



DUNGEONS & LAIRS: MUMMY LORD'S PYRAMID

Mummy Lord's Pyramid is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 11, 14, 17, or 20**. This document offers details for each level and makes adjustments accordingly. The adventure sees the party enter the pyramid of a dangerous and demented mummy lord, whose dark magic and vile curses may present the greatest challenge the characters have ever faced.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Mummy Lord's Pyramid Hooks table below offers details for introducing this adventure to your players.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game

masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you offer this adventure to parties whose average party level is less than 3 as it will be far too difficult for the players; inversely, offering this adventure for parties whose average level is greater than 12 might not offer enough challenge to keep the players engaged.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
10	11th-level	Hard
11	11th-level	Medium
12	11th-level	Easy
13	14th-level	Hard
14	14th-level	Medium
15	14th-level	Easy
16	17th-level	Hard
17	17th-level	Medium
18	17th-level	Easy
19	20th-level	Hard
20	20th-level	Medium

MUMMY LORD'S PYRAMID HOOKS

Side Quest d8 Type	Details
1 Fetch Quest	A rich noble wants to expand their collection and hires the character to bring them any objects of interest they can find within the pyramid.
2 Recover Stolen Item	The characters meet the ghost of a long-dead pharaoh who explains that after his death, his own children stole the burial gifts he was supposed to be entombed with. As long as his treasure is still in area 26 of the pyramid, he cannot rest.
3 Receive Information	An ancient civilization is said to have held the key on how to destroy an enemy of the characters. The pyramid is the last remnant of that civilization. Area 25 can include a hieroglyphic inscription of the information.
4 Rescue Mission	A local sage couldn't wait to enter the newly surfaced pyramid. Unfortunately, they never returned. If characters go in search of them, they will find their remains in one of the hippo statues in area 7.
5 Missing Person	A friend of the characters went missing when they traveled across the desert with a caravan. As the characters search for them, they instead discover a pyramid that wasn't there before.
6 Monster Hunt	Before archeologists can properly investigate the historical significance of the pyramid, they need to be sure they won't be killed by its defenses. The characters are hired to take care of anything that may harm an intruder.
7 Supernatural Investigation	A lost pyramid has risen out of the sands with no clear cause or explanation. Local sages send the characters to figure out what happened.
8 Secure Aid	The characters' patron wishes to ally themselves with the ruler of the lands the pyramid has resurfaced in. Braving its defenses and offering the found treasure to the ruler is the most expedient way to make this happen.

MUMMY LORD'S PYRAMID

Once thought lost to history, the Mummy Lord's Pyramid has resurfaced. Archaeologists and historians are chomping at the bit to discover what lies within its ancient galleries and chambers. The adventure assumes the pyramid's placement in an arid desert or similar environment, but it can just as easily be set into any other terrain of your choice with very few modifications.

GENERAL FEATURES

Unless otherwise stated, the Mummy Lord's Pyramid has the following general features.

Architecture. Excluding the natural caverns below the pyramid (areas 26 through 28), the pyramid's interior surfaces are built from solid, limestone blocks, each one measuring 3 feet high and wide and 7 feet long, weighing 2.5 tons. Although sturdy, destroying or damaging the blocks may result in the total collapse of the entire structure. Any time the structure's walls, floors, or ceilings take damage from an attack or spell, roll a d100 and add the damage dealt (for spells like *disintegrate*, add 35 per 10-foot cube of destroyed material). On a result of 100 or higher, the pyramid loses its structural integrity and collapses, instantly killing all corporeal creatures inside. A character with the Stonecunning trait or a passive Intelligence (History) score of 15 or better instantly recognizes this hazard the moment they enter the pyramid.

The pyramid's chambers and corridors all have tall ceilings, standing 29 feet high through most of the structure. The ceilings are vaulted to support the incredible weight of the pyramid's upper stonework.

True Doors. All of the pyramid's real 10-foot-tall, 6-foot-wide doors are made from solid slabs of 25-inch-thick stone. The doors pivot on central hinges built into the bottom and top of its frame. Every locked door in the pyramid is both *arcane locked* and trapped with a *glyph of warding*. When a creature attempts to pick the lock or shove the door down with brute force, the *glyph* casts a *forcecage* in the shape of a box measuring 10 feet on a side in the area directly in front of it, trapping whatever creatures are currently in the area. To make matters worse, the edge of the *forcecage* is pressed tightly against the target door and its surrounding wall. Until the *forcecage*'s duration expires or it is destroyed by a *disintegrate* spell, it's impossible to reach or pass through the door (although the players might still come up with a clever solution).

Spotting the glyph requires a successful DC 17 Intelligence (Investigation) check. *Detect magic* spells don't detect the door's *glyphs* or *arcane locks* as the doors have been protected via the *arcanist's magic aura* spell. Dispelling the glyph requires the casting of *dispel magic* against a 7th-level spell. Once past the spell, a character must succeed on a DC 30 Dexterity check using proficiency in thieves' tools to pick the lock. Alternatively, a character can succeed on a DC 40 Strength (Athletics) check to break the door open.

Each door has AC 18, 50 hit points (damage threshold 10), and immunity to poison and psychic as well as bludgeoning, piercing, and slashing damage made by non magical weapons. Like the rest of the vault, destroying a door potentially harms the structural integrity of the pyramid (see above).



False Doors. There are false doors set into the walls all throughout the pyramid. The doors all look the same as the "real doors" described above, except they lead nowhere. These doors are locked but do not have *arcane locks* or *glyphs of warding*. A successful DC 20 Dexterity check using proficiency in thieves' tools opens the doors, as does a successful DC 25 Strength (Athletics) check. When the door opens, spears fire out from inside. The spears attack the triggering target with a +10 to hit, dealing 14 (4d6) piercing damage on a hit, and the target must make a DC 19 Constitution saving throw. The target takes 24 (7d6) poison damage on a failed saving throw, or half as much damage on a successful one. The trap can be detected with a successful DC 15 Intelligence (Investigation) check made on the door. Recognizing that the door is false requires a successful DC 20 Wisdom (Perception) check—this check can benefit from a dwarf's Stonecunning feature.

Hieroglyphs. Ancient writing covers many of the pyramid's walls and surfaces offering clues to the characters. Unless you rule otherwise, these words are in a language long forgotten in the annals of history. Only a *comprehend languages* spell or similar magic will reveal what they say.

Illumination. There are no lights, natural or otherwise, throughout the entire pyramid. Area descriptions assume that the characters have access to darkvision or their own light sources.

Magical Protections. To protect itself against tomb robbers, the pyramid's entire interior is protected by permanent *private sanctum* spells, creating the following effects:

- Sound can't pass through the pyramid's walls or its exits.
- Sensors created by divination spells can't appear inside the pyramid or pass through the pyramid at its perimeter.
- Creatures in the pyramid can't be targeted by divination spells unless they are cast by the mummy lord.
- Nothing can teleport into or out of the pyramid.
- Planar travel is blocked within the warded area. This includes extradimensional spaces created by spells and magic items such as *magnificent mansions* and *bags of holding*.

The pyramid is also protected by the *forbiddance* spell, blocking celestials, elementals, and fey from entry. This includes summoned creatures such as familiars and magical steeds.

The pyramid also protects itself against powerful spellcasters, particularly transmuters and conjurers. Creatures who become astral or ethereal in the pyramid or who cast spells that allow them to circumvent physical objects, such as *gaseous form* and *passwall*, might attract a demon. Roll a d20 whenever this occurs. On a roll from 1 to 16, no demon appears. Otherwise, the following demons could appear: 17, a **vrock**; 18, a **hezrou**; 19, a **glabrezu**; or 20, a **nalfeshnee**.

Curse of the Mummy. As the domain of a mummy lord, the pyramid and its contents are subjected to the following effects:

- The entirety of the pyramid is desecrated. All undead have advantage on saving throws against effects that turn undead.
- Each undead creature in the pyramid can pinpoint the location of each living creature within 120 feet of it.

- Any non-undead creature that tries to cast a spell of 4th level or lower in the pyramid is wracked with pain. The creature can choose another action, but if it tries to cast the spell, it must make a DC 16 Constitution saving throw. On a failed save, it takes 1d6 necrotic damage per level of the spell, and the spell has no effect and is wasted.
- Food instantly molds and water instantly evaporates when brought into the lair, including food and water created by spells of 3rd level or lower. Other non magical drinks are spoiled; for example, wine turns to vinegar.
- Divination spells cast inside the lair by creatures other than the mummy lord and its minions have a 25 percent chance to provide misleading results, as determined by the game master. This includes spells such as *detect magic* and effects like a paladin's Divine Sense. If a divination spell already has a chance to fail or become unreliable when cast multiple times, that chance increases by 25 percent.
- A creature that takes treasure from the lair is cursed until the treasure is returned. The cursed target has disadvantage on all saving throws. The curse lasts until removed by a *remove curse* spell or similar magic.

If the mummy lord is destroyed, these effects end immediately.

ENTERING THE TOMB

The tomb entrance is relatively non-descript, betraying no hint of the horrors that lie within the pyramid's bowels. A colossal stone block prevents entry. Carved into the stone are ancient fading hieroglyphics, readable with a *comprehend languages* spell or similar magic. The hieroglyphics read: "Enter... if you dare." One or more creatures with combined Strength scores of 35 or better can slide the block out of the way. A steep staircase descends 200 feet down into the pyramid's belly (area 1).

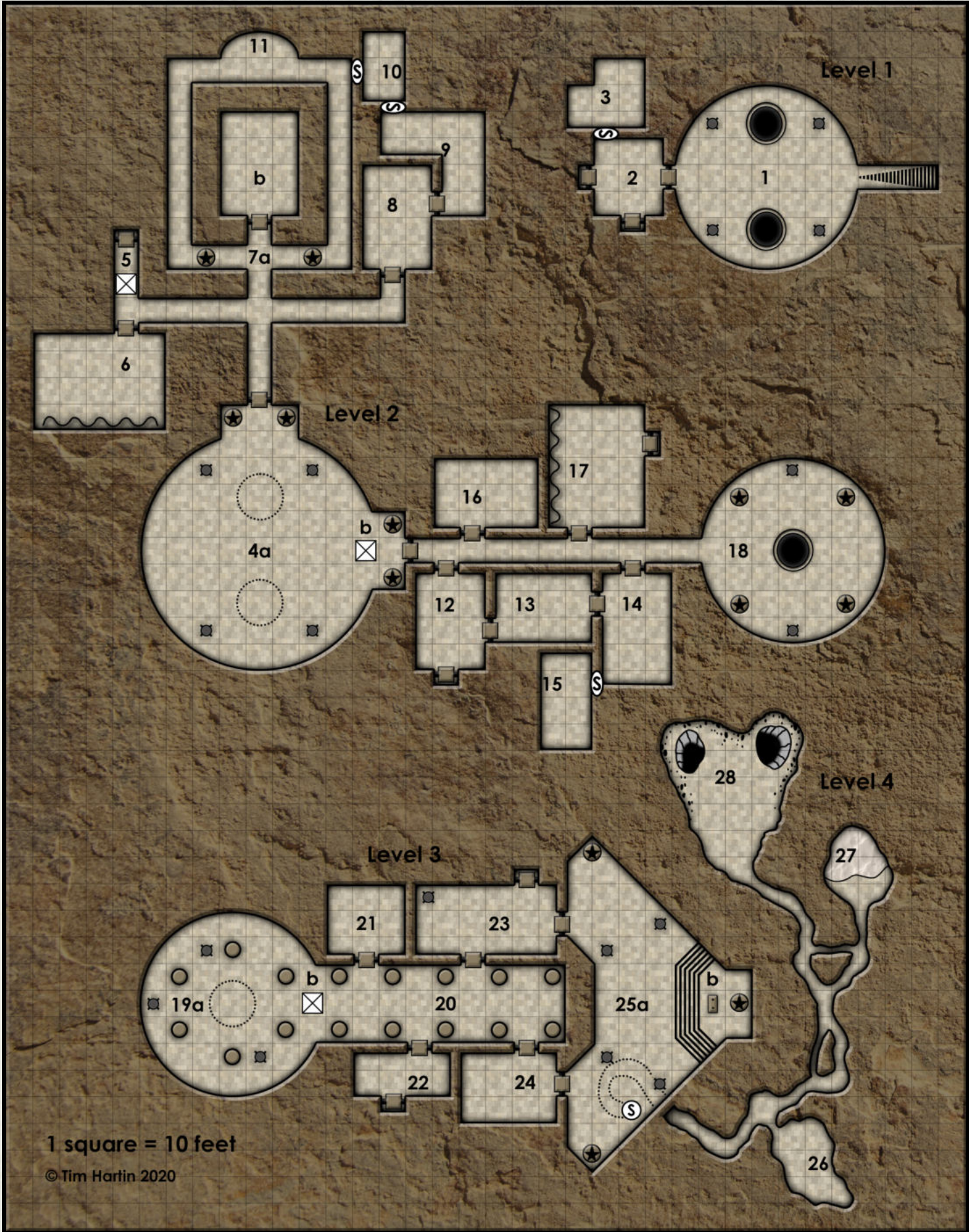
KEYED LOCATIONS

The following locations are keyed to the map of the Mummy Lord's Pyramid on page 4.

1 - DESSICATED

The air is thick with dust and reeks of alchemical components and old rot. This 70-foot-diameter, round room boasts 29-foot-high ceilings. Two large 20-foot-wide wells dominate the center of the room, both covered with huge stone slabs. There are four steel braziers, each one covered in a thick layer of dust and cobwebs.

Ancient hieroglyphs dressed with blue paint and ribbons of gold decorate the room's limestone walls. Other than the entrance, a single, 10-foot-tall door lacking any sort of visible hinges or handles stands in a frame at the center of the western wall.



Encounter: Undead Minions. Undead minions guard this area, the nature of which depends on the level of the adventure as shown on the Area 1 Encounters table below. Angatras are featured in the Appendix.

AREA 1 ENCOUNTERS

Adventure Level	Encounter
11th	6 mummies
14th	10 mummies
17th	5 angatras
20th	7 angatras

Hieroglyphics. The words on the walls read "LET THERE BE LIGHT." The ceiling directly above the northernmost well reads "THEY SHALL EAT YOUR FLESH", a reference to the insects inside the shaft. The ceiling directly above the southernmost well reads "IT SHALL STEAL YOUR BREATH," a reference to the poison gas inside the shaft.

Western Door. The western door is locked (see General Features). If all four braziers are lit, the door pivots open, granting access to area 2.

Wells. The well lids are protected by the same magic as the pyramid's real doors (see General Features for details).

If the characters investigate the wells, they find that both wells have a pair of keyholes set into the western sides of its lip. There are hieroglyphic numbers written over the keyholes. The northernmost well numbers the keyholes 1 and 9 while the southernmost well numbers its keyholes 8 and 0. The four keys in area 3 open these wells.

If the wrong key is placed into a well, the keyhole spits out the key and emits a jet of poisonous gas. Any creature in the 5 foot square directly in front of the keyhole must make a DC 12 Constitution saving throw, or become afflicted with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Once the wells are unlocked, one or more creatures with combined Strength scores of 25 or higher are required to shift the lid out of the way.

Shafts. Each well lid hides the presence of a shaft that connects this area to area 4 on the second level. Although the shafts are only 50 feet deep, it's an additional 29 feet from where the bottom of the shaft opens into area 4's ceiling to area 4's floor. A creature who falls into the shaft takes 28 (8d6) bludgeoning damage from the fall.

The northernmost shaft crawls with biting insects. The insects function similar to the insects described in area 3, biting any creature that ends its turn in the shaft. The southernmost shaft is filled with toxic gas. The first time a creature enters the shaft and each time they end their turn in the shaft, they must make a DC 13 Constitution saving throw or become poisoned for 1 minute.

2 - GLOAMING

Bas reliefs depict the ancient deities the builders of this pyramid once worshipped. The desiccated corpse of a man kneels before one a carving that depicts a tall humanoid creature with the head of a jackal.

Hieroglyphs. The words on the walls read "FIND YOUR WAY IN THE DARK." A character who examines the ceiling also notices that there are additional hieroglyphs; unfortunately, if the character is not proficient with Arcana, they will not be able to read them, not even with a *comprehend languages* spell. A character with proficiency in Arcana who can read the hieroglyphs immediately recognizes that the ceiling is nothing more than a large *spell scroll* bearing the words to the *darkness* spell. Although the 2-ton scroll can't be removed from the pyramid's ceiling (not without causing a potential collapse), the spell can be cast from the ceiling.

Secret Door. There is a secret door hidden against the northern wall. The door can be found with a successful DC 25 Wisdom (Perception) check. However, it is locked and magically protected the same as the pyramid's real doors (see General Features). Casting magical darkness on the door causes the door to reveal itself and pivot open.

Jackal Carving. A character who examines the jackal carving and succeeds on a DC 15 Intelligence (Investigation) check recognizes that the jackal's lower jaw is set with a hinge. If the mouth is pulled open, a **manabane scarab swarm** (see the Appendix) escapes a hidden compartment inside the wall and attacks.

3 - SWARMS

This room is crawling with thousands of crawling, biting insects. Treat the entire room as one colossal **swarm of insects** with 500 hit points. Creatures can move through the room, but the room is considered difficult terrain. Instead of rolling for initiative or making attacks, any time a creature ends their turn in the room, they must make a DC 13 Dexterity saving throw. A creature takes 10 (4d4) piercing damage on a failed saving throw or half as much damage on a successful one. If the swarm's hit points are reduced by half or more, the damage drops to 5 (2d4) piercing damage on a failed saving throw and no damage on a successful one.

Multiplying Insects. Whenever the swarm is subjected to bludgeoning damage, it takes no damage and instead regains a number of hit points equal to the bludgeoning damage dealt. A character with a passive Wisdom (Perception) score of 15 or higher notices this any time it happens as the insects seem to multiply. Otherwise, the bludgeoner believes they are crushing the insects without any issues.

Hieroglyphs. The hieroglyphs here read "THE SWARM HOLDS THE KEYS."

Well Keys. There are ten iron keys lying on the floor of this room completely buried by insects, their locations marked on the map. The bow of each key is numbered 0 through 9 in hieroglyphs. A character can use their action to search a space covered in insects, discovering one of the keys with a successful DC 15 Intelligence (Investigation) check. The DC drops to 10 if the swarm has less than half its hit points remaining. These keys open the well lids in area 1.

4A - SINKING

This huge chamber is 90 feet wide. Two alcoves to the north and west both provide doors leading away from the area. Both doors are flanked by a pair of 15-foot-tall statues; the statues to the north depict humanoids with the heads of birds, while the statues to the east depict humanoids with the heads of jackals.

There are four iron braziers spread around the room. The northeastern brazier is currently lit, casting bright light in a 30-foot radius and dim light for an additional 30 feet.

Resting upside down next to the southwestern brazier is a two-foot wide hunk of stone carved to look like a snake's head. Judging by the jagged edges at its neck, it seems to have been part of a much larger statue.

The snake head weighs 200 pounds. It's one of the four heads used to open the well in area 18.

Encounter: Undead Minions. The first time the characters enter this room, they are assaulted by more of the mummy lord's minions. The nature of these minions depends on the adventure's level, as shown on the Area 4a Encounters table below. All of the creatures are detailed in the Appendix.

AREA 4A ENCOUNTERS

Adventure Level	Encounter
11th	3 imy-ut ushabti
14th	5 imy-ut ushabti
17th	3 imy-ut ushabti plus 1 ushabti
20th	5 imy-ut ushabti plus 1 ushabti

Hieroglyphs. The hieroglyphs on the walls here read "LET THERE BE LIGHT, BUT ONLY IF THE LIGHT ALLOWS IT."

Locked Doors. When the characters first arrive, both doors exiting this chamber are locked (see Real Doors in General Features). The northern door can be opened by lighting all four braziers in this room at the same time (see below). Characters who examine the eastern door notice that it has a large keyhole set into its center. The golden key hidden under the sarcophagus in area 11 dispels the enchantments on the door and opens it.

Magic Braziers. When an unlit brazier is lit, all other braziers that are currently burning go out. The characters must work together to light all four braziers at the same time. Note that all of the braziers must be lit at the same time—this means that the first burning brazier must be extinguished before the others can be lit. Once all four braziers are lit, the northern doors' magical protections are dispelled and it pivots open.

Well Shafts. 29 feet above the room's floors, two fifty foot vertical shafts climb back up to area 1. See area 1 for details on the hazards hidden within these two tubes.

4B - EMBALM

A cleverly disguised trap door conceals the presence of a 20-foot-deep pit at the east end of this round chamber (area 4a). Any creature weighing 70 pounds or more that steps onto the space falls inside and into a pit of acid at its bottom. The target takes 22 (5d8) acid damage the first time they fall into the pit, plus an additional 13 (3d8) acid damage each time they end their turn in the acid pool. Because of the acid, the surfaces of the pit are brittle and crumble with the simplest touch. Climbing out of the pit requires a DC 20 Strength (Athletics) check. If the check fails by 5 or more, the creature tumbles back into the pit.

Noticing the trap door requires a successful DC 20 Wisdom (Perception) check. A character can stop the trapdoor from opening by shoving a piton or similar object into the trapdoor and succeeding on a DC 15 Strength check.

Alternatively, the characters can sidle around the lip of the pit. However, the two statues flanking the door to area 18 are trapped. If a Medium or larger creature comes within 5 feet of the statue, its arm swings out with intent to shove the triggering creature into the pit. The target must make a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check (the target's choice). On a failed check, the target is pushed into the same square as the concealed trap door and falls in unless it's been propped open. A creature that witnessed the arm attack another creature makes its checks with advantage, and Small and smaller creatures are unaffected by the statues—it swings harmlessly over their heads. Detecting the statue's swinging arm trap requires a successful DC 15 Wisdom (Perception) check to spot the hinges on its arm.

5 - JARS

A concealed trap door masks the presence of a 30-foot-deep pit in the floor here. When a creature weighing 70 pounds or more steps onto the trap door, they fall into the pit, taking 10 (3d6) damage from the fall.

The bottom of the pit is abjured with two instances of the *glyph of warding* spell, both triggered whenever a creature lands on the pit floor. The first *glyph* casts *darkness*, targeting the top of the pit. The *darkness* remains for 10 minutes or until dispelled. The second *glyph* casts a *forcecage* box measuring 10-feet on a side that traps any creatures stuck at the bottom of the pit. The *forcecage* remains for 1 hour or until it is destroyed with a *disintegrate* spell.

Detecting the pit requires a successful DC 20 Wisdom (Perception) check. The pit's trapdoor can be wedged shut by hammering a piton or similar object into the trapdoor and succeed on a DC 15 Strength check. The *glyph* can be detected by any creature looking into the pit that succeeds on a DC 17 Intelligence (Investigation) check.

6 - SARCOPHAGI

When the characters first enter this area, the door that leads into the room is unlocked.

Simple wooden stonecarver's tools, ruined by age, clutter a pair of broken tables against the southern wall. Ten 8-foot-long, 3-foot-wide stone boxes lie on the floors, all of them missing lids. A large, rotting tapestry hangs from an iron rod suspended from the room's 12-foot-high ceilings.

A character with a passive Wisdom (Perception) score of 15 or better notices that there is a huge hunk of stone hidden behind the tapestry. The stone is the head of a statue carved to look like a cat's head. The cat's head weighs 200 pounds and is used to open the well lid in area 18. Moving the stone head potentially shifts the tapestry and triggers the trap (see below).

Hieroglyphs. The glyphs here read "TAKE A DEEP BREATH."

Sarcophagi. A character who examines the incomplete sarcophagi and succeeds on a DC 15 Wisdom (Perception) check notices that there are small holes carved into the bottom of each sarcophagus. These holes are used to pump water into the room (see below). A subsequent DC 20 Intelligence (Investigation) check reveals that the sarcophagi are actually carved from the floor and cannot be moved without damaging the floor.

Trap: Flooding Room. Anyone who touches the tapestry triggers a trap. Unless the door leading into this area is spiked or propped open, it seals shut and locks as a "real door." Then, the room starts to fill with cold water pumped in from small holes carved into the bottoms of the sarcophagi. Have the characters roll initiative. At the end of each round, the water rises 3 feet, until it completely floods the room at initiative count 12. The water remains in the room until the characters find a way to open the door. Once the door is open, it takes two rounds for the water to completely drain.

The trap can be spotted with a successful DC 20 Wisdom (Perception) check. If a character specifically examines the iron rod holding the tapestry, they make this check with advantage. The trap can be disabled by disabling the mechanism in the ceiling, possible with a successful DC 15 Dexterity check using proficiency in thieves' tools. The character must be able to reach the ceiling in order to do this.

7A - HYENAS

The ceilings in this corridor are only 12 feet high. The stench of the dead hyenas in the compartments of the statues can be smelled by any creature that comes within 30 feet of this area.

A pair of large, blocky statues carved to look like humanoid-hippopotamuses prevent passage to the east and west. Both hippos are carved with their mouths wide open and there is a small hole carved into the back of each of their throats. Additionally, each hippo holds in its human-like hands a small stone box topped with a form-fitting lid. Small gaps between the statues and their respective walls allow you a glimpse of corridors that continue behind them.

Hieroglyphs. The words on the floor read "USE THEIR TREASURE WISELY."

Encounter: Hidden Hyenas. A character who succeeds on a DC 15 Wisdom (Perception) check notices that the stench comes from both hippo statues, specifically a compartment built into both their stomachs. Any creature that steps into the 10-foot square directly in front of the either hippo statue, triggers a mechanism that automatically opens the compartments. Each compartment ejects a pair of **emperor's hyenas** (see the Appendix), four in all. The doors to the compartments then close shut and can't be opened again until a creature pries it open with a successful DC 18 Strength (Athletics) check. The undead hyenas immediately attack the creature closest to them and fight until destroyed. Until the hyenas leave their compartments, their stench is not strong enough to warrant a saving throw.

A character can spot a pressure plate with a successful DC 18 Intelligence (Investigation) check while examining the 10-foot square in front of the selected statue. The pressure plates can then be disabled with a successful DC 15 Dexterity check using proficiency in thieves' tools.

Boxes. The small boxes held by the hippos each contain a *potion of gaseous form*. The potions are labeled as such with hieroglyphs.

Trap: Hippo Vacuum. If a creature composed of air or gas attempts to move past a hippo statue, it triggers a trap. The small hole in the hippo's mouth begins to suck inward like a vacuum. The target gaseous creature must succeed on a DC 20 Strength saving throw or be pulled into the hippo's mouth. The target is then stored into the hippo's stomach's compartment and the vacuum hole seals shut, rendering the compartment airtight.

The inside of a hippo's compartment is a cube measuring 8 feet on a side. If the hyenas are still inside the compartment, they attack the creature within. If the compartment door is closed, a creature must succeed on a DC 18 Strength (Athletics) check to open the compartment.

A character who succeeds on a DC 18 Intelligence (Investigation) check while examining the interior of the hippo's mouth understands how the trap works. A vacuum hole can be disabled by shoving objects such as cloth or the end of a ten-foot pole into it.

7B - METHANE

The door that leads to this area is not a door at all and actually part of the wall carved to look like a door. Regardless, the stone here is still 25 inches thick. A character who examines the door and succeeds on a DC 15 Intelligence (Investigation) check recognizes this. If the check passes by 5 or better, the character also notices that there is a small one-inch hole near the top of the fake door. The hole travels one foot forward, then drops ten feet down, and finally continues another 13 inches forward until it exits the far side of the door into area 7b. An amorphous creature or creature in gaseous form can pass through the hole without issue, although turning gaseous may still trigger the appearance of a demon (see General Features for details).

If the characters can't find a way through the fake door, they can try to smash it open. The fake door has AC 18, 50 hp (damage threshold 10), and immunity to poison and psychic damage. Dealing damage to the door may harm the structural integrity of the pyramid as detailed in General Features.

Turnstile. A stone turnstile with four 1-foot-long wooden handles stands at the center of this room. A character can use their action to rotate the turnstile clockwise. After one full rotation, the turnstile locks into place with a loud click. At the same time, the enchantments on the door connecting areas 8 and 9 are dispelled and it pivots open.

8 - COLLAPSE

Caustic green residue coats the edges of the door, hinting at what's to come.

Encounter: Undead Minions. The first time the characters enter this room, they are assaulted by more of the mummy lord's minions. The nature of these minions depends on the adventure's level, as shown on the Area 8 Encounters table below. All of the creatures are detailed in the appendix.

AREA 8 ENCOUNTERS

Adventure Level Encounter

11th	4 venomous mummies
14th	6 venomous mummies
17th	3 venomous mummies and 1 ushabti
20th	3 venomous mummies and 2 ushabti

Hieroglyphs. The words on the door to area 9 read "THE SEA COWS KNOW HOW TO OPEN THIS DOOR."

Locked Door. The door to area 9 is locked as described in the General Features section. If the turnstile in area 7b is rotated, the door's enchantments are dispelled and it pivots open.

9 - MIRROR

The walls of this room are carved with bas-reliefs depicting the ancient gods once worshipped by the pyramid's original builders, the largest of which is a jackal-headed god with its arms held out at its side, both hands gripping short swords. The tattered remains of straw prayer mats cover the floor.

A floor-to-ceiling mirror is built into the northern wall, held in place by two carvings of humanoids.

Hieroglyphs. The walls here read "LOOK TO YOURSELF FOR A SECRET."

Jackal God Trap. Any creature who steps within 10 feet of the jackal god bas-relief steps on a pressure plate and triggers a trap. The bas relief's arms swing outward and attack the creature, making two attack rolls with a +10 to hit. On a hit, a sword deals 13 (2d6 + 6) piercing damage (or 4d6 + 12 if both hit). Noticing that the arms swing outward requires a successful DC 15 Wisdom (Perception) check. The pressure plate can be found with a successful DC 20 Intelligence (Investigation) check, and it can be disarmed with a subsequent successful DC 15 Dexterity check using proficiency in thieves' tools.

Illusory Mirror. The mirror is actually an illusion hiding the presence of a secret passage that connects this area to area 10. A character who touches the mirror immediately recognizes this, as their hand will pass right through. Otherwise, a character can determine its illusory nature by succeeding on a DC 17 Intelligence (Investigation) check.

10 - ROMANCE

A dessicated corpse lies on the floor curled up in a ball. The western wall of the room bears a bas-relief carving of a humanoid woman. The woman's rib cage is exposed. The inside of the statue's chest appears to have an empty cavity where a heart should go.

Hieroglyphs. The hieroglyphs on the wall read "UNITE THE LOVERS."

The Lovers. Any character who examines the carving of the woman and succeeds on a DC 20 Wisdom (Perception) check notices that it's actually a secret door. However, there doesn't seem to be any way to open the door (beyond the methods described under the "Doors" section in General Features).

A character who examines the corpse on the floor notices that the body has a heart-shaped hunk of gold in its chest cavity. If a creature touches the heart, they become cursed. Until the curse is removed or the gold heart is placed into the carving of the woman's chest, the target takes 14 (4d6) necrotic damage at the start of each of its turns. The creature's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this damage reduces the creature's hit point maximum to 0, it dies.

Once the golden heart is placed in the carving of the woman's chest, the enchantments on the secret door are dispelled and it pivots open, revealing the corridor beyond.

The heart of gold is worth 250 gp times the level of the adventure.

11 - FRANTIC

This semi-circular alcove contains an 8-foot-long, 3-foot wide stone sarcophagus decorated with ivory and gold.

Hieroglyphs. The wall above the sarcophagus reads "THE KEY IS FOUND AT THE BOTTOM OF THE SARCOPHAGUS."

Sarcophagus. The entire sarcophagus radiates an aura of transmutation magic if *detect magic* is used on it.

The lid to the sarcophagus requires one or more creatures with combined Strength scores of 20 to move out of the way. The inside of the stone box is dead black. The interior of the stone box is similar to a *sphere of annihilation*, but it consumes the entirety of the sarcophagus' bottom—plenty of room for those who wish to leap in and be completely and forever destroyed. A character who examines the mouth and succeeds on a DC 20 Intelligence (Arcana) identifies the trap for what it is.

A character who succeeds on a DC 20 Intelligence (Investigation) check recognizes that the entire sarcophagus can be slid aside, a task requiring one or more characters with combined Strength scores of 30 to perform. There is a small hidden compartment at the bottom of the sarcophagus which holds a large, golden key. This key is used to unlock the door connecting areas 4 and 18.

Treasure: Sarcophagus Goodies. The golden key is worth 1,000 gp plus an additional 100 gp per level of the adventure. If a character takes an hour and uses a knife or tools to pry up pieces of gold from the sarcophagus' lid, they will recover various bits of gold and pearl worth at 1,000 gp.

12 - RISING

Three stone tables dominate the center of this room. A desiccated corpse bound in funeral wrappings covers the surface of each table. There is a stone lever built into the eastern wall next to the door.

Encounter: Undead Minions. The first time the characters enter this room, they are assaulted by more of the mummy lord's minions. The nature of these minions depends on the adventure's level, as shown on the Area 12 Encounters table below. Creatures marked with an asterisk are detailed in the Appendix.

AREA 12 ENCOUNTERS

Adventure Level	Encounter
11th	1 angatra* and 2 mummies
14th	2 angatra* and 2 mummies
17th	2 angatra* plus 4 mummies
20th	4 angatra*

High Floor. The floors in this room are 2 inches higher than they are in any other part of this level. The northern and southern doors account for this fact, however, the eastern door does not. Although the eastern door isn't locked, it won't open until the floor's height is reduced (see below).

Hieroglyphs. The eastern wall reads "UP FOR DOWN DOWN FOR UP."

Stone Lever. The stone lever in the eastern wall can be shifted up or down. If the lever is shifted up, the floor lowers 2 inches which allows for the door that leads to area 13 to be opened without any issue. If the stone lever is lowered, nothing happens, but the lever becomes stuck in the lowered position, acting similar to an *immovable rod*. A creature can use its action to force the lever into the up position by succeeding on a DC 30 Strength check. Otherwise, there is no way to move it.

Treasure: Gems for Eyes. All three creatures have gemstones stuffed into their eye sockets—this has no effect on their ability to see. Each gem is worth 10 gp per level of the adventure.

13 - ARCHAIC

The door that leads to this area from area 12 won't open until the floors there are lowered (see above).

Webs. Thick spider webs cover every inch of this chamber. Each creature that starts its turn in the webs or that enters them during its turn must make a DC 15 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make DC 15 Strength check. If it succeeds, it is no longer restrained. A 10-foot cube of webs has AC 5, 5 hp, and immunity to bludgeoning, piercing, and psychic damage, and vulnerability to fire damage.

Hieroglyphs. Hieroglyphs on the floor read "THE HEART HIDES BELOW THE PYRAMID. THE TIGER WILL SHOW YOU THE WAY."

14 - SIDEWINDER

Four evenly spaced stone sarcophagi lacking any sort of decoration crowd this chamber.

Hieroglyphs. The hieroglyphs on the eastern wall read "THEY GO BOTH WAYS."

Encounter: Sarcophagi. The lid to each sarcophagus is heavy, requiring one or more characters with combined Strength scores of 20 to move aside. The inside of each sarcophagus contains a **stone golem constrictor snake**. The golem uses the **stone golem** stat block, except replace its slam attack with the following attack which it can use twice with its multiattack:

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 22). Until the grapple ends, the creature is restrained, and the snake can't constrict another target.

For the 17th- and 20th-level versions of the adventure, when one sarcophagus opens and the snake inside attacks, all of the other stone golem constrictor snakes inside the remaining sarcophagi push aside their lids and join the combat. Otherwise, they remain within until the lids are disturbed.

Switches. The bottom of each sarcophagus contains a switch. When all four switches are rotated clockwise, the door to area 13 opens (see "Locked Door" below). If all four switches are rotated counter clockwise, the secret door to area 15 opens (see "Secret Door" below).

Locked Door. The door that leads to area 13 is locked as described in the Real Doors section of General Features. If the four switches inside each of the sarcophagi are rotated clockwise (see above), the door's enchantments are dispelled and it pivots open.

Secret Door. There is a secret door hidden in the western wall, noticeable with a successful DC 20 Wisdom (Perception) check. The door is locked similar to the Real Doors described in General Features. If the four switches in the sarcophagi are all rotated counter clockwise, the door reveals itself, its enchantments are dispelled, and it pivots open revealing area 15.

15 - PURIFICATION

The center of this room is dominated by an 8-foot-long, 3-foot-wide stone sarcophagus decorated with ivory and gold. A few feet away from the stone box, the large hunk of stone carved to look like an ox's head rests on the floor. Judging by the jagged stonework by its neck, it appears to have been torn off of a larger statue.

Hieroglyphs. The hieroglyphs on the wall read "PURIFICATION LIES WITHIN."

Sarcophagus. This sarcophagus functions the exact same way as the sarcophagus detailed in area 11 (it's a *sphere of annihilation*) except it does not have a hidden compartment beneath it.

Ox Head. The ox head weighs 200 pounds. It's one of the four heads used to open the well in area 18.

Treasure: Gold and Pearl Bits. If a character takes an hour and uses a knife or tools to pry up pieces of gold from the sarcophagus' lid, they will recover various bits of gold and pearl worth at 1,000 gp.

16 - ILLUMINATE

Six stone benches are all that this austere room has to offer. There are no hieroglyphs on the walls here.

Encounter: Undead Minions. The first time the characters enter this room, they are assaulted by more of the mummy lord's minions. The nature of these minions depends on the adventure's level, as shown on the Area 16 Encounters table below. All creatures are detailed in the Appendix.

AREA 16 ENCOUNTERS

Adventure Level Encounter

11th	2 angatras
14th	3 angatras
17th	2 angatras plus 2 venomous mummies
20th	3 angatras plus 2 venomous mummies

Treasure. One of the minions (your choice) wields a lit golden torch. The torch is a common magic item that, when lit, does not burn out similar to a *continual flame* spell. It does not generate heat or cause fire damage when used as a weapon. Additionally, this torch is required to light the brazier in area 23.

17 - DOG

Smaller stone sarcophagi carved to resemble dogs crowd the walls of this room. A huge rotting tapestry suspended by a rusting iron rod hangs by the western wall.

When a living creature enters the area, the lids to the sarcophagi slide open exposing the undead within. The number of sarcophagi in this chamber equals the number of undead minions that attack, as detailed below.

Encounter: Undead Minions. The first time the characters enter this room, they are assaulted by more of the mummy lord's minions. The nature of these minions depends on the adventure's level, as shown on the Area 17 Encounters table below.

A **mummy dog** uses the **mummy** stat block, except its rotting fist attack is a rotting bite attack. The attack functions the same way, except it deals piercing damage instead of bludgeoning damage. It also gains the following trait:

Pack Tactics. The mummy dog has advantage on an attack roll against a creature if at least one of the mummy dog's allies is within 5 feet of the creature and the ally isn't incapacitated.

AREA 17 ENCOUNTERS

Adventure Level	Encounter
11th	4 mummy dogs
14th	6 mummy dogs
17th	8 mummy dogs
20th	12 mummy dogs

Hidden Statue Head. A character who looks behind the tapestry hanging against the western wall will discover a hunk of stone carved to look like an eagle's head. The head weighs 200 pounds and is used to open the well lid in area 18.

18 - DOMINION

A 20-foot-wide well dominates the center of the room, a huge stone lid resting atop its lip. Four 13-foot-tall statues stand equidistant to the well. The statues are all missing their heads; judging by the jagged rock at their necks, the heads have been torn away.

Hieroglyph. Hieroglyphs covering the well's lid read "THE FOUR LEAD THE WAY, BUT ONLY IF THEY CAN SEE."

Well and Statues. The lid to the well is magically locked and trapped, similar to the doors described in the Real Doors section of General Features. To open the well without breaking it open, the characters must recover the four statue's heads and replace them. The heads can be found in areas 4 (snake), 6 (cat), 15 (ox), and 17 (eagle). Replacing the statues dispels the enchantments on the well lid. Once the well is unlocked, one or more creatures with combined Strength scores of 25 or higher are required to shift the lid out of the way.

Well Shaft. The well lid hides the presence of a shaft that connects this area to area 19 on the third level. Although the shaft is only 50 feet deep, it's an additional 29 feet from where the bottom of the shaft opens into area 19's ceiling to area 19's floor. A creature who falls into the shaft takes 28 (8d6) bludgeoning damage from the fall. Additionally, the creature must contend with the spinning blades on area 19's floor.

Encounter: Animated Statues. Once all four heads are placed back onto the statues, the statues animate and attack. The statues use the **possessed pillar** stat block (detailed in the Appendix). Even if the statues are destroyed, the well's enchantments do not return.

19A - TRAP

Characters who enter this area via the well shaft from area 18 will have to contend with a dangerous trap. At the center of this room directly under the well shaft that leads back up to area 18, four spinning blades set into a central axle spin rapidly in place, covering a 30-foot-diameter space at the center of this room. Any creature that enters the blade's area or starts their turn there must make a DC 25 Dexterity saving throw, taking 56 (16d6) slashing damage from the blades on a failed saving throw, or half as much damage on a successful one. The blades only rise five feet off the ground, leaving 24 feet of clearance between the blades and the ceiling. Each blade has AC 19, 35 hp, and immunity to poison and slashing damage. Destroying a blade reduces the saving throw DC by 5 and the damage dealt by 4d6. The trap is destroyed when all four blades are destroyed.

19B - TIGER

A 10-foot-square area of the floor here, marked on the map, is decorated to look like a curled tiger. It also masks the presence of a trap door. Any creature weighing 70 pounds or more that steps onto the trap falls into a 50-foot-deep pit, taking 17 (5d6) bludgeoning damage from the fall.

Noticing the trap door requires a successful DC 20 Wisdom (Perception) check. A character can stop the trapdoor from opening by shoving a piton or similar object into the trapdoor and succeeding on a DC 15 Strength check.

Map of Area 25. At the bottom of the pit, a map depicting area 25 has been carved into the floor. The map shows the location of the secret passage in area 25. See the Player Handout in the Appendix for details. The hieroglyphs on the map read "SAY MY NAME WHEN THE TIME IS RIGHT."

20 - SCARAB

This long hall boasts two rows of 29-foot columns, each one decorated with gold, ivory, and onyx. At the center of the hall, a large scarab seemingly made of stone rests.

Encounter: Stone Scarab Guardian. When a creature attacks or comes within 15 feet of the stone scarab, it animates and attacks. The stone scarab uses the **dragon turtle** stat block for 11th- and 14th-level adventures. For 17th- and 20th-level adventures, it uses the **tarrasque** stat block (adjust its CR to 25). Regardless of the scarab's stat block, it has the following changes:

- The stone scarab's type is construct.
- The stone scarab's Intelligence score is 3 (-4), and its Charisma score is 1 (-5).
- If it has saving throw proficiencies in Intelligence or Charisma, it loses them.
- The scarab does not have any languages.
- In addition to any resistances or immunities it might already have, the scarab is immune to poison and psychic damage as well as the petrified and poisoned conditions.
- If it has the Frightful Presence feature, it loses it.
- It loses any legendary actions that it has as well as legendary resistances.

Locked Doors. The doors leading to areas 21, 22, 23, and 24 are all locked and magically protected as described in the General Features section. If the stone scarab is destroyed, the enchantments are dispelled and the doors pivot open.

21 - COLD

When this door opens, cold air rushes out of it.

Shelves line the walls, each one holding multiple canopic jars holding the mummy lord's preserved organs. Its heart is noticeably absent (see area 28).

Hazard: Cold Room. This entire room is enchanted to keep its contents cold. Any creature that ends its turn in the room takes 14 (4d6) cold damage. A creature killed by this hazard becomes a frozen statue until it thaws.

Treasure. There are fifty canopic jars in this room. The value of each jar is determined by the level of the adventure as shown on the table below.

CANOPIC JAR VALUE

Adventure Level	Gold Value per Jar
11th	200 gp
14th	300 gp
17th	500 gp
20th	1,000 gp

22 - INFECTED

Dozens of corpses dressed in fashionable gold and silver headdresses litter the floor of this room, all of their mouths twisted in horrifying screams. Their dried flesh and joints are bulbous and twisted, hinting at how they may have perished.

Diseased Dead. A character who examines the bodies and succeeds on a DC 16 Wisdom (Medicine) check recognizes that they were all victims of a horrible disease that caused their bones and muscles to mutate and twist.

Headdresses. There are thirty-six gold headdresses in this area, each one worth 250 gp. However, any creature that touches a headdress becomes cursed. Until the curse is removed, the target takes 14 (4d6) necrotic damage at the start of each of their turns and their hit point maximum is reduced by an amount equal to the necrotic damage taken. If this reduces the target's hit points maximum to 0, the target dies.

23 - FAST

A single iron brazier stands alone in the northeastern corner.

Hieroglyphs. The hieroglyphs on the wall directly above the brazier read "TRUST THE LIGHT."

Lighting the Brazier. The brazier in the northwestern corner cannot be lit except by the *continual flame* torch from area 16. Once lit, it burns blue and the eastern door glows in its light.

Trap: Choose the Right Door. Both the northern and eastern doors appear identical. A character who examines both and succeeds on a DC Intelligence (Investigation) check can tell that they are unlocked. While the eastern door leads safely to area 25, the northern door opens to a dead end (similar to the Fake Doors described in General Features) and is trapped with a magic rune. Any creature that views the rune must make a DC 17 Constitution saving throw. On a failed saving throw, the target becomes cursed. Until the curse is removed, the target's Strength score is reduced by 1d4 at the start of each of its turns. If a creature's Strength score is reduced to 0, it dies. Non-evil creatures killed by this trap rise as **shadows** in 1d4 hours.

The rune's magic can be dispelled with a successful *dispel magic* spell cast against a 7th-level spell. There is no way to detect the presence of the rune from the other side of the door.

24 - SPIKES

This room appears to be completely empty.

Trap: Spike Ceiling. There are two hidden pressure plates in the floor, each one a square measuring 5 feet on a side. If a creature weighing 25 pounds or more steps onto one or both of the plates, it triggers a trap. Unless propped or spiked open, any open doors in the area slam shut and lock using the magical protections detailed in the Real Doors section of General Features. Spikes then descend from the ceiling and rise from the floor, the latter of which creates difficult terrain. Have each character roll initiative. At the end of the first round, the ceiling lowers 5 feet to a height of 24 feet, then continues to do so each round dropping to a height of 19 feet at the end of round 2, 14 feet by round 3, and 9 feet by round 4. By the end of the fourth round, the doors do not have enough room to pivot open, even if their locks are picked and enchantments dispelled.

By the end of round 5, the ceiling and floors' spikes connect. Any Small or larger creature in the room when this occurs takes 56 (16d6) piercing damage and becomes restrained by the spikes.

The ceiling's descent can be temporarily halted if a character uses its action to jam a piton or similar wedge into the space between the ceiling and wall by succeeding on a DC 20 Strength (Athletics) check. Once jammed, the ceiling might push itself free. On initiative count 20 (losing initiative ties), roll a d20 and subtract 2 for each wedge successfully jammed into place. On a result of 10 or better, the ceiling pushes the wedge out and continues its descent. Otherwise, the ceiling remains in place for the round.

A 5-foot section of spikes has AC 17, 15 hp, and immunity to poison and psychic damage. If a section is cleared of spikes, a Medium or smaller creature can crouch in that spot to avoid being impaled by the spikes.

The ceiling and spikes remain in place for 8 hours, then return to their original positions. Once this happens, the doors' enchantments are dispelled and they can be opened once more.

25 - PETRIFY

This huge, vaguely triangular chamber is dressed like a temple. Atop a 4-foot-high stone dais at the temple's eastern side stands a thick stone altar carved to look like writhing snakes. Three 10-foot-tall humanoid statues with heads carved like jackals stand at the room's three corners. The eyes of all three statues glow with eerie green light.

When the characters first enter this area, they are greeted by the pyramid's master, the mummy lord. Read the following:

"Ah, there you are. I am impressed. You have proven yourselves quite efficient. You will make wonderful minions."

Without further ado, the mummy lord attacks.

Encounter: The Mummy Lord The nature of this encounter depends on the adventure's level as shown on the table below.

Unless the mummy lord's heart is destroyed (see area 28), it rejuvenates in 24 hours, reforming within 5 feet of its heart. Creatures marked with an asterisk are detailed in the Appendix.

AREA 25 ENCOUNTERS

Adventure Level	Encounter
11th	1 mummy lord
14th	1 mummy lord plus 1 venomous mummy*
17th	1 mummy lord plus 1 ushabti*
20th	1 mummy lord plus 3 ushabti*

Paralysis Statues. When a creature that can see the statues' eyes starts its turn within 30 feet of one of the statues, it must make a DC 17 Constitution saving throw. Creatures immune to paralysis automatically pass their saving throws. If the saving throw fails by 5 or more, the creature's hit points drop to 0. Otherwise, a creature that fails the save is paralyzed until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the statue until the start of its next turn, when it can



avert its eyes again. If the creature looks at the statue in the meantime, it must immediately make the save.

The mummy lord always tries to position itself so that its opponents must avert their eyes or make a saving throw.

Treasure: Emerald Eyes. The statues' eyes are made of large emeralds. When one or both of a statue's eyes are removed, its paralysis effect no longer functions. Each emerald is worth 1,000 gp. There are six in all.

Secret Hatch. A secret hatch is hidden in the floor of the chamber (marked with an "S" on the map). Finding the hatch requires a successful DC 20 Wisdom (Perception) check. Characters who saw the map in the "tiger pit" in area 19b automatically detect it. The hatch is locked the same way the Real Doors throughout the complex are (see General Features). Speaking the mummy lord's true name surpasses the abjurations and opens the hatch. The mummy's name is scrawled on the snake altar. The mummy lord's true name can be anything you like, but if you don't have a name, substitute "Met-su-khons."

The hatch conceals a 10-foot-deep shaft that connects to an earthen tunnel that gradually descends down to the fourth level.

26 - PATHOGEN

This chamber is filled with the mummy lord's treasure hoard. As detailed in the General Features section, all of it is cursed unless the mummy lord and its heart have been destroyed.

Treasure: Mummy Lord's Hoard. The value of the hoard depends on the level of the adventure as shown on the Mummy Lord's Hoard treasure table below.

MUMMY LORD'S HOARD

Adventure

Level	Treasure Hoard
11th- or 14th-level	20,000 gp, 2,000 pp, 10 pieces of gold and silver jewelry worth 250 gp each, a <i>gem of seeing</i> , a +2 <i>scimitar</i> , a +2 <i>longbow</i> , and a +1 <i>scale mail</i> .
17th- or 20th-level	50,000 gp, 30,000 pp, 5 pieces of gold and silver jewelry worth 7,500 gp each, an <i>ioun stone of insight</i> , a +3 <i>scimitar</i> , a +3 <i>longbow</i> , and a +2 <i>scale mail</i> .

27 - GAUNT

A small pool of water stands at the north end of this room. The water emits a dim, white glow.

Hieroglyphs. Crude hieroglyphs carved into the wall over the pool read "THE GREEDY SHALL SUFFER."

Magic Pool. The water radiates an aura of evocation magic, noticeable with a *detect magic* spell. Any creature that drinks from the pool regains any lost hit points that they have. If the same creature tries to drink from the pool twice in a 24-hour period, the second time the creature drinks from it, it must make a DC 20 Constitution saving throw. On a failed saving throw, the target's hit points drop to 0 and its Strength score is reduced by 1d8. This reduction lasts until a *greater restoration* spell or similar magic is cast on the target. On a successful save, the creature takes 45 (10d8) necrotic damage and its Strength score isn't reduced.

28 - ANKH

This natural cavern has a vaguely trapezoidal shape. Two 15-foot-wide gaping holes mar the ground at the north end of the cavern. Between the two holes, a small jade jar floats 10 feet off the ground.

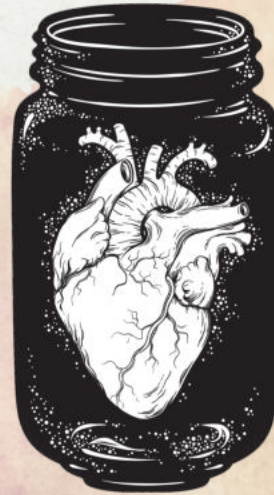
Encounter: The Heart's Guardians. Any creature other than the mummy lord that comes within 30 feet of the floating jar disturbs the chambers guardians, who emerge from the holes in the floor. The nature of the guardians depends on the adventure's level, as shown on the Area 28 Encounters table below. Both creatures are detailed in the Appendix.

AREA 25 ENCOUNTERS

Adventure Level	Encounter
11th or 14th	2 purple worm zombies
17th or 20th	2 remorhaz zombies

Mummy's Heart. The jar contains the mummy lord's shriveled heart. A small, invisible sphere of force energy that can only be destroyed with a *disintegrate spell* surrounds the jar. Once the sphere of force is removed, the heart can be removed from the jar. The heart has AC 5, 25 hit points, and immunity to all damage except fire.

Once the mummy's heart is destroyed, all magical protections, *arcane locks*, and other defenses throughout the pyramid are immediately dispelled. Ω



CREDITS

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APPENDIX: NEW CREATURES

Dungeons & Lairs: Mummy Lord's Pyramid includes nine creatures not found in the core rulebooks. Their stat blocks are printed below, and, with the exception of the Purple Worm Zombie and the Remorhaz Zombie, they can also be found in the Tome of Beasts and Tome of Beasts 2 by [Kobold Press](#) who allow the use of their monsters through their OGL.

ANGATRA

This withered creature wrapped in gore-stained rags. They can pull back a tattered hood to reveal glowing eyes hungry with bloodlust.

In certain tribes, the breaking of local taboos invites terrible retribution from ancestral spirits, especially if the transgressor was a tribal leader or elder. The transgressor is cursed and cast out from the tribe, and then hunted and executed.

Bound Remains Entombed. The body is wrapped head to toe in lamba cloth to soothe the spirit and to bind it within the mortal husk, then sealed in a tomb far from traditional burial grounds so none may disturb it and its unclean spirit does not taint the blessed dead.

Slow Ritual Cleansing. Each such body is visited every ten years as the tribe performs the famadihana ritual, replacing the lamba bindings and soothing the suffering of the ancestors. Over generations, this ritual expiates their guilt, until at last the once-accursed ancestor is admitted through the gates of the afterlife. If a spirit's descendants abandon their task, or if the sealed tomb is violated, the accursed soul becomes an angatra.

Angry Spirit. The creature's form becomes animated by a powerful and malicious ancestor spirit and undergoes a horrible metamorphosis within its decaying cocoon. Its fingernails grow into scabrous claws, its skin becomes hard and leathery, and its withered form is imbued with unnatural speed and agility. Within days, the angatra gathers strength and tears its bindings into rags. It seeks out its descendants to to share the torment and wrath it endured while its spirit lingered.



ANGATRA

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	8 (-1)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages all languages it knew in life

Challenge 6 (2,300 XP)

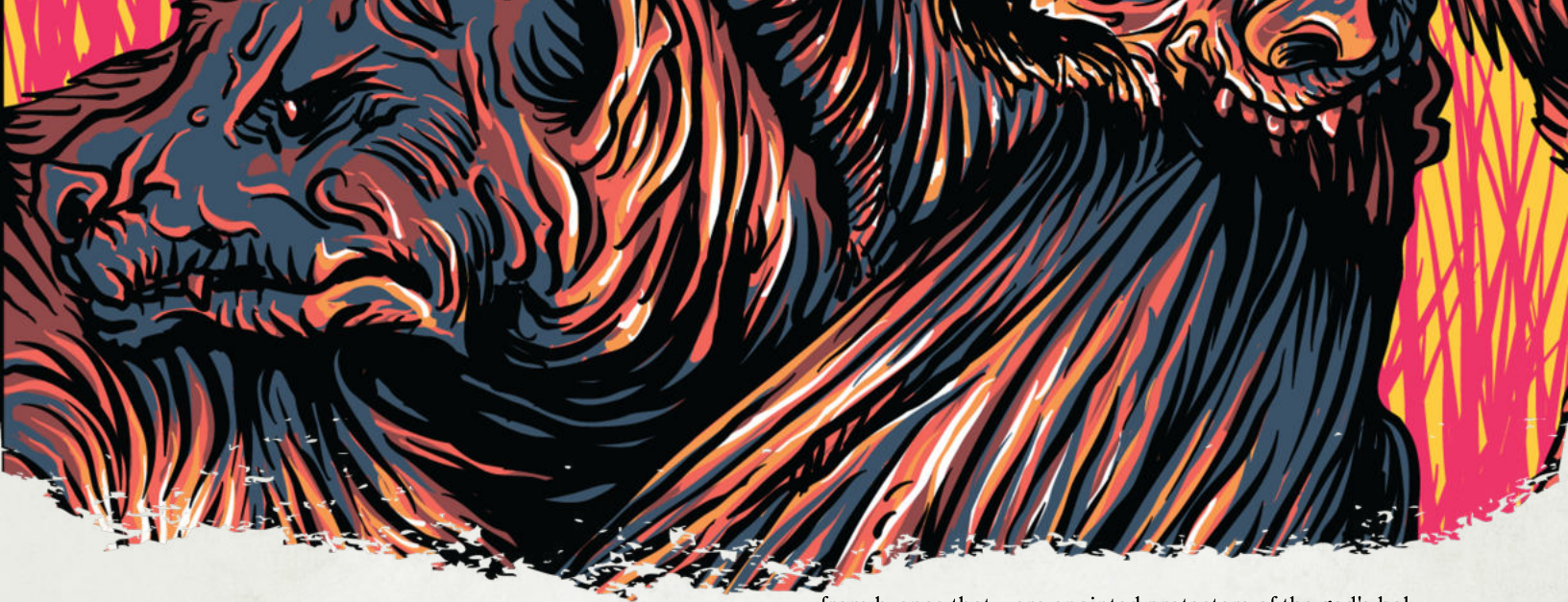
Agonizing Gaze. When a creature that can see the angatra's eyes starts its turn within 30 feet of the angatra, it must make a DC 13 Charisma saving throw if the angatra isn't incapacitated and can see the creature. On a failed saving throw, the creature has its pain threshold lowered, so that it becomes vulnerable to all damage types until the end of its next turn. Unless it's surprised, a creature can avoid the saving throw by averting its eyes at the start of its turn. A creature that averts its eyes can't see the angatra for one full round, when it chooses anew whether to avert its eyes again. If the creature looks at the angatra in the meantime, it must immediately make the save.

Ancestral Wrath. The angatra immediately recognizes any individual that is descended from its tribe. It has advantage on attack rolls against such creatures, and those creatures have disadvantage on saving throws against the angatra's traits and attacks.

Actions

Multiattack. The angatra makes two attacks with its claws.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 10 (2d4 + 5) piercing damage, and the creature must succeed on a DC 15 Constitution saving throw or be paralyzed by pain until the end of its next turn.



EMPEROR'S HYENA

“A choking cackle escapes the throat of the hyena. As it steps forward, patches of fur fall off of it, revealing bone and rotting muscle.”

As their name implies, emperor's hyenas are undead hyenas that have been magically enhanced and tied to the emperor of the ghouls. With rotting, matted fur, missing teeth, and baleful yellow eyes, they are easily mistaken for simple undead beasts. Their appearance belies a relentless cunning.

Gifts from the God of Death. The method of creation of emperor's hyenas was a gift given directly to the ghoul emperor by the god of death and has been entrusted to only a few necromancers. Emperor's hyenas can be created only

from hyenas that were anointed protectors of the god's holy places when they were alive. Their scarcity means they are primarily used as messengers and guardians for the emperor. The emperor rarely sends them to attack enemies unless the enemy has truly angered him. The emperor of the ghouls is seldom seen without a pair of emperor's hyenas by his side. When he moves publicly, every available emperor's hyena is deployed to ensure his safety.

Voice of the Emperor. Emperor's hyenas often deliver messages when the emperor needs a messenger hardier than a ghoul bat. Though the hyenas are incapable of speaking on their own, the emperor can whisper a message into the ear of an emperor's hyena, and the hyena can speak the message in the emperor's own voice.

Undead Nature. An emperor's hyena doesn't require air, food, drink, or sleep.

EMPEROR'S HYENA

Medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	5 (-2)	10 (+0)	8 (-1)

Saving Throws Dex +4

Skills Perception +2

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common and Darakhul but can't speak

Challenge 4 (1,100 XP)

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

Stench. Any creature that starts its turn within 5 feet of the emperor's hyena must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the emperor's hyena's Stench for 24 hours.

Turning Resistance. The emperor's hyena has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. The emperor's hyena makes two bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) necrotic damage.

Black Breath (Recharge 5-6). The emperor's hyena breathes a 15-foot cone of noxious black vapor. Each creature in the area that isn't an undead or a construct must make a DC 12 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature gains one level of exhaustion. This exhaustion lasts until the creature finishes a short or long rest.

IMY-UT USHABTI

These tomb guardians walk their rounds silently, an ornate sword in its hand. Glittering scarabs scurry from under their deformed and yellowed linen wrappings.

Willing Sacrifices. The undying servants of the god-kings and queens of ancient times, the imy-ut ushabti guard the tombs of their masters and shepherd them toward their eventual awakening. Generals, trusted advisors, and close allies of their god-king willingly accompanied their dying lords into the afterlife through a horrifying transformation. Still alive, they are tightly bound in linens and sealed within a sarcophagus among a swarm of flesh-eating scarabs that, over a period of days to weeks, fully consumed their bodies. The servant's devotion to their task and the anguish of their passing transforms the scarab colony and animates the funerary wrappings to carry on the imy-ut's duty.

Scarab Mummies. From a distance, the imy-ut ushabti are indistinguishable from the mummified form of their master, betrayed only by the reserved ornamentation of their lacquered armor and the ripples of movement beneath their wrappings from the mass of scarabs beneath it.

Warding Triads. Traditionally, imy-ut ushabti appear only in triads: the warden, charged with ensuring the death sleep of their godqueen is uninterrupted; the steward, tasked with escorting their master back from the land of the dead; and the herald, proclaiming their lords' return to the world of the living.



IMY-UT USHABTI

Medium monstrosity, neutral

Armor Class 15 (chain shirt)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	5 (-3)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Regeneration. The imy-ut ushabti regains 5 hit points at the start of its turn if it has at least 1 hit point.

Rent Wrappings. A creature that touches or deals slashing or piercing damage to an imy-ut ushabti while within 5 feet of the creature shreds its delicate linen wrappings, releasing a flurry of skittering scarabs. The attacking creature must make a DC 12 Dexterity saving throw to avoid them. On a failure, these beetles flow onto the attacker and deal 3 (1d6) piercing damage to it at the start of each of its turns. A creature can remove beetles from itself or from another affected creature within reach by using an action and making a successful DC 12 Dexterity saving throw. The beetles are also destroyed if the affected creature takes damage from an area effect.

Actions

Ceremonial Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target must make a successful DC 13 Constitution saving throw or take 5 (2d4) poison damage at the start of each of its turns. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Vomit Swarm (1/Day). The imy-ut ushabti parts its wrappings voluntarily and releases a swarm of scarab beetles that follow its mental commands. The statistics of this swarm are identical to a swarm of insects, but with the following attack instead of a swarm of insects' standard bite attack:

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer, and the target must make a successful DC 13 Constitution saving throw or take 5 (2d4) poison damage at the start of each of its turns. A poisoned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

MANABANE SCARAB SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 20 ft., burrow 5 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	16 (+3)	1 (-5)	13 (+1)	2 (-4)

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 30 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Magic Immunity. The manabane scarab swarm is immune to spells and other magical effects.

Mana Erosion. The manabane scarab swarm consumes magic. Unattended magic items in the swarm's space at the end of the swarm's turn have their effects suppressed for 1 minute. Additionally, charged items in the swarm's space lose 1d6 charges at the start of each of the swarm's turns; items with limited uses per day lose one daily use instead, and single-use items such as potions or scrolls are destroyed. Magical effects in the swarm's space are dispelled (as if affected by dispel magic cast with +5 spellcasting ability).

Scent Magic. The manabane scarab swarm can detect the presence of magical creatures, active spells or spell effects, and magical items within 120 feet.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 15 Dexterity saving throw or one randomly determined magic item in its possession is immediately affected by the Mana Erosion trait. A spellcaster hit by this attack must succeed on a DC 15 Charisma saving throw or one of its lowest-level, unused spell slots is expended.

MANABANE SCARAB SWARM

These clicking, turquoise-colored beetles have faintly luminescent golden glyphs on their backs, which grow brighter as they draw near.

Manabane scarabs are vermin infused with the ancient magic of fallen desert empires.

Devour Magic. Whether from gnawing on the flesh of the undead or nesting in areas rife with lingering enchantment, these beetles have developed a taste for the power of magic even as its power has marked them. The graven glyphs on their carapaces resemble the priestly cuneiform of long-dead kingdoms, and the more magical energy they consume, the brighter they glow, up to the equivalent of a torch.

Manabane scarabs pursue magic without hesitation or fear, tirelessly seeking to drain it for sustenance.



POSSESSED PILLAR

This ancient animal-headed pillar is engraved with weathered symbols from ancient empires.

Animal Headed. Possessed pillars are carved from enormous blocks of stone to look like animal-headed gods of ancient pantheons, or sometimes demonic figures of zealous cults. The most common are the jackal-faced and the ibis-headed variants, but pillars with baboon, crocodile, elephant, or hawk heads also exist.

Hijacked by Cults. Some such pillars are claimed by various cults, and carved anew with blasphemous symbols or smeared with blood, oils, and unguents as sacrificial offerings.

Weapon Donations. Priests claim the weapons stolen by the pillars and distribute them to temple guards or sell them to fund temple activities.

POSSESSED PILLAR

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP)

False Appearance. While the pillar remains motionless, it is indistinguishable from a statue or a carved column. Immutable Form. The pillar is immune to any spell or effect that would alter its form.

Magic Resistance. The pillar has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pillar's weapon attacks are magical.

Steal Weapons. The eldritch magic that powers the pillar produces a magnetic power that seizes metal objects that touch it, including metal weapons. When a creature successfully strikes the pillar with a metal melee weapon, the attacker must make a successful DC 15 Strength or Dexterity saving throw or the weapon becomes stuck to the pillar until the pillar releases it or is destroyed. The saving throw uses the same ability as the attack used. The pillar can release all metal weapons stuck to it whenever it wants. A pillar always drops all weapons stuck to it when it believes it's no longer threatened. This ability affects armor only during a grapple.

Actions

Multiattack. The pillar makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

PURPLE WORM ZOMBIE

Gargantuan undead, unaligned

Armor Class 18 (natural armor)

Hit Points 217 (15d20 + 60)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	18 (+4)	1 (-5)	5 (-3)	2 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 7

Languages —

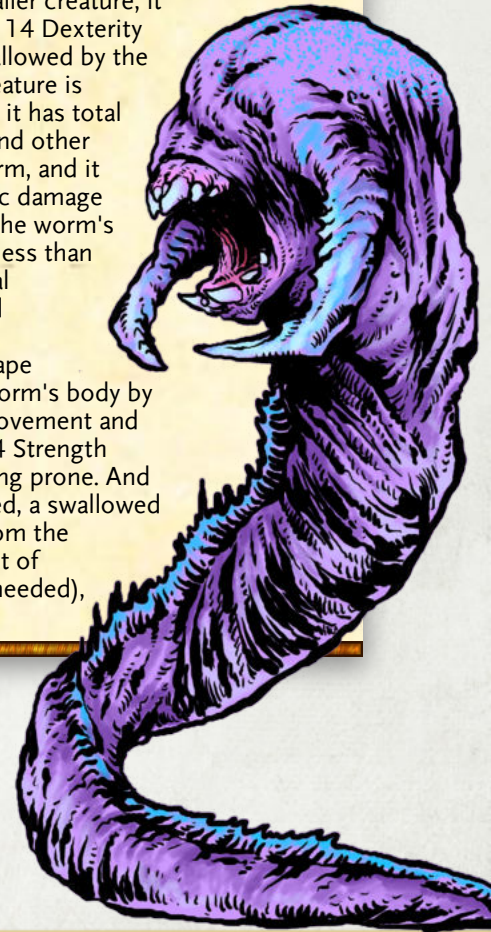
Challenge 8 (3,900 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Undead Fortitude. If damage reduces the worm to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the worm drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) necrotic damage at the start of each of the worm's turns. If the worm has less than half of its hit point total remaining, a swallowed creature is no longer restrained and can escape through holes in the worm's body by spending 15 feet of movement and succeeding on a DC 14 Strength (Athletics) check, exiting prone. And if the worm is destroyed, a swallowed creature can escape from the corpse by using 15 feet of movement (no check needed), exiting prone.



REMORHAZ ZOMBIE

Huge undead, unaligned

Armor Class 15 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	21 (+5)	4 (-3)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 8

Languages —

Challenge 11 (7,200 XP)

Heated Body. A creature that touches the zombie or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the worm drops to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the zombie can't bite another target.

Swallow. The zombie makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the zombie, and it takes 21 (6d6) acid damage at the start of each of the zombie's turns.

If the zombie takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the zombie. If the zombie dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

USHABTI

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	20 (+5)	11 (+0)	19 (+4)	9 (-1)

Saving Throws Dex +7, Cha +3

Skills Arcana +4, History +4, Perception +4

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Ancient Language of the GM's choice

Challenge 9 (5,000 XP)

Dynastic Aura. A creature that starts its turn within 15 feet of the ushabti must make a DC 17 Constitution saving throw, unless the ushabti is incapacitated. On a failed save, the creature has its breath stolen; it takes 9 (2d8) necrotic damage, and until the end of the ushabti's next turn, can't cast spells that require a verbal component or speak louder than a whisper. If a creature's saving throw is successful, the creature is immune to this ushabti's Dynastic Aura for the next 24 hours.

Healing Leech. If a creature within 30 feet of the ushabti regains hit points from a spell or a magical effect, the creature gains only half the normal number of hit points and the ushabti gains the other half.

Immutable Form. The ushabti is immune to any spell or effect that would alter its form.

Magic Resistance. The ushabti has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ushabti's weapon attacks are magical.

Actions

Multiattack. The ushabti makes one attack with Medjai's scepter and one with its khopesh.

Medjai's Scepter. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) poison damage.

Khopesh. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

USHABTI

The eye sockets in a large, ornate death mask suddenly ignite with a golden radiance. With the creak of long-unused limbs, this towering figure in ancient armor raises a khopesh and scepter once more.

Tomb Servants. Ushabtis were placed in ancient tombs as servants for the tomb's chief occupants in the afterlife. They are long-lasting constructs that can tend to physical work and maintenance inside sealed tombs where flesh-and-blood laborers couldn't survive.

Slaughter Tomb Robbers. Ushabtis are most commonly encountered in their roles as guardians—a function they fulfill very effectively. An ushabti is sometimes obvious from the blood of its victims, staining its form. Some tombs are littered with bones of tomb robbers an ushabti has dispatched.

Khopesh and Scepter. Most ushabtis have human faces and proportions, with features resembling a death mask. When at rest, they stand or lie with arms folded across their chests, clutching their scepter and khopesh. Many variations have been found, however, including some that are completely inhuman, animal-headed, or that have abstract or fanciful designs such as a sun sphere head or a body made entirely of papyrus scrolls.

VENOMOUS MUMMY

This shambling corpse warrior is draped in stained linen wrappings. Green liquid drips from rents in the fabric.

Servant of the Scorpion Goddess. These mummies are crafted by Selket's faithful to guard holy sites and tombs and to serve as agents of the goddess's retribution. Should Selket or her faithful feel themselves slighted by an individual or a community, they perform dangerous rituals to awaken these creatures from the crypts of her temples. Venomous mummies delight in wreaking deadly vengeance against those who disrespect the goddess.

Death to Blasphemers. In most cases, retribution is limited to people who actually undertook the acts of blasphemy, but if her priests determine that an entire community has grown heretical and earned Selket's wrath, they may set mummies loose against the entire populace.

Deadly Smoke. Burning a venomous mummy is a terrible idea; the smoke of their immolation is toxic.

VENOMOUS MUMMY

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	7 (-2)	10 (+0)	14 (+2)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Selket's Venom. The venomous mummy's body and wrappings are magically imbued with substances that are highly toxic. Any creature that comes in physical contact with the venomous mummy (e.g., touching the mummy bare-handed, grappling, using a bite attack) must succeed on a DC 12 Constitution saving throw or be poisoned with Selket's venom. The poisoned target takes 3 (1d6) poison damage every 10 minutes. Selket's venom is a curse, so it lasts until ended by the remove curse spell or comparable magic.

Toxic Smoke. The venomous mummy's poison-imbued wrappings and flesh create toxic fumes when burned. If a venomous mummy takes fire damage, it is surrounded by a cloud of toxic smoke in a 10-foot radius. This cloud persists for one full round. A creature that starts its turn inside the cloud or enters it for the first time on its turn takes 14 (4d6) poison damage, or half damage with a successful DC 12 Constitution saving throw.

Actions

Venomous Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be affected by the Selket's venom curse (see above).

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