

TOMB OF TWO GODS

By Elven Tower and
Dark Realms Maps



LEVEL 8 ADVENTURE

**A MID-TIER ONE-SHOT ADVENTURE
FOR THE WORLD'S GREATEST RPG GAME**

ADVENTURE INTRODUCTION

Darkness and light are facets of the same idea. One cannot exist without the other, nor can they destroy each other. God forbid they do not mix into one...

Annals of the Sun and Moon



ncient elvish scholars have pondered the true questions of reality and the implications of knowing the truth. An old elvish saying describes that the immortal fae can contemplate these predicaments for eternity. And that they are ultimately unable to grasp the contrasts of reality. They are unavoidably condemned to remain in ignorance. This understanding has not thwarted the attempts of many to unravel the nature of the world. One such mystery that remains unassailable is the origin of light and darkness.

Many believe that this riddle is not worth pursuing; light and darkness are just a part of the physical representation of the world, what the dragons and other extraplanar creatures know as the illusion of the flesh. The fact is that a lifetime of research and study is necessary to even comprehend the parts of the equation that are missing. Elves and dragons have determined that light and darkness are the breath and life-force of two godly entities. The gods embody the two elements and are separated and together at the same time. The duality of their existence and how they can be severed from each other while being one and the same is the core of the mystery that scholars have tried to solve for millennia.

PROPHECY OF LIGHT

NUMEROUS HUMANOID CIVILIZATIONS worship the sun and the moon. They are given names. Effigies are sculpted in their honor. Prayers are written to worship their qualities. But the mortals do not understand the true identities of these gods. Nor do the elves do, for that matter. But all civilizations have a version of a grand prophecy. A tale that speaks of the time when the sun and moon shall coalesce into a single being. The details vary from culture to culture but the time is approaching.

Some cultures believe that the fusion of the two astral bodies incurs a time of reckoning for all mortals. Others believe that an era of prosperity shall begin soon after.

The elves and dragons, however, believe that the amalgamation of both entities shall create a new being. One divorced from its previous forms and prone to madness and despair. The elves' most recent prediction speaks of a time of uncertainty. The actions of that future god cannot be accounted for or predicted. They are afraid!

THE FORSAKEN TOMB

THE ELVES BUILT a shrine three thousand years ago during their research of the sun and moon. It is located in a region known as the Rocky Meadows. At the time, their understanding was not as advanced as it is today. They represented both entities as the deities of yore, in elvish culture. The shrine pays worship to the two gods but places higher importance on the sun god, while the god of darkness is left in a side room as an afterthought.

Both entities have grown weary and tired of such transgression. While different, they see each other as equals. Thus, disrespect for one is a grave insult to both. The shrine is located in the Rocky Meadows. Some people know of this ancient elvish shrine but shun it. Those who have tried exploring it returned but were not themselves afterward, they became speechless, hollow husks.

The time of the prophecy slowly approaches and the two gods already rise from their lethargic sleep. From their slumber, they influence mortals within reach of the shrine/tomb. Humans are unable to make sense of this psychic communication. It corrodes their minds. Makes them insane. And makes them overly aggressive.

ADVENTURE HOOKS

Tomb of Two Gods introduces the adventure to the characters and sets the tone with the following hook:

MURDERER ON THE LOOSE

Numerous witnesses claim to have seen Carl Varley in town yesterday. The man visited the only pub in town; witnesses say he behaved strangely and conversed with an unseen individual. The innkeeper was worried about Carl, whom he regards as a close friend, and suggested he turned in for the night and go rest. He recalls that Carl refused and said: *"I am sure the will of the two deities can wait for one more day. Please, reconsider whether this must be done. Still, I shall abide by your choice"*.

The renowned hunter murdered six people in cold blood in the quiet pub before fleeing to his home. The constable sent twelve guards after him but none returned. Now, he offers 500 gp for Carl Varley's arrest. The characters hear about this as they pass through town looking for job opportunities in the area.

MYSTERY IN LODGERS' RETREAT

The voices in the moon told me to do it. How could I not comply with the sacred commands of the moon goddess? She shall grant me eternal life!

Carl Varley

THE SLOW DESCENT

CARL VARLEY AND his family of five live in a spacious cabin by the Rocky Meadows' border. Carl has been a hunter all his life and is known by the locals as an honest, hard-working person. His wife, Jara, is a fair woman who sells embroidered clothing and banners. They have four children: Carl Jr., Dannis, Gira, and Valli. All of them are old enough to hunt and work in the nearby fields, and so they do so. They are beloved community members.

Two months ago, the two gods in the nearby shrine reached out mentally and exerted their influence on the Varley family. First through disembodied dreams, then through vivid, life-like visions, and then through direct verbal commands. The poor Varleys could not withstand the psychic barrage and slowly but surely became insane from the constant intrusion of the two deities.

For a month now, the six of them have become hollow vessels of the two gods' commands. Their neighbors and other relatives did not notice anything was out of the ordinary for a while. The Varleys continued their day-to-day activities and mostly remained the same. But little by little, they became less perceptive, less empathic. As if lost in their thoughts longer than usual. Enough to raise suspicions, but not enough to claim there was something wrong about the Varleys' poor behavior.

THE VOICE FROM BEYOND

CARL VARLEY STARTED hearing a warm, velvet-like voice that told him what to do and how to feel. By then, the poor man had no means to resist it. The voice from the moon claimed that the only way to honor and be grateful to the moon was to collect the lives of six people.

Carl obeyed at once and traveled to the nearby town. The hunter used his crossbow and dagger to claim the lives of six individuals. During his outburst of violence, he claimed it was all in honor of the moon and sun gods, to the dismay of onlookers. He then returned to Lodgers' Retreat, as the locals know his homestead for their selfless hospitality to travelers, and waited for the town watch's response. They sent twelve guards. When they arrived, the influence of the two gods washed over them, took their lives, and reanimated their corpses.

REACHING THE CABIN

THE CHARACTERS ARE sent to investigate Lodgers' Retreat in order to arrest Carl Varley and his accomplices, if any. They are informed of the twelve missing guards, which prompted the settlement to hire out adventurers in the first place. Carl's cabin sits by the edge of the forest and the Rocky Meadows, a one-day ride from the settlement where Carl murdered six townsfolk.

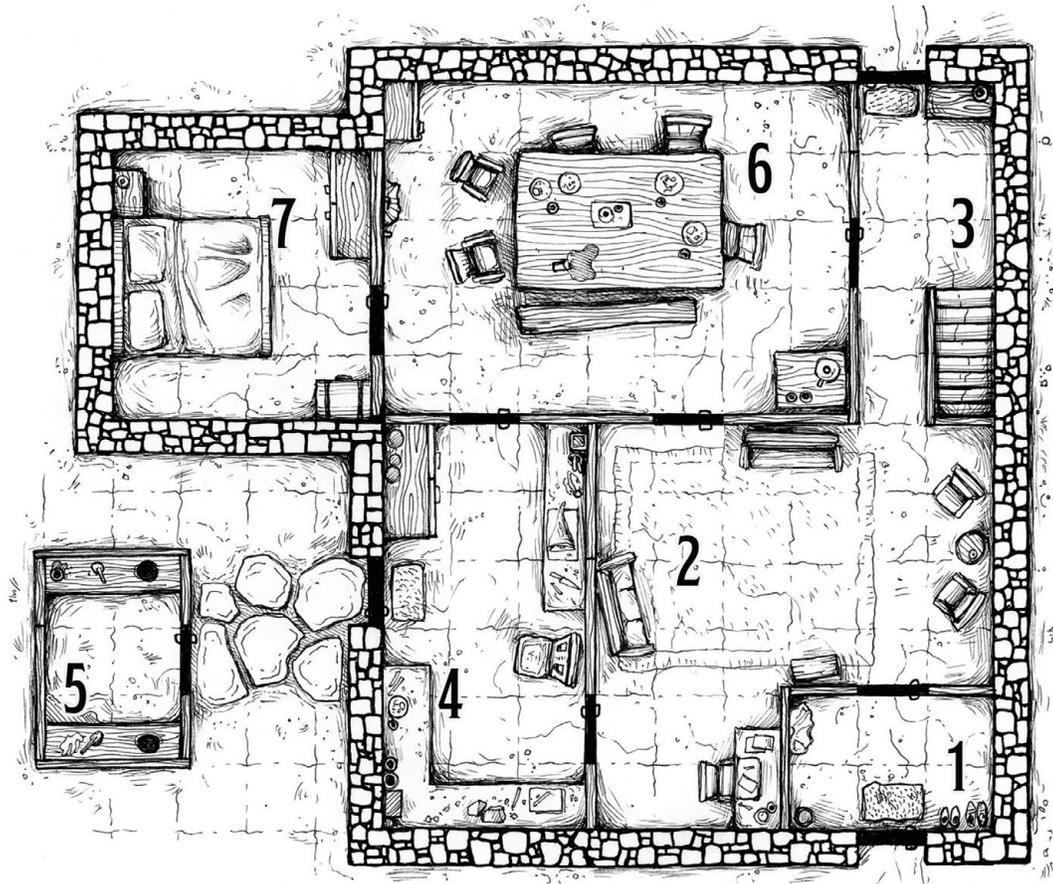
Oddly enough, the characters are ambushed by four **ghasts** and two **ghouls**. The undead wear the Town Watch vests. A tracker can follow the undead footprints back to Lodgers' Retreat with ease (DC 12 Survival).

FEATURES OF THE CABIN

Smell. The fragrance of berries from nearby fields mixes with the stench of rotten flesh and decay. The stench comes from the ghouls hidden around the house.

Unhallowed Ground. The influence of the two gods makes Lodgers' Retreat and its surroundings cursed. Undead in the area have advantage against Turn Undead effects or attacks. In addition, all kinds of healing, divine, arcane, or even natural healing have their effects halved.





Lodgers Retreat

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1. EMPTY RECEIVER

There is an oil portrait of a family of six on the east wall. Six fur coats hang by the corner; shoes by the door. It seems to suggest everyone is home.

None of the Varleys have abandoned the home. Upon inspecting the coats, Carl's murder weapon is sheathed in his winter coat. The dagger is still stained with blood.

2. LIVING ROOM

Two lads and a woman sit on the couches while a young girl reads a book by the desk. They do not react to any stimulus; their gazes lost in time.

Jara and her children are disheveled, walking automata. Their minds are far gone so they daydream most of the day. Carl Jr., Dannis, and Valli accompany their mother. Despite her current state, Jara musters up enough self-awareness to look at the characters and say in a neutral voice: "Don't go into the kitchen, run away from here". A *greater restoration* spell or more powerful healing magic restores any of them back to normal.

3. CELLAR STAIRS

The wooden staircase descends 20 feet into the winter cellar. Homes in the countryside, like this one, often had underground cellars where meat can be curated, and beverages like wine and beer can be brewed. The cellar is a 20 by 10 feet chamber. Carl Varley is in the cellar. The characters confront him there (see **Development**).

4. KITCHEN

The Varleys have not eaten anything in a few days, nor has anyone cleaned the kitchen. Meat and vegetables rot on the counters. Plates with food have become a paradise for mold, insects, and rats. Gira (**commoner**), Jara and Carl's teenage daughter, stands in the room wielding a kitchen knife. Apart from her father, she is the only other family member who is a threat to herself and others. Four **ghasts** with Town Watch vests surround Gira.

The lass utters a soul-piercing scream and attacks. The ghasts fight alongside her but do not shield her from any aggression. Gira can be healed with a *greater restoration* spell, just like her mind-numbed relatives.

5. OUTHOUSE

The outhouse's wooden door is cracked and bent as if a great force pushed from within. The stench of death around it is too much to withstand.

There was a war in this region hundreds of years ago. The unhallowed ground around Lodgers' Retreat (see **Features of the Cabin**) has caused numerous undead abominations to emerge from below the cabin. Many of the dead have been reanimated; their only means to emerge is through the outhouse ditch. Characters coming within 5 feet of the door cause the undead within to stir and burst it open. Twenty **zombies**, and seventeen **skeletons** emerge from within and attack savagely.

6. DINING ROOM

Six skeletons sit at the table with their hands raised as if in prayer to an unseen, sacred idol above them.

The skeletons here are inert. Carl Varley, in his madness of following the two gods' commands, exhumed the remains from the nearby graveyard and placed them here to honor the gods of the sun and moon. From their postures, someone knowledgeable in religious lore determines this is a mockery of an elvish ritual meant to honor and worship the goddess of the moon (DC 17 Religion).



This adventure belongs to a series of collaborative projects that involve other Patreon creators. This adventure features work by [Elven Tower](#) and cartographer [Dark Realms Maps](#). Check out his Patreon page and [Twitter](#) for great maps and tons of inspiration!

7. MASTER BEDROOM

The bedroom is clean and immaculate. No one seems to have come here in at least a few days.

The chamber contains a large, four-post bed, a night table, a wooden chest, and a wardrobe. There are four, rollable, sleeping pads tucked under the bed. The wardrobe contains clothing for all members of the family.

Treasure. The locked chest (DC 16 thieves' Tools) contains a leather pouch with 150 gp, a crossbow, one *po-tion of healing*, and a silvered dagger (150 gp).

DEVELOPMENT

DESCENDING INTO THE cellar triggers the encounter with Carl Varley (**revenant**). He kneels before a crude painting on the wall of the sun and the moon. Examining the painting reveals there are elvish runes crudely inscribed on the cellar wall. These runes are consistent with the ancient elvish beliefs; a current of thought that Carl could not have known about (DC 18 Religion).

Two **ghasts** surround the deranged man. The strong influence of the two gods has turned him into an undead monster. Carl Varley kindly asks the characters to leave so that he can continue his prayer. But if the characters attack, cast a spell, or attempt to arrest Carl, a battle begins. On round two, four **shadows** emerge from cracks on the floor tiles and attack. Despite the noise of battle, the rest of the Varley family do not come to the cellar.

Destroying Carl causes his body and spirit to sever. He becomes a **ghost** and uses its Horrifying Visage ability once. Then, he uses Etherealness to flee toward the *Tomb of Two Gods*, where he can be found again.



TOMB OF TWO GODS

It cannot be helped, we shall soon be truly awoken. A time of reckoning for all is upon you. Stand aside and let the future arrive calmly to your minds.

Dual Will of the Gods

THE NATURE OF THE TWO GODS

LITTLE IS KNOWN of the two gods, their goals, or their actions. As the elves believed, mortals are not equipped to know or understand such truths. The elves understand that both entities are neither good nor bad. They impersonate the sun and the moon and cultures make their own assumptions about those identities. There is a prophecy about both gods fusing into one and then bringing the end of the world with them (DC 17 Arcana).

It could be interpreted literally or it could be a figurative claim about a time of great change. This supplement leaves such matters open to the GM's interpretation. The gods are now barely awakening and starting to become one. Their actions in this adventure seem rash, merciless, and murderous. However, they are a part of a grander plan that foreshadows a great reckoning.

REACHING THE TOMB

FROM LODGERS' RETREAT, the characters must travel one mile west into the region known as the Rocky Meadows. The uneventful trip brings them to an elvish, rune-carved monolith next to the stone staircase to area 1.

FEATURES OF THE TOMB

Light. The dungeon features sconces with *continual flame* spells on them. If removed, the magic fades.

Eternal Undead. All the undead in the tomb magically reform at dawn as long as the two gods are awake.

Magical Aura. A *detect magic* spell reveals a strong magical presence aura coming from the statue of the sun god in area 3 and the altar of the moon in area 8. Both can be detected from as far as 150 feet away.

Unhallowed Aura. The tomb's interior is an unhallowed area. Undead creatures are immune to Turn Undead effects within the crypt. In addition, extraplanar creatures cannot be banished back to their planes.

Godly Influence. Creatures within 1 mile of the god statues are prone to their influence after two days of continuous exposure (DC 14 Wisdom). First, they experience vivid dreams. On day 3, they hear the gods' voices utter cryptic commands. On day 7, they are unable to act on their own and do the strange gods' bidding.

1. ENTRANCE STAIRCASE

The 100-foot descent is marked with elvish carvings of priests and believers worshipping the sun god.

The stairs lead to a single, ajar, stone door. The crest of an ancient elvish family is carved on the stone door. It is that of the Vallarien family, whose members are renowned scholars and researchers (DC 20 History).

2. HALL OF THE SUN GOD

A grandiose, tall, vaulted chamber houses six stone sarcophagi and a bronze statue of the sun god on a raised dais. The effigy holds one hand out as if offering something as a gift. It contains a fist-sized topaz.

Each of the stone enclosures contains a **ghoul**. They do not emerge until the characters have visited the altar in area 8 too. When the characters come within 20 feet of the statue, a neutral voice says the following:

I take your darkness. I take your silver light. It shall make me whole. It shall let me awake once more.

When this altar and the one in area 8 have spoken, the gods materialize before the sun god's statue and become one (see image on page 8). The avatar of the sun and moon (**beholder**) and four **shadows** attack.

If Carl Varley (see area 9) is still alive, he joins this battle on round 3 to take revenge upon the characters.



3. ALTAR OF THE SUN GOD

A hulking, elf-like figure with intricate armor plates smiles from the dais. It holds out a topaz like a valuable gift.

This is an accurate representation of the elvish god of the sun, as they knew it thousands of years ago (DC 17 Religion). This image was abandoned when they understood more about the sun and moon and how they were the same entity. Such representation today would be considered sacrilegious. It certainly influences the current rash and aggressive behavior of the two gods.

The Topaz. Removing the topaz from the statue's hand incurs a curse. It gives the person disadvantage on all rolls. After 30 days, the person can visit a temple of the sun to seek repentance.

4. TOMBS OF GUARDIANS

Each of the four tombs contains the bodily remains of ancient elvish guards. The foul influence of the two gods' fusing has reanimated them. Each enclosure contains a **wight**. When the characters come within 5 feet of any of the area-4 sarcophagi, the four undead creatures emerge to attack savagely.

5. TOMBS OF PRIESTS

Each of the four tombs contains the bodily remains of ancient elvish priests. They have been reanimated by the two gods' foul auras. Each enclosure contains a **specter**. When the characters come within 5 feet of any of the area-5 sarcophagi, the four undead creatures materialize and attack. The specters prioritize spellcasters and other physically weak individuals. They use their Life Drain ability to impair them and rob them of their life force.

Treasure. Within each area-5 sarcophagus is a scepter (200 gp each), and an embroidered robe (75 gp each).

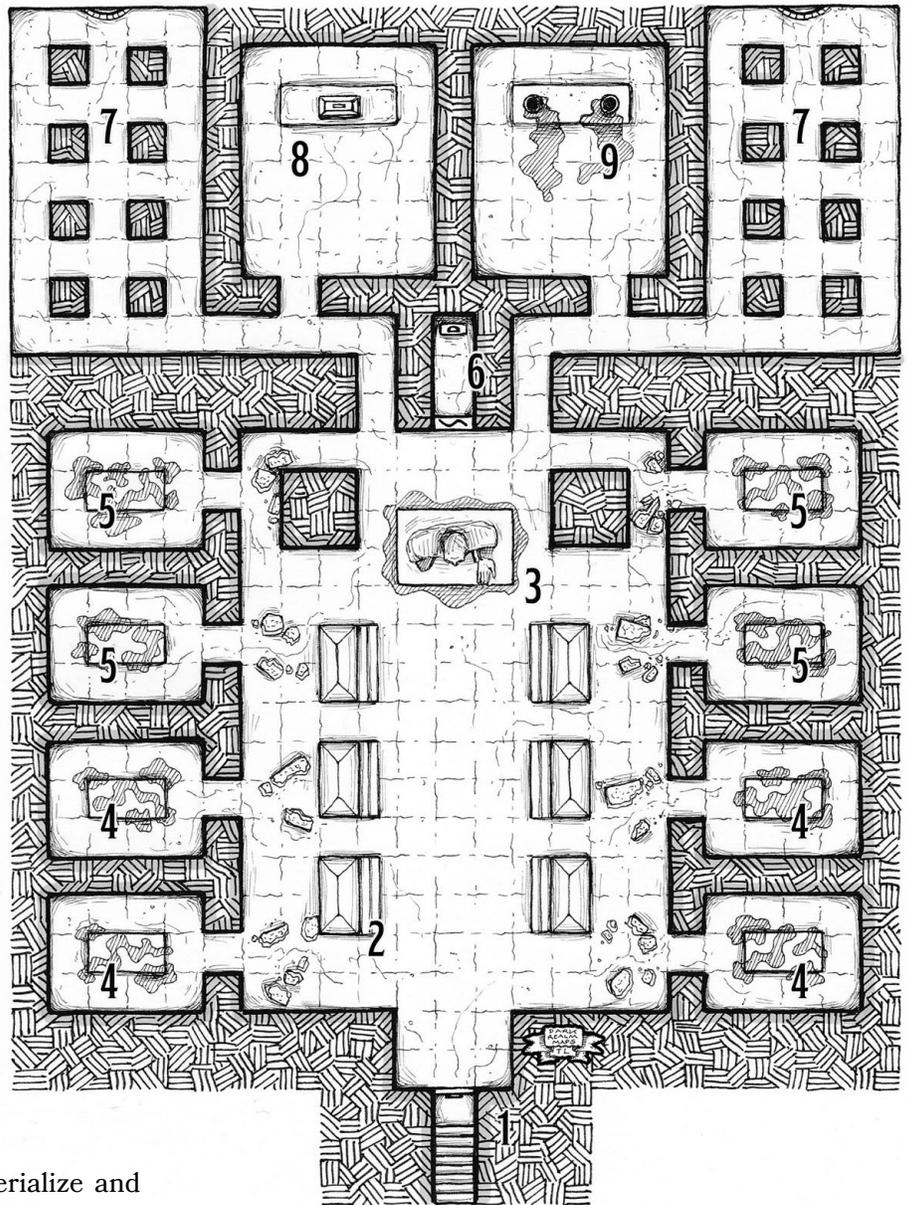
6. SECRET VAULT

Pushing a hidden button behind the sun god's statue causes the vault door to open (DC 18 Perception), but only if the statue's topaz has been removed and a character cursed. Otherwise, the button does nothing.

Treasure. The stone coffer contains 250 pp, 7,500 gp, 18,490 sp, two *potions of greater healing*, a *+1 lance*, a *+1 breastplate*, and a *+2 handaxe*, the book *Annals of the Sun and Moon* (3,000 gp), and a *chime of opening*.

THE TOMB OF TWO GODS

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7. COLUMBARIUMS OF BELIEVERS

Countless funerary niches on the walls and the eight hollow pillars hold the ashen remains of the elves of yore. An aura of deafening silence claims the room. A shallow font awaits in the dark by the north wall.

Each of the niches is a stone drawer with a small silver urn within. Each columbarium contains 3d10 x 10 urns; each containing the ashes of a single person. Thanks to ancient protective charms which did not falter with time, the bodily remains here have resisted the influence of the two gods. Should the undead in other areas pursue the characters into these chambers, they collapse to the floor and disappear as soon as they cross the threshold. The two gods have no power here yet.



8. ALTAR OF THE MOON GOD

A round sculpture of the moon stands on an obsidian pedestal in this small chamber. A thick white mist pours from the moon idol like a water spring.

When the characters come within 20 feet of the moon idol, a neutral, deep voice says the following:

I take your warmth. I take your golden light. It shall make me whole. It shall let me awake once more.

This interaction triggers the final encounter in area 3 as both altars have said their prayer. An avatar of the sun and moon materializes there now (see area 3). The moon altar, despite its small size, cannot be removed. Nothing short of a *wish* spell can remove it.

9. CHAMBER OF BLOOD OFFERINGS

Two painted, ceramic vases lie on a stone pedestal. The reddish smoke that pours from the delicate vases clogs the lungs and burns the throat.

In ancient times, elves would come here and voluntarily pour their blood into the vases as an offering to the gods of the sun and moon. No offer has been made in millennia. The influence of the two gods has affected the vases. The ancient blood within boils and produces a burning fume that scalds the lungs. Creatures in the room take 2d6 fire damage per round. The twice-reanimated, insane spirit of Carl Varley (**ghost**) hides in this room. He takes advantage of the toxic fumes to fight the characters. If the battle in area 2 begins while he waits here, he joins it on round 3 and targets spellcasters.

CONCLUSION

The characters reach the end of this adventure. They must face the consequences of their deeds.

THE FALLEN IDOLS

The characters defeat the avatar of the sun and moon in the tomb's great hall. The influence of the two gods is thwarted but only for a time. In its death throes, the entity speaks: "*We shall return in thirteen moons. None shall escape our judgment, nor elude our wrath. Meddle not with the unequivocal will of the gods*". How this storyline progresses and the ultimate climax of this high-level campaign are left to the GM's discretion.

A BROKEN FAMILY

Defeating the avatar of the sun and moon releases the Varley family from its yoke. They wake up to find that Carl (and maybe Gira) are dead. The mourning family has trouble understanding what happened. The characters have gained a few enemies this time. How Carl Varley's wife and surviving children deal with their loss and if they take revenge is an adventure for another day.