



5E THE TOMB OF TZENTAK

FIFTH EDITION COMPATIBLE

Explore a mummy's tomb to save a cursed village in this
7th-level adventure for the world's greatest roleplaying game

The Tomb of Tzentak

What Which Lurks Beneath is intended for four characters with an average party level (APL) of 7. Characters who complete this adventure should earn enough experience to reach 8th-level. A mummy's curse has ravaged a local village and the adventurers must slay him to lift it. This campaign takes place in the deserts of Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Background

Centuries ago, long before the civilized races overthrew the dark warlords of the time, the Southern Sands were ruled by a man known only as Tzentak the God-King. Wielding immense arcane and military power, he conquered the desert tribes and brought them to heel under his leadership. He built great temples in his own image and lavished in his status. As he aged, however, he could not accept his own mortality. Thus, he sought out everlasting life.

The result was a fortress-like complex. He buried himself there with his closest and most trusted followers, turning to necromancy to avoid death. Now, he slumbers as a mummy lord, his spirit travelling the cosmos. To protect himself, he built traps and fail safes designed to punish and kill any foolish enough to disturb his final resting place.

Time passed, and history turned to legend. Tzentak was all but forgotten, until one day a rockslide revealed a false entrance to his temple. When the local villagers investigated, they found a room full of riches waiting to be pilfered. They spread the gold amongst themselves and unknowingly contracted a deadly curse. Now, the villagers are dying, slowly turning into desiccated corpses. The gold has turned to dust, and those afflicted have a thirst they cannot quench. If they can't find a way to lift the curse within the next three days, the last remaining villagers will perish.

Adventure Hooks

The Tomb of Tzentak can be set in any desert location far from civilization. Choose one of the reasons for why the party finds itself travelling through the wastes or make up your own.

Across the Wastes. The characters are seeking to cross the desert and the only way to safely traverse it is with a caravan. The only caravan they could find takes them through the village in question. Along the way, they're treated to stories of the ancient warlords who once ruled over the Southern Sands.

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A Book of Legends. The characters find a book detailing the history of the Southern Sands. It mentions a great warlord who sealed himself and his treasures inside a tomb deep in the desert. Using the landmarks mentioned in the book, they book passage on a caravan headed in the direction of the tomb's approximate location.

An Unholy Vision. The characters have a terrible nightmare of a mummy destroying a village, turning its inhabitants to dust. When they awake, they feel parched and weak. Fearing what this might mean, they travel into the desert towards the village from their dreams with a caravan of merchants as their guides.

On the Road

The characters have been travelling along the trade road for a fortnight now heading across the Southern Sands. As the sun begins to set, they crest a dune and see a caravan camped by a small oasis. Seeing them approach, the strangers wave and call out inviting the characters to join them.

The strangers are a trade caravan headed in the other direction. They're friendly and offer to share their food and water. If the characters engage them in conversation, they know the following:

- The oasis is a common stopping point along the trade road. It offers shelter, water, and a place to rest away from the sun.
- The caravan is carrying spices and exotic silks for trade.
- There is a village a day's travel down the road, and its inhabitants are beset by a terrible curse.
- The curse causes those afflicted to wither away and die from an unquenchable thirst.

The characters can rest at the oasis or press on. If they want to press on, have them make a DC 14 Charisma ability check to convince their caravan leader. If successful, then have them each make a DC 10 Constitution saving throw or else they gain a level of exhaustion. Either way, they'll arrive at the village one day sooner.



A Desperate Plea

The characters come upon a village nestled in a valley along the trade road. At first it appears to be abandoned, but soon they see a handful of sickly villagers emerge from their huts. One of them, possibly their leader, approaches them.

The man who approaches the party is Feshyn, the town elder. He is suffering from four levels of exhaustion and is cursed with Pharaoh's Touch like the rest of the village. When he reaches the characters he thanks the gods for their arrival and pleads with them to help. He tells them the following:

- They recently discovered an entrance to a nearby tomb. Inside, they found great mountains of gold.
- The gold itself turned to dust after twenty-four hours.
- Anyone who touched the gold became deathly ill. The local healer wasn't able to cure them and believed it was a curse.
- The afflicted slowly die of an unquenchable thirst. When death finally takes them, their body turns to dust.
- They believe that the tomb is the home of a powerful being who cursed the treasure within. If it can be defeated, then the curse might be lifted.
- At the current rate, the remaining villagers will be dead within three days (four days if the characters pressed on through the night).

Feshyn offers all the wealth the town has along with as much treasure as the characters can carry from the tomb once its master has been dealt with. One of the healthier villagers offers to show them the way. The caravan leader refuses to leave until the characters deal with the curse one way or another.

Pharaoh's Touch: This curse is bestowed upon anyone who removes treasure from the Tomb of Tzentak while he still lives. When first cursed, the afflicted gains one level of exhaustion. Each day, the afflicted must make a DC 15 Constitution saving throw or else they gain another level of exhaustion. These levels of exhaustion can't be removed by normal means. If someone reaches six levels of exhaustion from the curse, they die and their corpse turns to dust. The curse can be removed by a *remove curse* spell or by slaying Tzentak himself.

The Tomb of Tzentak

1. Entrance

A half-buried winding cobblestone path leads up to the mountainside ahead. Two small oases flank either side of the path. To the left is the shattered cliffside where the villagers found their cursed gold. Ahead, two large imposing statues guard a large stone door.

Trap #1: The Eyes That Judge. The path is safe until a character steps on the stones between the statues. This triggers a trap. The heads of the statues turn towards the character and each attack with two *scorching rays* as per the spell. The attack rolls are made with a +5 bonus.

Trap #2: The Breath of Death. The door itself is heavy, but unlocked. It takes a DC 15 Strength check or a combined Strength of 30 to open it. When it opens, a rush of noxious fumes pour out. Everyone within 10 feet of the door must make a DC 15 Constitution saving throw taking 2d10 poison damage on a failure and half as much on a success.

2. False Entrance

Stairs lead down into a small dark chamber. Light from outside filters in through the broken wall illuminating the piles of gold coins surrounding a man-sized sarcophagus.

Encounter: False Tomb. There is a **mummy** in a sarcophagus here surrounded by 1,000 gold pieces. If anyone takes the gold, they are cursed with Pharaoh's Touch. If the gold remains outside the room for more than 24 hours, it turns to dust. The mummy does not attack unless it is disturbed.

3. Entrance Hall

The hallway here contains six large statues of desert warriors, each holding a scone with blue flames inside. At the far end of the room, a large ornate door stands imposingly.

Obstacles: Sealed Door. This hallway contains six magical sconces being held by statues. Touching any of them teleports the person to the pit of vipers (Room 4) next door. The door to the south is protected by a *wall of force*. Touching it repels the person 5 feet back and they must make a DC 15 Constitution saving throw or take 2d10 force damage on a failure and half as much on a success. The other side of the door is barred with an Immovable Rod. Removing the rod from that side dispels the *wall of force* and unlocks the door.



4. Pit of Vipers

This room contains a large 15ft. by 15 ft. pit that goes down 10 ft. At the bottom of the pit are swarms of snakes and the corpses of their former victims. A ladder leans against one side of the pit. Above it, a small corridor leads away from the room.

Encounter: Pit of Snakes. This room contains a 10 ft. deep pit with four **swarms of vipers** in it and a ladder leading out. The ladder is a **mimic**.

Treasure: Ring Among The Rotten. If the characters search the pit after defeating the snakes, they find a *ring of necrotic resistance* on one of the corpses.

5. Side Room - East

This small stone room has a door to the east and a door to the west. A corridor leads to the north. The ceiling is 15 ft. high. Scorch marks cover the floor from one end of the room to the other.

Trap: Fire Burns. The east door is trapped. The trap can be found with a DC 18 Wisdom (Perception) check. If the door is opened and the trap is not disarmed first, the large stone demonic head inside casts a *burning hands* spell at 3rd level with a save DC of 15.

Treasure: Burned Riches. Inside this room beneath the demon head is a *+1 longsword*.

6. Side Room - West

This small stone room has doors on the west, north, and east walls. The ceiling is 15 ft. high.

Treasure: Magic in the Dark. If someone opens the northern door, they see a dark void beyond it. The floor is solid here and there is a pedestal approximately a hundred feet away bathed in a bright light. On it is a *wand of secrets*.

Trap: Time Kills. Time flows differently in the void. Every round spent in it, a full hour passes on the outside. When someone exits the void, they must make a DC 15 Constitution saving throw or else they take 1d10 necrotic damage on a failure and half as much on a success for each round spent inside the void as their body rapidly ages to catch up with the normal flow of time.

7. Inner Hallway

This room contains four doors: one on the north, south, east, and west walls. The northern door is barred on this side.

Treasure: Barred Door. The northern door is barred with an *immovable rod*. If it is removed, the door unlocks and the *wall of force* on the other side is dispelled.

Trap: Explosion. The door to the south is trapped. The trap can be found with a DC 18 Wisdom (Perception) check. If the door is opened and the trap is not disarmed first, the large stone demonic head inside casts a *fireball* spell at 3rd level with a save DC of 15 at the center of the room.

8. Spiked Pit Room

There is a 15ft. by 15 ft. 5 ft. deep spike pit in the center of this room. There is a door on the east wall. Above, the ceiling is 30 ft. high,

Trap: Crushing Doom. The threshold on the door to this room is trapped. The trap can only be discovered once the door itself is opened. It can be found with a DC 18 Wisdom (Perception) check. Once set off, five rounds pass before the wall slides shut over the door sealing anyone in the room inside. Then, the ceiling begins to descend at a rate of 5 ft. every round until it reaches the floor, crushing anyone who isn't in the spike pit and dealing 10d10 bludgeoning damage.

Anyone who jumps into the spike pit must make a DC 15 Dexterity saving throw taking 4d10 piercing damage on a failure and half as much on a success.

The ceiling can be held up with the *immovable rod* found in the previous room.

Secret Doors: North and West. There are also two secret doors; one on the north wall and one on the west wall. They can be found and opened with a DC 18 Intelligence (Investigation) check.



9. Trophy Room

Two sarcophagi sit on the southern end of this room. At the northern end, a raised platform is covered with gold coins and an altar of some kind.

Encounter: Mummies Part II. Two **mummies** lie in the sarcophagi at the southern end of the room. They remain motionless until someone disturbs the altar, or they are attacked.

Treasure: A False Hoard. The altar has 1,350 gold pieces and a *flametongue longsword*. If anyone takes the gold, they are cursed with Pharaoh's Touch. If the gold remains outside the room for more than 24 hours, it turns to dust.

10. Cobblestone Hallway

This long hallway is covered in cobblestones. Skeletons lie at various points across it. At the far end, two large double doors can be seen.

Trap #1: Under Pressure. The floor here is riddled with pressure plates. Every time someone ends their movement on a cobblestone space, roll a die. If they ran down the hallway, roll 1d4. If they walked, roll 1d6. If they carefully stepped, roll 1d8. On a roll of 3 or less, they trigger the trap and darts fly out from the walls. They have to make a DC 15 Dexterity saving throw taking 4d10 piercing damage on a failure and half as much on a success.

Trap #2: Kaboom! The door at the end of the hallway is also trapped. Opening it causes a *thunderwave* spell to be cast at 2nd level with a save DC of 15. If someone fails the saving throw and is pushed into the cobblestone hallway, they automatically set off that trap as well.

11. Descending Stairs

The ceiling here is 15 ft. high. Stairs 10 ft. wide descend down 40 ft. into a small room.

Trap: Sliding Stone. The stairs are trapped. Once someone moves 20 ft down them, a large 5 ft. tall stone block set into the wall above the top of the stairs begins bouncing down the stairs on Initiative count 10. It starts at the top and comes to rest against the pillars at the bottom. Anyone hit by the stone takes 8d10 bludgeoning damage and is knocked down the stairs. Once the block has come to rest at the bottom of the stairs, it can be climbed over or moved back up with a combined strength of 50. Otherwise, it can be destroyed.

Encounter: Corrosive Ooze. The room at the bottom of the stairs contains a **black pudding** on the ceiling. It attacks anyone who walks under it.

Secret Door: Dead End. There is a secret door on the east wall. It can be found and opened with a DC 18 Intelligence (Investigation) check.

12. Servants' Tomb

This large room contains four alcoves, each with a sarcophagus in them. At the far end of the room, large double doors can be seen. A moldy carpet covers the stone floor.

Encounter: More Mummies. Each of the sarcophagi contains a **mummy**. They rise up and attack as soon as someone reaches the center of the room between all four of them.

Secret Door: False Panel. The northwestern sarcophagus has a secret door in it that leads to a small dusty, cobweb-covered chamber. Inside this chamber is a small black chest containing the heart of the **lesser mummy lord** in room 14. It can be found and opened with a DC 18 Intelligence (Investigation) check.

13. False Treasure Room

This 10ft. by 10 ft. room contains a massive pile of gold and multiple chests. An ornate sword handle can be seen sticking out of it.

Encounter: Surprise Treasure. This room has a mound of treasure in it, however, it is actually a large **treasure mimic**. It uses the stat block for a **mimic** except it can make two attacks each turn and has three times the hp. It waits for someone to touch it before it grapples them and attacks.

14. Tomb of the Lesser

This room contains two lit braziers, a sarcophagus, and a pile of gold on a raised platform. Additional large piles of gold flank either side of the entrance.

Encounter: The Servant. This room's sarcophagus contains a **lesser mummy lord**. Treat this as a regular **mummy lord** without spellcasting ability.

Treasure: A Minor Hoard. The gold here amounts to 3,275 gold pieces. There is also a +2 *scimitar* hidden in the gold. It can be found with a DC 15 Intelligence (Investigation) check. If anyone takes the gold, they are cursed with Pharaoh's Touch. If the gold remains outside the room for more than 24 hours, it turns to dust.

Secret Door: The Guarded Chamber There is a secret door on the western wall that leads to a small dusty, cobweb-covered chamber. Inside this chamber is a small black chest containing the heart of the **Tzentak the mummy lord** in room 16. It can be found and opened with a DC 18 Intelligence (Investigation) check.



15. Penultimate Chamber

There is a large 10 ft. deep pit spanning the center of this room. A large wooden bridge crosses it, and two ladders lead down into it. At the far end of the room across the bridge are two large ornate double doors.

This room contains a pit 10 ft. deep with a 10 foot wide wooden bridge going over it. There are two ladders into the pit.

Trap: Frigid Death. The doors at the far end are trapped. Opening them causes *cone of cold* to be cast with a save DC of 15.

Secret Door: The Final Room. There is also a secret door on the north side of the pit that leads to the final tomb room. It can be found and opened with a DC 18 Intelligence (Investigation) check.

16. Tzentak's Tomb

This chamber is covered in ornate carvings and wall murals depicting a great warrior victorious over his foes. Four sarcophagi sit in alcoves to the east and west. On an elevated platform at the far end of the room lies a far more ornate sarcophagus and two large piles of gold.

Encounter: Tzentak the God-King. Tzentak the **mummy lord** lies in his sarcophagus here. He rises as soon as someone reaches the skeleton on the floor in the room. The sarcophagi on the sides of the rooms each contain a **mummy**. Tzentak can summon one using 2 of his legendary actions.

Treasure: A King's Treasure. There are 4,250 gold pieces on the platform with the sarcophagus. If anyone takes the gold, they are cursed with Pharaoh's Touch. If the gold remains outside the room for more than 24 hours, it turns to dust. There are also the following magic items:

- *Cloak of the Bat*
- *Necklace of Prayer Beads*
- *Staff of the Python*

Conclusion

If the characters killed Tzentak AND destroyed his heart before the allotted time was up, the villagers are saved and the characters are treated like heroes. The village elder keeps his promise and allows them to take as much treasure as they can carry. The caravan leader offers the use of his camels to haul it to the next city in exchange for a 10% cut.

If the characters killed Tzentak but did NOT destroy Tzentak's heart, he reforms 24 hours later next to it. The gold the characters took turns to dust at this point, and they are cursed with Pharaoh's Touch. Additionally, the villagers are all afflicted with the curse once more and die within 24 hours.

If the characters failed to kill Tzentak in the allotted time, they return to the village to find it devoid of villagers. The caravan leader tells them they died a horrible death from the curse.



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