

DF3.5

Bonus Module

# THE FOLIO

## Mini-Module



# THE HIDDEN VALORIA CAMPAIGN

## The Crèche of Set

Mini-Adventure DF3.5

by Scott Taylor

After finding the secret under-passages used by the Kobolds in Room 5 & 6 of the Lost Temple of Tefnut, the party can descend through a stair located between the two rooms. Down this stair they will encounter a fallen tribe of Lizardmen who are now influenced by the mummy Aman-Utep in the halls above. Destroying this tribe, and recovering an artifact they possess, could prove highly valuable to the completion of the Lost Temple adventure.



# The Grèche of Set

## Gamemaster's Notes

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The Lost Temple of Tefnut is a very difficult adventure, so this mini-adventure is designed to help the players achieve their goal of destroying Aman-Utep while keeping their fighting strength intact. Although there is combat in this mini-adventure, it has been kept to a low challenge level so that strength of arms and magic isn't expended too greatly. Remember, this should be a helping adventure, not a hindering one.

**1.** The primary purpose of this mini-adventure is to allow the party access to the 'Heart of Aman-Utep', which is to say the canopic jar that holds his heart. With it, they can seriously disrupt his ability to fight them in the final combat, thus saving some of their power for the Teller ambush that concludes DF3.

**2.** You will find a lot of healing magic within this mini-adventure, these items and potions put in place to keep the party up and running for the duration of the adventure above.

**3.** For anyone relying on magic (particularly those in 1st Edition), there is also a nice way to recoup spells, so keep that in mind. Finding magic assisting items, and even taking a sleep break, is something that can be done in relative safety here.

**All 'grey blocks' are for 5E conversions in this section.**

## Running Combat

Combat, although limited in power, does occur inside the various rooms of this forgotten lair. I would suggest giving the players a full round of missile and spell action before most encounters to help mitigate damage to the party, and if anyone wants to find ingenious ways around combats, that is certainly encouraged.

## Random Encounters

I've not built in random encounters for this particular dungeon because I believe it would continue to trim down on the party's resources. Combats within the module, particularly the Black Scale Followers and the Lizardman Lord will be challenging enough.

**1.**

**Entry into the Crèche:**

The stair descends into a damp environment, mist gathering along the flagstones on the floor and your boots slipping in a fine layer of condensation.

**2.**

**Scouting Party:**

The hall opens into a small grotto—a menagerie of strange plants, most of them emitting a dull violet glow, resemble a tropical forest. On the ceiling, a yellowish incandescent lichen helps provide dim light to the whole chamber.

A collection of three gate-keepers are here, lurking in the undergrowth with spears at the ready. However, any external light source (torch, spell, etc.) will cause them to rustle in their hiding places and provide the party with a location of a possible ambush.

3 Lizardmen [AC 5, HD 4+1, HP 25, #AT 1, D 1-8, Spear (Two Handed)]

**TREASURE**

1 POTION OF HEALING, 15 GP AMONG THEM IN TOTAL.

3 Lizardmen [AC 15, HD 4d8+4, HP 22, #AT 2, Hit +4, Dam Bite 5 (1d6+2), Spear 5 (1d6+2), Multiattack]

**3.**

**Underground Pool:**

The jungle grotto fades behind you, giving way to an ancient pool of clear water. The surface trembles as though fed by an underground stream. Around the pool, smooth stones show years of use by passing feet, and another glowing chamber is visible through an opening in the north wall.

This is one of the underground springs used by the Priestesses of Tefnut for blessing rituals. The Lizardmen now use it as a water source for their various needs.

**4.**

**Swamp Chamber:**

The glowing lichen from the jungle chamber runs in scattered patches across the roof of this chamber. Run-off from the adjacent pool chamber has covered the ground with a thick murk of dark water, seeming a foot or less deep, teeming with all manner of low-growing plants and strange fungi.

A giant snake lives within the area, and will attack lone (especially small) members of the party searching the chamber, but will not attack the party full on, preferring to hide and let them pass.

1 Giant (Constrictor) Snake [AC 5, HD 6+1, HP 37, #AT 2, D 1-4 (Bite)/2-8 (Constriction)]

## TREASURE

NONE.

1 Giant (Constrictor) Snake [AC 12, HD 8d12+8, HP 60, #AT 2, Hit +6, Dam Bite 11 (2d6+4), Constriction 13 (2d8+4) bludgeoning and the target is grappled (Escape DC 16)]

### 5.

#### **Hate Crawler Hatchery:**

This side chamber dips into a shallow grotto filled with a collection of slimy eggs amid rotting corpses of what look to be Ratmen and Kobolds. A single Hate Crawler rests amid the clutch, its tentacles waving rhythmically as though in meditation or providing some kind of imperceptible song.

This is the greater nest of the Hate Crawlers found in DF3. For more information on them, see the gazetteer in that module.

1 Hate Crawler [AC 4, HD 4+3, HP 27, #AT 8, D ---, Paralysis]

## TREASURE

NONE.

1 Hate Crawler [AC 14, HD 7d10+21, HP 59, #AT 2, Hit +8, Dam Tentacle 4 (1d4+2) poison damage and the target must make a successful DC 15 Constitution save or be paralyzed for 1 minute, Bite 7 (2d4+2)]

### 6.

#### **Obsidian Statue:**

Patches of lichen slither down the walls of this chamber, appearing like yellow waterfalls emitting from the cracks. At the center of the chamber, carved from dark stone, a crude statue of a jackal-headed man has been erected. Lichen has been placed over the statue's shoulders like a cape, and the eyes glow with phosphorescent paint.

The statue isn't dangerous, but investigation will show that in a hollow below its feet are several offerings, including 2 Potions of Healing, and 20 Gold Pieces in a leather bag.

### 7.

#### **Set's Black Scale Followers:**

Before you can make entry into this chamber, a set of five dark-scaled Lizardmen appear with spears in their clawed hands. Their odd glowing eyes speak of evil and enchantment.



These are the Lizardmen of the Black Scale, followers of Set and now the only remaining male members of the once great tribe (these having killed the rest or chased off the females). They will attack on sight, hoping to defeat the invaders and bring great honor to their god.

5 Lizardmen [AC 4, HD 6+1, HP 30, #AT 2, D 1-8, Spear (Two Handed)]

### TREASURE

2 POTIONS OF HEALING, 33 GP AMONG THEM IN TOTAL.

5 Lizardmen [AC 16, HD 6d8+6, HP 32, #AT 2, Hit +6, Dam Bite 5 (1d6+2), Spear 5 (1d6+2), Multiattack]

## 8.

### Fallen Shrine of Tefnut:

Lost to the years, this old shrine must have at one time been lovely to behold. Since then abuse has desecrated the murals; the altar has been smashed to debris.

The Lizardmen shy away from this area, and other than debris, it is empty. However, a hard search, 1 in 6 [Perception DC 16], will allow the party to find a hidden compartment in the wall that still holds 4 bottles of Extra-Healing [Greater Healing] and a Ring of Wizardry [Ring of Spell Storing].

## 9.

### Egg Hatchery and Pool:

This hot chamber, lit by smoldering braziers, houses a number of eggs tucked away in leafy nests. A single black-scaled Lizardman stands beside the nests, a spear at the ready.

This is the final clutch of eggs the tribe had before the females fled. Now they are the future, and the Lizardman, although surely hearing the combat in the adjacent room, has stayed by his post as a last line of defense for the eggs.

1 Lizardman [AC 4, HD 6+1, HP 30, #AT 2, D 1-8, Spear (Two Handed)]

### TREASURE

1 POTION OF HEALING, 7 GP IN A BELT SACK.

1 Lizardman [AC 16, HD 6d8+6, HP 32, #AT 2, Hit +6, Dam Bite 5 (1d6+2), Spear 5 (1d6+2), Multiattack]

## 10.

### Lizardman Lord's Lair:

A large door, the first you've seen in these forgotten halls, stands before you.

The door is locked [DC 16]. Once open, you can read the following: Beyond the now open portal, you see a tired-looking black-scaled Lizardman.

He sits upon a log, ferns growing around him, and in one hand he holds a spear and the other a necklace.

This is the Lizardman Lord, although he has seen better days. He carries a Necklace of Fireballs and will use them as he can, hoping to destroy the party before they can get to him. However, he is weakened from lack of sleep (afraid his guards will kill him) and will not be much of a problem once the players close the distance.

The most important find in his possession, however, is not the necklace, but instead the canopic jar holding Aman-Utep's heart. The heart has been 'speaking' to the Lord, trying to get him to bring it back to the mummy. Anyone carrying the heart will have a vision of its removal and its desire to return to its rightful place. Little does Aman-Utep realize his sendings are now going to a party bent on his destruction!

1 Lizardman Lord [AC 3, HD 8, HP 48, #AT 1, D 5-20+2, Spear (Two Handed), Skewering (if hit die is 5 more than needed to hit, attack causes double damage)]

## TREASURE

4 POTIONS OF HEALING, SPEAR +2, NECKLACE OF FIREBALLS (7 BEADS), 107 GP, 3 (50 GP GEMS).

## SPECIAL:

### Canopic Jar of Aman-Utep

(If shattered or destroyed, it will stun Aman-Utep for 2 rounds as well as dropping his invulnerability to non-magical weapons.)

**1 Lizardman Lord [AC 15, HD 12d8+24, HP 78, #AT 2, Hit +6, Dam Bite 6 (1d6+3), Spear 8 (1d6+5), Multiattack, Skewer (Once per turn, can add 10 (3d6) extra damage to a spear attack), Necklace of Fireballs (Can throw a 3rd Level Fireball each round)]**

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