



THE FORSAKEN CHAMPION

A disgraced hero is about wreck havoc in the Belowground of Thamaraya.

5E COMPATIBLE ADVENTURE

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Continuing their quest to find Burroughs, Mansol's missing Scion, the brave heroes have arrived at some ancient ruins located beyond the catacombs. The party is in awe as the ruins are located in a section of the Belowground lit by hundreds of topaz encrusted on the ceiling, with one being of a colossal size. The priceless gems act as a sun, always giving out light but no heat. What purpose do the ruins belong to? How long have they been hidden by the sands?

INTRODUCTION

Welcome to “The Forsaken Champion”, a 5e compatible RPG adventure by Cast n Play. Although it is a one-shot, it belongs to a saga by Cast n Play.

RUNNING THE ADVENTURE

The Forsaken Champion is a 5e adventure meant for four to six 12th level player characters. The adventure mostly takes place in some ancient ruins in the Belowground of Thamarya.

- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.
- Fun is the ultimate goal. Never forget that.

STORY OVERVIEW

The Forsaken Champion takes place in a region of the Belowground. The plot is as follows:

- After being hired by the bookseller Mansol to find his missing scion, the trail led to Thamarya’s Belowground.
- After surviving a battle against ratfolk and Yuddrakh, and struggling through zombie-infested catacombs, the party arrives at some ancient ruins.
- The ruins are in a subterranean desert in the Belowground lit by a colossal topaz encrusted in the ceiling.
- The ruins date back to the city of Lureaux, a part of the Commonwealth of Vorut, the civilization that preceded Thamarya. The ruins are a prison to keep some great evil trapped.
- The only way forward is through the desert and past the ruins.
- Erata, a sorceress, is trying to release the evil and has tricked some ratfolk to help her, promising them sludge, a substance that they are using for unknown purposes.

ABOUT THE RUINS

The underground desert houses Ursang Bardiya’s prison. Ursang was a great champion of the city of Lureaux, who was deceived by evil forces as he searched for more power to defend his homeland. The forces in question were Midnight City, who sent Wawet, a dangerous fiend to ensure that the champion’s heart was corrupted. It wasn’t long before Ursang was tainted and tried to seize power. However, the evil forces did not notice the heroic shadow of the grand wizard Alberich, who managed to defeat Ursang and lock him inside his fortress.

Time has long passed since then, and the prison was forgotten by most, but the magical traps and guardians that Alberich setup still function and keep out most intruders. The desert is lit by a natural topaz encrusted in the ceiling, creating an eternal sun; howbeit, it does not generate heat and the desert is an extremely cold place.

ABOUT LUREAUX

Lureaux was a prosperous city of the Commonwealth of Vorut, known for its prestigious magic academy and majestic pyramids and obelisks of grand marble. Some of the city’s most celebrated inhabitants lived beyond the walls, as was the case with Ursang Bardiya, a warrior-cleric whose fortress was located an hour’s journey from Lureaux.

The land was different back then, a desert existed right beside the bay where Thamarya is, and only a few paths led to Lureaux. Ursang built his fortress away so that he could stop any danger from approaching his beloved city. Being a respected sage, he erected a field of obelisks where he recorded critical historical events and an observatory from where he consulted the stars to interpret his xeneth’s (gods’) will. After he was tainted by Midnight City and defeated by the Grand Wizard Alberich, his territory was declared off bounds to everyone and isolated by magic and traps. A couple of centuries after his defeat, Midnight City launched an attack on the whole of Eluan, the city of Lureaux included. However, thanks to his battle with Ursang Bardiya, Alberich studied the evil forces and managed to defeat Midnight City along with 13 other heroes. Unfortunately, the Commonwealth and city were destroyed; much of Lureaux was absorbed by the waters or sank under the ground. The region was bereft of civilization for 700 years, and by the time Thamarya was founded, much had changed in the environment.

However, some of Lureaux’s influence remains, along with its shadows...

ABOUT ERATA

Erata is a Yuddrakh skin-shedder sorceress who has been serving the forces of Midnight City for decades. She learnt of Ursang’s tomb and thought he could prove a powerful ally in her mysterious objectives, but releasing the disgraced champion has proved difficult. The mechanisms Alberich left have been efficient, which is why she has tricked some ratfolk into helping her.



ABOUT THE TRAIL

The *master's beacon*, the vial linked to Burroughs, the missing scion, glows, revealing that the bard passed through the ruins.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

Stuck. The ruins appear to be the only way forward.

Information. Erata, in the shape of a ratfolk child, says that her uncle could have valuable information needed to find Burroughs.

Still on the clock. "We haven't found Burroughs yet!"

PROLOGUE

After crossing the opening you spotted two large symbols, one painted on the ground and one on the ceiling. After some brief analysis, it became clear that they are wards, and no doubt what kept the sorceress trapped inside the catacombs. But you can't help but wonder if the ward was intended for her. Somehow, doubt envelops you but is swiftly put aside as light blinds you momentarily. The glass stalagmites inside bounce the light that emanates from beyond the passage.

THE PASSAGE OF GLASS

The catacombs' opening led to a natural passage packed with crystal and glass formations. This passage was the original entrance to Ursang Bardiya's prison and was protected by the wards.

The glass stalagmites and stalactites are a magical trap that attacks any trespassers by breeding intimate fears. A successful DC 20 Intelligence saving throw is needed to avoid the trap. Any creature that fails the throw, must roll a d4 to determine what kind of attack it receives.

Use the following table to determine what kind of attack will occur.

Crystal Attacks

D4 Attack

1 **Giants, not windmills.** For a brief instant, a creature views a fellow ally as a mortal enemy. Without any warning, the creature under this effect will attack with advantage and continue to do so until it is incapacitated, paralyzed, proned, restrained or stunned.

2 **What's the point?.** A deep sorrow overcomes you. Everything is doomed to end and there's no hope. All combat rolls are with disadvantage, and resting does not heal hp. The effect lasts for 1d8 hours.

3 **You are worthless.** Self loathing engulfs you, you are responsible of heinous crimes and your family's fall. You attack yourself with the full might of your power. Creature harms itself with its most powerful attack.

4 **You are the best.** Confidence grows exponentially, and soon becomes arrogance. You overestimate your abilities, and automatically activate all traps, and there's a 50% chance that your attacks can damage an ally instead of an enemy. The effect lasts for 1d4 hours.

At the end of the passage, have the PCs roll a DC 24 Wisdom (Perception) check. Any character that succeeds notices fresh dark blood on the ground and some stalactites. The blood belongs to Erata, who recently crossed the passage.

THE RUINS

The ruins are what remains of Ursang Bardiya's fortress, which became his prison after he was defeated by the Grand Wizard Alberich, a legendary spellcaster that existed a long time ago.

After the battle, the wizard locked the former champion inside a sarcophagus inside the inner-keep. However, the rest of the fortress was devoured by the sands of time. The ruins are inside a cave with an area of 62,000 square feet. Unlike other parts of the Belowground, the ruins are lit by a colossal topaz encrusted in the ceiling which acts like an artificial sun, although it generates no heat. In fact, this section of the Belowground is amongst the coldest, and for each hour that passes, every non undead creature must succeed on a DC 20 Constitution saving throw or take 2d10 cold damage if failed. Also, items wear thrice as fast.

Sarcophagus



THE SLUDGE POOLS

The prison's first region consists of numerous sludge pools located around the desert sands.

From the distance, they look like an oasis, although the trees are thicker, taller, have a weird glow, and what should look like water is sludge, a substance that originated after a colossal battle between dragons, and that may alter the molecular structure of creatures. It is the reason why magic and nature can behave differently.

The ratfolk collect sludge for reasons unknown, though some whisper that it is for the Rat King and his cruel experiments. Erata, whilst studying how to release Ursang, realized that she could use the ratfolk to fulfill her evil plans. The sorceress, however, underestimated the prison's defenses, and her ratfolk were massacred by the prison's guardians. Thankfully, the party shows up and she comes up with another sinister plan.

Astonishment doesn't come close to the bizarre wonder that overwhelms you as your eyes become accustomed to the bright light, and you see that the source is a colossal topaz jewel on the ceiling. It glows like one of the twin suns, but it generates no heat as a freezing wind blows and chills your flesh.

AMBUSH

The quickest route for crossing the desert is through the middle. Situated at the end of the sludge pools lie the remains of the massacred ratfolk. However, the guardians that killed them lie hidden, awaiting other intruders.

Not too far away and scattered close to one of the last sludge pools lie the bodies of numerous creatures. From this distance, it is hard to tell what they are, or if any of them might be alive.

Development. Four **soldier mummies** and four **archer mummies** lie hidden underneath the sand, while some are invisible. They cannot be detected and will attack the party once it is close to the five ratfolk bodies or if one of the PCs starts to inspect them. They are the prison's guardians; they cannot speak and have no recollection of who they were or who created them. In that aspect, they have no more consciousness than a construct. Their mission is to destroy all intruders.

Treasure. The ratfolk were a scavenger team and, therefore, carried many items. Unfortunately, many of them were destroyed during their fight with the guardians.

Of those that remain intact are: two *healing glues* (which work like a *Superior healing potion*), one *fragmentation grenade*, and one voucher for 2 x 1 on ales at a tavern outside Pipe Town.

THE LOST CHILD

Hidden, Erata awaits for the ambush's outcome.

Deciding that the PCs are better suited for her dark plans, she approaches them but in the shape of a **ratfolk teenager** named Panaw.

A small shape approaches, it is also a ratfolk but it seems smaller and younger. Could it be a teenager or a child?

The sorcerer's objective is to have the party aid her in releasing Ursang Bardiya from his imprisonment. Panaw will tell the PCs that she was with the ratfolk when they were attacked, and she fled.

She will finish by adding that her uncle Errek was taken prisoner by some of the mummies. Because she is mixing truth with lies, spells like *detect thought* will not be efficient.

WHAT PANAW KNOWS

- She knows that ratfolk teams are sent to the surface to collect items, including sludge.
- Only special teams amongst which are the scavengers, explorers and raiders are allowed to go to the surface.
- Her team was trying to collect more sludge.
- She has heard whispers that the ruins hold some great and dark power and that the only reason the ratfolk dared to enter is because of the sludge.
- She also has some general knowledge of the Belowground being a Yuddrakh.
- Of Pipe Town she will say little because ratfolk are not allowed to speak of the place to outsiders even though she remembers their last encounter. Something true, but the real reason is that she doesn't know.

ROLEPLAYING PANAW

Erata has been on a quest for a long time. She is a yuddrakh who left the Belowground long ago after being promised great power by some sinister forces. She was tasked with destroying a magical barrier that keeps a great evil locked away from the continent of Eluan. Since then, she has traveled the land looking for clues and tools to bring about the end of Alberich's Barrier (as it is known in secret texts).

Zombie

She learned about Ursang Bardiya and decided that the fallen champion could prove a powerful ally in achieving her goals. She is a powerful magic user and skin-shedder; she is utterly human-looking except for her eyes that remain those of a serpent, which she hides with magic. Realizing the size and dangers of the Belowground, the yuddrakh deceived and hired some ratfolk to assist her. However, the prison's guardians quickly eliminated the intruders. Just as Erata was pondering how to continue, the PCs show up, and she decides to use them to her advantage; so she assumes the shape of a young ratfolk named Panaw. Erata is cunning, clever, and a perfect thespian. Knowing that the PCs are not to be underestimated, remembering their last encounter (or just by watching the recent combat), she will mix truth with lies, making it almost impossible to tell if what she says is true.

As Panaw, she will act naive, and worried about her uncle, pretending to be a ratfolk who is beginning to make a name for itself and who, although dumb, has honest intentions. The yuddrakh is a master manipulator and can assume any role to further her cause. She wants what was promised to her and has no trouble watching Eluan burn to get it.

THE OBELISKS

After the pools of sludge, the desert is bursting with ruins, mostly columns, and obelisks. Few are intact; most of them are broken or lie underneath the sand. Each one of them is embellished with symbols and ancient writing. The obelisks are one of many traps created to keep intruders away.

Because of the weird lighting inside the cavern, for a considerable amount of time the now clear obelisks seemed like sharp rocks protruding from the sand. Obelisks and columns are tightly spread out in the region before you.

The sand is darker, and the air colder. There's a feeling of dread, something afoul is close, and you don't need to be an augur to know that.

The obelisks and columns spread from one end to the other. The distance between them varies, and there's no pattern to their distribution. There's no going around as they stretch all across, but if the party tries, they discover that the cavern walls collapsed and blocked what were other exits. A successful DC 17 Wisdom (Perception) check reveals other wards there.

The fastest method for crossing the region of obelisks is by going straight.

Use the following table to determine which events occur. Because of the length of the ruins, you must roll three times.

Obelisk Attacks

D6 Effects

1 This way is better. Although there's no heat, the reflected light and the cold start playing tricks on the mind, leading creatures astray from a safe path to areas with hidden pits with spikes unless they succeed on a DC 16 Dexterity saving throw. The spikes deal 4d8 piercing damage.

2 The devil's whispers. A strong howling wind descends upon the ruins; driving living creatures mad. A successful DC 18 Charisma saving throw is required. Any creature that fails has vivid hallucinations and has disadvantage on ability checks for 1d4 hours.

3 Buzzing from hell. At first a low buzzing is heard at a distance. All seems normal until the topaz's light is blocked and one looks up and sees a swarm of scarabs descending to attack.

4 There's something there. An invisible force is stalking the party until it decides to attack. Each creature inside an 80-foot sphere must succeed on a DC 17 Intelligence saving throw or take 4d8 +4 psychic damage. The force will only attack three times, and if any creature fails all saving throws, they are reduced to 0 hp.

5 Winds of change. A warm breeze caresses you, and for the first time you don't feel threatened. All combat rolls are done with advantage for 1d6 hours.

6 Hold on, no it is nothing. No effect.



THE OBSERVATORY OF GLOOM

When Alberich and a pair of other champions imprisoned Ursang Bardiya, they summoned Miho, a mighty and ageless sphinx, to act as another guardian. The creature dutifully carried out her duty, spending numerous centuries inside the observatory, and slaying all intruders. At first, Alberich and others paid regular visits to check on things, but after some centuries, they stopped, and this was because the Midnight City launched a massive attack that although it was repelled, Lureaux and the rest of the Commonwealth of Vorut were destroyed. As time passed, the ruins were slowly buried by sand and absorbed by the Belowground. With no more sky to admire from the observatory, the sphinx went mad, and now viciously attacks any creature that ventures into the observatory.

At first, it felt as if you were still trapped in those ruins; that accursed whistling ringing in the back of your head made you think that you carried some evil curse or had been left with permanent damage. Fortunately, you come face to face with the cause behind the sound.

You see a vast chasm before you. It crosses the entire width of the cavern, with the only exception being a strange structure in its middle. It appears it is the only way through.

Alberich's Chasm. The chasm is another of Alberich's countermeasures. It traverses the entire cavern and is 160 ft. wide. The chasm also emanates a powerful antimagic field, making it impossible to cross by magical means. Any creature that attempts to jump or fly across it is immediately pulled inside and is never seen again. A *detect magic spell* discloses the power coming from it.

Creatures. Miho, a **sphinx**, spotted the PCs from afar and is using the inside walls to hide her presence before she attacks. Centuries of isolation have made her feral and highly territorial. The sphinx will attack with advantage and will not stop until killed. There's no reasoning with her. Also, three **mummy warriors** will appear from the ground and attack from the entrance.

See appendix A for its stats.

Observatory. The observatory's entrance has two statues of sphinxes next to the portico. The inside shows that it was once a majestic place, but it is mostly debris now, with the remains of some walls and columns in the center. The only intact element is a pair of murals on the back walls separated by the exit. If any character wishes to inspect the murals, read the following text:

The first mural shows a military commander clad in bright robes and elegant armor; he is followed by a dozen soldiers as they march towards a dark mountain on the horizon. The second half shows the same commander bowing to a pale shape in black attire, standing next to a humanoid with canine features.

The other mural shows a dragonborn wearing a torn celestial cloak, severely injured, being held up by a cheering crowd of soldiers while the commander is dragged away like a prisoner. The last part of this mural depicts the commander being entombed alive.

A successful DC 18 Intelligence (History) check discloses that the dragonborn in the murals must be Alberich, a Grand Wizard from long ago that defeated numerous evils. Legends speak that he existed during the time of the Commonwealth of Vorut, and that the city of Lureaux, on which Thamarya is supposedly built, was his home.

However, the commander's identity is a mystery. If the check is followed by a successful DC 23 Intelligence (Arcana) one, the mountain appearing in one of the murals is revealed to be the fabled Midnight City, a place that legends speak of as a seat of dark powers.

THE FORTRESS OF URSANG BARDIYA

The observatory's exit leads to the cavern's final region, the place where Ursang Bardiya was imprisoned, his fortress. The structure is located behind the walls, and it is embedded into the end of the cavern. The rock is yellow and worn, but still sturdy.

The portico's style is exquisite, with a great gate in the middle of four statues, two on each side. The statues show the image of the former commander sitting and wearing ancient armor. They are embedded in the fortress' walls.

Ward. Hidden by sand is another ward just below the portico. A successful DC 16 Wisdom (Perception) check is needed to spot it.

OUTER COURTYARD

The first section of the fortress is a courtyard, but most of it is in ruins. There are two staircases on each end, but they are both collapsed. There's a dry fountain in the center, beyond which is the tumbled gate leading to the residence.



The Courtyard must have been beautiful during its heyday, but that is long passed. All that remains now are a pair of collapsed stairs leading to the wall-walks, a dry fountain, and the residence beyond it.

Development. The courtyard is ruined but peaceful. There is nothing of importance except the fountain. A *detect magic* spell or similar effect reveals that powerful magic irradiates from it. On closer inspection, it becomes clear that the fountain is in perfect condition, only that it has dried out. If any of the PCs pour any liquid into it, even a drop, the fountain activates again.

The fountain's water is magical and heals all wounds and conditions if drunk.

THE RESIDENCE AND PRISON

The tumbled gate leads to Ursang's residence, which became his prison. As with other parts of the cavern, Alberich filled the place with traps and some guardians. The final chamber is where the forsaken commander lies; however, the door leading to it is shut and can only be opened with a key located in the treasure room.

A sinister silence has crushed the natural sounds of the cavern. The residence is cold, dark, and excretes danger unlike other places. The only light comes from a glowing door at the end of the passage.

R1. TREASURE ROOM

A room filled with old trinkets, most of them worthless. The wall that faces the cavern has collapsed, and rock and sand have filled the room. It was initially used by Ursang to store the spoils of battle, as the empty chests and primitive cabinets show.

The contents were taken out by authorities of Lureaux as war reparations. There's only one exception: a ruby, the size of a fist placed on a cabinet at the end of the room. The ruby is shaped like a triangle, and is the key to the tomb's door.

Dust fills your lungs as the door opens. Something which hasn't occurred in eons. Old, everything feels old inside. Rays of lights creep through the holes in the ceiling, revealing what must have been an impressive room in other times.

Development. The exact instant the ruby is taken, a stone door will protrude from the ground and cover the original entrance.

Locking all creatures inside the room. Immediately after this, seven **giant scorpions** will emerge from gaps hidden by the sand and attack any creature inside as sand starts to fill the room. The PCs have to destroy the door in order to exit the room before it is filled with sand or the scorpions kill them. The door has an AC 16 and hp 200. The room will be filled with sand in 10 rounds, after which any creature inside will start to suffocate.

Check the Players Hand Book suffocation rules as a guide.

Treasure. *Alberich's Ruby.*



Alberich's
Ruby

R2. ALTAR ROOM

It is a common practice for important individuals to have a chapel or a room intended for religious purposes in their dwellings. Ursang Bardiya was no different. He however replaced his deities of worship after his march on Midnight City.

Something is off. This room feels... it feels...

Development. The space was once dedicated to the Commonwealth's deities, but they were changed to serve whatever dark powers rule over the dreaded Midnight City. Any spell or skill that detects evil and good, will tell the party the place is evil.

However, any creature that enters the room, even if it was only for an instant, loses an item at random. The reason is that the power of Midnight City always demands sacrifice. There are some scrolls on top of the altar.

Treasure. *One scroll of protection, one scroll of hold monster, and one scroll of wrath of nature.*

R3. TOMB

A large bronze door blocks the tomb's entrance.

The door has no decorations or markings except for a hole in the shape of a triangle, the exact size as Alberich's ruby.

The door can only be opened with the gem, and is immune to attacks of any kind. A successful DC 19 Intelligence (Arcana) check reveals that the door is magical, and extremely powerful. Once the party places the ruby, read out the following:

The instant the ruby is placed in the hole, the door twinkles with a bronze aura before it sinks into the ground, revealing another chamber from where an eerie wind exits from.

The tomb is an empty semi-circle except for two wooden sarcophagi and an archway at the back, which is the exit and it is blocked by a magical field. The ceiling is a dome with tiny holes that let the light in. The tomb is also sealed with one ward, but it is so well hidden that a successful DC 30 Wisdom (Perception) check is needed to spot it. However, Erata spots it and proceeds to stand on top of it, and erase it with her feet.

The ward inside was the final defense. The moment it is erased, both the **mummy of Ursang Bardiya**, and the **fiend Wawet** burst from their sarcophagi, destroying them in the process and starting to admire their surroundings. They will both turn to Erata, who transforms back to her natural form and approaches Ursang.

The fur and the tail recede, and smooth skin appears in their place. The visage and shape are familiar, similar to the skin-shedder you faced, but this one has human legs instead of the lower body of a serpent.

The Yuddrakh mutters in an unknown language that sounds like beasts gnawing bones dry, which she follows with a bow. The mummy ponders for an instant before releasing a chilling laugh. Meanwhile, the other creature stares at you, his hollow eyes piercing your being, making you feel uneasy. The mummy grabs Erata by the neck without any warning and starts devouring her life essence. As if this was the sign, Wawet unleashes a surprise attack against you... the final fight has begun.

ROLEPLAYING URSANG BARDIYA

During his lifetime, Ursang was a champion, admired by his people and followed by many, but power corrupted him, and now little remains of his former self. During his entombment, he only spoke with Wawet about their revenge. They both knew they would be released one day, and that day is now.

The mummy understands everything said to it, but doesn't care about anything the party has to say unless it has something to do with Alberich, which depending on what it is, can infuriate it,

or make it hesitate, in which case it will answer in the unknown language and become frustrated if it's not understood. It will fight until vanquished.

Development. The long duration of their incarceration has made both Ursang and Wawet resentful, with both swearing to get revenge on those who locked them away and Midnight City, who never sent them aid or came to free them. They will attack the party without mercy and cannot be entombed again; their destruction is the only solution. Ursang Bardiya will throw Erata, believing her dead, but she has survived, and escapes in the middle of the confusion.

Treasure. 7 gems (worth 300 gp each), one *potion of climbing*, one *spell scroll* (3rd level), one *potion of hill giant strength*, one *elemental gem*, one *dust of disappearance*, one *potion of resistance*, one *ring of swimming*, and one *bag of holding*.

EPILOGUE

Ursang Bardiya's body turns to dust the instant it is defeated, and the magical barrier blocking the exit will disperse. Murmurs of distant voices will engulf the tomb for some moments and then fade away.

The eeriness and coldness that dominated the cavern, not to mention the tomb, are gone. It is evident a great evil has been removed from the Belowground. However, too many questions are raised as to what happened, especially concerning the sorceress that tricked you.

Be that as it may, you have a feeling that you will meet her again.

Milestone. All surviving players get an automatic long rest after crossing the exit.

WHAT'S NEXT?

Where did the sorceress go?

- What is Midnight City?
- Is it real or just a legend?
- Are we any closer to finding the scion Burroughs?
- What did the sorceress want with Ursang Bardiya?
- How is the sorceress connected to Midnight City?
- How did she know so much about the ratfolk?

APPENDIX A: NPCs AND MONSTERS

MIHO

Large monstrosity, Lawful neutral

Armor Class 17 (Natural Armor)
Hit Points 136 (16d10+40)
Speed 40 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +14, History +14, Perception +9, Religion +9
Damage Resistances Bludgeoning, piercing and slashing from nonmagical weapons.
Damage Immunities Psychic.
Condition Immunities Charmed, exhaustion, frightened.
Senses Truesight 120 ft., passive Perception 19
Languages Common
Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The Sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following spells prepared

Cantrips (at will): *mage hand, minor illusion, prestidigitation*
1st level (4 slots): *detect magic, identify, shield*
2nd level (3 slots): *darkness, locate object, suggestion*
3rd level (3 slots): *dispel magic, remove curse, tongues*
4th level (3 slots): *banishment, greater invisibility*
5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 5) bludgeoning damage.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw attack. The sphinx makes two claw attacks.

Teleport (Costs 2 actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 12 feet to an unoccupied space it can see.

Cast a spell (Costs 3 actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.



GIANT SCORPION

Large beast, unaligned

Armor Class 15 (Natural Armor)
Hit Points 52 (7d10+14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses Blindsight 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

MUMMY ARCHER

Medium undead, lawful neutral

Armor Class 12 (Natural Armor)
Hit Points 60 (8d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	6 (-2)	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 60 ft., Passive Perception 12
Languages Understands Common but can't speak
Challenge 3 (700 XP)

Turn Resistance. The mummy has advantage on saving throws against any effect that turns undead.

ACTIONS

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

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage and 10 (3d6) necrotic damage.

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 for the next 24 hours.

WAWET

Medium fiend, chaotic evil

Armor Class 14 (Natural Armor)
Hit Points 71 (12d8+10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+3)	10(+0)	11 (-0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3
Damage Immunities Poison.
Condition Immunities Poisoned.
Senses Darkvision 80 ft., Passive Perception 11
Languages Abyssal, Gaznik.
Challenge 4 (1,100 XP)

Rampage. When Wawet reduces a creature to 0 hit points with melee attack on its turn, Wawet can take a bonus action to move up half its speed and make a bite attack.

ACTIONS

Multiattack. Wawet makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 1) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 10 (2d8) necrotic damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 1) slashing damage.

SWARM OF SCARABS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (Natural Armor)
Hit Points 40 (6d8+10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1(-5)	7 (-2)	1 (-5)

Damage Resistance Bludgeoning, piercing, slashing
Condition Immunities Charmed, frightened, paralyzed, petrified, prone, restrained, stunned.
Senses Blindsight 10 ft., passive Perception 9
Languages -
Challenge 3 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +7 to hit, reach 0 ft., one target in the swarm's space. Hit: 24 (4d8) piercing damage, or 12 (2d8) if the swarm has half of its hit points or fewer.



MUMMY WARRIOR

Medium undead, lawful neutral

Armor Class 12 (Natural Armor)

Hit Points 60 (8d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	6 (-2)	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 60 ft., Passive Perception 12

Languages Understands Common but can't speak

Challenge 3 (700 XP)

Turn Resistance. The mummy has advantage on saving throws against any effect that turns undead.

ACTIONS

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

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage and 10 (3d6) necrotic damage.

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 for the next 24 hours.

Mummy
Warrior

URSANG BARDIYA

Medium undead, chaotic evil

Armor Class 17 (Natural)

Hit Points 99 (15d8+18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Con +8, Int +5, Wis +9, Cha +8

Skills Arcana +5, History +5, Religion +5

Damage Vulnerabilities Fire.

Damage Immunities Necrotic, poison; bludgeoning, piercing and slashing from nonmagical weapons.

Condition Immunities Charmed, exhaustion, frightened, paralyzed, poisoned.

Senses Darkvision 60 ft., Passive Perception 14

Languages Understands Common but can't speak

Challenge 15 (13,000 XP)

Magic Resistance. Ursang Bardiya has advantage on saving throws against spells and other magical effects.

Spellcasting. Ursang Bardiya is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Ursang has the following cleric spells prepared:

Cantrips (at will): *sacred flame, thaumaturgy*

1st level (4 slots): *command, guiding bolt, shield of faith*

2nd level (3 slots): *hold person, silence, spiritual weapon*

3rd level (3 slots): *animate dead, dispel magic*

4th level (3 slots): *divination, guardian of faith*

5th level (2 slots): *contagion, insect plague*

6th level (1 slot): *harm*

ACTIONS

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

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 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 16 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 for the next 24 hours.

LEGENDARY ACTIONS

Ursang can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ursang regains spent legendary actions at the start of its turn.

Attack. Ursang makes one attack with its rotting fist or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of Ursang must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 actions). Ursang utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the Ursang's next turn.

Channel Negative Energy (Costs 2 actions). Ursang magically unleashes negative energy. Creatures within 60 feet of Ursang, including ones behind barriers and around corners, can't regain hit points until the end of the Ursang's next turn.

Whirlwind of Sand (Costs 2 actions). Ursang magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, Ursang is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by Ursang remain in its possession.



Ursang
Bardiya

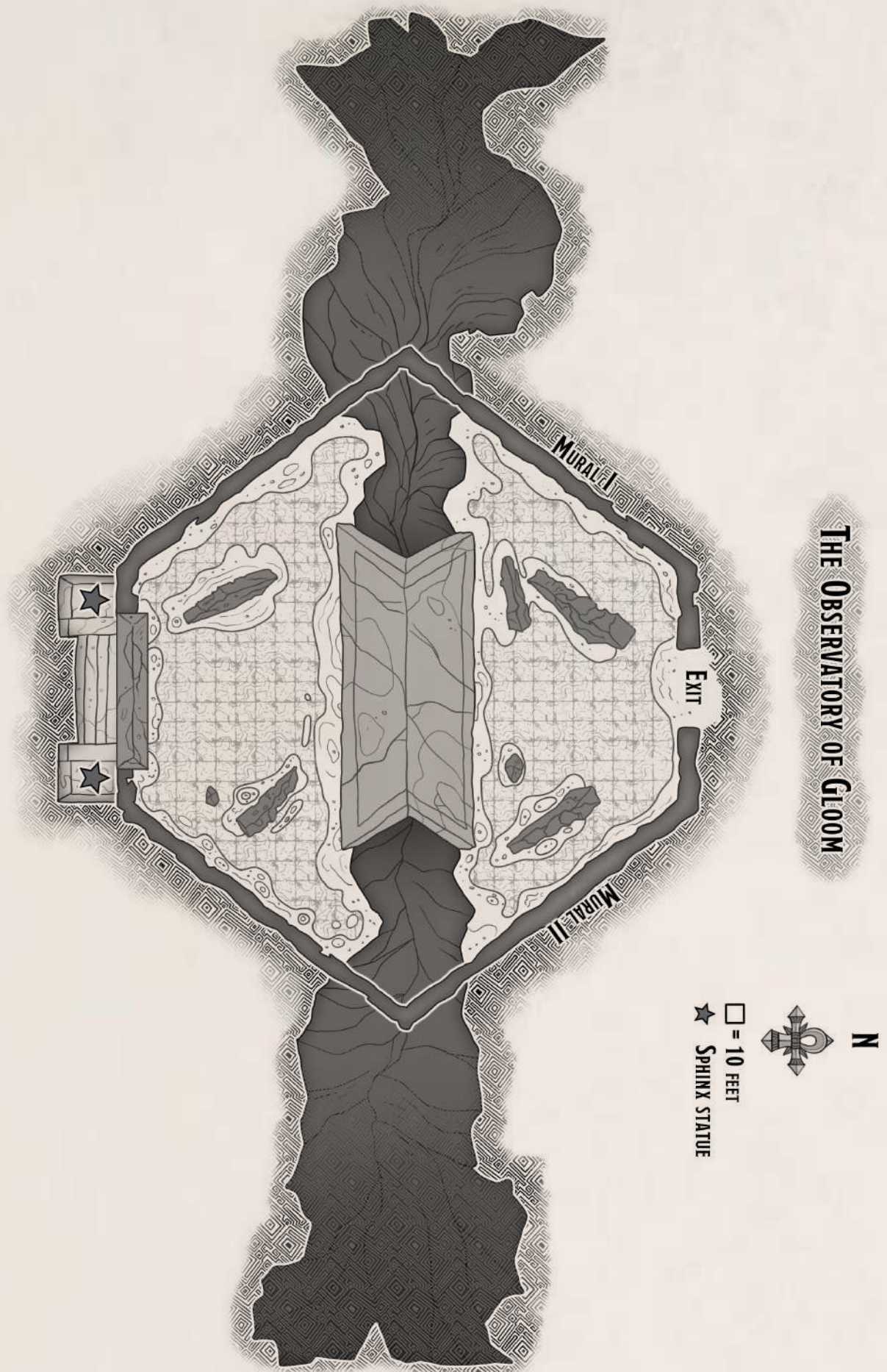
OVERVIEW: THE RUINS



KEY

1. OPENING	△ THE COURT OF PUTREFYING FLESH
2. PASSAGE OF GLASS	⊠ WARDS
3. OBELISKS	⊗ SLUDGE POOLS
4. THE OBSERVATORY OF GLOOM	★ AMBUSH
5. THE FORTRESS OF URSANG BARDIYA	■ ■ ■ PATH

THE OBSERVATORY OF GLOOM



THE FORTRESS OF URSANG BARDIYA



KEY

R1. TREASURE ROOM	○ WALL-WALKS	⊖ COLLAPSED STAIRS
R2. ALTAR ROOM	⚡ WARDS	△ RUBY
R3. TOMB	★ STATUES	



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