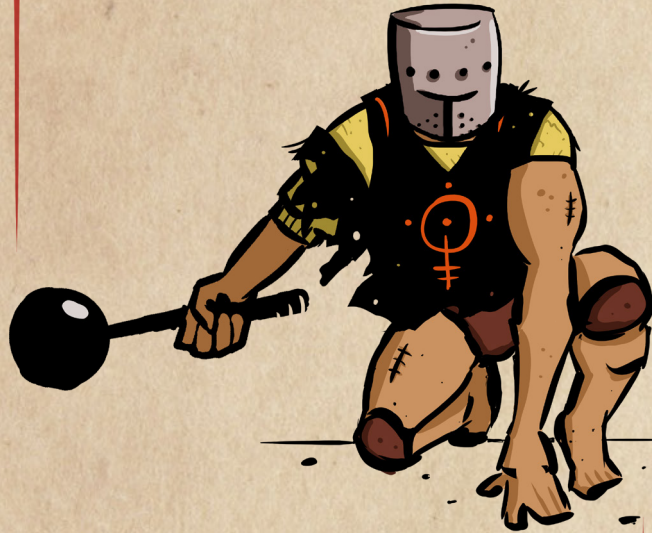


Dungeon:  
**Despoiler of  
the Dead**



Some call them fanatics, others call them heroes. Birthed upon the black sands, beneath the half moon, to the great nomadic people of the Sallow Kingdom, Despoilers have a deep faith few can fathom. They wander the deserts beneath the raging sun in prayer, wishing to please their chosen God, and what better way to please the almighty pantheon than to slay the corrupted dead?

## Adventure Hooks: How to Implement the Dungeon

How do you attach this dungeon to your current campaign or convince the party to venture here? This dungeon could also work well as a one-shot adventure.

### 11- LOCATION:

If your current campaign is already set in a desert location the dungeon will be easy to integrate. Also, if your campaign has islands or travel across the sea, then you can add the 'Sallow Kingdom' as a desert region/island.

### 12]- PORTAL:

The party could uncover a stone circle, which is strangely warm to the touch and has desert sand about the bases of the stones, entirely out of place in their current setting.

### 13]- RUMOURS:

The party should hear many rumours in taverns and on the road. They hear strange stories of a warrior, named the Despoiler, who has set out to an old temple to investigate. Rumours of the priests of the temple amassing desert jewels could promise riches.

### 14]- DREAMS:

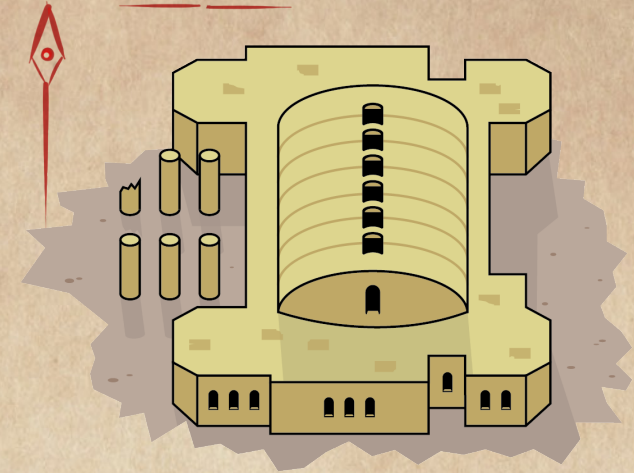
Each night the party have a shared dream of being stranded in the desert. They see the Despoiler on the horizon, trekking across the wastes. When they wake their mouths are dry and grains of sand rest between their fingers.

### 15]- NPC:

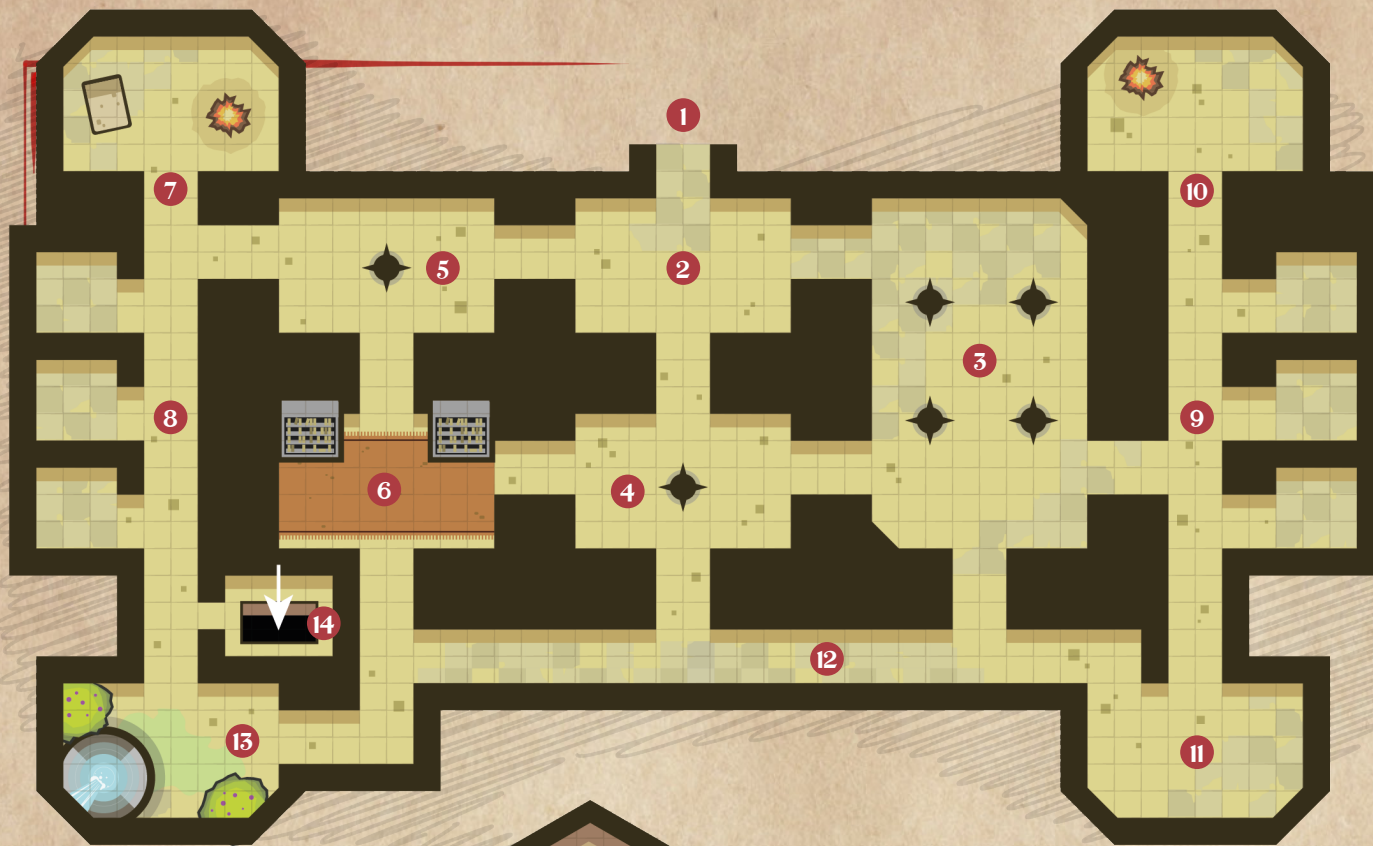
A trusted and well-loved NPC reveals they have a sibling, a priest who resides in a far away desert temple. The NPC has heard no word for months, and the last letter they received was troubling. They ask if you will travel with them to seek out the temple and their kin.

### 16]- PERSONAL:

A personal goal or mystery of a member of the party could lead them to the temple. Perhaps they receive information that something they wish to know can be found within the priests' scrolls, or that an individual they seek visited the temple at some point in their life.



The Temple of Harenae lies to the far south of the Sallow Kingdom. Its stones sleep there, across a great waste of shifting sands, visited by none. The weather has beaten it into submission, even the ancient pillars wear and waver against the onslaught of the sharp desert winds. Built for the worship of an almost forgotten goddess of old, Harenae, she of the earth and moon, the temple has few residents. The priests who dwell here huddle in the many chambers, studying old scrolls and quietly praying to their resting goddess. Rumours of a curse on the temple run thick across the Sallow Kingdom. Large messenger beetles carry news across the land, and it is said that a priest found a depiction of a tomb in one of the scrolls, an entrance that had never been found. This priest searched for the tomb, and finally, uncovered it. Several messenger beetles have been sent to the Temple of Harenae, though none have returned. And so, a Despoiler, in his tattered garb and bucket helmet, drags his black-steel bludgeon across the desert, barefoot and raw from the beating rays of the sun. His destination, the quiet temple that rests beyond the dunes of Atok'ar, further still beyond the silvery dry lake-beds of the half moon, and across the shifting sands and the wind-stricken wastes. He knows something dark is afoot, something blasphemous, and whatever it may be, he will crush it back into the earth with steel and strength...



**[1] - Entryway.** Before the main entrance great pillars rise. When you arrive a strong wind picks up and the sand impairs your vision. The pillars have a chance of collapsing as you near them.

**[2] - Courtyard.** Before you lies a courtyard, the only sound is the wind at your backs. A dead priest lies here, robes bloody.

**[3] - Pillared Plaza.** Sunlight falls through the roof here, the pillars bathed in an amber glow. Old wares and baskets litter the ground, as if this place used to be a market of some kind. Amidst the crate and fabrics hide small scorpions, whose poison causes temporary blindness.

**[4] - Bone Dance.** Here six skeletons, holding hands, dance around the pillar to the eerie sounds of a distant stringed instrument. They only attack if tampered with.

**[5] - Tea Room.** An old tea room lies buried beneath piles of sand. 1D6 skeletons rise from the ground. When destroyed, they become sand. The skeletons reform and rise again in 1D4 rounds.

**[6] - Scroll Room.** This dusty, carpeted room contains shelves of ancient scrolls.

**[7] - Despoiler's Camp.** Here sits Despoiler Abax. He is respectful towards those with high strength, and

disregards those with low strength. He is tending to many wounds, but seems jovial at the mention of the fight to come. He says that he is not the first Despoiler to venture here, though he has heard nothing of his ally. A wave of sand-like skeletons attacked him as he entered the temple. He offers to join you.

**[8] - Hallway, West.** This hallway is littered with the bones of crumbled skeletons. Three rooms, studies, can be found here.

**[9] - Hallway, East.** Fallen priests litter this hallway, some fresh, some long dead. More studies containing chests reside here.

**[10] - Blockade.** Piled furniture and stone block the way here. Through a gap you can see priests huddled in prayer. They can be spoken to through the gap in the blockade.

**[11] - Scorpion's Lair.** A Giant Scorpion has taken up residence here, feasting on the dead. Any attacking skeletons will not follow you here. A nest releases 1D6 small, poisonous scorpions every two rounds whilst in this room.

**[12] - Hallway, South.** This hallway is full of makeshift tripwires and traps.

**[13] - Oasis.** The waters here have healing properties, and the berries are a good source of food.

**[14] - The Tomb.** An unstable dugout leads down into the dark...

**[15] - The Collapse.** As you drop down into the tomb, the hole above collapses inward, and

the earth and sand block the room entirely. You are trapped.

**[16] - Sarcophagus.** Three sarcophagi can be found throughout the tomb. They cannot be opened, even with magic.

**[17] - Pillar Room.** Here a pillar holds up the decrepit room.

**[18] - The Corrupt Despoiler:** Here the floor hums with a blue light. The Corrupt Despoiler stands with his eyes alight, bludgeon in hand, possessed by the goddess Harenae, who is angered by the lack of worship in the world.

If Despoiler Abax, from the camp above, joined you, he instantly runs to his former ally and pins him so that you may run, but a moment later, with a blue flash, is evaporated into a burst of sand.

The Corrupt Despoiler gives chase, and cannot be harmed, only slowed by attacks. Any fire spells cast will cause him to screech and let out a wave of blue energy that stuns members of the party. The three sarcophagi across the tomb now glow, their lids hovering above on crackling energy, the body of Harenae's three most faithful priests resting beneath. They each must be burned so that the Despoiler can finally take damage. The burning of priests, rather than burial, is documented in the Scroll Room.

Once defeated, the blue light fades and the room collapses, revealing a sandy climb to the surface beside the mouth of the temple. Skeletons charge from the doorway, but dissipate before they reach you.

A group of monks creep from the temple and congratulate you and offer rewards. As you leave, you see across the sands the ghosts of two Despoilers, wavering beneath the sunset as they vanish with the wind.