

Akhamet

Lost Pyramid of Neferheket

by JP Chapleau

Queen Neferheket was once Pharaoh's favorite. She was buried in a pyramid out in the desert. Last night, her ghost appeared in the small village of Onoris asking for you by name.

A 5th edition adventure for characters 1 through 5.

[illegible]

You cannot help being awed by the city as you make your way to the Temple of Anubis.







A: ENTRYWAY

Dirt and rubble from above cover the stone floor of this room, on the north and south walls clear water fill two identical stone basins under faded paintings of the goddess Khem. Stone statues of the Pharaoh, Horus, Khem, and Anubis stand in the corners staring quietly at you.

Smashed and empty canopic jars lie along the walls.

The wall to the east was broken through, opening into a long stairway leading deeper into the pyramid.

From the tracks in the dirt, the PCs can determine that no less than ten people came into a tomb (how many left it is unclear).

The basins are filled with clear water fed from an underground spring.

DOWN THE STAIRS

Hieroglyphics on the walls tell a romanticized story of Neferheket. It tells of the love she and Pharaoh had, and the supreme bliss they shared.

B: FAKE TRAP

The body of a Khemite man lies on the ground, his bones are broken as if crushed by a heavyweight. The bones have turned to dust in places and only a few scraps of leather remain.



The body is an illusion (DC 15 Intelligence saving throw after one interact with it) designed to scare away tomb robbers. There is no trap here.

C: FAKE SARCOPHAGI

Twin statues of Anubis stand on both sides of the entry, staring down impassively at a pair of opened sarcophagi. Four bodies lie dead next to the stone lids.

FIGHTING (MEDIUM)

The bodies are tomb robbers who came at the behest of the Onoris criminal underworld and fell victim to a single shadow.

SHADOWS (5)

See *Monster Manual*.

AFTERMATH

One the bodies, the PCs find two fifty-foot ropes, seven flasks of oil, two lanterns, a map showing the location of the pyramid, five short swords, two hand axes, and 42 silver pieces. The bodies do not animate into zombies because they were transformed into shadows.

D: SECRET PASSAGE

The southern wall is illusory (DC 13 Intelligence saving throw). On the other side of the panel, a pit trap is covered by an illusory floor (DC 13 Intelligence saving throw).

Upon entering the area, each PC must make a DC 13 Dexterity saving throw to avoid falling in the pit. Falling 30 feet onto ancient spikes deals 14 (4d6) bludgeoning damage.

E: TREASURE ROOM

Broken furniture, jars, model boats, busts of



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gods and animals, and artwork dominated by a statue of Anubis lie haphazardly across the room.

Blood spatter mars the beauty of the pieces stored here. Here and there, bodies lie broken among the antiques.

This room housed the grave good of Queen Neferheket.

FIGHTING (MEDIUM)

The bodies are those of tomb robbers that met with Neferheket. The zombies animate when someone living comes within 5 feet.

CRAWLING CLAW (6)

See *Monster Manual*.

ZOMBIE (6)

See *Monster Manual*.

AFTERMATH

These bodies are the remains of tomb robbers who came before. Among the equipment, the PCs find three daggers, two spears, 37gp, a spell scroll of flame blade, a potion of healing, and four copies of the map to the pyramid.

The furniture and objects in this room could be sold for well over 5,000gp because of its current condition, but that would constitute tomb-robbing. Taking the robbers' equipment is legal.

F: WORK ROOM

Bookshelves, laden with rolls of papyrus, cover the north and west walls of this chamber. Two scribing tables with unfinished works gather dust. A single bright blue candle on a table sends shadows dancing all around the room.

Neferheket used this room to compile a personal memoir. Copying all of these documents would take months. Most of them detail minor and insignificant details about life in the harem.

FIGHTING (MEDIUM)

A shadow demon is bound to this room, and it attacks as soon as every PC has entered the room.

SHADOW DEMON

See *Monster Manual*.

AFTERMATH

The demon defeated, the PCs may read the content of the documents. By spending two hours and making a DC 12 Intelligence (History) check, the PCs find a handful of historically-significant documents. Each document fetches 100sp at one of the temples in town.

She compiled the following:

- Detailed prayers to Pharaoh
- Lineage information
- Lists of military campaigns and military personnel
- Lists of priests
- Location of monuments
- Members of the Royal Harem

After two hours searching through the documents, the PCs find a document related to a prophecy of Pharaoh becoming ill, poisoned by something that cannot be proven. These documents

have many notes and both astrological and magical calculations. A DC 15 Intelligence (Arcana) check reveals the numbers indicate a date in 2440, within two years of "today." The prophecy provides a warning but does not relate how to stop, prevent, or make it happen.

G: SUN ROOM (MEDIUM)

A burning breeze blows sand into your face as you find yourself in the desert, under a bright and unrelenting sun hanging high. The sand's pink hue gives it a soothing and comforting appearance.

As you squint, the Sun comes down and turns into a comely male of your species





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ESSENCE OF NIGHT

Essence of Night could best be described as antimatter to the Sun's matter. It is an ichor that cannot be touched or contained. Its very existence is often dismissed as a philosophical construct. Essence of Night exists only to snuff out the light.

The Essence of Night in this adventure has been transformed by Queen Neferheket's magic into taking form.



The maidens answer any question by asking the PCs to wait for their mistress's return and that she should be back soon. They insist that they can wait here or return later.

They attack if the PCs attack them, open the southern door (but not by the western door), damage anything in the room or touch the bed. The maidens warn the PCs against any action that would trigger combat.

It is possible to trick the mummies by using magic or deception. They do not stop the PCs if they exit the south room.

LESSER MUMMY (2)

Medium undead, 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 any languages it knew in life

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 maidens' jewelry is worth 500gp each. Worn as a set, they function as *bracers of defense*.

I: QUEEN'S RESTING PLACE

Golden furniture once occupied this room but it has been stacked into uneven piles along the walls. It seems like they might come crashing down at any moment.

A rolling ball of black ichor floats in the center of this room. The malevolence radiating from it chills you to the core of your being. All over its surface, blue arcs of lightning dance on its surface.

Papyri fly lazily around the room despite the lack of breeze. Your hair stands up, and you shiver in spite of yourself.

A mummy wearing a rotted crown, and a woman's gold collar stands next to it, one hand on the surface, whispering. At her touch, the arcs hit her arms and hands.

Queen Neferheket does not notice the PCs when they come in as she is completely engrossed in her work, studying the Essence of Night.

Neferheket repeatedly asks the Essence of Night: "What did you do?" and "Reveal your secrets to me! I command you!" Having witnessed the effects of the Essence of Night on her beloved Pharaoh in the Sun Room (Area G), she worked centuries to hold and contain some of the Essence. The PCs may go about the room freely.

The papyri floating around include the details of her magical experiments.





DISTURBING NEFERHEKET (MEDIUM)

Read aloud if Neferheket is disturbed in any fashion.

Queen Neferheket turns to you as under the wrappings, her dead eyes fill with... terror? She screams as the ball breaks and flows onto her, like a bucket of tar emptying itself onto the mummy.

A moment later, the mummy of the former queen is replaced by a vile blob of sheer and utter blackness out of which wrapped limbs appear here and there.

The Essence of Night attacks the PCs and anything it comes across. It is a vile amalgam of the mummy and the Essence.

Map Setup: Within 5 feet of every wall are stacked furniture, jars, chests, and chairs. Anyone who missed with a melee attack while adjacent to the wall must make a DC 11 Strength saving throw or fall prone.

ESSENCE OF NIGHT/ NEFERHEKET

Large ooze, neutral evil

Armor Class 7

Hit Points 85 (10d10+30)

Speed 20ft., fly 20ft.

STR	DEX	CON	INT
	WIS	CHA	
16 (+3)	5 (-3)	16 (+3)	1 (-5)
	6 (-2)	1 (-5)	

Damage Vulnerability radiant

Damage Resistances poison, piercing

Damage Immunities acid, cold, necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft., (blind beyond this radius)

Languages -

Challenge 5 (1,800 XP)

Amorphous. The Essence of Night can move through a space as narrow as 1 inch wide without squeezing.

Necrotic form. A creature that touches the Essence of Night or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage. Any nonmagical weapon made of metal or wood that hits the Essence ages and corrodes rapidly. After dealing its damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.



Nonmagical ammunition made of metal or wood that hits is destroyed after dealing its damage.

ACTIONS

Multiattack. The Essence of Night makes two attacks with its tendrils of night.

Tendrils of night. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) necrotic damage and the target must make a DC 12 Constitution saving throw or be blinded. The target can repeat the saving throw at the end of its turn, ending the effect on a successful save.

LEGENDARY ACTIONS

The Essence of Night can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at any time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

- **Arc of lightning.** *Ranged Weapon Attack:* +5 to hit, range 50 ft., one target. *Hit:* 7 (2d6) lightning damage.

- **Eater of light.** The Essence of Night can use its reaction to destroy one nonmagical source of light or dispel one spell that emits light (such as *daylight* or *light*). When it destroys a light source, it regains 10 hit points. The only light it cannot snuff is the one that comes from Pharaoh's blood.

- **Pull.** The Essence of Night sends a pseudopod and pulls a target 10 feet towards itself. A DC 14 Strength saving throw prevents this effect.

AFTERMATH

The Essence of Night defeated, it vanishes into nothingness, leaving only the battered remains of Neferheket's mummy remains. She calls the PCs to her. With her final breath, she gasps "*Night has poisoned my beloved. Help his light chase away the darkness.*" With that, she crumbles to dust.

4: ROBBERS

As the PCs exit the pyramid, a band of criminal ambushes them to steal the treasures the PCs took within. These guys are diehard criminal with no regard for the tomb.





Akhmet

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Akhamet CAMPAIGN SETTING

For twenty five centuries, the rule of Pharaoh, the living embodiment of the Sun, brought peace, prosperity, and stability to Akhamet.

Then His high priest announced He was dying.

Inspired by the mythology of Ancient Egypt, Akhamet is a campaign setting that takes you to a place both unique and familiar.

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- New backgrounds, new feats, new spells, new magic items , new monsters

Akhamet CAMPAIGN SETTING

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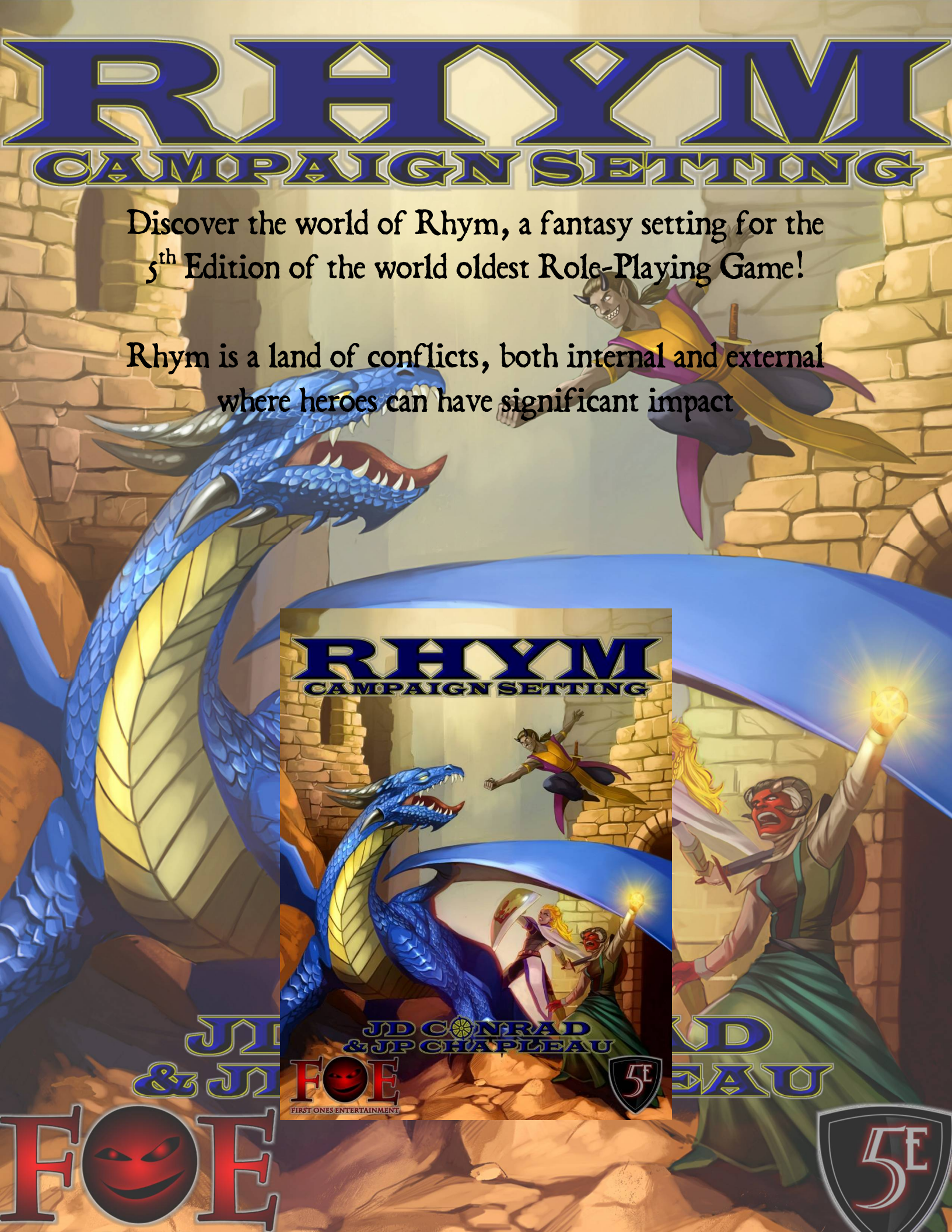
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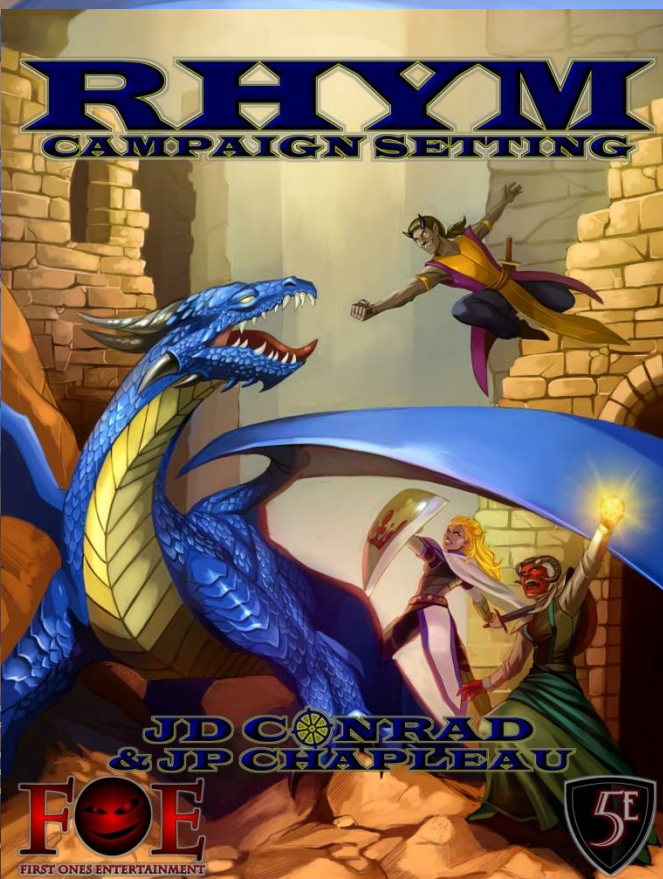
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Akha-or Lost Pyramid of Neferheket Legacy Record

_____ played by _____ completed this adventure successfully .

Hired by the church of Anubis, you were sent to investigate the recently-defiled tomb of the Bloody Queen Neferheket. You discovered Pharaoh's current ill could be related to Essence of Night, a substance that is believed to be nothing more than a philosophical construct and the product of overactive imagination.

APL	XP	Base Gold	Extra Gold	GM Gold
1-4	3	150	200	150

Check all those that apply:

- ☐ **Pharaoh's Blood:** You received a drop of Pharaoh's blood. The yellow drop shines like a torch at all times. When drank as a potion, you regain all of your hit points. If you are a cleric or paladin dedicated to Pharaoh, you also regain use of a spell as if you had used a *pearl of power*.
- ☐ **Stole From the tomb:** Gain Extra Gold but also "Wanted by Church of Anubis"
- ☐ **Wanted By Church of Anubis:** You stole from the tomb of Neferheket and are now wanted for tomb robbing, which carries the death penalty. Avoid the Church and followers of Anubis.

Name	Positive	Used
Church of Anubis	☐	☐
Onoris Underworld (let some tomb robbers live)	☐	☐

Story Element	Positive
Did you decipher the Queen's astrological calculations?	☐
Did you speak with Pharaoh's Essence?	☐
Did you steal from Neferheket's tomb?	☐
Did you avoid fighting the Queen's maiden?	☐
Did you take any damage from the Essence of Night?	☐
Did you perform the rites of the dead on enemies?	☐

Experience	
Start	_____
Earned	+ _____

GOLD	
Start	_____
Earned	+ _____
Day Job	+ _____
Spent	- _____
Final	= _____