

Akhamet

Tomb of Prince

Tsubeteb

By JP Chapleau

Prince Tsubeteb, one of Pharaoh's favorite sons received the ancient and holy rites of mummification and was buried in the great necropolis. Death is not the end and many threads remain beyond its icy grip.

A 5th edition adventure with an Egyptian flair for characters levels 2-4



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mummy. In legal terms, this is a misdemeanor, as long as they do not take anything.

KNOWLEDGE

CHURCH OF SOBEK

Sobek is the chaotic evil god of reptiles, he is closely associated with the crocodiles and dinosaurs. His doctrine is one that teaches the culling of the weak and of coercive control.

The Church of Sobek is a cult that has a bad reputation because they are bullies and they do not respect the authority of anyone else, paying only lip service to the supremacy of Pharaoh, but not his clergy.

SEBEKREH

Sebekreh is the current high priest of Sobek in Ophara. He is a bully and brute of a man. He made many enemies at court with his way of speaking. He says openly that Pharaoh's illness is a ploy by His weakling priests to keep control.

He rules over an army of goons and thugs dedicated to his god. The Cult of Sobek rewards them for their brutality and blatant disregard for authority.

COINS OF NUM

The Coins of Num is a secret organization of subversive who seek to replace the theocratic administration with a secular one. As such, they act in secret, slowly advancing their cause by acting through intermediaries.

The Coins may try to recruit the PCs as a means of opposing the Church of Sobek if only to deny them the ring.

The Coins often act through guild members and many engaged in activities for them thinking they were working for other organization such as criminal syndicates or local merchant unions.

INTRODUCTION

Read Aloud.

The capital city of Ophara is impressive with its large buildings, wide avenues, many stone gates, and rows of palm trees with reflecting pools that merge the earth and the sky. The bright colors on these buildings leave first-time visitors in awe of their majesty and grandeur.

Ophara is a city built to honor one man, Pharaoh, the living god, and ruler of Akhamet. He is the bringer of peace and the protector of the land and its people. He is the embodiment of the Sun and its benevolence. Every dawn, he flies over Akhamet and burns away evil and darkness.

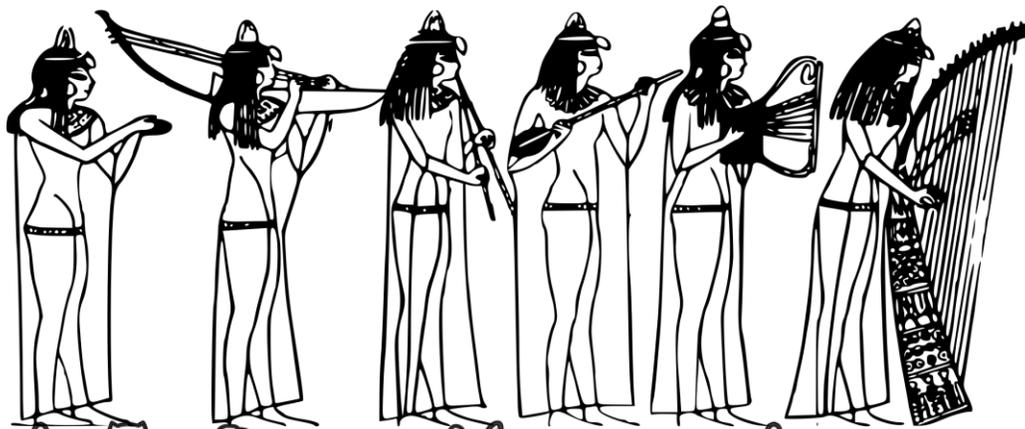
Behind its imposing size, Ophara is a city built for the public administration in mind, not for visitors or even its own citizens. Soldiers, servants, slaves of every race hurry to and fro as chariots and palanquin carrying high-ranking priests command passage.

Offers of employment have been slow lately, but your contacts promise you a big job is "just around the corner."

Taking a break from the city's animation, you sat at a small drinking establishment near the temple of Horus, called the Falcon's Feather. Where you enjoy lukewarm ale, whose best asset is the generous pitchers in which it comes.

At the insistence of the barmaid, a charming ubasti in a revealing outfit, you found a seat with other adventurers. A few rounds of drinks later, you began swapping tales of previous deeds.

Allow the PCs to introduce their characters.





1: PRIESTS

Read Aloud.

A bloody horite crashes through the door and through your table. The smell of peppermint and thyme follows him.

A pair of Khemites wearing crocodile skins enter. The man holds a massive ax in hand while the woman behind him has hers strapped to her back. Filing in around the khemites, a small pack of velociraptors enters, growling with glee.

The woman screams, pointing a finger at the horite. "Now you die for defying He-who-waits-in-ambush and his church! Sobek will devour your soul!"

Ask the PCs what they do. They have little time to think and assess the situation before the Sobekites kill the horite. They have no interest in talking, at least until their prey is dead.

The Sobekites answer any questions with a curt "Church Business, stay out of it or face the power of Sobek!" They are not joking.

HELPING THE HORITE (HARD)

The PCs side with the horite and fight the sobekites.

Map Setup: This encounter takes place in a drinking hall with tables. The sobekites and their pets begin next to one of the entrances.



Special: The horite begins the encounter stable but with 0 hit point.

SOBEKITE BRUTE 1/3 PCS

Medium humanoid (human), chaotic evil

Armor Class 14 (hide armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Perception +2, Survival +2

Senses passive Perception 12

Languages Draconic, Khemite

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the brute hits with it (included in the attack).

Sobekite Blessing. If the brute hits a creature with an attack, it can make a bite attack as a bonus action.

ACTIONS

Battle axe. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) slashing damage or 13 (2d10+2) slashing damage when using it with two hands.

Bite. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d3+2) piercing damage.

VELOCIRAPTOR 1/PC

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d4+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/4 (25 XP)

Pack Tactics. The velociraptor has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

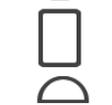
Multiattack. The velociraptor makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

AFTERMATH

The sobekites defeated, the PCs can take care of the horite. If the PCs can bring him back to at



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least 1 hit point, he can cast *prayers of healing* on the party, healing everyone for 11 points.

He thanks the PCs, offering them a purse with 250sp.

Proceed to encounter 2.

NOT INTERFERING

The PCs chose to stay out of it.

The man steps forward, smashing the horites' head with a two-handed strike. Before the body finished convulsing, the velociraptors begin eating the legs and arms. The female draws a long knife and cuts out the heart, which she and the man devour.

"Glory to Sobek!" They say before dragging the body with them.

If the PCs wish to approach the sobekites, they can do so at this time. The female faces the PCs and answers a few questions. She is condescending and haughty, treating the PCs as little more than potential food. Speaking with her should feel like talking with a crocodile.

Legally, they are on the fringe of legality: as priests, they do have the right and legal protection of dealing with both matters theological and secular.

Why did you do this? He did not obey us and deserved to pay.

What did he do? He refused to pay the fine for insulting Sobek.

Who are you? We are the children of Sobek, the lord of crocodiles.

Why did you eat his heart? What little strength he had is now ours.

Where are you going? To the temple to feed what is left of his sorry carcass to the crocodiles at the temple.

Proceed to encounter 2.

2: DINNER INVITATIONS

Later that day, after the PCs' encounter with the horite and the sobekites, they each receive an invitation for dinner. *"Attend to me at the Temple of Sobek after nightfall. Sebekreh"*

Any Akhameti knows the reputation of the Church of Sobek. Anyone they ask recommends not associating with the priests and the cult. By asking around, the PCs come to the attention of one of the Coins of Num who writes a different invitation to them. *"Don't want to kiss a crocodile?"*

A friend will meet you at the Falcon's Feather after nightfall." The letter is unsigned and delivered by a local urchin.

FOLLOWED

The moment the PCs receive Sebekreh's letter, a small dinosaur follows them, running on rooftops and sneaking in the alleys. No stats are provided for it. It is interested in two things: whether the PCs meet with any one of their enemies (such as the Coins of Num).

Similarly, the Coins keep tabs on the PCs using urchins. They want to know if the PCs meet with the Sobekites.

The idea is that both sides want to know if the PCs try to cheat them. If the PCs split and try to meet both sides at once, the offer they get is halved (500gp instead of 1,000).

A CROCODILE

The PCs decide to meet with the Sebekreh at the temple of Sobek. Getting directions is easy: everyone knows where it is as they have no intention of ever heading there.

The Temple of Sobek is in a man-made crocodile-filled swamp just outside of town. The Temple itself is a simple structure of stone its halls have large ponds of brackish water where crocodiles lie in wait. Velociraptor nests occupy the corners, their squawking drawing constant attention to themselves.

A table has been arranged in the center at the head of which a man sits. Sebekreh is a hulk of a man with only one arm. His entire body is scarred as if covered with reptilian scales while his attire is a collection of leather decorated with green scales.

"Finally! Come, I will have food brought to us." Almost on cue, servants enter carrying a roasted camel on a series of platters.

Sebekreh takes a full leg and throws it near one of the pools where a crocodile of enormous size emerges and swallows it in a single swipe. He then throws a series of ribs towards the raptors in the corners.

"Now that the libations to He-who-waits-in-ambush are made, we can talk. I heard of your actions yesterday and want to buy your services. Are you available?"

(Assuming yes)





"You may know of the death of Prince Tsubeteb. He was a dandy who went around the royal court making fun of everyone. Not that I care about any of this, but one thing he did was swindle a former priest out of a ring that belongs to the Church. I want you to get that ring back."

"Get the ring back and I will pay you." He places three large gems on the table before him. Their green sparkles have an inner black spot reminding you of a reptilian eye. "[PC x 1,000sp] each if you wonder. Get the ring back and these gems are yours."

The PCs may ask a few questions.

Can you pay us anything upfront? No.

Why do you want the ring? I had a dream that it would be important for the Church. So, get it for me.

Why us? Few people dare to act as you did today, and that drew my attention.

Where is the ring? My divinations tell me he still wears it on his finger.

What if he won't give it to us? Take it from him.

How long do we have to do this? I am sending others as well. First to bring it back gets the gems.

What dangers do you expect? Competition... (He says with a smile)

When the PCs agree, continue with the next encounter.

If the PCs give a non-committal answer or want time to "figure it out", he is angry and tells them this is his best offer that any delay will result in a drop in the offer. If the PCs meet with anyone, assume the Church knows about it and drop their offer. If the PCs discuss among themselves, then the offer stands for a reasonable amount of time.



A FRIEND

The PCs prefer to meet with the mysterious "friend" from the letter.

Read Aloud.

As you sit, looking at the door, the barmaid takes a seat at your table, a pitcher of ale in hand. "Mind if I take my break with you guys? We both know a friend." The inflection in her voice makes it clear she wrote the letter. "I am tired of these damn crocodiles pushing people around claiming they do so in the name of their god."

"Friends of mine, let's not go over who they are. So, these friends want to really annoy them by preventing them from getting something they claim is theirs."

"I am willing to pay you [1,000sp] each for a green ring with a gem that makes it look like a crocodile eye. Get me the ring and I'll get you the money."

"Where is it? Oh yeah, you will want to know that... You see, a while back, Prince Tsubeteb died and received mummification. He was then buried in a tomb in the necropolis." She looks down. "All you have to do is get in, take the ring, and leave! You know, stuff you do all the time!"

The PCs may ask a few questions.

Can you pay us anything upfront? No, if I had that money myself, I would head to the ocean and build a house!

Why do you want the ring? From what I gathered, my other friends just want to keep it out of the hands of the Sobekites.

Why us? Few people dare to act as you did today, and that drew people's attention.

Where is the ring? It must be somewhere in his tomb.

What if he won't give it to us? I'm sure you will think of something.

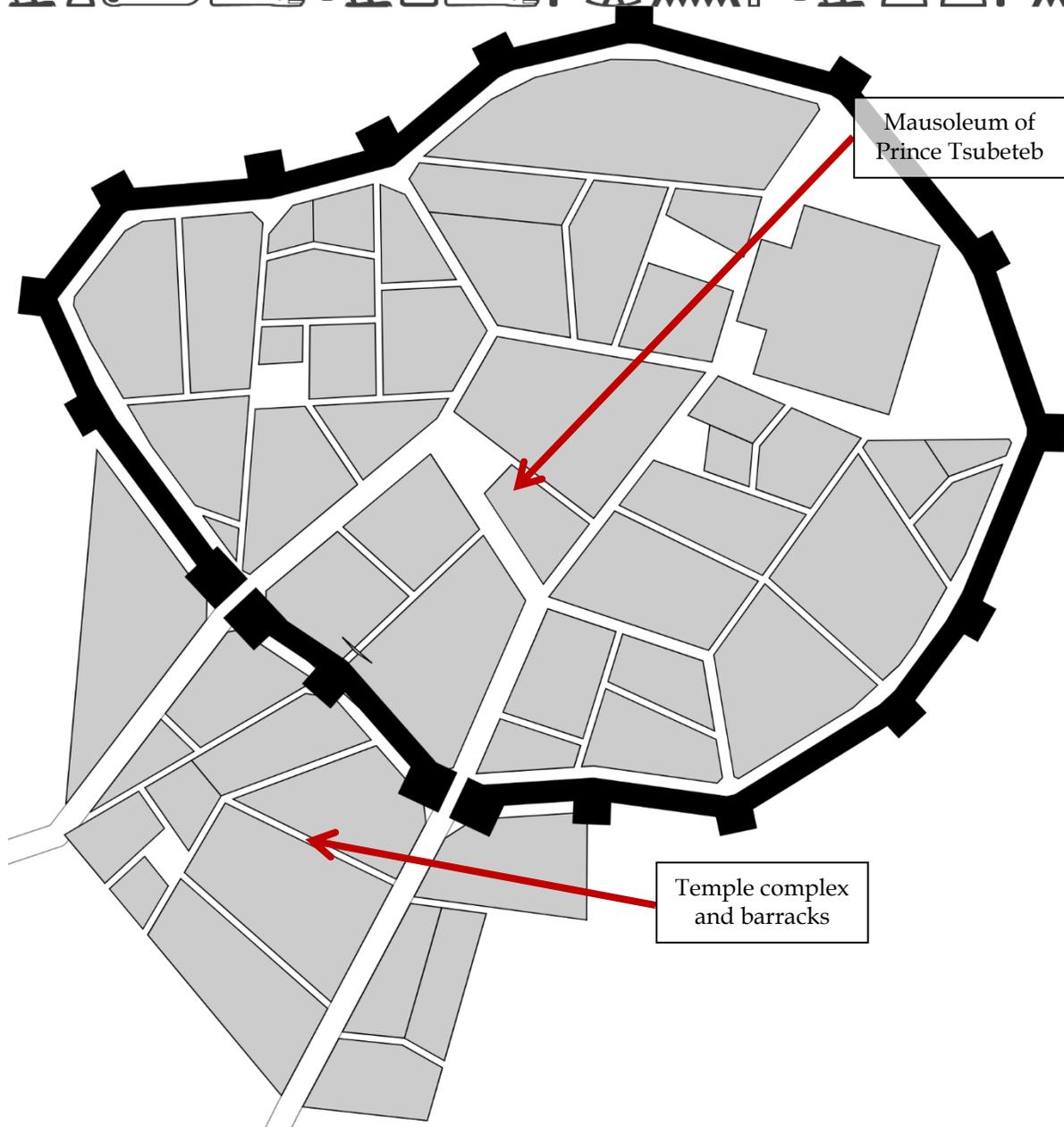
How long do we have to do this? Quickly, I'm sure they will either go themselves OR send people to retrieve the ring.

What dangers do you expect? Are you asking me? I don't do these things!

When the PCs agree, continue with the next encounter.

If the PCs give a non-committal answer or want time to "figure it out", she is disappointed and tells them this is her best offer that any delay





THE NECROPOLIS

The necropolis is built like a small town, with streets and plazas. The Church of Anubis maintains a strong force of priests and necropolis guards, over a hundred-strong, and a dozen mummy guards inside the necropolis to fight against thieves or undead found within.

The guards are housed just outside the walls of the necropolis in a complex built to defend from the menaces within rather than without.

The walls and towers allow archers to look inside the necropolis. The walls are twenty-five

feet high, well-maintained with a walkway on the outside linking the towers. Atop each tower, a pair of archers watch the necropolis. The archers are vigilant, but they are mostly concerned with masses of undead moving about. A single creature or two is not cause for alarm, though they report it at the end of their shift.

The necropolis is guarded day and night by devoted guards. The daytime guards are anubians and the night guard are mummies dedicated to Anubis.

The PCs are not expected to fight the guards. However, if they should engage in vandalism,

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make a lot of noise or cast spells to draw attention to themselves, the guards come to investigate.

DAYTIME GUARDS (DEADLY)

During the day, four patrols of guards walk the necropolis, looking for damage, intrusion, or undead. These anubians take their jobs seriously, knowing they are the first line of defense against the rising of a horde of monsters.

Anyone who is not supposed to be present is commanded to surrender. So long as the trespasser is not defiling the necropolis, they fight to subdue and turn them over to the city guard to be fined for trespassing.

NECROPOLIS GUARD 5
 Medium humanoid (anubian), lawful neutral
Armor Class 14 (leather, shield)
Hit Points 32 (5d8+10)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Skills Insight +2, Perception +3
Senses darkvision 60ft., passive Perception 13
Languages Anubian, Khamet
Challenge 1/2 (100 XP)
Underworld guardian. You may cast *hide from undead* on yourself. This ability recharges after you complete a short rest.

ACTIONS

Multiattack. The necropolis guard makes one attack with their bite and one with a melee or ranged weapon.

Bite. *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Spear. *Melee or Ranged Weapon Attack* +5 to hit, reach 5 ft. or range 20/60ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Shortbow. *Ranged Weapon Attack* +3 to hit, range 80/320ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

NECROPOLIS PRIEST
 Medium humanoid (anubian), lawful neutral
Armor Class 16 (scale mail, shield)
Hit Points 58 (9d8+18)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	16 (+3)	11 (+0)

Skills Insight +7, Religion +4
Senses darkvision 60ft., passive Perception 13
Languages Anubian, Khamet
Challenge 5 (1,800 XP)

Underworld guardian. You may cast *hide from undead* on yourself. This ability recharges after you complete a short rest.

SPELLS

Spellcasting. The necropolis priest is a 9th-level cleric. His spellcasting is Wisdom (spell save DC 15, Spell Attack +7)

Cantrips (at will) *guidance, resistance, sacred flame, spare the dying*

1st level (O O O O) *bles, cure wounds, hide from undead, inflict wounds, sanctuary*

2nd level (O O O) *enhance ability, silence, zone of truth*

3rd level (O O O) *daylight, dispel magic*

4th level (O O O) *death ward, guardian of faith*

5th level (O) *mass cure wounds*

ACTIONS

Bite. *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Mace. *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

NIGHTTIME GUARDS (DEADLY)

At night, three pairs of mummies walk the grounds. They attack anyone they encounter and investigate any sounds or strange situation (such as lights).

MUMMY GUARDS 2
 Medium undead, lawful neutral
Armor Class 15 (shield)
Hit Points 97 (15d8+30)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Wis +3

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Anubian, Khamet

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The mummy makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 14 (4d6) necrotic damage and the target must make a DC 13 Constitution saving throw or be stunned until the end of the mummy guard's next turn.

REACTION





Anubis's Blessing. When the mummy guard is subject to a condition, it can take its reaction to make a saving throw with advantage to remove the condition.

TROUBLESHOOTING: THE OFFICIAL WAY

Obtaining the legal blessing of the Church of Anubis requires about a month of paperwork before being eventually declined. The front door is simply impossible to get through.

5: GETTING THERE

To reach Prince Tsubeteb's mausoleum, the PCs must cross sections of the necropolis. As they do so, they attract the attention of undead creatures.

REACHING THE MAUSOLEUM (HARD)

Each section they traverse, they must make a group DC12 Dexterity (Stealth) check to avoid detection by the ghouls. A PC using *hide from undead* or *invisibility* automatically succeeds his check. Count the number of failed checks.

The number of ghouls that ambush the PCs depends on the number of failed Stealth checks. Two ghouls wait near the entrance to the prince's mausoleum expecting people to come and loot the tomb. They are joined by more.

Map setup: This encounter takes place in a narrow alley between two mausoleums, with alcoves and narrow side passages. Two ghouls attack from the front of the party, with the others coming from the back one round later.

Special: If the PCs use magic that could draw attention or are especially loud, the necropolis guard comes to investigate. They arrive after one minute (10 rounds). The ghouls flee when the guards arrive. Any PC left for dead is stabilized and arrested.

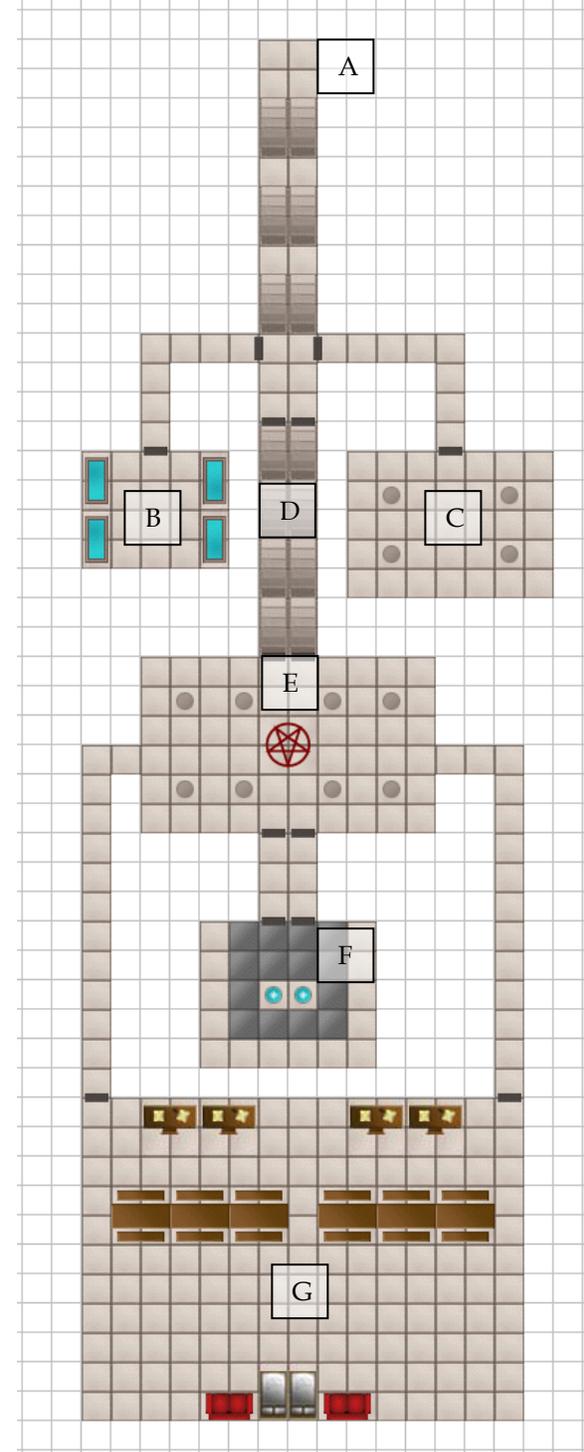
GHOUL 2+

See *Monster Manual*.

AFTERMATH

The PCs may enter the Prince's mausoleum and explore it, proceed to the next encounter.

If the guards were alerted, they remain in the area for an hour, before leaving. Anybody found receives a *lay to rest* spell. Anyone still alive is shackled and arrested (see Conclusion). Running from the guard is the best option.



6: THE TOMB

From the outside, Prince Tsubeteb's mausoleum is little more than a small building with a set of double doors. The doors are closed with a rope seal knot. Breaking the knot seals can

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be cut with any blade without issue OR with a DC 20 Dexterity or Intelligence (Thieves' tools) check.

Unless explicitly mentioned, none of the areas are lit, and the ceilings are 5 feet high.

A: ENTRANCE

Read Aloud.

This ten by ten mausoleum is a recent construction. The paintings on the walls are bright and sharp and the air has yet to gather the taste of dust. The paintings depict a comely Khemite man wrapped in a halo talking to people: Akhameti and foreigners.

The east wall is occupied by a stone sarcophagus covered in hieroglyphics, its recent craftsmanship is obvious.

There is no other way out of this room.

The hieroglyphics are the best-known and most loved verses written by Tsubeteb. They are quirky and can be read as either raunchy or incredibly insulting.

SARCOPHAGUS

Opening the sarcophagus requires a DC 15 Strength check but triggers a trap.

COLD BLAST TRAP (DANGEROUS)

Magical trap

As soon as the sarcophagus cover is lifted, a blast cold air fills the room and 10 feet beyond the door (and in the stairs if they are open). The blast of cold air deals 11 (2d10) cold damage and be pushed 10 feet away from the sarcophagus. A DC 13 Strength saving throw halves that damage and the target is not pushed.

A successful DC 15 Intelligence (Investigation) check reveals a thin layer of rime where the lid rests on the sarcophagus.

HIDDEN STAIRS

The south wall is plastered, hiding a set of stairs leading down into darkness which can be found with a DC 13 Intelligence (Investigation) check. The stairs are even and dug from the local sandstone.

As the PCs go down the stairs, the walls are covered with more poems, written in hieroglyphics. Sections depict his youth, his learning the art of poetry from the masters, his ascension to Royal Poet.

A long succession of women, both Akhameti and foreign are depicted in many panels. A DC 13 Wisdom (Insight) check reveals that although many women appear, none of their names are written, and there is no reference to marriage or descendants.

B: CLEANSING POOLS

Hieroglyphics on the door read: "Words cleanse as water".

Read aloud when the door is opened.

The walls of this room were painted to depict a scene from under the ocean, with alternating waves of blue with fishes in silver or green.

The far wall features Prince Tsubeteb embracing a charming woman, who must be the Khem, goddess of water and writing. The depiction invokes a reciprocal tenderness.

Two one-foot deep stone pools filled with clear water line the east and west walls of the room. The stone is most remarkable because of its lack of decoration. At the center of each basin is a single word in modern Khamet: Blue, Flow, Sorrow, Tears.

In the center of the room, carved in the stone are hieroglyphics. Their arrangement makes you think of a poem.





THE POEM

The poem in hieroglyphics is one of Prince Tsubeteb's works. It tells of someone whose love left on a sailboat.

*Waves of blue
Waves of sorrow
Endless flow
Tears of you*

THE POOLS

The pools of water are tepid and stagnant. The water itself has no magical power, but the pools hold some minor curse.

The words in Khamet are magical and when touched, each curse the person who touches them. A DC 13 Wisdom saving throw negates the effects, both positive and negative. A *remove curse* negates all the effects at once as these are considered a single curse.

Blue: Your skin turns a light shade of blue. Until you complete a long or short rest, you benefit from a *comprehend languages* spell.

Flow: You have disadvantage on Strength saving throws, but advantage on any ability checks made to create a written piece – such as poetry or story.

Sorrow: You have disadvantage on Charisma saving throws, but advantage on Wisdom (Insight) checks.

Tears: You have disadvantage on Wisdom saving throws, but advantage on Charisma (Intimation) checks.

C: GUARD ROOM (HARD)

Hieroglyphics on the door read: "My most devoted".

This room has two anubians mummies facing the entrance. Along the walls are a collection of canopic jars, an assortment of weapons, shields, and amphorae filled with coin. These are the grave goods belonging to the two bodyguards who volunteered to guard the Prince on his final rest.

The mummies know no one should be here and assume the PCs are tomb robbers. As such, they attack as soon as they become aware of the intruder's presence.

LESSER MUMMY 1/3PCS

Medium undead, lawful neutral

Armor Class 13

Hit Points 36 (8d8)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Vulnerabilities fire

Damage Resistances necrotic, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Anubian, Khamet

Challenge 2 (450 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage and the target must make a DC 13 Constitution saving throw or be stunned until the end of the lesser mummy's next turn.

AFTERMATH

The value of the grave goods is 400gp for the whole lot. Selling these goods in Ophara leads to the PCs being accused of grave robbery.

D: SECOND STAIRS (DEADLY)

The walls in this section are covered with frescoes and paintings of beautiful women. The stairs are mosaics with small colorful tiles that reflect light.

Midway down this section of stairs, the plaster is cracked in the shape of an archway. Removing the plaster reveals an archway with a sigil. The sigil is an explosive *glyph of warding*.

Anyone who reads the glyph triggers the release of a deadly cloud of deadly gas. Within 10





G: BEDCHAMBER (DEADLY)

Read Aloud.

Five feet below the level of the floor, a pool of clear water radiates a soothing blue light that makes the room feel like the depths of a lake. The waters are still and reflect the ceiling where tiny beads of glass form stars.

Facing the door, a statue of the goddess Khem smiles down at an altar rising from the water. A copper vessel and a gold statuette of the goddess rest on the altar.

Two narrow stone paths run along the sides of the room. The mosaic floor making you think of a sandy beach.

On the sides of the altar, is painted the following poem.

*To thee, O my Goddess
I neither grasp nor trample
Luscious breasts so subtle
Generous gifts so ample*

The entire floor, including the pathways, the altar, the vessel, and the water are an illusion covering a 20-foot pit. At the bottom of the pit, zombies wait in the dark. The illusion does not provide any light down here.

ZOMBIES

6

See *Monster Manual*.

AFTERMATH

The zombies were criminals thrown into the pit. They rose again and shambled about ever since. There is no treasure in the room.



This cavernous room is lit by blackened iron braziers hanging from the ceiling. Rows of writing desks covered with rolls of papyrus and writing implements line the north wall. Two long work tables bisect the room. Both tables are empty and clean.

At the far end, a flat sarcophagus resembles a bed, covered with a green crushed velvet blanket.

A creature, wrapped in bandages wearing an elaborate gold funerary mask paces the room, seemingly unaware of your presence. One finger tapping its chin, it paces in slow, deliberate steps, groaning its displeasure.

The mummy is Prince Tsubeteb, stuck with a major case of writer's block. When the PCs make themselves known to him, he is surprised before reminding them of their legal predicament: their presence here is illegal.

The Prince was fascinated by the female form, choosing Khem as his personal goddess for that reason. He is suave and charming always, but never improper. He knows what he is and has no problem with it.

If asked for the ring, he looks down and asks why. He is willing to give the ring away in exchange for something that will pull him out of his current situation. To do that, he requires a group DC 12 Charisma (Performance) check, any discipline gets him out of his writer's block. Females have advantage on this check.

Since the ring is given freely, it can be taken out of the tomb without issue.



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MAHKEE

If the PCs ask about Mahkee, the Prince does not remember her at all. She was, at best, a flight of fancy for him. He is dismissive of her affections, going so far as to laugh at her, claiming he promised the same poem to no less than a hundred women.

TROUBLESHOOTING: FIGHTING THE PRINCE

The Prince is much more powerful than the PCs and fighting him should result in a swift death.

TSUBETEB, MUMMY LORD

See *Monster Manual*.

CONCLUSION

LEAVING THE NECROPOLIS

For the PCs to leave, they must avoid the guards again. If their previous attempts failed, or they drew attention, these attempts are made with disadvantage.

Individual PCs who fail are caught by the priests and arrested, see Arrested, below.

SEBEKREH/COINS

Either employer pays the PCs, asking if they found anything of interest. They listen to the PCs with passing interest. The ring is what they were interested in, not how it was retrieved.

MAHKEE

When the PCs leave the tomb, if they reach out to Mahkee, they can tell her what they want.

If she is told of the Prince's uncaring response, her eyes fill with tears as she realizes the Prince's personal nature.

If she is lied to, she lights up with a huge smile and a sigh of relief. She thanks the PCs and leaves with a dreamy smile.

Either way, she pays the PCs for their efforts on her behalf.

ARRESTED

If the PCs are arrested without having stolen anything, they each receive 5 lashes and are fined 250sp.

Tomb robbers are executed and sent to the Temple of Anubis for a posthumous interrogation.

EPILOGUE

Read Aloud.

From the top of her tower, she looked to the East, her jeweled hand resting on the rough stone. A lone falcon screeched and landed next to her. The woman admired its head, closely resembling hers. The bird pecked at its leg where a copper tube hung, tied with a leather strap.

From the tube, she retrieved a scroll covered in tight but clear hieroglyphics.

"Prince Tsubeteb's tomb located and opened. Astrolabe available." The woman smiled and sent the falcon on its way.

Soon, she thought, soon the ways will open and a new age will come, one where the Sun will no longer rule among His people. The age of the Eternal Queen will dawn with a final sunset.

The stars ordained it already.

THE END



Akhamet

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Akhamet

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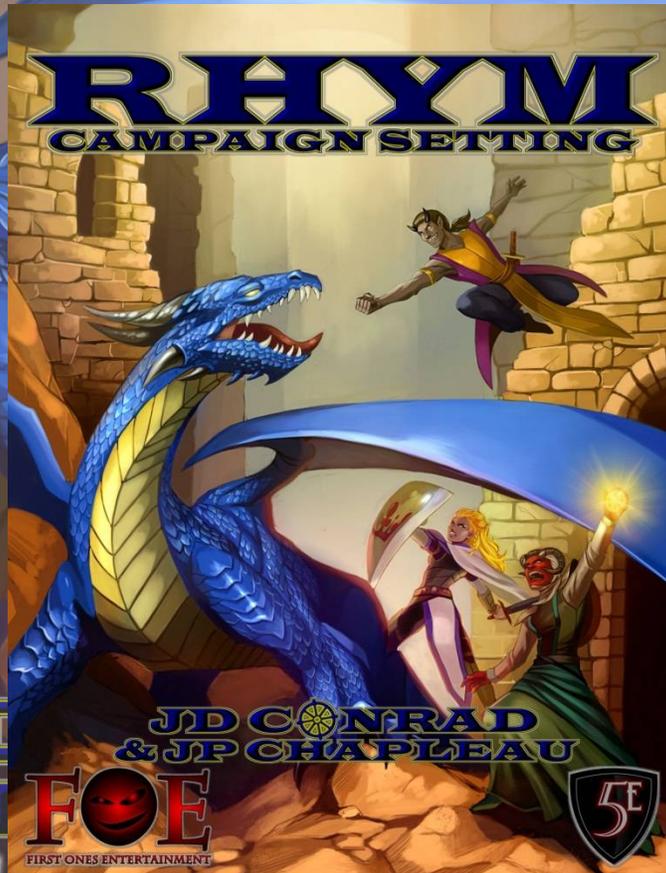
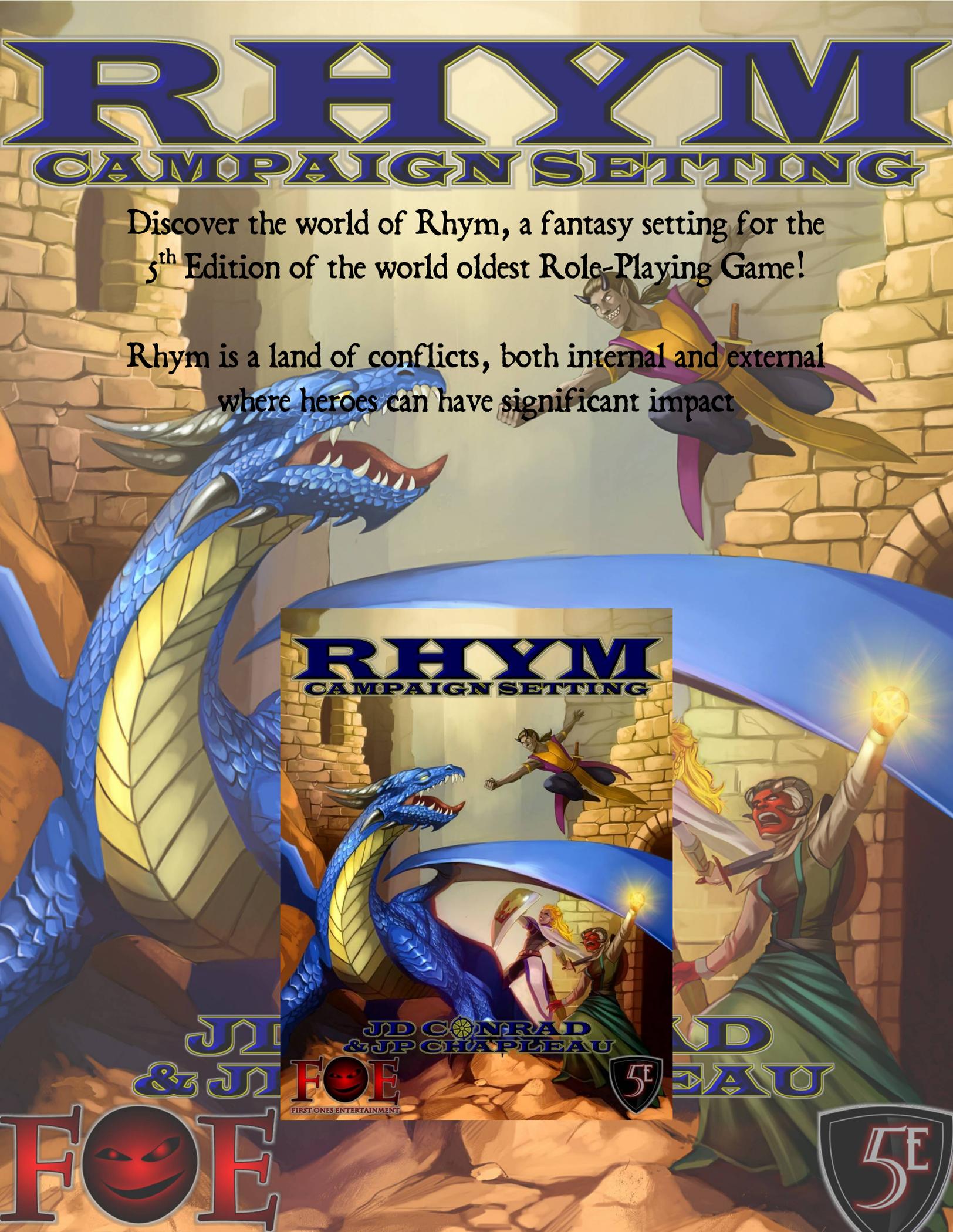
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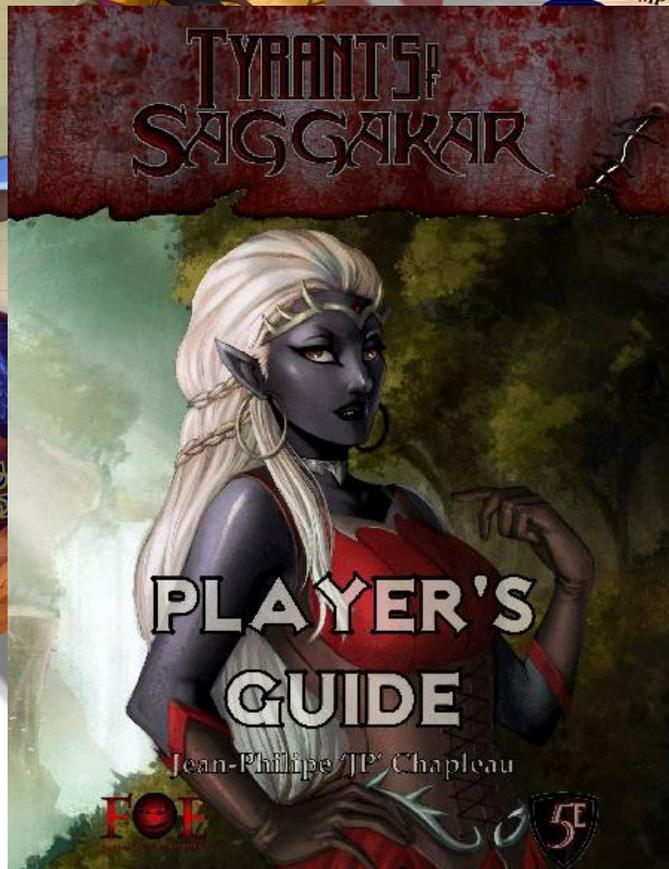
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