

The Temple of Queen Nebthet

by James Hirst

The Mummy Lord who resides on this temple's throne ("B") is vain, imperious, and powerful. She exacts a dear price from those who seek her divination skills or those who would attempt to usurp her and plunder her treasures.

Dry and dessicated corpses litter the floor. As the sands shift, there is ample evidence this place is not just a temple--it is also a tomb.

Massive square pillars support the vaulted ceiling 50' above the temple floor. The dias ascends 30' to the throne where Nebthet gazes out... waiting.

Scenario 1: Your party seeks out Queen Nebthet to divine your party's path or commune with a PC's deity. In return, she asks you to retrieve the "Scepter of the Desert Fox."

Select an appropriate "One Page Dungeon" from this or a previous year's submissions and run the party through that side-quest for the scepter. (For an additional challenge, break the scepter into multiple parts and run multiple dungeons.)

When the "Scepter of the Desert Fox" is returned to Nebthet, she grants the divination or communion. (Although she does not necessarily need to pass along the exact information she receives, she is careful not to anger deities by blasphemy, heresy, or infidelity to their answers.)

Scenario 2: Your party is commissioned to seek out and destroy Queen Nebthet; however, she is prepared for you (divination) and knows what she is doing (see Keith Ammann's blog themonstersknow.com).

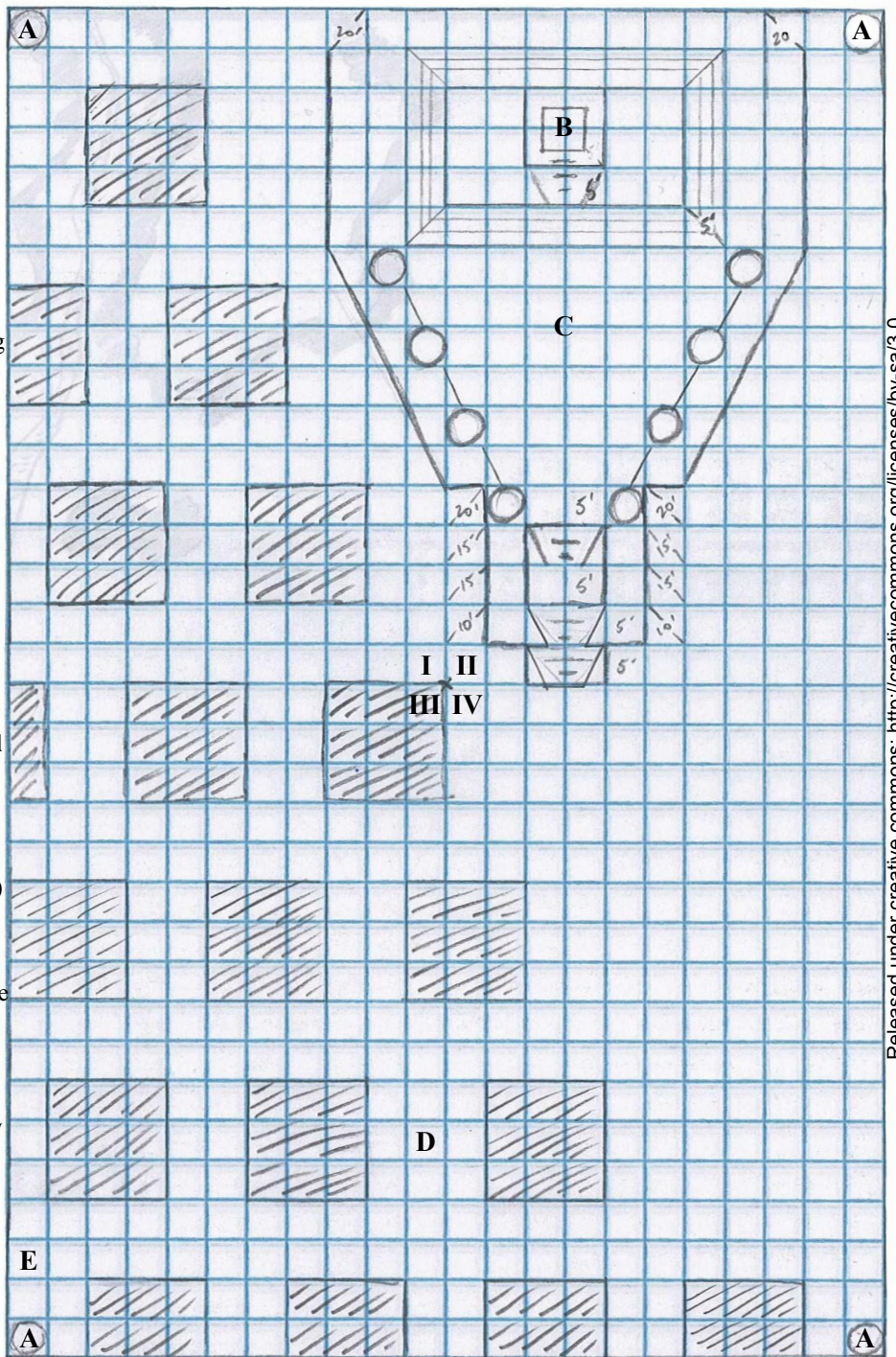
Four "Warden" statues (A) are connected to a crystal ball (C), which allows Nebthet to see/scry within a 60ft. radius of each statue (1 action).

The temple floor is covered in Shifting Sands* (sand dunes), which Nebthet can control (depth ranges from 12 inches to 10 feet):

Below the dias, the entire temple floor is considered difficult terrain (unless "Desert" is a favored terrain). *Using an action, Nebthet can cause the sand to "Shift" in a specific quadrant (I, II, III, IV), which reduces ground movement in that quadrant until the beginning of Nebthet's next turn. PCs caught in the "Shifting Sands" must make a Dexterity save (DC 17).

- On a success, movement is 1/4.
- On a fail, movement is reduced to 0 (zero)
- On a critical failure, the PC is knocked prone and buried under the sand; roll 1d10 = # of feet.
- This ability recharges on a 1, 2, or 3 on d6 roll.

Increase difficulty by doubling the Mummy Lord's hit points and/or each "Warden" can "gate" in 1d6 dust mephits 1x/day--this action "blinds" Nebthet to this quadrant for 24 hours.



1 square = 5 ft. This map is a 22 x 34 rectangle; it will fit on a 24" x 36" battlemat w/1" squares.

If the party is defeated, each PC awakens with a magical manacle on the left arm (only a "Wish" can remove it against Queen Nebthet's will). Each manacle has a different symbol--each corresponds to a different quest that must be completed (individually or as a party at the DM's discretion) for the manacle to be removed.

The manacles possess 3 distinct properties:

- 1 - The wearer is unable to target Queen Nebthet for attack.
- 2 - The manacles allow Nebthet and the PCs to hear (audibly) and communicate (verbally) with each other, regardless of range, while on the same plane. (The manacles do not prevent planar travel.)

3 - Nebthet can teleport any and all PCs wearing manacles back to her temple at any time, so long as they are on the same plane as Nebthet and her temple (Prime Material).

If the party defeats Queen Nebthet (destroys her heart buried at "D"), the temple and its treasure (use a treasure generator or chart) is theirs. The temple is extradimensional space and the crystal ball ("C") is the key, which makes the temple "portable." When placed against a surface, the crystal ball (attunement required) disappears to its pedestal ("C") and in its stead a door or stairway to the temple appears. Removing the crystal ball from the temple closes the extradimensional space.

"E" is the Entrance/Exit to the Temple/Tomb.