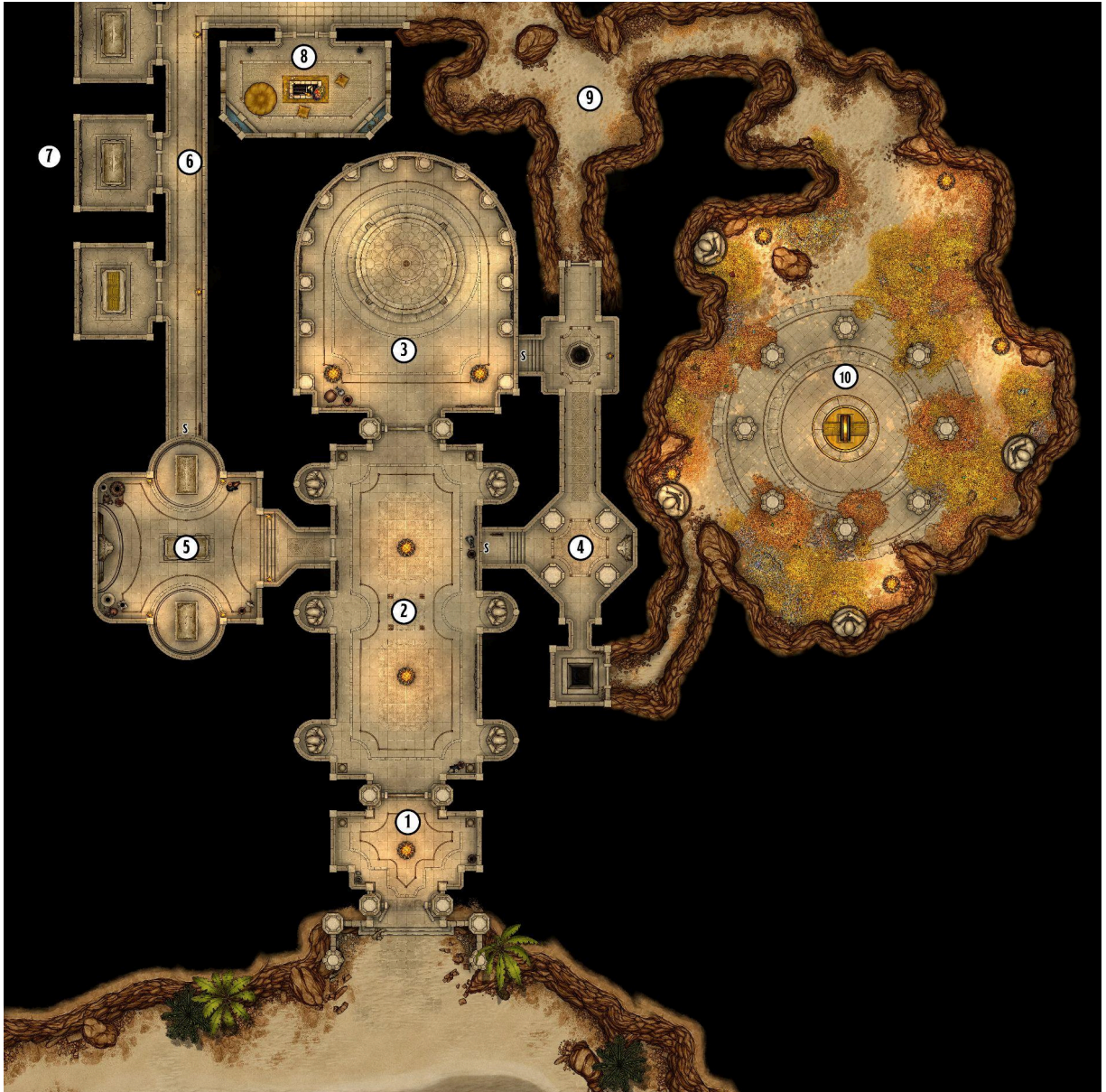


My own personal additions and adjustments (& map) for [u/frozenfeet2's Treasure Hunt](#) Sidequest for Ank'Harel. The following picks up at the "Devo'ssa's Lair" section.



Ruins of Sa Ord, the Lair of Devo'ssa

The entrance to the temple ruins are cut into the stone walls of a large sandblasted plateau of red rock. Intricate carvings depict a society of elves at their peak, creating a spectacular city through magical and mundane means.

L1. Antechamber

This room is lit by an everburning brazier, and contains broken pottery and bronze jars. Two large stone doors that lead further inside are closed. A large feathered creature sleeps curled up next to the brazier.

The creature is Okarna, a **Hippogriff**, who acts as a “watchdog” of sorts. Though supposed to be a guard, she is curious, friendly, and partial to plums.

L2. Hall of Statues

Before you is a long hall lined with stone statues of ancient crumbling warriors, the names carved underneath in Marquesian are mostly chipped and illegible. Two braziers light the hall dimly. A door on the left side of the hall is closed, and two large, intricately carved doors of stone and brass frame the other end of the hall.

The six statues in the room are **Helmed Horrors**, left here to protect the ruin and the treasure it holds. They will attack if anyone touches the statues, or the three (two visible, one secret) doors in the room.

The secret door on the right wall can be spotted with a DC 20 perception or investigation check, but the mechanism for opening it is on the other side, and cannot be opened from L2, save by force.

L3. The Solarium of Asmutayya

This large curved room is lit from many overhead mirrors that reflect shafts of light downwards onto a circular dias where a huge, leonin form is curled.

This is Asmutayya, a friend & protector of J'mon Sa Ord. She uses the **Gynosphinx** statblock and is not immediately hostile, unless displeased, or attacked. She asks the players why they have come to these ruins, and what makes them worthy.

*“Seekest thou wealth or power,
Or knowledge of the desert's flower?
The allure of gold, the shine of brass
Answer now for thy trespass.”*

Asmutayya seeks to find out if the party is worthy of entering J'mon's horde (obviously lacking his personal passcode, or fruit from earlier in the sidequest) through combat and riddles. She will attack the players, and at the top of each initiative round as a Lair Action ask the party a riddle from the following table (“Riddle Me This”). Players immediately have one opportunity each to guess correctly, though if they are incorrect, she reveals the answer, and immediately casts the associated spell without expending a spell slot.

When players guess three riddles correctly, or Asmutayya is at 30hp or less combat ends, and she reveals the secret door in L3.

*By solving my riddles, you've shown your worth,
A tomb of knowledge to unearth.
The path ahead leads to riches untold,
But greed and excess must be controlled.
For in this place of ancient might,
The owner watches day and night.
So take just what you need, no more,
Or face their judgment as before.
And if in doubt, look to the glass,
Reflecting truth and a path to pass.*

Riddle Me This	Answer	Spell/Attack
What means everything to you, and yet nothing to me?	Your Life	(Combat Begins)
Always present, ever-sought. Always hunted, never caught. While we are waiting, it reveals our lives. Something for which, man constantly strives	The Future, Knowledge of the Future	Foresight
I pass before the sun, yet I make no shadow. What am I?	Wind	Wind Wall
I grow as I eat, but die when I drink, what am I?	Fire	Fireball
Each morning I appear to lie at your feet, all day I will follow no matter how fast you run, yet I nearly perish in the midday sun. What am I?	Shadow	Shadow of Moil
Speak my name and I am broken. Seldom heard and never spoken	Silence	Silence
What begins and has no end, and ends all things that begin?	Death	Circle of Death
Larger than mountains, brightening the sky, twinkling within the owls eye. Dimmer than candles, smaller than peas. Flickers, never caught, in the endless sea.	Stars	Faerie Fire

I have nothing inside me and everything is inside me, and I grant the use of my virtue to all without charge.	Mirror	Mirror Image
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It cannot be seen, it cannot be felt, Cannot be heard, cannot be smelt, Lies behind stars and under hills, And empty holes it fills. Comes first follows after, Ends life kills laughter	Darkness	Darkness
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(Much thanks to this thread for some of the great riddles

https://www.reddit.com/r/DnD/comments/6b9qz6/the_d100_list_i_never_knew_i_needed_sphynxpuzzle/)

L4. The Hidden Walk

These chambers and passages are hidden behind secret doors in L2 & L3 and controlled by Asmutayya.

Immediately behind the door that opens from L3, is a chamber with a small well. Water drips slowly and echoes through the rooms. This well provides fresh water for J'mon Sa Ord and any guests, and also serves as a sort of alarm system. As described in the *Monster Manual*, whenever a creature with an Intelligence of 3 or higher comes within 30 feet of water in a Brass Dragon lair, the dragon becomes aware of the creature's presence.

The path leading to the south is lined with chest high brass-ringed openings. If players try to go this way, they are blasted with a *Gust of Wind* and must succeed on a DC 18 Strength save or be pushed back forty feet and take 1d8 bludgeoning damage.

The next room to the south has four carved stone pillars and a carving of a lion head, and connects to L2.

The southernmost room is a broken stone pit that drops down into a spring below that feeds the well to the north. A small pouch containing 10 platinum rests among the silt at the bottom. The door to L10 is locked and trapped and will deal 4d10 necrotic to those who try to open it.

L5. Burial Chamber

This room contains three intricately carved sarcophagi and a large carved frieze of an Androsphynx on the back wall. Pottery against the walls is smashed and covered with a layer of dust.

The sarcophagi contain the remains of three well-to-do elves that were from pre-calamity Cael Morrow (1100yo). With a DC 15 History check, players can discover that they were buried with ancient tools showing that they were builders and architects.

The Sarcophagi contain Mason's Tools, Carpenter's Tools, and Calligrapher's Supplies in addition to 4x Copper Chalice with Silver Filigree (25gp/ea), a Spell Scroll of Encode Thoughts, and 75 gp, 340sp.

L6. The Painted Hall

This hall is covered with a beautiful mural in warm oranges, reds, and browns that looks newer than other art in the ruins, though still very old.

Investigation reveals that the mural tells the story of a battle during the Calamity, where forces of Gruumsh and Corellon and his army of elves faced each other down amidst jungles. The paintings show a moment in the battle where Corellon drew back on their bow, and loosed an arrow into Gruumsh's right eye. Here the mural is painted in vivid reds, Gruumsh's blood spraying down over Corellon's forces. The ichor is shown twisting and corrupting the elves, and them rising again as orcs. The newly-created orcs are shown wandering back through the jungle to return to the magnificent city you recognize from the carvings you saw on the main gates.

L7. Minor Burial Chambers

Three small rooms each contain a stone slab, in the northern two the slab is covered with a sarcophagus.

The sarcophagi hold the remains of two Orcs, buried in honor with the following treasure: a carved ivory statuette, silver necklace with a sapphire (250gp/ea), Gauntlets of Ogre Power, and 350gp.

If the sarcophagi are disturbed, two **Swarms of Hoard Scarabs** (FToD) attack.

L8. Fountain Room

This chamber looks recently used, a small hearth lies at the middle of the room, surrounded by gold silk cushions, and a basket of fresh fruit. Two fountains line the back wall of the room.

This room is where J'mon occasionally entertains Amutayya or other guests that aren't staying in Ank'Harel.

L9. Caverns

The worked stone transitions back into the red stone of the plateau. Piles of stone and sand line the caverns. In some areas a small glint catches your eyes in the low light.

Players who investigate discover small piles of copper underneath the sand, and can spend time to uncover the coins there: totaling 900cp.

If the players do so, they are set upon by a pair of **Giant Scorpions** that are patrolling the caves.

L10. Lair of Devo'ssa

This enormous cavern is filled with treasure. An opening in the ceiling shines light into the room that reflects everywhere on a thousand thousand tiny mirror-like surfaces and the glow seems to hang like sparks in the air. A large standing mirror edged in gold sits in the middle of a dias ringed by eight pillars, and four huge statues of seated figures are carved from the rock.

Defenses. If treasure is taken, roll for initiative. On initiative count 20, lair actions occur on subsequent turns:

1. *Dancing lights* is cast above the looting party member(s).
2. Four **Stone Golems** animate and attack.
3. A *major image* illusion of an ancient brass dragon appears (DC 20 Intelligence (Investigation) check to recognize the illusion), encouraging the party to flee.

Treasures. A character can use their action to scoop up gold and gems worth 1d10 × 10 gp. Alternatively they can search for potions, scrolls, or magical items of the DM's choice.

Some of the Items I rolled up & curated for my party as options for them to find.

- Low Investigation (13-16)
 - Golden Bird Cage (250gp)
 - Emerald (500gp)
 - Black Pearl (500gp)
 - Silver-plated steel longsword with jet set in hilt (750gp)
- Medium Investigation (17-21)
 - Potion of Hill Giant's Strength
 - Potion of Greater Healing
 - Potion of Water Breathing
 - Quaal's Feather Token (Tree)
 - +2 Mace
 - Heward's Handy Haversack
 - Bead of Force
- High Investigation (22+)
 - Ring of Spell Turning
 - Spell Scroll of Scatter
 - Robe of Useful Items
 - Plate Armor of Cold Resistance

Alternative Exits. A large mirror at the center of the room is a magical portal that leads to the Cerulean Palace in Ank'Harel. A small tunnel at the south of the chamber leads back into L4.

Treasure Hunt Continues