

The Queen's Tomb

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 3-6 characters.

With the desert holding a bounty of dozens of caravans and adventurers going missing the temptation to look for the lost treasure of the sands was overwhelming. But for a young Tabaxi scholar and adventurer it was a dream that promised her an easy retirement for her family and fame that would spearhead the other adventures she had planned for. But will she be able to find the right people to trust in taking her to the lost treasure or will she just be another nameless soul beneath the hot sands.

Beneath the waves of sand dunes there was something ever stirring. The growing city was getting greedier and the need to appease the queen was growing. However the sound of boots on sand, the smell of camels and horses was enough to bring them out of hiding and to begin the hunt.

Norturi of the Dead Sands

Den of Thieves



The party had travelled as part of a caravan heading to the desert town of Thone as part of an easy job, escorting the merchant Kollen to the town so he could sell his wares and travel deeper through

the trade route. But once arriving there the party were left in the dust as Kollen departed with another group of mercenaries who offered something that they didn't. Knowledge of the sands and a lower price.

Talking to the merchants in the town, and the residence they found the best place to get work in Thone was the Den of Thieves. Anyone who is looking for mercenaries goes there first and it was the easiest way that they would get paid to leave this town.

The Den of Thieves was at the edge of town and guarded quite well. The Denizens of the dunes stayed away from the town due to the other fortifications and the ruthless efficiency at which the Den of Thieves dispatched those looking to make trouble.

The Party had sat down and enjoyed the remarkable iced beer that the establishment had to offer - something that a gnomish smith had created that produced a beer that was nearly as cold as ice. Sitting amongst the other occupants of the building the vast majority of them were quickly identified as being in here for their own gain. Several gangs called this place home and several nearby were boasting about their poor previous employer who they left in the sands poorer than what they found him.

The door swung open revealing the darkening of the sky outside, the party had been in here for hours waiting for the chance of a job. The shadow at the door slunk in on nimble and experienced feet. A Tabaxi, one that had seen quite a number of things by the looks of it, stood at the door and watched the room - looking for a mark. Smiling, she slunk forward and turned just before reaching the party sitting next to the rougher group.

After a few moments of low murmurs the woman stood and walked to the bar, grabbing a drink before turning and, for whatever reason she stalked past the group with a simple "I've changed my mind boys, sorry for my interruption" before standing in front of the party.

The rough mercenaries looked disappointed before smiling "Ah Lady luck will see us meet again in the future then Norturi - hopefully next time then." before leaving with a few coppers on the table as a barmen came and cleaned up the empty tankards. "Hi, I'm Norturi - a studier of ancient lore and I find myself in need of an escort to where I think a

lost treasure is. What say you? Are you looking for some quick and maybe easy work?"

NPC's:

- Norturi

Encounter: Norturi

Creature: N/A

Map - N/A

A simple encounter really - talking to Norturi about whatever the party wants to. Asking about the job, its reward etc. but the ultimate goal is signing up for them to escort her to where she believes the lost caravan loot lies.

When the party accepts the job they will organise to leave before the sun rises in the morning, about six hours from now.

Leaving before Dawn



Moving ahead at night with the bright moon illuminating the dunes wasn't an issue. The party left through one of the many, many side exits of the Den of Thieves as Norturi didn't want to risk being seen as they left.

The Sand at night was cool and the party found themselves surprisingly cold - the layers of cloth that Norturi wore finally made sense to the party as they shivered in the desert cold.

However they weren't the only ones that were walking amongst the dunes in the moonlight.

NPC's:

- Norturi

Encounter: Night time hunters

Creature:

Level 3/4 - 3 gnolls, 1 giant Hyena

Level 5/6 - 3 gnolls, 2 giant Hyenas

Map - N/A

Party can avoid the gnolls but they are hunting - so will be actively searching for them.

The Tomb

Tomb Entrance

The ground appeared to rumble and shake as the sand disappeared through some rents in the crust below. As the sand pooling down into nothingness slowed Norturi watched on with awe as she pawed over the maps she held in front of her.

"This is it. All my notes led to here and behold I was right. A kingdom below the sands where the wares, goods and treasure of a hundred caravans lay!" Norturi could barely contain her excitement as she pointed and bounced next to what was being revealed. A great archway, door and stairs now was slowly appearing as the sand had moved to the side and the door lay waiting before the. Inscribed beautifully and crafted exceedingly well the stonework looked to be made by a skilled set of hands.

However, before the Norturi or the party could investigate further the sounds of laughter could be heard from behind them, at the top of a sand dune. "Well it was pretty easy to track you, harder to stay hidden but here we are. We'll be taking that treasure if you would be so kind." one of the men from the Den of Thieves, the tavern from a few nights back. Except it was more than just four that were at the bar, there were over a dozen men this time and several looked like they could handle themselves in combat.

"We got here first, I've been searching for this treasure for years and we did all the work in finding it." Norturi began "Besides you don't even know how to open the door." she continued as she started to look around at the men that outnumbered her and the party.

"Sure we do. Tim, that's your queue." the man at front said as a man stepped forward from the crowd as the others strode forward. The sheer number of

them was enough for Norturi to sigh but give the signal to the party to let them through. The party was surrounded and not disarmed as the group of thieves and thugs stood between them and the door. Time passed as Tim read the door, or attempted to, as he looked for a lock to pick.

"What's taking so long!" the bigger man yelled out.

"I can't find the lock boss!" Tim called out, but as he did the sound of clicking and grinding stone could be heard from the archway.

"Great work Tim, knew we kept ya around for a reason!" the boss called out, to the cheering of many people.

"That wasn't me boss. I didn't do nothin' " Tim responded as the door opened and several large imposing figures loomed forward from the portal. The laughing of all the thieves stopped immediately as the large ant-like humanoid stepped up the steps to stand just above several of the thieves and party.

"what the..." was all that one of the thieves managed to get out before he was grabbed by large claw-like hands and dragged backwards, down the steps and into the yawning passageway below. Chaos erupted with some thieves rushing forward to attack, some being grabbed and taken, and several trying to run through the party to get away from the large insectoid race. However a scream on the other side of the dune quickly indicated that something was not right.

NPC's:

- Norturi

Encounter: Dead Sands Tomb

Creature:

Level 3 - 5 Antoid workers, 3 Giant ants

Level 4 - 2 Antoid Workers, 1 Antoid Warrior

Level 5 - 1 Antoid Workers, 2 Antoid Warrior

Level 6 - 2 Antoid Workers, 3 Antoid Warriors

Mercenaries - Bandits

Map - 408ThDeSaTo

There is another set of warriors and workers over the dunes with several giant ants. The party have 5 rounds before they 'chew through' the bandits and then reach the party where they may knock them out. If the party finish off the

Antoids before 5 rounds they hear the others approaching and Norturi urges them into the sands as she realises they are surrounded.

Antoid Nest

If the party were captured, they wake up glued to the wall with several of the mercenaries who tried to rob them. The glue takes a **DC 12 strength check** to break through and release themselves. Then they can do the same action to free another stuck creature. They find their weapons glued in the all nearby as well as several bags, chests and crates that are treated in a similar manner. This is where the scrolls that Norturi are looking for are.

If they avoided getting captured and make their way into the doorway and beyond then the party find that the worked stonework quickly is revealed to be closed off with a cave in, and this hardened resin like substance. A side tunnel has been dug through the stones. Somewhere deep within the tunnels they can hear someone calling out for help - but the tunnels are strangely quiet - as if they are all searching elsewhere.

If they follow the cries for help they find the mercenaries and the same room as if they were captured (up above.)

After this the party has two paths - if they are around level 10 then the next section happens - otherwise they can make an escape but they find small patrols on their way out. A single Antoid worker that hasn't seen them is first - but if it isn't killed before it can act it see's the party and alerts the colony that the party is there. Then they get another worker who knows where they were but not where they are - if they can hide from it then they can get out free. If they get found again then they will find an Antoid warrior waiting for them at the door to the desert

Suddenly several Antoids appear and start herding them down the opposite passage to where they came from. They don't attack but keep driving the party forward and deeper into the nest until they slip down a passageway that is covered in loose sand.

The sand underfoot shifted as they walked through a mixture of tunnels dug through sandstone walls and ancient carved hallways. The latter is what they had just been exploring before they entered what could only be described as a cavern. The light flittered through holes in the roof that shifted as the sand above them gradually fell through these holes.

This created pockets of darkness and steep walls of sand against the rocky walls that reached dozens of feet to the cavern roof. The sand had been pushed against the wall, or flattened to the wall with a rough solid path in the middle of a few halls. The signs of the Ant-like humanoids were everywhere and as they moved deeper into the cavern it was revealed why.

In a pillar of light sat a huge monstrosity that watched them with eagle eyes. A giant antoid with a swollen egg sack that took up most of the back of this cavern. The queen regarded them with almost a regal presence, watching them with an intelligence that was not yet seen amongst all of the antoids that they had seen thus far.

NPC's:

- Antoid Queen
- Norturi
- Any Rescued Mercenaries

Encounter:

Creature: Antoid Workers, Antoid Warrior

Map - IF facing queen 408SaSaQuLa

Lore & NPCs

Norturi



A scholar who has become obsessed with the lost loot of the caravans who have disappeared in the Dead Sands. However while others may think this loot is gold, treasure and wealth it's really scrolls. Lost knowledge that was moving to a great library which was lost in the caravans that were attacked.

The quest - Norturi Lore



Norturi looked across the endless dunes and watched the sun as it started to set down across the dunes. Looking at the scraps of parchment, books and scraps of cloth in front of her. These were the merchant logs of several caravans that had gone missing in the desert as they were heading off to

fulfil a big contact and she was just the Tabaxi to find the cache.

The desert itself was broad and harsh. Very few rocky outcrops, nearly no oasis's and enough man eating creatures that even the experienced hunters would avoid it. But Norturi had a suspicion that all the merchants that had disappeared had followed the same path, and that somewhere beneath the sand the collective hoard of all their wealth and goods was located. She just didn't know why, which made her hesitate to go alone.

Dusting off the articles she folded them into her backpack before jumping onto the back of her camel. She thought she knew where they were, but didn't know why. So she had to get herself some mercs to get her there and more importantly back safely with the loot.

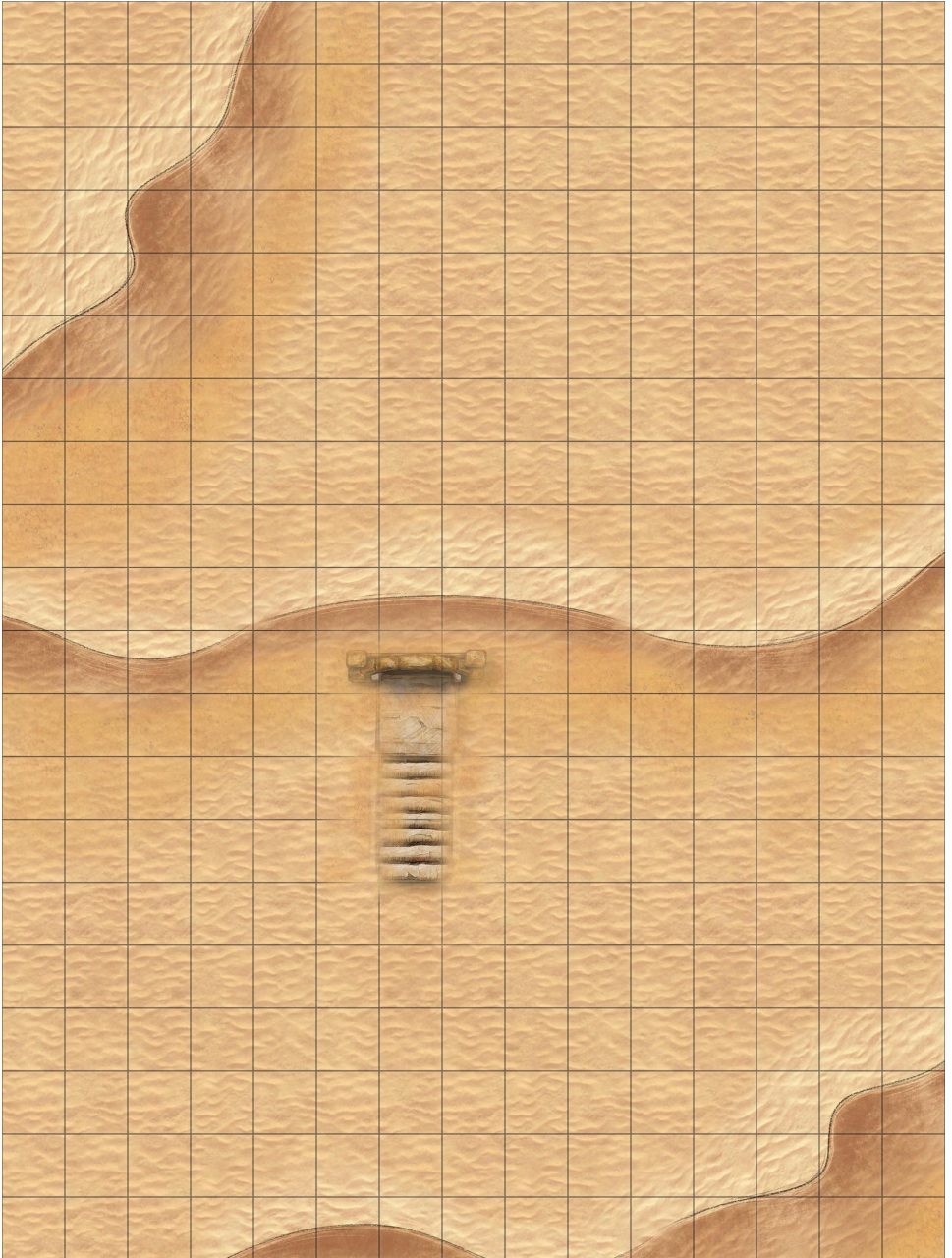
Norturi walked through the mudbrick buildings as she headed towards the bright building simply known as the "Den of Thieves". Not the friendliest of names for a tavern but the food was good, the iced ale was better. Striding to the door and ignoring the drunks outside she slipped a few coppers to the guard out front. With a nod the Guard didn't bother checking her for weapons as she entered the building that thrummed with noise. The alcohol, smoke and aroma of grilled food mixed together a heady smell that made her mouth water

immediately. Finding what she was looking for, a table of tough looking mercenaries, she strode over. Her feline reflexes made it easy to avoid the items and feet that lay on the ground. As she pulled up a chair she started with her normal introduction, her name, her profession and what she was looking for. After a few moments of discussion the group of rough individuals asked if they could confer alone. She stood up and noticed another group of adventures; outsiders from the look of it, were watching her intently from a booth nearby. Talking to the bar she got an iced ale, a speciality from this bar where the innkeeper grabbed a nearly-frozen tankard and filled it with ale that was cooled by large copper pipes which was crusted by frost – a gnomish invention she was sure. After grabbing her cold beverage she strode back to the group and watched as they finished talking – her instincts told her that there was something funny going on. They had never been wrong before so before she sat down she announced that she had changed her mind. The group, surprisingly, smiled and agreed that the job wasn't for them before standing up, and leaving.

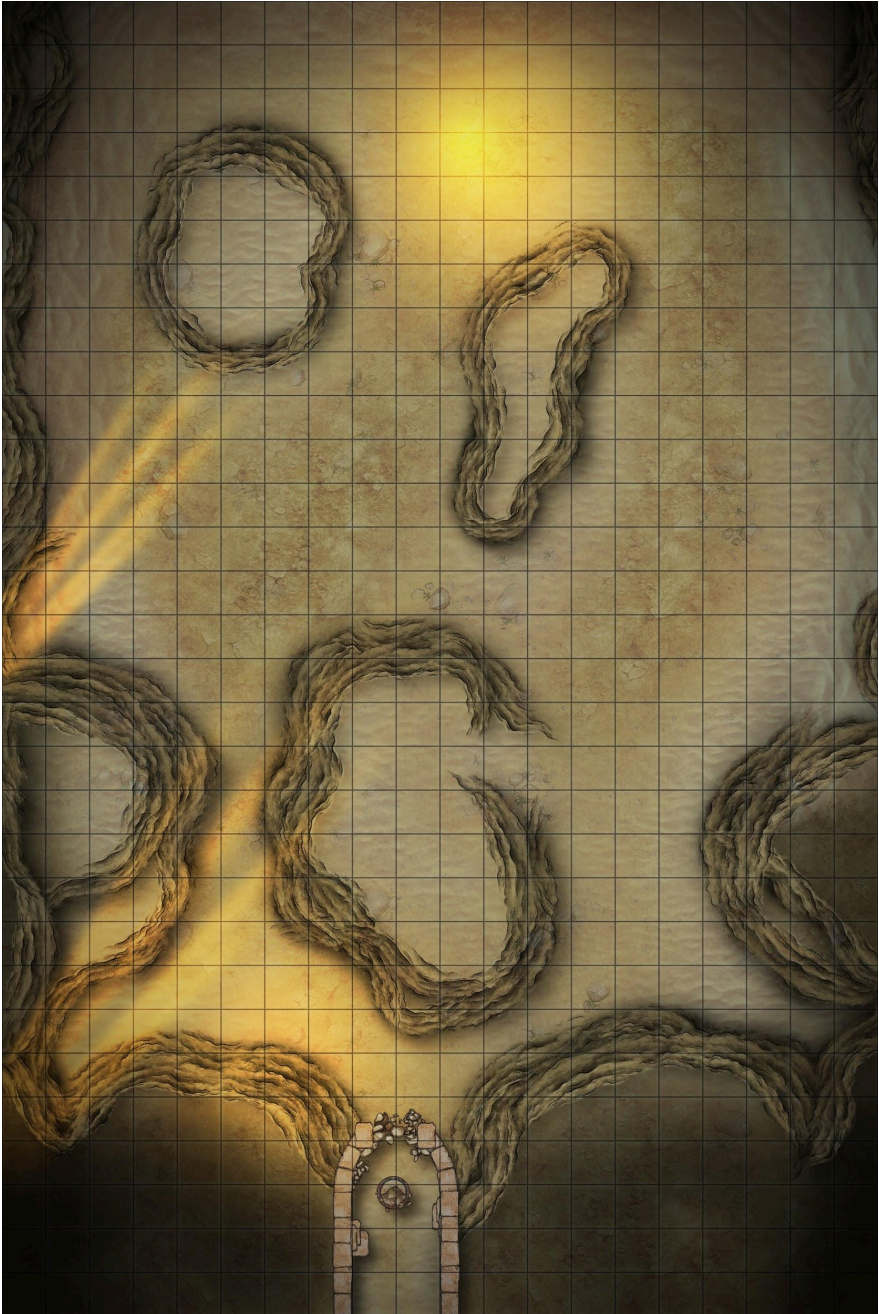
The adventurers nearby however felt more safe, more trustworthy. "Hi, I'm Norturi – a studier of ancient lore and I find myself in need of an escort to where I think a lost treasure is. What say you? Are you looking for some quick and maybe easy work?"

Maps

408ThDeSaTo



408SaSaQuLa



Monsters

Adventure Encounters

Giant Ant

GIANT ANT

Medium Beast, unaligned

Armor Class 12 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 1/8 (25 XP)

Beast of Burden. The giant ant is considered to be a Large animal for the purpose of determining its carrying capacity

Surprisingly Strong. The giant ant has advantages on grapple checks made with its jaws. Secondly it can carry any creatures equal or smaller that its size without impeding its movement or actions.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a medium or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the giant ant can't bite another target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Antoid Worker

ANTOID WORKER

Medium monstrosity, lawful neutral

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft., burrow 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	9 (-1)

Skills Athletics +5, Stealth +3

Damage Resistances poison

Condition Immunities poisoned

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

Languages understands Antoid and Auran but can't speak

Challenge 1/4 (50 XP)

One of the Many. The Antoid is immune to being charmed and frightened conditions and can not be surprised while within 30 feet of at least one other Antoid.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage

Antoid Warrior

ANTOID WARRIOR

Large monstrosity, lawful neutral

Armor Class 15 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 50 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Skills Athletics +6, Stealth +4

Damage Resistances poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages understands Antoid and Auran but can't speak

Challenge 3 (700 XP)

One of the Many. The Antoid is immune to being charmed and frightened conditions and can not be surprised while within 30 feet of at least one other Antoid.

ACTIONS

Multiattack. The Antoid can make three attacks, one with its bite, one with its claws and the last with its stinger.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage, and the target must succeed on a DC 14 constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

Antoid Queen

ANTOID QUEEN

Huge monstrosity, lawful neutral

Armor Class 19 (natural armor)

Hit Points 204 (24d12 + 48)

Speed 50 ft., burrow 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	14 (+2)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Dex +8, Con +6, Wis +7

Skills Athletics +9, Insight +7, Perception +7, Stealth +8, Survival +7

Damage Resistances cold, fire

Damage Immunities poison

Condition Immunities blinded, charmed, poisoned

Senses blindsight 120 ft., tremorsense 300 ft., passive Perception 17

Languages Antoid, Auran, Common

Challenge 10 (5,900 XP)

The One of the Many. Any Antoid within 30 miles of its queen can speak telepathically with it and all other Antoids within 30 miles of the queen. If one Antoid is aware of a threat, the queen is aware of the threat and so all Antoids are aware of it.

Magic Resistance. The Antoid Queen has advantage on saving throws against spells and other magical effects.

Superior healing. The Antoid Queen heals 10 hit points of it starts its turn with more than 0 hit points.

ACTIONS

Multiattack. The Antoid can make two attacks, one with its bite and one with its Stinger

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage and the creature must succeed on a DC 17 Constitution saving throw or take an additional 35 (10d6) poison damage and become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

Royal Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d10 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

Random Encounters

Gnoll

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bandit

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Giant Hyena

GIANT HYENA

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.