

LEVEL 7 ADVENTURE MODULE

# DARK TOWER

## THE SUNKEN TEMPLE OF SET

A DARK TOWER ADVENTURE  
BY CHRIS DOYLE





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A DARK TOWER FIFTH EDITION  
FANTASY ADVENTURE BY CHRIS DOYLE

BASED ON THE ADVENTURE DARK TOWER, ORIGINALLY CREATED BY JENNELL JAQUAYS

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**T**he *Sunken Temple of Set* is an adventure designed for use with the fifth edition of the first fantasy roleplaying game. It is intended for four to six characters of 7th to 8th level. The adventure occurs in a barren, rocky, mountainous region bordering a sandy waste and has a distinctive Egyptian theme. This adventure can be used as a side adventure for a *Dark Tower* campaign (available from Goodman Games). If used as such, the adventure location is a box canyon in the Redmoon Pass to the east of the Village of Mitra's Fist. The adventure is also easy to place in the GM's own campaign. If the deity Set does not occur in the GM's campaign, he can substitute a similar evil serpentine deity.

## BACKGROUND

**I**n a concerted effort to spread discord and evil among the mortal races, the god Set sired many bastard offspring via its dalliances among them. The result was a jumble of divine and mortal traits, but all of his children were hideous snake, reptilian, and humanoid crossbreeds. Each was a unique, twisted fiend, as Set steeped his creations in chaotic sorcery. These he called his sons, and they were spread far and wide to disseminate their vile plots.

He had many sons, but only the four most powerful were his Chosen Sons. The rest, and most numerous, are called his Lesser Sons. All the Sons of Set share a spark of immortality. A Lesser Son always fights to the death, hoping to gain Set's favor, for if it's destroyed it reforms in one to two years. The Chosen Sons are more practical and often surround themselves with minions, preferring to eschew direct conflict. A slain Chosen Son of Set returns as a Lesser Son, and the most powerful and worthy Lesser Son ascends to the title of Chosen Son. This often results in the Lesser Sons taking matters into their own scaly appendages. Should a Lesser Son slay a Chosen Son, Set would have no choice but to elevate it to its rightful position as a Chosen Son. But failure curses a Lesser Son to 100 years of service to its brother.

A year ago, an ambitious Lesser Son named Makura desired to challenge Manahath, a Chosen Son of Set rumored to reside in the nearby Dark Tower of Set. But



Makura never got the chance to challenge the Chosen Son. Set himself placed this Chosen Son as guardian and ally to a powerful Lich. Makura's undoing was a feigned

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alliance with another Lesser Son named Konah the Dis-senter. Konah betrayed his brother with an arcane on-slaught and sent him back to the Lower Planes to seethe in his failure.

But Makura's tale doesn't end there, as Set himself was intrigued by the brash powerplay. Following a year of banishment, when Makura was granted the right to walk again among the mortals, he awoke in a ruined temple not too far from the Dark Tower. The temple was dedi-cated to Sobek, the lesser crocodile god of destiny. Maku-ra, with three crocodilian heads, took this as a favored sign from Set, and set about to rededicate this temple to his god, Set. Soon after, a werecrocodile high priest of Sobek arrived at the temple at the behest of his deity, but quickly pledged its service to the powerful Lesser Son. This dedication is but a ruse, as the priest has his own agenda, which includes reclaiming the ruined temple in the name of his god. Rynchus bides his time and plots to overthrow Makura.

## ADVENTURE HOOKS

The werecrocodile priest Rynchus is trying to lure heroes to the sunken temple to confront his new "master". How the characters learn about the sunken temple is up to the GM, but here are a few suggestions:

- The characters begin as captives to a band of **soben** (see area 1). The party is told they are being taken to be fed to the temple's master. The soben are hopeful for a reward. Either the characters can escape in route (maybe they run amok of Soukhos in area 2 during the boat ride), or they could arrive at the temple still prisoners. In either case, the GM can develop a way for them to escape or allow them an audience with Rynchus to bargain for their freedom.
- Old Cornelius, a senile and befuddled priest of Mitra (see area V-1 in *Dark Tower*) has seen a clouded vision from his god. The vision reveals a partially sunken temple in a lake at the bottom of a box canyon with steep cliffs. The evil of Set holds sway over this ruined temple, and perhaps it as a clue to the mystery of the Village of Mitra's Fist. He beckons the party to investigate the temple with all haste and grants a worthy character a boon as encouragement. If the GM has *Dark Tower*, this is *Mitra's Favor*. Otherwise, it's a *spell scroll of raise dead*.
- Rynchus, through intermediary followers of the god Sobek, contacts the characters and offers a reward of gems

if they investigate a ruined temple in the wilderness to the East of Mitra's Fist. He claims it was abandoned, but now it seems brigands or humanoids are using the haunted place as a base of operations. He hints the hal-lowed halls might still contain riches and divine magic from a bygone age.

- The characters learn that a lost Mitraic artifact, *Mitra's Bulwark*, is possibly hidden in a nearby ruined temple. The characters are encouraged by their benefactor to recover the relic for the purposes of reuniting it with other Mitraic artifacts in the fight against Set.

## NEW WEAPONS

This adventure includes a few new weapons; the khopesh and mace-axe were commonly used in an-cient Egyptian cultures while the macana has South and Central American origins.

**Khopesh.** A khopesh is a sickle-shaped blade derived from the battleaxe. Only the outer edge of the blade is sharpened. The center of the sickle blade is used to disarm an opponent's weapon or shield. On a suc-cessful hit, the wielder can decide to not inflict dam-age and instead force the target to drop its hand-held weapon or shield. The target does not drop the weap-on if it can succeed on a Strength saving throw against a DC equal to 8 + wielder's Strength modifier + wield-er's proficiency bonus if proficient in the khopesh.

**Macana.** A macana is a flat wooden sword-like pad-dle set with obsidian shards or serrated animal teeth. Shark or crocodile teeth are commonly used.

**Mace-axe.** A mace-axe is a metal- or stone-headed club with an axe blade set into the head. It's a two-handed weapon that inflicts both slashing and bludg-eoning damage, designed to bash through mundane weapons and bronze armor.

Name	Cost	Damage	Weight	Properties
Khopesh	12 gp	1d8 slashing	3 lbs.	Special
Macana	10 gp	1d8 slashing	4 lbs.	-
Mace-axe	25 gp	1d6 slashing and 1d6 bludg- eoning	6 lbs.	Heavy, two- handed