as the DM, are in no way forced to use this method. This adventure runs perfectly fine with Experience Points based leveling, and you are encouraged to use XP if it is a better fit for you and your playing group.

BOXED TEXT

This adventure includes boxed text to assist those Dungeon Masters who like to have a description of a scene or location. The use of boxed text is by no means required; many great Dungeon Masters avoid the use of boxed text and instead feel more comfortable describing the

action in their own words. You should consider what works best for you and your group. If you choose not to read aloud any of the text provided, you should at least paraphrase the information to keep the players aware of their environment.

SETTING & LOCATION

The Amulet of Shavaka is designed to be used in any setting. With some tweaks in the lore of the King Shavaka, a savvy Dungeon Master can drop and play this adventure into any setting and any campaign.

HOOK: THE EXPEDITION

The heroes are approached by a finely dressed human apprentice wizard named 'Elel'. He advises that he has been searching for the group for some time, having heard of their bravery in recently overheard bard's tales. Elel offers the party a mission; enter the *Tomb of Shavaka* at the edge of the desert to the east/west (dependent on the party's current location), and retrieve the lost Amulet of Shavaka. Their reward, 500 gp, and any loot collected during the expedition.

If the heroes question Elel about the Amulet, he will prefer not to divulge anything. If pushed, he'll relate that it was last to be seen, many years ago, going into an ancient tomb deep within the desert, around the neck of a daring adventurer searching for the wealth of a long-dead king. It and its owner were never seen again, and no one has yet to enter the tomb on rumors that the undead now walks its passages.

Elel requires the amulet to be retrieved, but won't advise what the amulet is worth or what power it might hold. In fact, he doesn't know himself, and has been tasked by his master to simply '*find it*'. On failing the courage to enter the tomb himself, Elel has now turned to hired help, and thus he searched for the heroes that he had heard sung of by a bard within a local tavern.

Elel provides the party with a map showing the *Tomb of Shavaka's* rough location in the desert and offers to act as a guide as far as the entrance to the temple that lays in ruins above the submerged tomb.

Locating of the Tomb of Shavaka. As this adventure is designed to drop into any setting or campaign, the exact location of the tomb, geographically, has intentionally been left undetermined. This is to allow you as the DM to be able to place it in any location you wish. The only real prerequisites for the tomb's location is to place it close to, or within the borders of a dry and desolate desert. Once the characters have departed their current location, El-el, acting as a guide, leads the party on a 2-day journey into the desert and shows them only as far as the entrance of the half-buried and ruined temple. El-el does not join the party on entry but elects to stay outside, eager for the party's return.



CHAPTER 2: THE TEMPLE OF SHAVAKA

The Temple of Shavaka was once a place of worship to the self-proclaimed God-King Shavaka. When the King rose in power, thanks to the magic of the amulet, he began to fancy himself a god and had temples built in his name. Here his worshipers could congregate and offer fealty to their god-king in return for his blessings. Now, thousands of years later, the last remnant of a ruined temple is barely visible to anyone not specifically seeking it out. It lays half buried and hidden amongst the desert dunes with only the grand double door entry revealed for those adventurers courageous enough to enter.

1. TEMPLE ENTRANCE

As the heroes approach the temple, read or paraphrase the following:

The sand blows sharply against you in the outskirts of the desert. This is the area that the tomb is supposed to be. Visibility is low; however, you manage to make out the structure of a half-buried building close by.

Once the heroes get to the structure, read or paraphrase the following:

You reach the building, and the only part of it not covered by yellow sand is the great double doors made from yellow tinged solid stone. The script above the arch reads: "The Temple of Shavaka".

It takes more than one hero to open the great double entry doors. **No skill checks** are required, but the vast weight of the doors and the sand that stops them from the outside make it too difficult for a single hero to open.

2. HALL OF THE DISCIPLES

As the heroes enter this room, read or paraphrase the following:

As you enter the temple you notice that the air is musty with the smell of death and decay. You see carvings of six demonic faces along the walls of the narrow passage leading west and the feeling of impending doom itches at the edge of your subconscious.

If the players decide to investigate the demonic face carvings, a successful **DC 12 Intelligence (History)** or **DC 12 Intelligence (Religion)** **check** deduces that these carvings depict King Shavaka's 6 disciples, pledged to protect his godhood from powerful enemies in times of war, as well as spread the word of the King's religion far and wide. A successful **DC 13 Intelligence (Investigation)** **check** notices that the eyes of each carved face have open holes with green residue staining their edges.

It's A Trap! As an adventurer reaches the dashed line on the map, a successful **DC 13 Wisdom (Perception)** **check** senses a faint gaseous smell.

A successful **DC 14 Intelligence (Investigation)** **check** on the sandy floor finds a slightly raised pressure plate (**as noted on the map**). If any hero walks over the pressure plate, on leaving that 5ft square, a green gas begins to stream out of the eye holes in each of the 6 carved faces. Any hero within the corridor must succeed a **DC 13 Constitution saving throw**; failure results in a roll on the **Gas Effect Table** below to determine what effect the gas has on that hero.

GAS EFFECT TABLE

1d6	Effect
1	Character suffers from disorientation for 1 hour, and has disadvantage on any ability or attack roll.
2,3,4,5	Character suffers from hallucinations. On entrance to any new room on the 1st floor, they must succeed a DC 15 Wisdom saving throw. On a failure read or paraphrase 'The King's Story (Hallucinations) sidebar' below to describe the hallucinations that the character witnesses for any of the respective rooms listed.
6	For 10 minutes the character believes that they are a mule that can talk in the characters primary language, and wield one weapon. The character walks on hands and knees for the period of effect, during which time their movement speed is halved.

THE KING'S STORY (HALLUCINATIONS)

If a character has been affected with hallucinations from the gas in **Area 2**, then upon entering each of the following rooms for the first time, read or paraphrase the respective hallucination description. Only those affected by the gas can see the hallucinations:

Area 3:

A young dwarf lays on the black altar, his eyes emotionless, yet he still breathes steadily. Three priests and a young boy enter the room. The boy wears a crown whilst the priests wear black robes. One carries a thurible suspended from a chain; strong incense stream from it. The other two hold a razor-sharp athame on a golden serving plate between them. The victim is held down whilst the athame wielding priest proceeds to remove the top of the dwarf's skull. **"Yes, our Lord Shavaka will like them fresh and exotic."** He grins as he removes the brain, placing it on a golden serving plate. The dwarf shudders and falls limp, never a blink of pain from those unemotional eyes. As you notice a small black shadow looming over the boy, the child-king at first refuses, tears roll down from his cheeks. The priest scolds the young Shavaka who proceeds, reluctantly, to cut a sliver of the organ and begins to devour it. The apparition fades from existence.

Area 4:

A room in disarray seems empty at first, then comes to life with the ruined benches now back in their original place. Hundreds of spectators, made up mostly of humans, except for small groups of snake-people and cat-people, fill the seats as six men in black robes watch silently over them. They all hum in prayer as a man in bronze colored robes addresses them, reading aloud passages from a tome in a foreign language. Then you notice him, the apparition of a grown man, the king, mighty and powerful, sitting with command on the throne as a large black shadow caresses him from above. Adorning the King's neck is an amulet. It glows green as small motes of soul begin to drift from his audience to his body. He grins with evil pleasure, as his followers begin to deteriorate before your eyes. Then the vision fades, and the room is once again empty.

Area 5:

The dusty and forlorn antechamber slowly comes to life, as the aspect of a once mighty king materializes in the center of the room, along with 4 figures dressed in various adventuring gear. The king raises his empty hand with the motion of holding a throat. Across the room, one adventurer gasps and drops to the floor as his neck is telepathically crushed. The second and third adversaries have their souls dragged from their living bodies. The King grins feverishly as the green energy flows into the green amulet adorning his neck. Suddenly his eyes widen as a sword of flame thrusts out from his abdomen; black blood trickles to the floor. A small hand reaches from behind the dying king, clasps the amulet and tears it from his neck. As her evil victim falls to his knees, the halfling quickly looks about at her fallen comrades and says **"You've died for a righteous cause. I will take this to be destroyed by the high mages. Your deaths will not be in vain"**. The scene disappears as quickly as it had begun.

Area 6:

As you stand before the gates, the room once again springs to life with events long past. **"The King must be mummified and kept fresh for a time when the amulet has returned. It has been foreseen you see. We must hurry, the walking dead are upon us..."** The High Priest's words are cut short as an undead creature appears from the shadows to bite and tear at the priest's neck. The two pallbearers carrying the mummy sarcophagus rush to lock the gates behind them with fear in their eyes. You notice a dark shadowy form forever looming over the sarcophagus as they descend from sight into the darkness below. The twitching body of the High Priest remains and fades from existence.

Note: The evil magic embedded within the temple induces the memories of its past on to those effected by the gas.

3. SACRIFICIAL CHAMBER

In the center of this dark and musty room sits a single black altar. Lying on the altar is the small skeleton of a humanoid. Three larger **skeletons** lay in piles of black robes about the altar.

A successful **DC 13 Intelligence (Medicine) check** deduces that the skeleton is that of a small male humanoid, likely a dwarf. It is missing the top of its skull which seems to have been cleanly sawn off.

A successful **DC 13 Intelligence (Investigation) check** notices symbols carved into the altar's polished black marble surface, with a **DC 15 Intelligence (Investigation) check** further revealing them to be Abyssal sigils, likely used in sacrificial rituals.

Once the characters have finished their initial actions within the room, the three black-robed skeletons begin to animate and attack any nearby hero.

CREATURES

3 x **skeletons** (MM, p272)

TACTICS

The skeletons attack immediately and fight to the death.

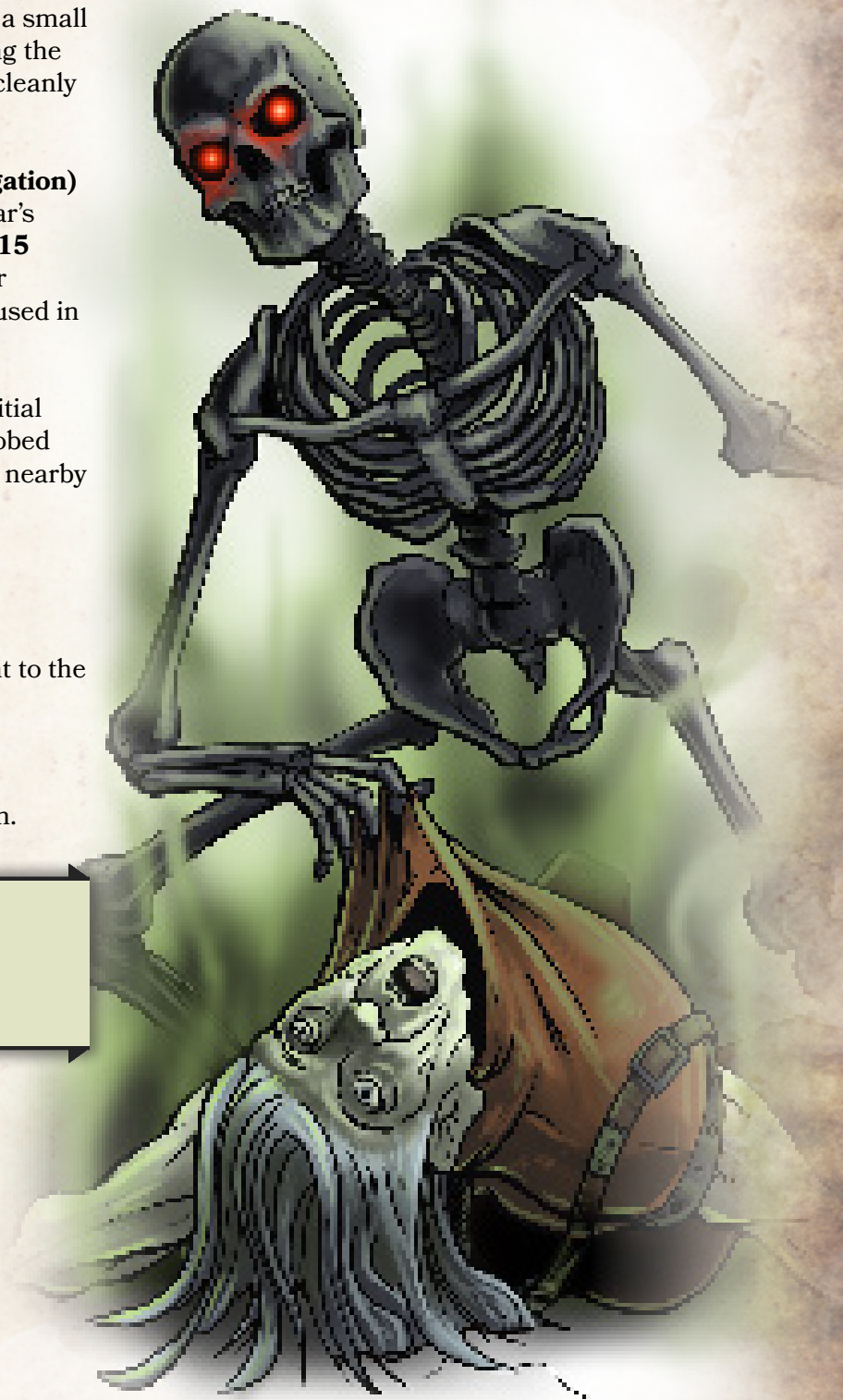
LOOT

The heroes will find, after defeating the skeletons, 20 cp of indistinguishable origin.

ADJUSTING THIS ENCOUNTER

APL 1: Remove 1x Skeleton

APL 3: Add 3x Skeletons



4. PRAYER HALL

This is the room where the devout followers of King Shavaka would pray to him. During prayer, the King would activate the magic of the amulet which adorned his neck to feed on motes of his follower's souls, increasing his power and ensuring his follower's belief was not lost.

Read or paraphrase the following:

A large hall opens before you with many long benches arranged randomly about the place, obviously not their original positions. In the north-western area, one heavy looking bench blocks the only other exit from the hall. A large obsidian throne sits front and center facing an empty audience, a stone pulpit to its left. Large and partly broken stained glass windows stretch high towards the domed ceiling. A hot draft enters through the broken windows and blows the ever-present yellow sand about the circular room. The smell of decay lingers.

As the heroes advance into the room, 6 x ancient and dormant **zombies** smell their first scent of living flesh in centuries. They raise from their prone positions behind the benches and attack the party. On entering the hall, any character with a **passive Perception of 13** or higher notices the dormant bodies lying on the floor behind the benches but cannot tell that they are zombies until they stand up.

On inspection of the pulpit, the adventurers find an ancient tome. It is very delicate and requires a successful **DC 18 Dexterity (Sleight of Hand) check** to handle it; failure results in the tome crumbling to dust. It is covered with yellow sand, dust, and cobwebs, though any hero may successfully clear it by simply blowing on it. If the heroes wish to read the page once the sand, dust, and cobwebs have been blown away, read or paraphrase the following:

As the dust clears from the surface of the tome, you find that it is written in a strange language, with most of the passage faded with time. There are sketches on the ancient paper showing a mighty being descending from the heavens. Its worshipers below hold out women as offerings to the "god" they serve. On the opposite page, another piece of art depicts the "god", this time with large sharp teeth. It's not until you see what is in its grasp that horrifies you; a person with a feverish grin on his face, the crown of its skull removed and the "god" devouring the victim's brain.

A passage, damaged through time, is written in Abyssal. Read or paraphrase the following:

"... as the lord Shavaka descends from the heavens to rule and conquer those less worthy... the mind of a sacrifice and the offering a one's soul to return the king-god to his rightful power and glory..."

CREATURES

6 x **zombies** (MM, p316)

TACTICS

The zombies attack immediately and fight to the death.

LOOT

The heroes will find, after defeating the zombies, 6 sets of rotting ragged black robes, 2 small skulls (the tops sawn off).

ADJUSTING THIS ENCOUNTER

APL 1: Remove 3x Zombies

APL 3: Do nothing

5. HIGH PRIEST'S ANTECHAMBER

This room was the private antechamber of the King's High Priest. Unfortunately, he still resides here, dormant and undead biding his time, waiting for bodies of living flesh to enter. As soon as the heroes open the door to this antechamber, read or paraphrase the following:

As soon as you open the door a rotting arm, wielding a morning-star, swings at you from the darkness beyond and a zombie dressed in rotting priestly robes rushes forward, hunger in its dead milky white eyes. He holds a skull lantern with a continual green flame within in his right hand. The skull has been sawn off.

CREATURES

1 x **zombie priest** (Appendix A: Monsters)

TACTICS

Characters must succeed a **DC 20 Wisdom (Perception) check** or be considered surprised for the first round.

The zombie priest attacks immediately and fights to the death. Where possible, it attempts to target the most religiously aligned hero first.

LOOT

The heroes will find in the High Priest's antechamber, 38 gp, 1 sets of rotting bronze robes (worth 1 cp), 1 potion of healing, 1 golden key (worth 10 gp), and a **skull lantern** which provides an eerie green light of upto 30 feet.

ADJUSTING THIS ENCOUNTER

APL 1: Add 1x Zombie, and Reduce Zombie Priest HP to 32

APL 3: Add 2x Zombies

6. THE GATES OF SHAVAKA'S TOMB

Once the heroes defeat the zombies, or simply move into this room for the first time, read or paraphrase the following:

You enter the small, dark and windowless room. Sand covers the floor and the walls are made of hard stone. On the northern wall are two large gates; a keyhole in their center binding the two shut. Beyond the gates, a stairwell descends into darkness.

The **golden key** found on the Zombie Priest in **Area 5** effortlessly opens the lock. A successful **DC 18 Dexterity (Thieves' Tools) check** will also unlock the gates. Alternatively, a successful **DC 20 Strength (Athletics) check** bends the bars enough for a creature of medium size or below to squeeze through. Lastly, any character can try to smash through the gates using brute force. The gates have an **AC of 19**, with **30 HP**.



CHAPTER 3: SHAVAKA'S TOMB

Shavaka's Tomb was built beneath the Temple with the purpose of burying the King's family members, mistresses, disciples, and priests.

Now within the tomb, King Shavaka has been awakened in mummy form. The amulet has been returned to the tomb, and feeds the king motes of souls stolen from nearby living creatures. The Soul Locusts and necrotic energies that plague the tomb's halls transport these bits of stolen souls directly into the king himself, thereby slowly regenerating Shavaka into the powerful being he once was.

If King Shavaka succeeds in his return to power, he aims to claim his kingdom back from those who now possess it.

7. ENTER THE TOMB

When the heroes step inside the tomb gates and begin their descent, read or paraphrase the following:

The stairs before you descend 20 feet and end at two large stone double doors.

The doors require a successful **DC 15 Strength (Athletics) check** to pull open. Allow any other character with a **Strength ability score of 10+** to provide **Help**.

You enter a foyer where, on the eastern wall, is a closed wooden door. On the western wall is an entrance to a corridor. From the western corridor, an eerie green glow pulses from its depths. A long and dark corridor stretches before you. Even down here, the yellow sand covers the floor.

Any character with darkvision can see that the end of the northern 40-foot corridor has piles of rubble blocking further progress.

PLAGUE OF SOUL LOCUSTS

During their time within the confines of the tomb, each time the players move into a new room, or corridor, roll a d20.

On a roll of 10 or above, the party will be attacked by 1d4 **Soul Locusts (Appendix A)**, who will each attack 1 hero with their **Life Steal** action (as shown in their stat block). On a successful hit, the targeted hero reduces their maximum HP by 1, as the Soul Locust then attempts to escape to **transfer that 1HP into King Shavaka's maximum HP**. Provide the heroes with a chance for an Attack of Opportunity as the Soul Locust attempts its escape. If a hero is successful in killing the Soul Locust, that hero will regain the 1 Maximum HP. The Soul Locusts will move at maximum flying speed in their getaway.

8. THE RITUAL ROOM

As the heroes approach this room, read or paraphrase the following:

As you come to the end of the corridor, the green hue spills over everything. You notice the shimmer of a mystical aura through the air just before the entrance to the room beyond. Within the room is an altar with an unknown animal lying dead and rotting upon it. On the floor, near the entrance, is the decomposing body of some long dead adventurer, their skeletal fist grips a golden amulet. Green energy spews from the amulet and feeds into the green shimmering aura before you. An open book lies just beyond the sickly green glow, its pages clear to read.

If the heroes attempt to read the book, they will discover the following points from a page that is entitled "The Ritual of Shavaka":

- Activating the Ritual of Shavaka "returns a king's wealth".
- King Shavaka considered his rulership and godhood his wealth.
- The shield will break when the king is either returned to power, or he is destroyed.

A successful **DC 13 Wisdom (Perception) check** will notice a moth fluttering towards the green shimmering transparent wall. Read or paraphrase the following:

You notice a small moth fluttering about the corridor. As it gets to within 5 feet of the green, shimmering, and transparent wall, a greenish stem of energy shoots out and strikes the moth, which immediately crumples to dust. The green stem returns with a tiny white and shining mote of energy which is then absorbed by the shimmer.

This 'shimmer' is the magical necrotic shield developed by the Ritual of Shavaka (see The Ritual of Shavaka sidebar).

THE RITUAL OF SHAVAKA

The ritual of Shavaka was set into motion by the dead adventurer (**Area 8**). He used the Amulet of Shavaka to awaken the Mummy of King Shavaka (**Area 12**). The dead adventurer had misinterpreted the ancient texts, found in the open ritual book lying near the shield, relating to the origin of the amulet. He read the text as "... to return a king's wealth ..." thinking this would supply him with the king's lost treasure. The text had, in fact, been referring to King Shavaka's self-imposed godhood and rulership as his wealth. Once the ritual was activated, King Shavaka awoke to reclaim his desert kingdom and his dark throne. The amulet fed on the lifeforce of the adventurer, killing him in the process, and pouring the necrotic energy into the mummy. The ritual also created a green necrotic energy shield to protect the amulet and King Shavaka's plans of return. To break the shield and retrieve the amulet the heroes must first defeat King Shavaka (**Area 12**), thereby ending the Ritual of Shavaka, and rendering the amulet powerless.

If a hero comes within 5 feet of the shield, they must succeed a **DC 11 Constitution saving throw**. On failure, the creature suffers 1d4 necrotic damage, and their maximum Hit Points will decrease by 1. Any maximum Hit Points lost restore after long rest. On a successful save, a hero still takes 1d4 necrotic damage but does not suffer a reduction in maximum HP. No creature can pass through the shield, and it will act as a wall until the ritual is broken.

Note: take note of how many maximum Hit Points are 'stolen' by the shield, as these are to be transferred into the mummy of King Shavaka. For every Hit Point stolen, add that to the total maximum Hit Points of King Shavaka in when encountered (**Area 12**).

9. THE MORTICIAN

The wooden door on the easternmost wall of the entrance hall is slightly open. Beyond is a short hallway ending in steps that descend into darkness. The room below has the musty dank smell of mildew. This is the Shavaka royal morgue, and it is swamped with darkness. For those heroes who have a light source, or darkvision, read or paraphrase the following:

Within the dark room, you see six closed wooden caskets on wooden tables, three to each side. Small round stool tables sit beside each casket. On them lie many small operating tools such as scalpels, needles and stitching thread. Along the southern wall of the room is a large 20-foot-long stone bench where a skeleton rests lifelessly on its surface. Slumped in a wooden chair beside the stone bench is another skeleton; this one with a head-strap that holds a large magnifying glass over its face. A key dangles from a chain around its neck. Writing on a long 10-foot wooden plaque hanging on the wall over the stone bench reads:

"MY LIFE IS YOUR PRIVILEGE, AND YOUR DEATH IS MY RIGHT".

If the heroes check the caskets, they find that none of them are nailed shut. If they proceed to open any of them, they find a skeleton in each, whose eye sockets begin to suddenly glow green. They all hold longswords, once ready to be honorably buried with their weapons.

COMBAT TRIGGERS

The following triggers will start combat in this encounter, awakening all 8 of the skeletons (6 in the caskets, 1 on the stone bench and the Mortician's skeleton slumped in the chair):

- As soon as a PC opens a casket.
- Failure of a **DC 11 Dexterity (Stealth) check**, or normal non-stealthy movement past the trigger line, provided on the map.
- Failure of a **DC 13 Dexterity (Sleight of Hand) check** when attempting to remove the key from the Mortician skeleton's neck prior to its awakening.

CREATURES

6 x **Skeletons** (MM, p272)

TACTICS

The skeletons attack immediately and fight to the death.

LOOT

The heroes will find, after defeating the skeletons, 6 longswords, 9 scalpels, stitch thread and needles, and 1 **silver key**.

ADJUSTING THIS ENCOUNTER

APL 1: Decrease creatures by 2 skeletons

APL 3: Change the skeleton on the stone bench to a **Minotaur Skeleton** (MM, p273)

10. RUBBLE TROUBLE

This corridor is blocked by fallen rubble. Long ago the roof fell to the weight of the desert sand above and the corridor now ends in rubble and yellow sand. An iron door can be seen half buried in the western wall. A **DC 15 Strength (Athletics) check** can kick open the door inwards though it only leaves a gap at the top of the door frame big enough for a small-sized creature to enter. This door leads into King Shavaka's tomb, where he waits, gaining strength from the amulet that slowly feeds him stolen life (**Area 6**).

11. DEATH'S DOOR

As the heroes approach the end of the corridor, they come upon two large golden double doors. Carved on each is humanoid people. One with a snake head and another with a cat's head, they stand with spears in hand, almost as if they are standing guard of the room beyond.

A successful **DC 11 Intelligence (History) check** will discern that these are carvings of yuan-ti and tabaxi warriors, both races having colonies in this area serving under the rulership of King Shavaka thousands of years ago.

Locked! The door is locked. There is a keyhole that the silver key from **Area 3** can be used to open. A successful **DC 17 Dexterity (Thieves Tools) check** successfully picks the lock.

As the door unlocks, read or paraphrase the following:

As the lock clicks open, suddenly you notice the carved guards on each of the doors start to move. Their two-dimensional images warp in ways that make their heads turn to face you. The guard with the cat-like features says, "**Speak your pledge truly and you shall enter**".

If the heroes attempt to converse with the guards of the tomb, read or paraphrase the following:

The second of the guards now looks down upon you with cold snake-like eyes and speaks in a hissing voice "**sssspeak the oathssss of ssssshavaka or sss turn from thisssss place-sss**".

If the heroes decide they want to try to force the door open, a **DC 20 Strength (Athletics) check** will budge the door slightly open, enough for one party member at a time to fit through whilst being held open. If the door is let go, it will slam shut. Anything caught in its way will be shoved back 5 feet and dealt 1d4 bludgeoning damage.

The Oath of Shavaka. This of course, is written on the walls of the morgue (**Area 9**). If the players simply say the words "**MY LIFE IS YOUR PRIVILEGE, AND YOUR DEATH IS MY RIGHT**" the guards say nothing more, and return to their original poses as the double golden doors swing silently open.



12. THE TOMB OF KING SHAVAKA

As the doors open, read or paraphrase the following:

As you consider the room before you, it takes a moment for your eyes to adjust to the bright green light, feeding energy through the walls and into the upstanding open golden sarcophagus. A few glowing green locusts also flutter about the standing sarcophagus. Within that sarcophagus rests a body, wrapped in heavy, and dirty bandages. You then notice a second sarcophagus lying along the western wall of the room. Brilliant maroon tapestries, laced with gold trimming and encrusted with emeralds, adorn the northern wall.

As soon as any hero moves past sarcophagus along the western wall, read or paraphrase the following:

You suddenly notice that the figure in bandages begins to move, and moans as its long unused limbs creak and crack with stiffness. The mummy of King Shavaka walks again!

Have the players roll for **initiative**.

Secret Door: On a successful **DC 14 Intelligence (Investigation) check** for secret doors, the characters notice small cracks in the north-western wall, outlining a section that seems to be a façade. Pushing on the wall swings it open on a successful **DC 13 Strength (Athletics) check**.

CREATURES

1 x **Mummy (MM, p228)**

TACTICS

The mummy of King Shavaka will fight to the death to protect his final chance at regaining his rulership once more.

LOOT

The heroes will find that the 3 x tapestries hanging from the northern walls are worth 150gp each.

ADJUSTING THIS ENCOUNTER

APL 1: Reduce the Mummy of King Shavaka's Hit Points to 38 HP

APL 3: Add a zombie which rises from the sarcophagus along the western wall

13. ANTECHAMBER WEST

This antechamber holds 3 unopened mummy sarcophagi. If the heroes enter the room, two of the three sarcophagi will open revealing two mummies beginning to animate. These are the sarcophagi of the three mistresses of King Shavaka who were mummified alive upon the King's burial.

CREATURES

2 x **Mummies (MM, p228)** with 32 total Hit Points (the third mistress mummy does not awaken for a level 2 APL but stays dormant unless attacked).

TACTICS

The mummies will attack the heroes to defend their King's tomb.

LOOT

The heroes will find 3x jeweled necklaces, gifts to the 3 mistresses from the King during their days among the living, worth 100 gp each.

ADJUSTING THIS ENCOUNTER

APL 1: Remove 1x Mummy (32 total HP)

APL 3: Add 1x Mummy (32 total HP)



14. ANTECHAMBER EAST

This thick wooden door is locked, the silver key found in **Area 9** opens the door with no required check. A successful **DC 15 Dexterity (Thieves' Tools) check** picks the lock on the door, and a successful **DC 18 Strength (Athletics) check** kicks the door open. The door has an **AC of 15** and **20 HP** should the heroes wish to break the door open with attacks.

A single treasure chest can be found here. It is locked. a successful **DC 15 Dexterity (Thieves' Tools) check** can open the lock, or a successful **DC 12 Strength (Athletics) check** can break it open.

It's A Trap! A successful **DC 20 Intelligence (Investigation) check** determines that there are two traps attached to this chest, and a **DC 12 Intelligence (Investigation) check** only discovers **one** of them (DMs discretion).

The first trap is a pressure plate under the chest. If the chest is removed from the plate, the release will trigger a block of stone to release and fall from the ceiling. A successful **DC 15 Dexterity saving throw** is required for any hero standing adjacent to the chest to dodge the block. On failure, the character takes 1d6 bludgeoning damage.

The second trap is the lock itself, which contains a poison needle that will prick any hero who attempts to open the lock without first disarming it. A successful **DC 12 Dexterity (Thieves' Tools) check** disarms the locked trap.

LOOT

The chest contains 55 gp, 4 x gemstones (worth 10 gp each), 2x Potions of Healing, and 2 x Potions of Climbing.

DEVELOPMENT:

RETRIEVING THE AMULET

Once King Shavaka has been defeated, the players hear a loud shattering sound coming from the direction of the tomb entrance. The green energy feeding into the room regresses back through the wall and seeps back towards the direction of The Ritual Room (**Area 8**).

Once the heroes circle back to the entrance, they notice that the green glowing shield has been shattered, and they can now enter the room and retrieve the **Amulet of Shavaka**, along with the **Ritual Book of Shavaka**. 12 gp can be found on the decaying body of the dead adventurer.

Note: *The Amulet is now powerless, having lost its power with the destruction of the mummy of Shavaka.*

REWARDS

On successfully handing over of the **Amulet of Shavaka** to Elel, who patiently waits outside at a short distance from the entrance of the temple, he hands over a pouch containing 500 gp.

CHARACTER ADVANCEMENT OPTIONS

Choose one of the following:

- If you are using the **Milestone Leveling System**, then each character should progress by 1 level on successful completion of this adventure.
- If you are using the **Experience Point System**, then the party should gain 2000 XP split between them on successful completion of this adventure.

APPENDIX A: MONSTERS

SOUL LOCUST

Tiny undead, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	11 (+0)	1 (-5)	7 (-2)	1 (-5)

Senses darkvision 60ft., passive Perception 8

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Life Steal. *Melee Weapon Attack:* +5 to hit, reach 0 ft. (touch), one creature. *Hit:* 1 Maximum HP reduction to the target. The Soul Locust enters any creature's area without penalty. After a successful hit it will then attempt to flee to transport the mote of soul to King Shavaka to assist with his rejuvenation.

ZOMBIE PRIEST

Medium undead, neutral evil

Armor Class 8

Hit Points 66 (7d10 + 28)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

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

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.



KING SHAVAKA (MUMMY)

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18) + HP from Soul Locusts

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Wis +2

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 60ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

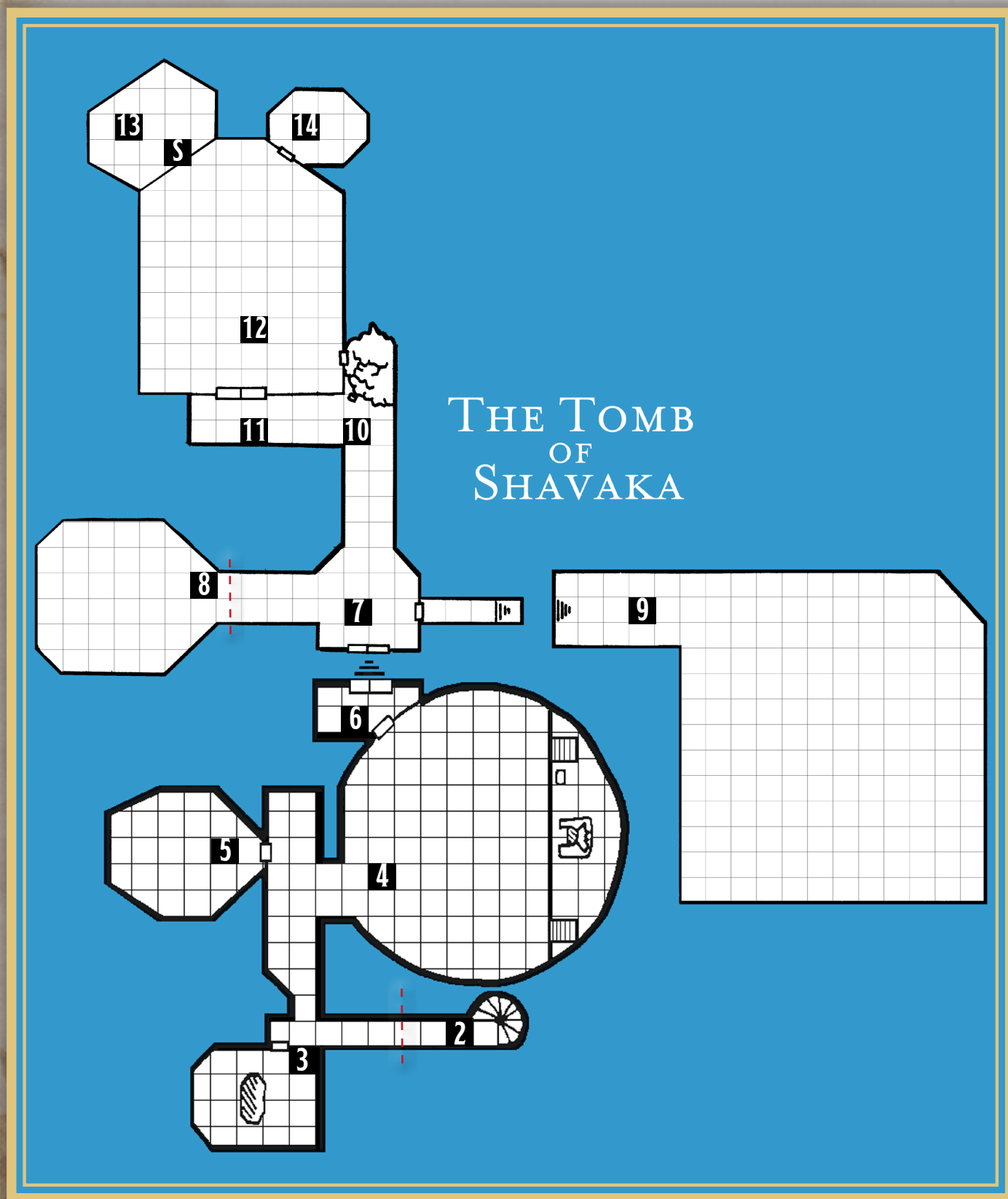
ACTIONS

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

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. The cursed target can't regain hit points, and its hit point maximum decreases 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. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy'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.

APPENDIX B: MAP



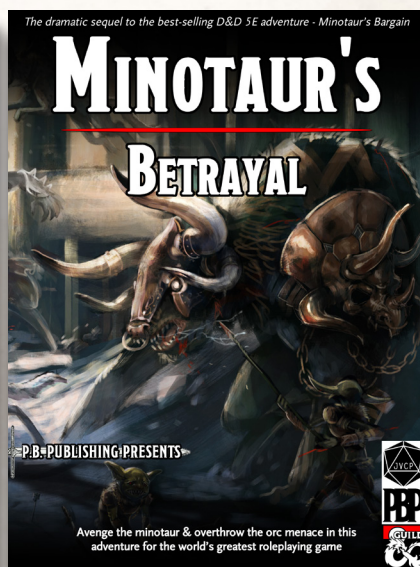
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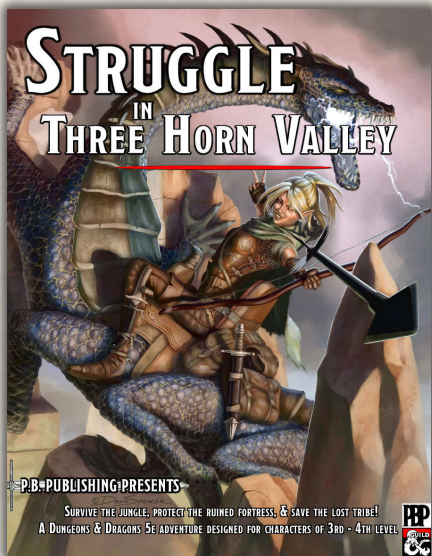
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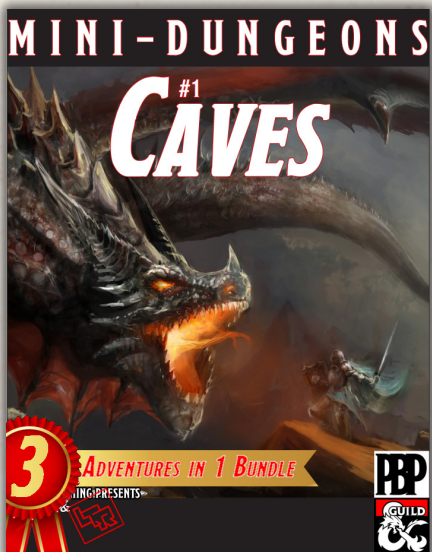
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