

LAST GASP



BY DAN DILLON
AN ADVENTURE FOR 6TH LEVEL CHARACTERS

KOBOLD™
Press

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By Dan Dillon

A *Southlands* adventure for characters of level 6

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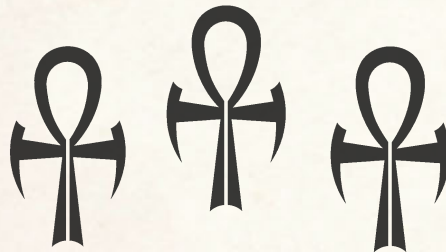
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Come, friends! Warm yourselves by my fire and shake the desert from your hair! The chill of night falls swiftly upon the dunes, and we should keep the darkness at bay together. Ah, but you have a discerning eye to notice the value in such a simple-seeming bauble! The seal of an ancient king, uncovered by a terrible sandstorm. Shall I tell you of the folly of Menet-Ka and of those who breathed their last in his service? Listen well, and may the cursed king's legacy grant you wisdom.



FOR THE GM

Last Gasp is an adventure set in the *Southlands Campaign Setting*. It's designed for five or six 6th-level characters and uses the 5th Edition rules.

HISTORY OF MENET-KA'S TOMB

Menet-Ka was a minor king in ancient Nuria Natal. He looked with envy upon the vast palaces, monuments, and ultimately the resurrection tombs of the God-Kings. Menet-Ka's opportunity came when his servants discovered an oasis in the desert fed by an underground branch of the river Nuria. Not only did the river's water run to this isolated lake in the dunes, but a sliver of the powerful ley line branched into it as well. The oasis's water brimmed with the power of life, and plants and animals flourished at its shore. Menet-Ka ordered a great temple to Anu-Akma built beneath the sand. The structure's purpose was to gather the energy of the oasis and focus it into a series of great catacombs. When his time finally came, Menet-Ka would be laid to rest in a tomb flooded by the blessed water. The power of the river would flow into the dead king and cause him to rise again with new life and staggering power.

Unfortunately, the envy of Menet-Ka tainted the endeavor. The king grew harsh and abusive, and his priests, mages, and servants felt resentment in their hearts. Darkness crept into the mystical hieroglyphic spells laid into the temple and tombs. Paranoia twisted the king's mind, and he ordered defenses built into the

structure. The more he fretted, the more elaborate traps the king envisioned, until he devised the only way to ensure his great work would not be disrupted until it came to fruition: tomb robbers would be sealed into the tomb along with him and would breathe their last surrounded by Menet-Ka's glory. His engineers and spellcasters worked tirelessly to construct intricate and devious devices to stand the test of time and to rob the breath from any who disturbed the king's slumber.

Upon his death, Menet-Ka was laid to rest in his labyrinthine tomb. The intricate passages of this place bore geomancy glyphs to shape and amplify the power of the water to breathe life into the king. His servants were buried with him in an underground necropolis, so they too would share in his resurrection. The king's tomb was sealed and the passages cut beneath the oasis were opened to let the magical water flood in.

Power rushed through the temple structure, and Menet-Ka's corruption proved his undoing. The king was infused with life, but not in the manner he hoped. He is now an undead creature, trapped in an endless nightmare within his flooded tomb. Centuries have passed, and the sand of the desert has all but buried it. Only the now-lowered water of the oasis and the very top of the statue of Anu-Akma mark the temple's location. Menet-Ka stirs in his nightmare sleep, and his long-dead servants rise from their graves tainted by his selfish ambition.

DISCOVERY

Nearly two thousand years later, while traveling with a caravan of goods to Siwal, the City of Gardens, a wealthy merchant called Wasif al-Jayid happened by chance upon a hermit's camp at the side of the road. The old hermit was grateful for company, and he told Wasif the tale of how Menet-Ka coveted the power of the God-Kings and built a tomb for himself to mimic their greatness. In his arrogance he had servants, soldiers, priests, and wives buried with him, and thus did the kingdom of Menet-Ka fall. He did not rise again, and his tomb was lost to the desert. All of this must be true, because the hermit told the tale just as it was written on the only thing of value in his meager hut: a bronze plaque that clearly dated to the age of Nuria Natal.

Wasif was spellbound by the thought of lost riches, and he purchased the bronze seal from the hermit for the price of a month's supplies for the old man.

Despite Wasif's great fondness for food, wine, and smoke, he is possessed of a keen mind. He deciphered much more of the tablet than the hermit could read, and correctly divined the location of the lost oasis and its adjoining temple. Wasif hurriedly chartered a small sandship to carry an expedition into the desert to find the oasis. Discreet inquiries led Wasif to seek out the Desert Falcons adventuring company, both for protection and for their useful skills in such an endeavor. A five-day journey aboard the sandship brought the expedition to the lost oasis where, uncovered by recent sandstorms, stood a great, ancient statue of Anu-Akma.



SYNOPSIS

Last Gasp takes place entirely within the lost tomb of Menet-Ka. What seems at first to be a simple excavation turns desperate when the party is sealed inside the tomb by ancient defenses and cut off from fresh air. With only a short time before they exhaust the breathable air in the tomb, the heroes must overcome undead and elemental guardians as well as deadly traps in their search for a way out. The adventure covers only a few hours of time, depending on how cautious the characters are to conserve air. Time is the party's most valuable resource; if characters aren't careful, they might not have enough breathing time to take even a short rest.

Before starting the adventure, you should review the standard rules for exhaustion, for underwater combat, and for movement and exploration in Chapter 8 of the *Player's Handbook*. Also review and be sure that you and the players all understand exactly which resources characters recover by finishing a short rest.

FEATURES OF THE TOMB

The walls, ceilings, and floors of Menet-Ka's tomb are made of massive, expertly fitted, cut stone blocks. Ceilings are 10 feet high in corridors and 20 feet high in chambers unless a specific description states otherwise. There is no light in the tomb except what the characters bring with them, unless a description states otherwise.

The massive slabs of granite that seal the temple entrance and each of the tomb's wings weigh several tons apiece. Breaking through one of them with heavy

BUT THERE'S STILL AIR IN HERE!

The chief danger of being sealed in a closed environment isn't running out of oxygen, it's being poisoned by the buildup of CO₂. Exhalation and fire both produce the gas, and it has a cumulative negative effect on the body as it builds up, eventually leading to death. For purposes of a heroic fantasy game, however, it's best to think of it as "running out of air," even though that's not really what's happening.

tools is a day's work for four diggers. The slabs fit airtight in their frames, and the frames are as sturdy as the slabs. In other words, tunneling out of the tomb by mundane means simply isn't an option. The characters would suffocate well before they escaped that way.

Interior doors are made of stone 3 inches thick. Each door has AC 17 and 27 hit points, and they have resistance to all damage except acid, bludgeoning, force, lightning, and thunder. If a door takes cold damage, it becomes vulnerable to bludgeoning, force, and thunder damage for one round.

SECRET DOORS

Secret doors and compartments in Menet-Ka's tomb can be found two ways.

By spending 1 minute searching a 10-foot by 10-foot section of wall; the door and the opening mechanism are both found automatically this way.

By quickly scanning a 10-foot by 10-foot wall section and making a successful DC 15 Wisdom (Perception) check; only the presence of a secret panel is detected this way. The operating mechanism must still be found, either with a successful DC 15 Intelligence (Investigation) check or with a 1-minute search. Each check can be made only once, by a single character nominated by the group. Others can help to give the primary character advantage on the rolls. Once a search check fails, all further checks on that section of wall fail automatically no matter how well the player rolls, and the only other option is a 1-minute search.

Neither of these searches reveals any information about traps.

TRAPS

Wisdom (Perception) is used to find a trap, using DC 15 unless the trap description specifies otherwise. The search takes a few seconds. Success reveals the trigger but nothing more. A followup Intelligence (Investigation) check can reveal what the trap does—also DC 15 unless specified otherwise. Individual entries describe how specific traps are disarmed. The traps in the tomb are sensitive, so if a disarming attempt fails by 5 or more, the trap is triggered. As with secret doors, only one check can be made to spot, analyze, and disarm each trap. A failed check means the trap is beyond the party's ability to deal with by die roll. Clever players might still come up with ways to negate or avoid a trap's effect, but they must do it with their brains, not their dice.



GEOMANCY GLYPHS

Bands of symbols are etched along the walls throughout the temple; these are intricate geomancy spells. The glyphs radiate an aura of evocation magic with faint traces of necromancy. A successful DC 12 Intelligence (Arcana) check identifies the glyphs as some manner of geomancy; if the check result is 15 or higher, the character understands their purpose is to channel ley line energy.

Damaging the glyphs is dangerous. A character standing within 5 feet of a glyph when it is damaged takes 2d10 force damage, or half damage with a successful DC 13 Dexterity saving throw. Ingenious players may use this feature against hostile monsters.



UNTO YOUR FINAL BREATH

Despite the ingenious traps and deadly guardians lurking in the tomb, by far the greatest danger to the heroes is time. Once the entrance seals, the only breathable air is what's inside the tomb. Each wing of the tomb has its own supply (with the exception of area 12), and only one wing can be open at a time. The mechanism in area 2 determines which wing is accessible. While they're in area 2, characters consume air from whichever wing is opened.

The most important rule to remember is that **each character consumes 1 unit of air per minute**, and each wing contains 600 units of air. If the party contains more than six characters, add another 100 units of air for each additional character.

When characters open the north or south wing, do a quick calculation by dividing the number of air units in that wing by the number of characters in the party. You now know the maximum number of minutes the characters can spend in that wing before the air is

exhausted. All sorts of things can shorten that time, but few things can lengthen it.

While characters are in that wing, you need to keep a running tally of air use. Each section describes how long it takes characters to explore the area. That's the minimum; characters who dawdle or take extra time for careful searches can easily spend more time in the area. For example, six characters (five PCs plus Wasif) can breathe comfortably for $(600 \div 6 =)$ 100 minutes in each wing.

A callous but effective way to extend breathing time is to reduce the number of party members breathing the air. Every character who falls means more air for the survivors. Cutthroat parties must weigh the benefit of longer breathing time for a few against the increased difficulty of surviving the guardians of the tomb.

Combat. There are 10 combat rounds per minute, but few combats last that long. To keep things from getting too complex, assume that a fight lasts one minute, with the extra rounds being spent cleaning weapons, searching bodies, bandaging wounds, and other minor tasks.

Fire. Fire is incredibly dangerous in a limited-air environment. A single, burning candle consumes one unit of air every minute (the same as a character). A burning torch consumes six units per minute, and a small campfire consumes twelve. A lantern is equivalent to a candle. Wasif is unnerved by the

darkness and insists on carrying a lit lantern unless the party provides some other light.

Spells or effects that create fire or cause fire damage are similarly perilous. Consult the following table to determine how much air is consumed by instantaneous fire effects. Ongoing fires consume air at the same rate as their mundane counterpart. For example, an active *flametongue* consumes air at the same rate as a torch.

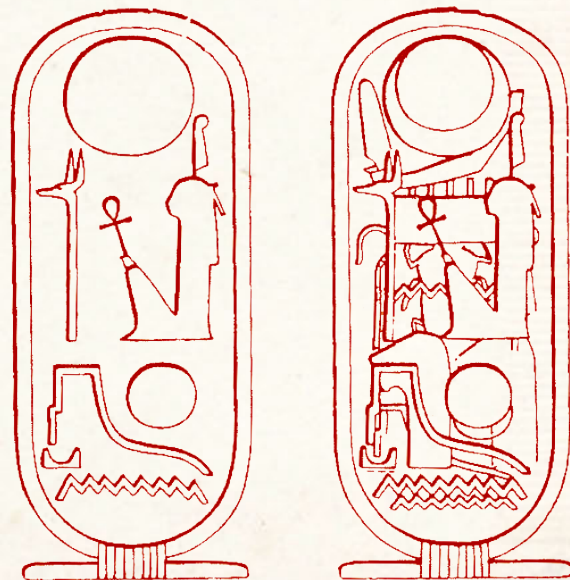
Fire Effect's Area	Air Units Consumed
Single target	6
Multiple targets	6/target
5-foot sphere	12
15-foot cone	30
20-foot sphere	60

When an area has fewer than 100 air units remaining, two effects kick in. First, flames sputter and become dimmer, casting only dim light and illuminating only half their usual radius. Second, characters experience headaches, tunnel vision, and shortness of breath. These are warning signs; they have no other game effect.

Suffocating. When the allotment of breathable air runs out, the party is in trouble. There are still trace amounts of air, so suffocation doesn't begin immediately, but there is no time to lose. Each breathing character must make a successful DC 10 Constitution save every minute or gain one level of exhaustion. A character who reaches 6 levels of exhaustion doesn't die immediately, but instead drops to 0 hit points and is dying. The character can't stabilize until he or she is in an area with enough air; at that point, once the character becomes stable, he or she awakens with 1 hit point.

OLD HABITS...

Wasif's most dangerous trait in the tomb is his hookah habit. Wasif is a great lover of flavored smoke. He reaches for his small pipe whenever he's stressed (which is constantly, in this situation), and he lights up his hookah whenever the party stops to rest or to investigate something. Smoking his pipe uses up 3 units of air every minute, and his hookah consumes 10 per minute. If confronted about the danger, he blusters and reminds characters that he's their boss and can do as he pleases. If pressed, however (either through good roleplaying or with a successful DC 12 Charisma [Intimidation or Persuasion] check, he backs down and sullenly puts his pipes away. At the next opportunity, however, he reaches for his pipe again. Only breaking his pipes will prevent it.



THE ADVENTURE BEGINS

Read or paraphrase the following to set the adventure.

The Desert Falcons were hired by a wealthy merchant, Wasif al-Jayib, to explore the lost tomb of an ancient king called Menet-Ka. Once Shafiq authenticated the bronze tablet pointing the way to the tomb, you and your companions set out from Siwal, the City of Gardens, aboard a small sandship. The enchanted vessel sailed on waves of grit over the desert sand to a small oasis hidden amid the dunes.

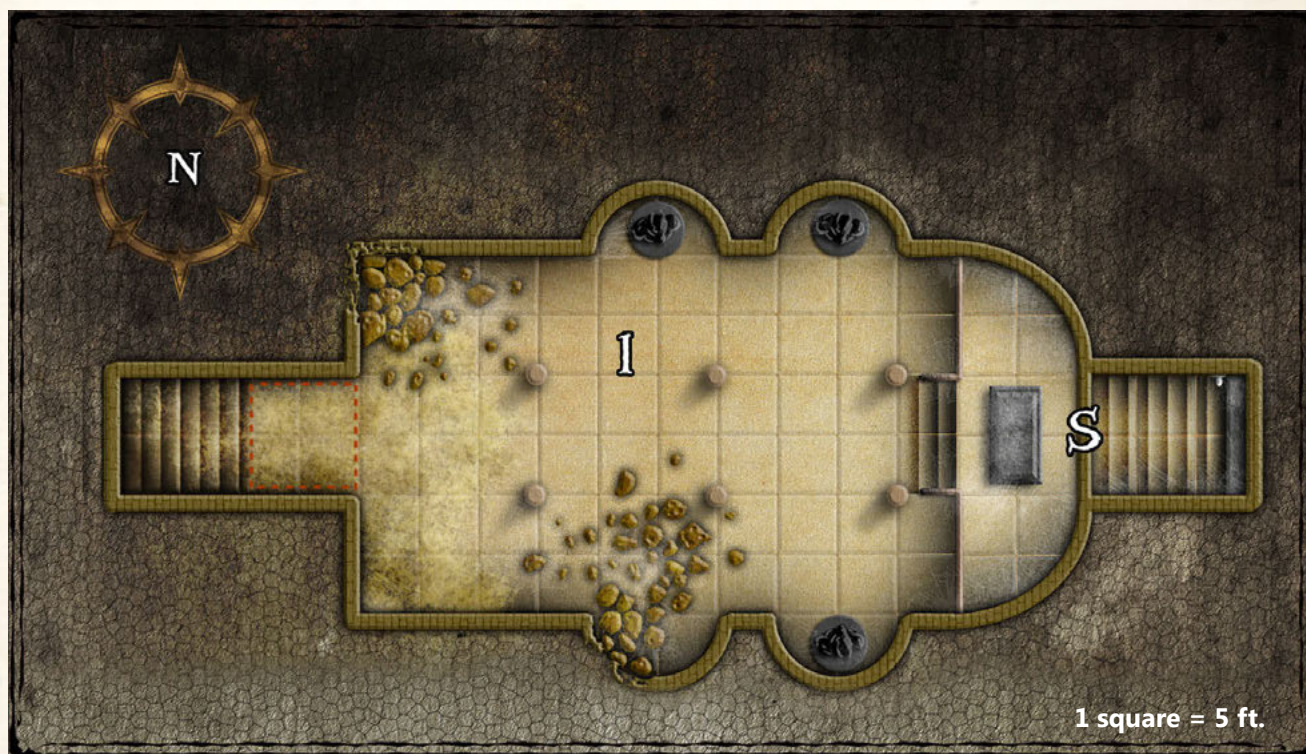
1. TEMPLE OF ANU-AKMA

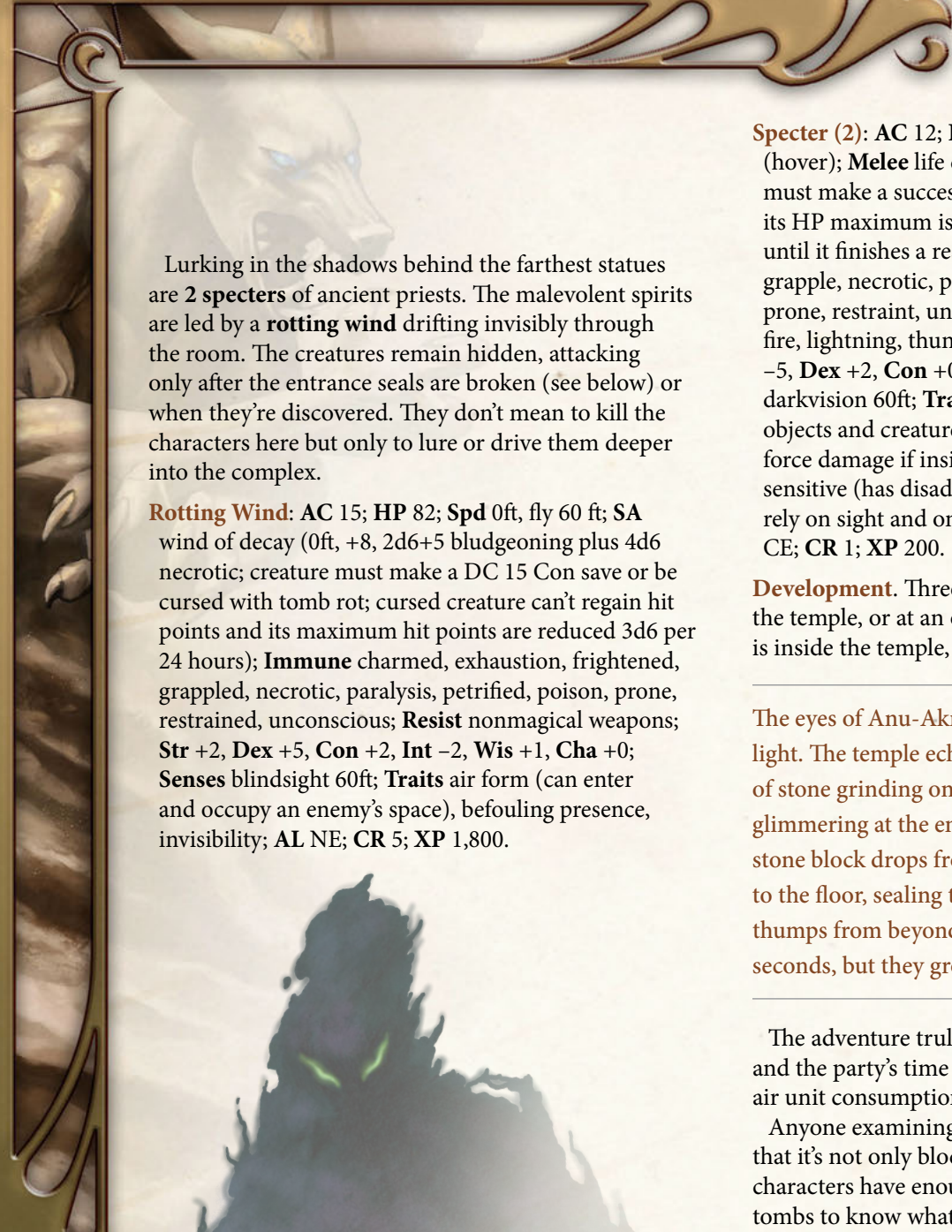
After you declared the oasis and surrounding sands safe, Wasif al-Jayib's laborers worked for the better part of a week to clear sand away from the feet of Anu-Akma's statue, revealing the tomb's entrance. A ten-foot-wide passage built of masterfully worked stone descended into the ground along wide, broad steps suitable for a god. Minutes ago, you descended those stairs for the first time, accompanied by Wasif. Bands of engraved glyphs run along the tops of the walls; the symbols catch the light and glitter at the corners of your eyes.

At the bottom of this passage, a ten-foot landing and an open archway lead into an ancient temple. Loose sand is drifted deeply across the first ten feet of the temple's floor. Two rows of pillars mark the approach across the temple to a raised sanctuary, upon which stands an altar of black stone. Two rounded alcoves in the north wall each house an imposing statue of jackal-headed Anu-Akma. The south wall had matching alcoves, but only one remains; the other was obliterated in a partial collapse of the ceiling long ago. The northwest corner of the temple is likewise fallen into rubble.

The bands of glyphs from the entrance continue along the walls of the sanctuary. More glyphs mark the black altar. The back wall of the sanctuary is decorated with relief carvings depicting a regal figure being guided by Anu-Akma.

The sand piled near the entrance is difficult terrain, as is the rubble from the two collapsed areas of ceiling. *Detect magic* reveals an aura of transmutation magic on the statues.





Lurking in the shadows behind the farthest statues are 2 **specters** of ancient priests. The malevolent spirits are led by a **rotting wind** drifting invisibly through the room. The creatures remain hidden, attacking only after the entrance seals are broken (see below) or when they're discovered. They don't mean to kill the characters here but only to lure or drive them deeper into the complex.

Rotting Wind: AC 15; HP 82; Spd 0ft, fly 60 ft; SA wind of decay (0ft, +8, 2d6+5 bludgeoning plus 4d6 necrotic; creature must make a DC 15 Con save or be cursed with tomb rot; cursed creature can't regain hit points and its maximum hit points are reduced 3d6 per 24 hours); **Immune** charmed, exhaustion, frightened, grappled, necrotic, paralysis, petrified, poison, prone, restrained, unconscious; **Resist** nonmagical weapons; **Str** +2, **Dex** +5, **Con** +2, **Int** -2, **Wis** +1, **Cha** +0; **Senses** blindsight 60ft; **Traits** air form (can enter and occupy an enemy's space), befouling presence, invisibility; AL NE; CR 5; XP 1,800.

Specter (2): AC 12; HP 22 (5d8); Spd 0ft, fly 50ft (hover); **Melee** life drain (+4, 3d6 necrotic and target must make a successful DC 10 Con saving throw or its HP maximum is reduced by the same amount until it finishes a rest); **Immune** charm, exhaustion, grapple, necrotic, paralysis, petrification, poison, prone, restraint, unconsciousness; **Resist** acid, cold, fire, lightning, thunder, nonmagical weapons; **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Senses** darkvision 60ft; **Traits** incorporeal (moves through objects and creatures as difficult terrain; takes 1d10 force damage if inside an object at end of turn), light-sensitive (has disadvantage on Perception checks that rely on sight and on attacks while in bright light); AL CE; CR 1; XP 200.

Development. Three rounds after the characters enter the temple, or at an opportune moment when everyone is inside the temple, read or paraphrase the following.

The eyes of Anu-Akma's statues flare with a sooty red light. The temple echoes with the deafening sound of stone grinding on stone, and the faint sunlight glimmering at the entrance passage is cut off. A massive stone block drops from the tunnel ceiling and slams to the floor, sealing the temple entrance tight. Muffled thumps from beyond the block can be heard for several seconds, but they grow fainter with each crash.

The adventure truly begins when the entrance seals and the party's time begins running out. Begin tracking air unit consumption at this point.

Anyone examining the entrance quickly realizes that it's not only blocked, but the seal is airtight. The characters have enough experience delving into old tombs to know what that means; if they don't find a way out within a few hours, they will suffocate here.

The carvings on the back wall depict Menet-Ka leading a great host of worshipers to the feet of Anu-Akma. The god raises one arm in greeting to the mighty king. A DC 12 Intelligence (Religion) check reveals a blasphemous twist to the imagery: Anu-Akma seems deferential to the mortal king, who is carved in a position of prominence. A similar carving of Menet-Ka on the north wall is unusual in that its arm extends outward from the wall, palm up. The arm is a lever. When lifted, it unlocks the secret door behind the altar, which can then be lifted to reveal steps leading down.

Treasure. The black altar is covered in thick cobwebs. Clearing them away reveals the remains of rotten priest's garments, a silver chalice set with bloodstones

1 square = 5 ft.

worth 50 gp, and a ceremonial necklace of heavy gold plates and rubies. As a piece of jewelry, the necklace is worth 200 gp, but this is actually a *necklace of fireballs* with four beads remaining.

2. THE PATH OF MENET-KA

The great block of stone slides upward at your push. Twenty strong laborers could never lift such a prodigious weight unless ancient counterweights were still working in your favor.

Down a short, wide stairway is a chamber. Sparks flare, and a great iron brazier sitting on a round platform in the room's center ignites into flame, along with four torches in the corners. In the light, you see that the chamber is sixty feet square, with a vaulted ceiling. Each wall has a 10-foot-wide doorway at its center; the other three are blocked by stone slabs like the one you just opened.

The flickering firelight also illuminates intricately carved scenes adorning the walls and more of those glimmering sigils just below the ceiling. The central platform is five feet high and twenty feet in diameter; the great iron brazier atop it is half as broad. The base of the platform is decorated with a golden effigy of Menet-Ka extending its arm toward you, palm up. Carved in relief onto the sides of the platform are countless other figures, all turned in worship toward the golden figure of Menet-Ka.

Although no guardians watch this chamber, it contains some of the deadliest devices in the tomb: the brazier and torches. They blaze into flame automatically, triggered by the same mechanism that opened the secret door from above. Each torch consumes 6 air units per minute, and the brazier consumes 26 per minute, for a total of 50 per minute.

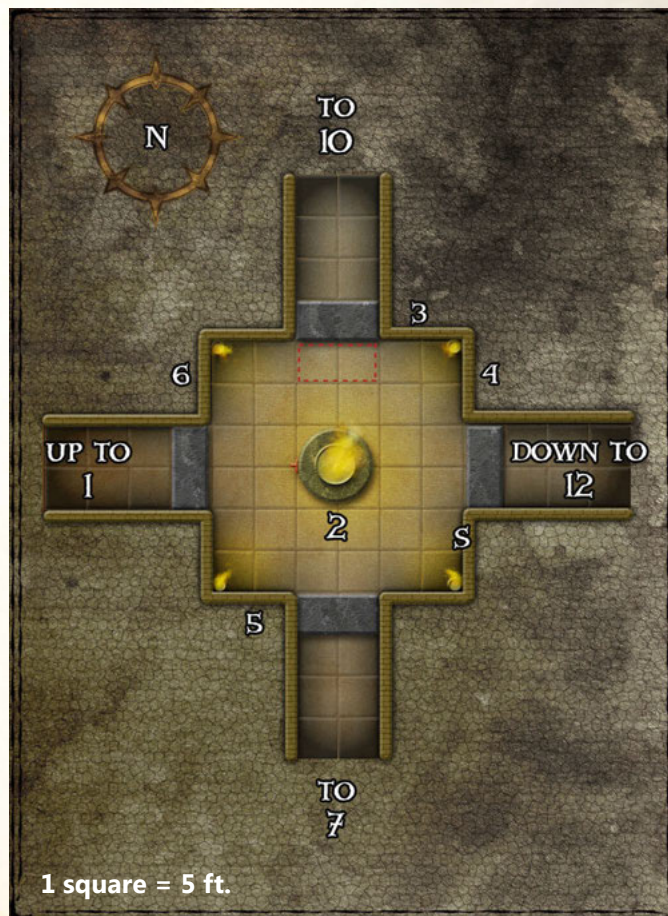
The flames are fed by an underground reserve of gas Menet-Ka's engineers discovered when laying foundations for the tomb. A secret compartment along the southeast wall conceals several golden pipes and a valve. Shutting the valve cuts off the flow of gas and extinguishes the fires.

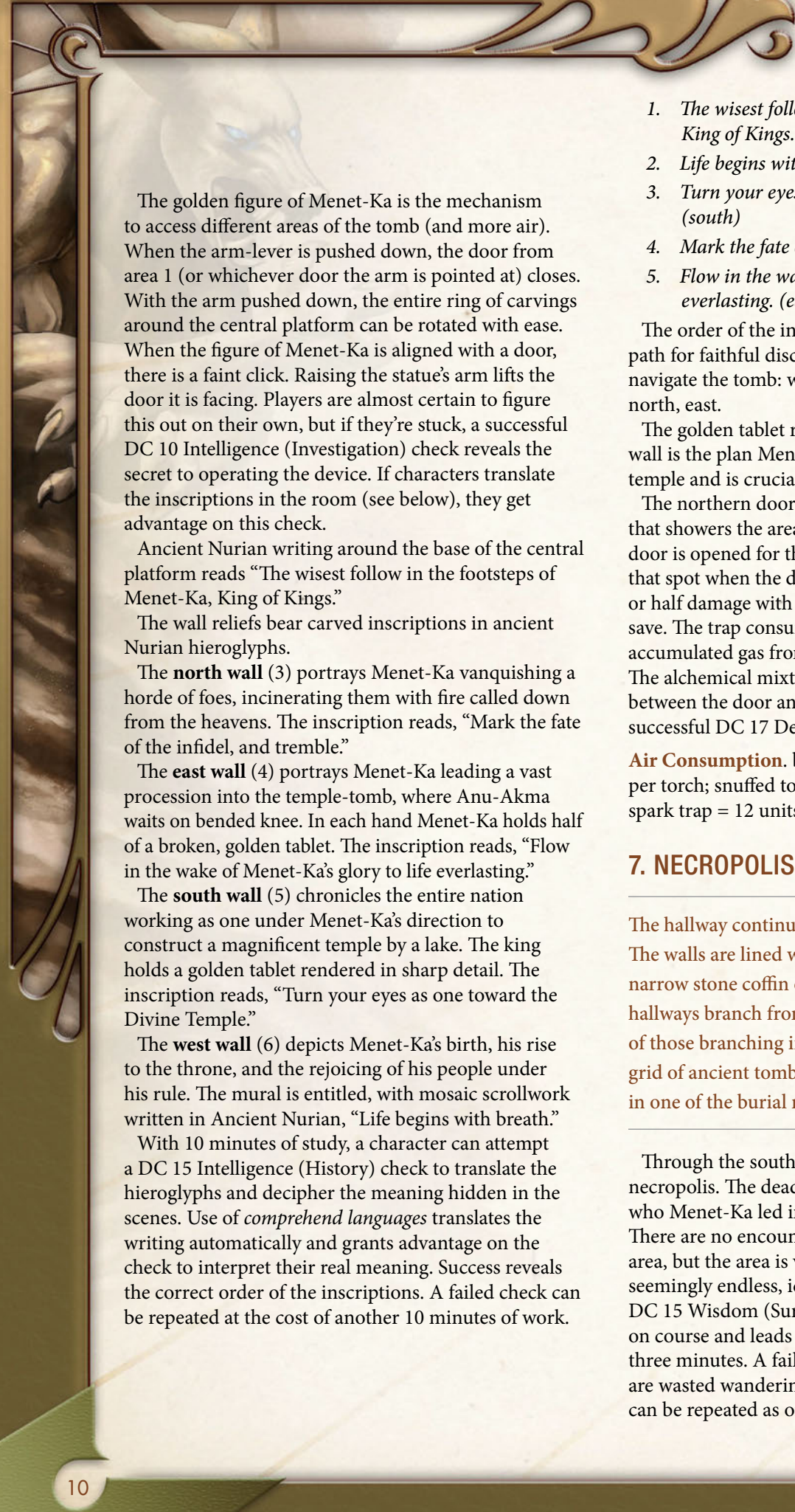
The flames can also be smothered with blankets or sand, or doused with water, but the gas continues to flow; its hissing can be heard with a successful DC 10 Wisdom (Perception) check. The toxic gas has the effect of "consuming" 5 air units per minute, and just a spark will ignite the gas, filling the room with a sudden burst

A KEY DIVIDED

The golden tablet depicted in the murals is the master plan used by Menet-Ka to design the temple's geomancy glyphs. A *locate object* spell keyed to a golden tablet yields a strange reading: the tablet appears to be in two places. The spell detects both halves of the divided plate, one in area 9, the other in area 11. This is a slight modification of the spell's normal function, worked into the tomb's architecture through the geomancy glyphs.

of flame. Damage from the resulting fireball is 1d6 fire for every minute the gas has been accumulating, to a maximum of 14d6; a successful DC 16 Dexterity saving throw halves the damage. The explosion also consumes 5 units of air per damage die. The gas mantles can be plugged with some airtight substance such as wax and a successful DC 12 Dexterity (Sleight of Hand) check.





The golden figure of Menet-Ka is the mechanism to access different areas of the tomb (and more air). When the arm-lever is pushed down, the door from area 1 (or whichever door the arm is pointed at) closes. With the arm pushed down, the entire ring of carvings around the central platform can be rotated with ease. When the figure of Menet-Ka is aligned with a door, there is a faint click. Raising the statue's arm lifts the door it is facing. Players are almost certain to figure this out on their own, but if they're stuck, a successful DC 10 Intelligence (Investigation) check reveals the secret to operating the device. If characters translate the inscriptions in the room (see below), they get advantage on this check.

Ancient Nurian writing around the base of the central platform reads "The wisest follow in the footsteps of Menet-Ka, King of Kings."

The wall reliefs bear carved inscriptions in ancient Nurian hieroglyphs.

The **north wall** (3) portrays Menet-Ka vanquishing a horde of foes, incinerating them with fire called down from the heavens. The inscription reads, "Mark the fate of the infidel, and tremble."

The **east wall** (4) portrays Menet-Ka leading a vast procession into the temple-tomb, where Anu-Akma waits on bended knee. In each hand Menet-Ka holds half of a broken, golden tablet. The inscription reads, "Flow in the wake of Menet-Ka's glory to life everlasting."

The **south wall** (5) chronicles the entire nation working as one under Menet-Ka's direction to construct a magnificent temple by a lake. The king holds a golden tablet rendered in sharp detail. The inscription reads, "Turn your eyes as one toward the Divine Temple."

The **west wall** (6) depicts Menet-Ka's birth, his rise to the throne, and the rejoicing of his people under his rule. The mural is entitled, with mosaic scrollwork written in Ancient Nurian, "Life begins with breath."

With 10 minutes of study, a character can attempt a DC 15 Intelligence (History) check to translate the hieroglyphs and decipher the meaning hidden in the scenes. Use of *comprehend languages* translates the writing automatically and grants advantage on the check to interpret their real meaning. Success reveals the correct order of the inscriptions. A failed check can be repeated at the cost of another 10 minutes of work.

1. *The wisest follow in the footsteps of Menet-Ka, King of Kings.*
2. *Life begins with breath. (west)*
3. *Turn your eyes as one toward the Divine Temple. (south)*
4. *Mark the fate of the infidel, and tremble. (north)*
5. *Flow in the wake of Menet-Ka's glory to life everlasting. (east)*

The order of the inscriptions suggests the correct path for faithful disciples of Menet-Ka to successfully navigate the tomb: west (where they entered), south, north, east.

The golden tablet rendered in the carving on the east wall is the plan Menet-Ka used in the design of this temple and is crucial to a successful escape.

The northern door is rigged with an **alchemical trap** that showers the area in front of it with sparks when the door is opened for the first time. A creature standing in that spot when the door opens takes 2d10 fire damage, or half damage with a successful DC 12 Dexterity save. The trap consumes 12 units of air and ignites accumulated gas from snuffed torches (see above). The alchemical mixture can be scraped out of the gap between the door and frame with a knife blade and a successful DC 17 Dexterity (Sleight of Hand) check.

Air Consumption. burning torches = 10 units/minute per torch; snuffed torches = 1 unit/minute per torch; spark trap = 12 units

7. NECROPOLIS

The hallway continues beyond the range of your vision. The walls are lined with niches, each containing a tall, narrow stone coffin of simple pyramid design. Side-hallways branch from this one at regular intervals, each of those branching in turn. The result is a sprawling grid of ancient tombs. A glitter of gold catches your eye in one of the burial niches.

Through the south door leading from area 2 is a vast necropolis. The dead citizens, servants, and soldiers who Menet-Ka led into the ground are interred here. There are no encounters or specific hazards in this area, but the area is vast and it's easy to get lost in the seemingly endless, identical passages. A successful DC 15 Wisdom (Survival) check keeps the characters on course and leads them to the door to area 8 in three minutes. A failed check means three minutes are wasted wandering in the corridors. The check can be repeated as often as necessary until characters

find area 8, but each individual roll costs the group three minutes of air. If characters give up and want to turn back, the same roll is needed unless they took precautions such as leaving a trail (by trailing a string or marking intersections with chalk or candle soot, for example). In addition, at your discretion, any skill check that results in a natural 1 or 2 can lead the characters back to area 2.

The gold mentioned in the description is gold leaf that's flaking off the tomb of an affluent citizen. Many wealthy individuals were buried with some of their treasure, including a few magical relics. For every six minutes spent wandering in the tombs, roll on the following table. The papyrus and each magic item can be found only once apiece.

d100 Discovery

01-03	crumbling papyrus covered in Ancient Nurian scrawlings. A successful DC 16 Intelligence (History) check translates the ravings to "He is ever the master of all. Menet-Ka is life. Menet-Ka is death." This is the correct pass-phrase to prevent the eruption of flame in area 12.
04-39	gems worth 2d8 x 50 gp
40-59	art objects worth 2d10 x 100 gp
60-69	ancient weapon of your choice
70-74	ancient armor or shield of your choice
75-79	<i>spell scroll: remove curse</i>
80-95	<i>flametongue scimitar</i>
96-98	<i>staff of healing</i>
99-00	<i>scarab of protection</i>

8. ANU-AKMA'S GRASP

Beyond the seemingly endless gridwork of sarcophagi, a door finally opens into a wide chamber. The ceiling of this room is only 10 feet high, and it's supported by square columns spaced every 10 feet. The ever-present glyphs flow into this room from the necropolis behind you. Beneath these symbols, carvings of Anu-Akma leer angrily at you from every bit of wall space. Piles of sand cover the stone floor to a depth of several inches in all parts of the room.

The chamber is a last line of defense before reaching the tomb of Menet-Ka's priests, who were also his wives. Before they joined their king in death, Menet-Ka's priests bound a group of 7 **anubians** to this chamber.

They lie in wait, concealed in the sand until the party triggers their rise.

Seven 10-foot by 10-foot areas are marked on the map. Each of these contains an anubian concealed in the sand and a sensor in the floor (hidden beneath the sand). The sensors are impossible to detect without setting them off, but other signs (grooves in the pillars, marks on the ceiling or floor) can be noticed with a separate, successful DC 15 Wisdom (Perception) check for each trapped area. A successful DC 15 Intelligence (Investigation) check is needed to figure out the mechanical workings of the trap, and a successful DC 15 Intelligence (Arcana) check can reveal the magical aspect of the trap. The sensors can't be disabled but they're easily avoided once someone identifies each location.

When a creature other than an anubian steps onto a marked area, gates slam down between the pillars and walls to completely surround that 10 x 10 area and trap the victim inside. The character can dive outside the trapped area with a successful DC 16 Dexterity saving throw. The first time one of these traps is triggered, identical gates fall across both doors, sealing off the room.

Slots also open in the ceiling above the walled-off, 10 x 10 area, letting sand pour into the enclosure. Every round on initiative count 20, the depth of the sand increases. After one round, the area becomes difficult terrain. After three rounds, any non-anubian in the trap is restrained. A creature can free itself or an adjacent, restrained creature from the sand as an action with a successful DC 15 Strength check, but it becomes restrained again on the next round. After five rounds, a medium creature is completely engulfed in sand. At that point, the creature is incapacitated and restrained, and it can't breathe. If one of the enclosing gates is opened, the sand spills out and the character is freed.

The gates are steel (AC 19, 45 hp) and are resistant to all forms of damage except acid, bludgeoning, force, and thunder. They have spikes along their bottom edge to keep them raised several inches above the floor; this allows anubians to move in and out of enclosures with their sand step ability, which they will do to get at fresh victims. With a successful DC 20 Strength (Athletics) check, a character can heave a gate up high enough for someone to crawl under, but it crashes down again if released.

An anubian attacks a creature trapped with it until the character is dead or the anubian is destroyed. If all of the traps are avoided, the anubians never appear, but if even one anubian is activated, all of them can rise

pulleys that control the walls. Each time the trap is triggered, make a Stealth check for the mechanism

(Stealth +7). Any character whose passive Perception score is higher than the mechanism's Stealth result hears the machinery grinding behind the walls. With one success, the sound is identified as coming from the north wall; a second success isolates it to the right of the doorway. The workings of the machinery can be deduced in seconds with a successful DC 15 Intelligence (Investigation) check. Following that with a successful DC 15 Dexterity check allows a character to:

- Open or close one gate in the room;
- Close one sand vent and open a different vent elsewhere in the room.
- Open a drain beneath a trapped area to let sand run out (sand drains at the same rate it enters, so sand in a section with both an open vent and drain holds steady).

Disabling the entire system takes 10 minutes, thief's tools, and a successful DC 17 Dexterity check. Damaging the mechanism has a 10% chance of opening all the sand vents at once (so that they affect the entire room) and activating all of the anubians at once. Once it's damaged, it can't be manipulated or controlled as described above. For those using the pregenerated characters, Bruman can try to operate the device twice on his turn, thanks to his Deft Hands.

Anubian (7): AC 13; HP 44; Spd 30ft; **Melee** claw (+5, 1d6+3 slashing); SA multiattack (claw x2), haboob (cylinder

5ft radius, 30ft tall; 1d6 slashing; heavily obscured; creatures inside must make a DC 13 Str save or be restrained; speed 5ft, no sand step; maintained by concentration); **Immune** exhaustion, grapple, paralysis, petrification, poison, prone, restraint, unconsciousness; **Resist** nonmagical weapons; **Str** +1, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0; **Skills** Stealth +5 (+7 in sand); **Senses** darkvision 60ft, tremorsense 30ft; **Traits** sand step (instead of moving; collapses and reforms 10ft away; no opportunity attack; can take Hide action even if observed; can sand step through any gap big enough for loose sand), vulnerable to water (takes 1d4 cold from a gallon of water or 4d4 from immersion); **AL** CE; **CR** 2; **XP** 450.



from the sand and attack. (If the party includes fewer than five characters, reduce the number of anubians by an equal number.) Anubians try to lure characters into triggering the traps. They prioritize obvious spellcasters and characters without armor.

Anubians are elementals typically summoned to perform tasks such as guarding a tomb, or protecting a treasure. While idle, anubians appear as nothing more than piles of sand usually strewn about an already sandy location; once active, they rise up to form muscular humanoid figures with the heads of long-snouted canines.

The secret panel in the north wall conceals a compartment housing a complex system of gears and

9. SANCTUM OF THE PIOUS

Scattered piles of sand dot the hall leading south from the sandy death trap. A simple stone door opens to reveal an elaborate burial chamber. Three stone sarcophagi rest in the middle of the room, their surfaces decorated with gold leaf and colored lacquer. Several statues of women in priestly garb stare solemnly from wall niches around the chamber. More sand is gathered in small piles about the room, but most of the floor is clear. The ever-present glyphs seem to gather shadows and writhe across the stone in this room.

This is the resting place of Menet-Ka's priestess wives. Sand littered about the hallway and burial chamber is the legacy of apathy and corruption that took hold of Menet-Ka's people toward the end. Piles of the stuff was tracked through the hall from the previous room, and they simply didn't care enough to clean it out.

A DC 14 Intelligence (Arcana) check reveals this chamber to be a receptacle of the ley line energy flowing through the geomantic glyphs.

Yellow mold colonies have grown in several of the sand piles. Anyone who examines the sand closely recognizes the danger with a successful DC 15 Intelligence (Nature) check. If touched or disturbed, the mold puffs out a cloud of spores that fills a 10-foot cube centered on the mold. Any creature in the affected area must make a successful DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Menet-Ka's three wives—Bastanta, Sanu-et, and Naferani—are interred here. Their names are spelled out in hieroglyphs on their sarcophagi and can be translated with a single successful DC 15 Intelligence (History) check. The priestesses were mummified and infused with unlife by the ley line energy flowing through this chamber. Their rest is fitful, and they awake when the door is opened. If any character becomes poisoned by yellow mold or if any of the sarcophagi are opened, all 3 **mummies** attack. They throw the lids off their sarcophagi so violently that all player characters in the chamber are automatically surprised. The mummies are not aware of the yellow mold, but might coincidentally set it off. The ley energy saturating the room from the glyphs also gives these mummies advantage on saving throws against turn undead effects.

Mummy (3): AC 11; HP 58 (9d8+18); Spd 20ft; Melee rotting fist (+5, 2d6+3 bludgeoning plus 3d6 necrotic and target creature must make a DC 12 Con save or be infected with mummy rot); SA dreadful glare (one target that can see the mummy must make a DC 11 Wis save or be frightened until the end of the mummy's next turn; the target is also paralyzed if it fails the saving throw by 5 or more), multiattack (dreadful glare and rotting fist); Immune charm, exhaustion, fright, necrotic, paralysis, poison; Resist nonmagical weapons; Vulnerable fire; Str +3; Dex -1; Con +2; Int -2; Wis +0; Cha +1; Saving Throws Wis +2; Senses darkvision 60ft; AL LE; CR 3; XP 700.



Treasure. The center sarcophagus contains a *cloak of protection*. A secret compartment in the bottom of the coffin conceals a gold tablet inscribed with scripture sacred to Anu-Akma and with complex geomancy designs. The tablet is obviously incomplete; a portion is sliced diagonally at an odd angle. The other half of the tablet is in area 11. If translated (either with *comprehend languages* or with 30 minutes of study and a successful DC 16 Intelligence [History] check) the tablet expounds on the construction of the temple-tomb, revealing some history from the adventure background. Chief among these details are the source of the oasis' water and the intent to return Menet-Ka to life with great power.

The northern sarcophagus contains a *circlet of blasting* plus an aquamarine and a black pearl each worth 500 gp. The southern sarcophagus contains a *pearl of power* and a *+1 scimitar*.

Development. The party must return to area 2 to proceed. They can retrace their steps through area 7 without a check. The trip takes two minutes.

10. INFIDEL'S REST

A long hallway stretches into darkness. The hot air is choked with drifting flakes of gray ash, making it difficult to see. The walls are lined with niches containing piles of ash and ceramic urns of various sizes. Halls branch off to the sides in many places, leading to dead ends filled with more ash and urns.

The final section of hall turns to the west in a long

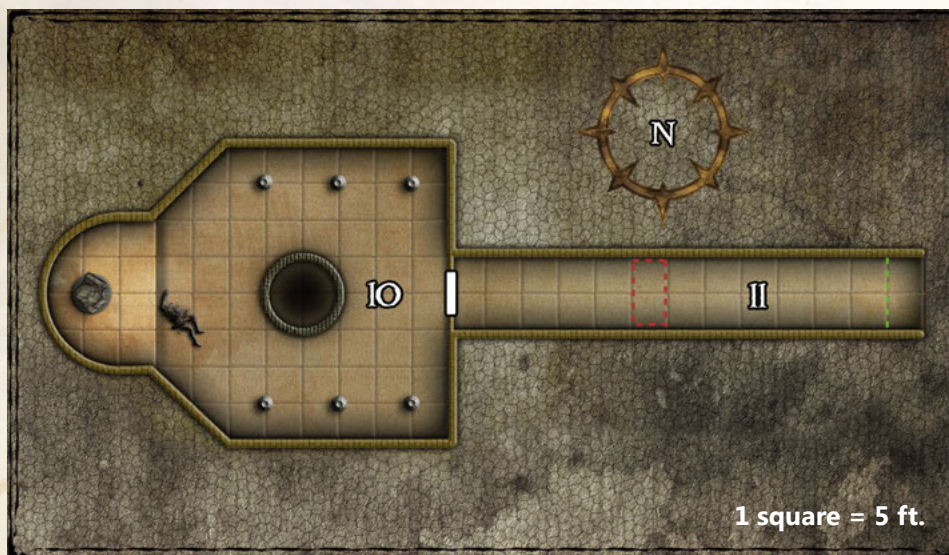
approach to a doorway. The walls in this hallway glow with flickering orange light, like the last embers of a dying fire. Carvings on the walls depict throngs of unbelievers and enemies burning to death in agony. The figures seem to writhe and twist in the dim, wavering light. The familiar bands of glyphs run the length of the hallways.

The ashes of Menet-Ka's foes offer mute testament to the ancient king's wrath. The entire hall complex is lightly obscured by the drifting ash. There are no creatures here, and nothing but slivers of bone in the ashes.

The initial (north-south) hallway is 180 feet long, and the final (east-west) hallway is 120 feet long. The entire length of the east-west hallway is dimly lit by the glowing walls. The 300 feet from the entrance at area 2 to the trap gate (see below) can be covered in one minute by a party moving at normal pace without stopping to conduct searches. Any distractions along the way add to the time.

The final approach to the doorway is guarded by a combination **mechanical and magical trap**. An iron gate is hidden in the ceiling 60 feet from the door. Its trigger is a pressure plate in the floor, 30 feet east of the door. A character scanning the ceiling spots the gate with a successful DC 16 Wisdom (Perception) check; a separate check can pinpoint the trigger. In both cases, the character must be within 10 feet of the device. If the trap is triggered, the gate slams down across the hallway. For one minute, a *gust of wind* blasts out from above the door (save DC 13) and a *fire bolt* is launched every round at a random target within 120 feet (Initiative +3; ranged spell attack +6; 2d10 fire damage; consumes 6 units of air per attack) or blindly down the hallway if no targets are available. The gate is steel (AC 19, 45 hp).

The pressure plate can be disabled before triggering with thief's tools and a successful DC 13 Dexterity check. The gate can be lifted with a successful DC 18 Strength (Athletics) check. The *gust of wind* and *fire bolt* launcher are destroyed with a single casting of *dispel magic* and a successful DC 13 casting check. Remember that each *fire bolt* consumes 6 units of air.



If characters examine the trap, a successful DC 16 Intelligence (Investigation) check locates a panel above the door that conceals the internal workings of the device. A silver bottle etched with arcane symbols representing elemental air rests within. The bottle radiates evocation magic. It contains 60 units of air, minus 6 units for each round that the *gust of wind* was active. If removed from the mechanism, characters can breathe any remaining air by sucking it directly from the bottle. Once the air is exhausted the vessel's magic fades forever.

11. HALL OF VENGEANCE

Like the halls behind you, this chamber is filled with hot air and drifting ashes. A two-foot wall made of scorched stone encircles a deep well in the center of the room. Across the room is a large alcove housing a massive obsidian statue on a raised dais. The figure's features are a blasphemous blend of Menet-Ka and the god Anu-Akma. Its eyes flicker with orange light, glaring hatefully into the room. Six tall, wide, earthenware urns stand near the walls. An ancient, charred corpse is curled in on itself, seemingly kneeling at the statue's feet. The walls writhe with softly glowing, flamelike carvings similar to those in the hall outside, catching a faint gleam of gold at the statue's feet.

This chamber is dimly lit by the glowing walls and lightly obscured by the drifting ash. The well is 100 feet deep, and the entire length of the yawning shaft is blackened and scorched. The statue radiates conjuration magic, and the well's low wall gives off an aura of abjuration. Set into the base of the statue is a golden tablet covered with geomancy glyphs. It is half of a greater tablet; paired with the tablet from area 9, it points the way to safety (see area 12).

The crumpled figure near the statue is the undead remains of a warlord destroyed by Menet-Ka and set here to wallow in his defeat for all eternity. The urns contain the warlord's lieutenants, now **6 zombies**. When a character approaches within 10 feet of the warlord's body or disturbs one of the urns, the warlord's spirit bursts forth as a **flameskull** and flies off the corpse, shouting hoarse battle cries in ancient Nurian, and the zombies crash from the urns. The zombies were prepared for burial with unguents

and strips of cloth that are highly flammable. A zombie that takes fire damage bursts into flame for two rounds, taking 1d4 fire damage at the start of its turns. The flameskull's flames consume 6 units of air every round, as does each burning zombie.

Flameskull: AC 13; HP 40; Spd 0ft, fly 40ft; Ranged fire ray (+5, 30ft, 3d6 fire); SA multiattack (fire ray x2), spellcasting (DC 13, +5); Immune charm, cold, fire, fright, paralysis, poison; Resist lightning, necrotic, piercing; Str -5, Dex +3, Con +2, Int +3, Wis +0, Cha +0; Senses darkvision 60ft; Traits illumination (sheds dim light 15ft, or bright light 15ft/dim light 30ft), magic resistance, rejuvenation (regains all hp in 1 hour); AL NE; CR 4; XP 1,100.

Spells (slots): 0 (at will)—*mage hand*; 1st (3)—*magic missile*, *shield*; 2nd (2)—*blur*, *flaming sphere*; 3rd (1)—*fireball*.



Zombie (6): AC 8; HP 22 (3d8+9); Spd 20ft; Melee slam (+3, 1d6+1 bludgeoning); Saving Throws Wis +0; Immune poison; Str +1; Dex -2; Con +3; Int -4; Wis -2; Cha -3; Senses darkvision 60ft; Traits undead fortitude (when reduced to 0 HP, makes a Con save with DC = 5 + damage taken from attack; on success, zombie survives with 1 HP); AL NE; CR 1/4; XP 50.

Air Consumption: 6 units/round (per flameskull or burning zombie), all remaining air in the tomb is depleted in two minutes (see development)

Treasure. The charred corpse wears a scorched but still magical *ring of swimming*.

Development. When the tablet is removed from the statue's base, a booming voice issues forth in ancient Nurian. *Comprehend languages* or a DC 15 Intelligence (History) check reveals the translation. "Who is master, now and always?" The party has two rounds to offer the correct verbal response in ancient Nurian: "Menet-Ka is life. Menet-Ka is death." If they do not answer correctly, the statue's eyes blaze and spew searing blasts of fire into the well. A cyclone of flame leaps up from the depths to scorch the ceiling. The flame is actually an immensely powerful fire elemental (156 hp), but it cannot cross the low wall and does not attack unless attacks by the characters reduce it below 103 hp. All the geomancy glyphs in every area except area 12 glow red and burn. All remaining air in the structure will be entirely consumed in two minutes. Now is the time for the party to enter area 12 and swim for safety, ready or not. The return trip to area 2 takes one minute at a normal pace or seven rounds (42 seconds) at a fast pace.

12. TO AND INTO MENET-KA'S TOMB

The passage beyond the door slopes sharply downward. After a few feet the stones slip beneath the placid surface of water flooding the tunnel. Glyphs adorn the wall tops and the ceiling also, unlike other locations in the tomb. Where the symbols sink below the water, they give off a glittering, blue light.

This section is entirely flooded, so unless characters can breathe underwater, they must hold their breath. The tunnels form a twisting labyrinth of passages, double-backs, and dead ends, sloping both upward

and downward at various points. What's more, the ley energy suffusing the water created many evil water weirds that prowl the passageways in search of prey.

If characters have the tablets from areas 9 and 11 AND they've translated both, they can attempt a DC 16 Intelligence (Arcana or Religion) check. Zafirah (from the pregenerated characters) has advantage on this check thanks to her understanding of the life-giving energy of the river Nuria. Success allows the characters to puzzle out a complex design hidden in the tablets. The design is a map showing the most direct route through the corridors to area 12 and Menet-Ka's tomb. Armed with the map, it takes just one minute of swimming to reach the tomb, and characters are guaranteed not to encounter any water weirds.

If characters just dive in and trust their luck to lead them safely through the tunnels, they are entering tremendous—probably lethal—twin dangers of drowning and water weirds. Players must declare their "marching" order as they dive in and whether they're sticking together in a group or splitting up. Each group follows this procedure separately.

- To reach area 12 blindly requires three successful DC 18 Wisdom (Survival) checks. Each check represents 30 seconds of swimming, which also means 30 seconds of holding one's breath. Every character must make one check each 30 seconds.
- The character leading the group checks first, then the next character in line, and so on. If a character's check succeeds, every character behind him or her has advantage on this check. If a character's check fails, he or she falls to the back of the line (but doesn't make a second check for this 30 seconds).
- Any character who rolls a natural 1 on the check is attacked by a **water weird**. Battles with these creatures only waste the party's limited time. Fighting a water weird for more than two combat rounds prevents a character from making any progress toward the tomb during the next 30-second swimming turn (they don't make a Survival check). When a water weird attacks, characters must decide whether to fight it as a group and risk everyone being delayed and drowned, or split the party.
- Characters reach area 12 upon making their third successful Survival check. *Each character must do this independently*. Even if they are swimming as a group, it's assumed characters are spread out and can lose sight of each other in the murky water. Once anyone arrives safely, however, everyone else in their group makes all their remaining checks with advantage.

It should be obvious that unless characters puzzle out the correct route through the tunnels or have some means of breathing underwater (the silver bottle from the trap in area 10 can be very useful here), they probably are doomed.

Water Weird: AC 13; HP 58; Spd swim 60ft; **Melee** constrict (+5, 10ft, 3d6+3 bludgeoning and Medium or smaller target is grappled and pulled 5ft toward weird; escape DC 13; until grapple ends, water weird tries to drown the creature); **Immune** exhaustion, grapple, paralysis, poison, restraint, prone, unconsciousness; **Resist** fire, nonmagical weapons; **Str** +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +0; **Senses** blindsight 30 ft; **Traits** invisible in water, water bound (dies if it leaves water); AL N; CR 3; XP 700.

When the party reaches the tomb, read the following:

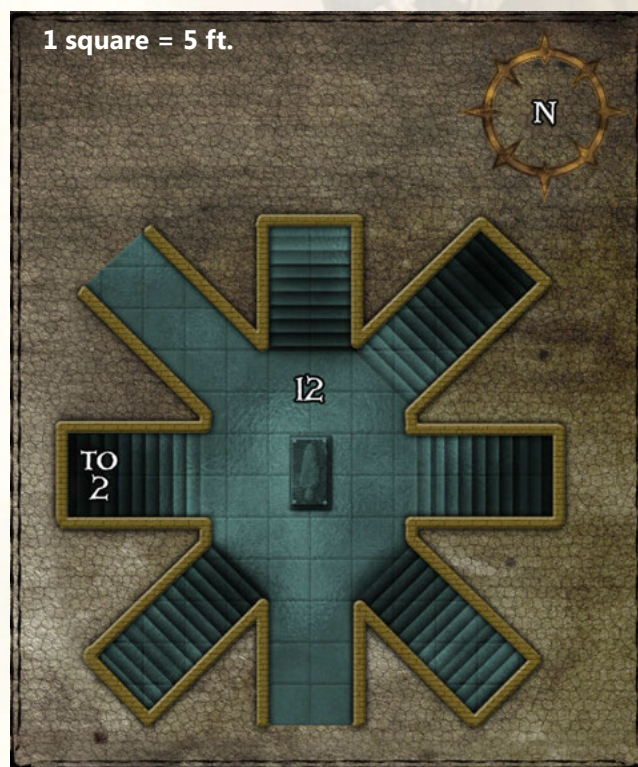
You swim up a rise in the tunnel, toward a nexus chamber. The glyphs radiate a faint, blue-white light, illuminating an elaborate sarcophagus in the room's center. Eight passages converge on the room, each bearing lines of those glyphs.

Like the passages leading here, this area is completely underwater. The sarcophagus is the last resting place of Menet-Ka. This chamber is the focus of the ley energy siphoned from the oasis. The king exists in a state trapped between life and death, with no means to physically leave his grave.

When the party arrives, Menet-Ka's nightmare-wracked mind manifests as a **ghost**. A luminous, purple image of the tortured king in sumptuous robes rises from the sarcophagus and attacks. This undead nightmare uses straightforward tactics and fights until destroyed.

Ghost of Menet-Ka: AC 11; HP 45; Spd 0ft, fly 40ft; **Melee** withering touch (+5, 4d6+3 necrotic); **SA** horrifying visage (60ft, DC 13 Wis save, frightened 1 min.; if save fails by 5 or more, age 1d4x10 years), possession (5ft, DC 13 Cha save or possessed); **Immune** charm, cold, exhaustion, fright, grapple, necrotic, paralysis, poison, prone, restraint; **Resist** acid, fire, lightning, nonmagical weapons; **Str** -2, **Dex** +1, **Con** +0, **Int** +0, **Wis** +1, **Cha** +3; **Senses** darkvision 60ft; **Traits** incorporeal movement (moves through objects and creatures as difficult terrain; takes 1d10 force damage if inside an object at end of turn); AL LE; CR 4; XP 1100.

Treasure. Characters can open the sarcophagus with a successful DC 18 Strength (Athletics) check. Inside they find a well-preserved body wrapped in linens and decorated with 2,000 gp worth of jewelry and



accouterments. Two rare magic items of your choice—one from Table F and a +2 *weapon*—are also inside.

Development. Once the nightmare is vanquished, the undead king's rest becomes less fitful. Most of the glyphs glowing in the chamber flicker and die. One faint band of symbols on the ceiling continues to pulse with light, leading toward the southern passage. These glyphs still draw the ley energy from the oasis, and

Last Gasp has the potential to be extremely lethal. While this might be a fun change of pace at a convention or in a one-shot game, there's little enjoyment to be found in the slow drowning of beloved, long-term characters. One option is to let the group reach the tomb no matter what, but everyone must make either a DC 15 Constitution check or Wisdom (Survival) check. Success indicates the character arrives safely and unfatigued. Failure indicates the character arrives but gains one level of exhaustion per 3 points by which the check was failed. In this special case, a character recovers from one level of exhaustion every 3 rounds.

opportunity attacks. After using this trait in sand terrain, the anubian can take a Hide action even if under direct observation. Anubians can sand step under doors or through similar obstacles, provided

they lead the way to safety. The swim to the surface of the oasis takes one minute. Once the group emerges on the shore, they have escaped!

Appendix: Bestiary

ANUBIAN

Swirling sand comes together to form a snarling, canine-faced humanoid whose eyes shine with an eerie, blue glow.

Anubian

Medium elemental, chaotic evil

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Skills Stealth +5 (+7 in sand terrain)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Elemental

Challenge 2 (450 XP)

Sand Step. Instead of moving, the anubian's humanoid form collapses into loose sand and immediately reforms at another unoccupied space within 10 feet. This movement doesn't provoke



BRYAN
SYME

there's a gap large enough for sand to sift through.

Vulnerability to Water. For every 5 feet the anubian moves while touching water or for every gallon of water splashed on it, it takes 2 (1d4) cold damage. An anubian completely immersed in water takes 10 (4d4) cold damage at the start of its turn.

ACTIONS

Multiattack. The anubian makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Haboob (1/Day). The anubian creates a sandstorm that fills a 5-foot-radius, 30-foot-tall cylinder centered on itself. The area is heavily obscured, and each creature other than an anubian that enters the sandstorm or ends its turn there must make a successful DC 13 Strength saving throw or be restrained by it. Also, each creature other than an anubian that ends its turn inside the sandstorm takes 3 (1d6) slashing damage. The anubian can maintain the haboob for up to 10 minutes as if concentrating on a spell. While maintaining the haboob, the anubian's speed is reduced to 5 feet and it can't sand step. Creatures restrained by the sandstorm move with the anubian. A creature

can free itself or an adjacent creature from the sandstorm by using its action and making a DC 13 Strength check. A successful check ends the restraint on the target creature.

Anubians are elementals typically summoned to perform tasks such as guarding a tomb or protecting a treasure. An anubian at rest appears as nothing more than a pile of sand, usually strewn about an already sandy location. When active, it rises up to form a muscular humanoid with the head of a jackal. A destroyed anubian collapses into an inert pile of sand.

In combat, anubians are known to engage unarmored foes in preference to creatures wearing armor. They associate unarmored creatures with spellcasters, and their latent resentment over centuries of being summoned as servants drives them to attack such figures when they aren't shackled by magical bondage. Anubians fight effectively as teams, using their haboobs to corner and isolate the most vulnerable targets.

ROTTING WIND

A chilling gust rips through the air, turning nearby foliage to rot and imbuing a sense of dread into all creatures in its path.

Rotting Wind

Large undead, neutral evil

Armor Class 15

Hit Points 82 (11d10 + 22)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	7 (-2)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, frightened, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 60 ft. (blind beyond this), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Air Form. The rotting wind can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Befouling Presence. All normal plant life and liquid within the same space as a rotting wind at the end of the wind's turn is blighted and cursed. Normal vegetation dies in 1d4 days, while plant creatures take double damage from the wind of decay action. Unattended liquids become noxious and undrinkable.

Invisibility. The rotting wind is invisible.

ACTIONS

Wind of Decay. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with tomb rot. The cursed target can't regain hit points, and its hit point maximum decreases by 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 comparable magic.

A rotting wind is an undead creature made up of the foul air and grave dust sloughed off by innumerable undead creatures within lost tombs and grand

necropoli. A rotting wind carries the foul stench of death upon it, sometimes flying before undead armies and tomb legions or circling around long-extinct cities and civilizations. At other times, it drifts mindlessly across a moor or desert, blighting all life it finds and leaving only famine and death in its wake.



HAZZ

WASIF AL-JAYIB

Wasif al-Jayib is a wealthy businessman accustomed to lavish creature comforts, and this makes him a liability once Menet-Ka's tomb seals him in. Despite outward confidence, he is an insecure man who tries to take charge of every situation to assure himself that he is powerful and respected. Wasif insists on "leading" the expedition into the tomb, and he brings along a great deal of parchment, ink, chalk, and a lantern for light. He refuses to leave any of this outside, as he is the financier and technically the boss of the operation. He's not a cowardly man, but he's also not a warrior accustomed to bloodshed and mortal risk. When combat erupts, he shrieks and flees to the safest spot (usually behind the PCs, who he sees as his bodyguards), where he does nothing but dodge and pray to every god he can think of for mercy and deliverance. His stats are those of a noble.

Wasif al-Jayib (Noble): AC 15; HP 9 (2d8); Spd 30ft; **Melee** rapier (+3, 1d8+1 piercing); **Str** +0, **Dex** +1, **Con** +0, **Int** +1, **Wis** +2, **Cha** +3; **Skills** Deception +5, Insight +4, Persuasion +5; **AL** LG; **CR** 1/8; **XP** 25.





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Crack Open the Tomb, and Awaken Ancient Curses!



Come, friends, and shake the desert from your hair! The chill of night falls swiftly upon the dunes, and we should keep the darkness at bay together. Ah, you have a discerning eye! This is the seal of an ancient king, uncovered by a terrible sandstorm. Shall I tell you of the folly of Menet-Ka and of those who breathed their last in his service?

Last Gasp is an adventure set in the *Southlands Campaign Setting*, exploring the cursed tomb of an ancient king of great magical power, a magical river, and including both deadly combats and mysteries to confound tomb-robbers. It's designed for five or six 6th-level characters using the 5th Edition rules and includes two entirely new monsters, the rotting wind and the anubian, presented with complete 5th Edition stats.

Seek out the riches of a king, and may fortune favor you!

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