

Akhamet

Tomb of Prince

Tsubeteb

By JP Chapleau

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

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





CONTENTS

Tomb of Prince Tsubeteb	2
Adventure Background.....	2
Mummification.....	2
Knowledge	3
Introduction	3
1: Priests	4
Helping the horite (Hard).....	4
Not interfering	5
2: Dinner Invitations	5
Followed	5
A Crocodile.....	5
A Friend	6
Troubleshooting: Legal Argument	7
Looking for other offers	7
3: Lover	7
4: The necropolis	7
Finding the Prince.....	7
The Necropolis.....	8
5: Getting There.....	10
Reaching the Mausoleum (Hard)	10
6: The Tomb	10
A: Entrance	11
B: Cleansing Pools.....	11
C: Guard Room (Hard).....	12
D: Second Stairs (Deadly).....	12
E: Treasure Room (Hard).....	13
F: Temple (Easy).....	13
G: Bedchamber (Deadly).....	14
Conclusion	15
Leaving the Necropolis	15
Sebekreh/Coins	15
Mahkee	15
Arrested.....	15
Epilogue	15
The End	15
Handout 1: The Necropolis	16
Legal Notices	17
Open Gaming License Version 1.0A.....	17

TOMB OF PRINCE TSUBETEB

This adventure assumes there are 5-6 PCs of 3rd or 4th level. Feel free to adjust the numbers to suit your party.

Art: Blehc

Maps: JP Chapleau

ADVENTURE BACKGROUND

Prince Tsubeteb was a courtier, a playboy, and a historian. He was a poet with a delicate and masterful command of languages. He spent the last two decades as the court's official poet. During that time, he made many admirers, as well as enemies. As a ladies' man, he left many broken hearts and many illegitimate children behind.

Craftsmen and magic-users of the Church of Anubis built his tomb and final resting place in the necropolis. Workers assigned to work in the necropolis are walked in wearing heavy cowls, taken inside the tomb to work, and are marched out the same way. Only the priests know of the location of a person within the necropolis.

For his gifts, he was offered mummification, and he accepted. So following his death, he received the rite and was placed in his tomb where he continues to work on his poetry to this day.

MUMMIFICATION

The rites of mummification are given to people with extraordinary gifts so that such talents remain. However, many mummies become unstable and obsessed with their talents. Separating them from the living population and their living relatives allows them to remember the deceased as they were in life. The Church takes in letters and submits some of them to the mummies if deemed important.

In a few places, such as the Valley of Lost Princes, the living can speak with the mummies, but mummies deceased for over a century.

In this adventure, the PCs are asked to enter a tomb and speak with a recently-deceased



2 1



1: PRIESTS

Read Aloud.

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

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

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

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

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

HELPING THE HORITE (HARD)

The PCs side with the horite and fight the sobekites.

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



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

SOBEKITE BRUTE

1/3 PCS

Medium humanoid (human), chaotic evil

Armor Class 14 (hide armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

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

Skills Perception +2, Survival +2

Senses passive Perception 12

Languages Draconic, Khemite

Challenge 1 (200 XP)

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

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

ACTIONS

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

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

VELOCIRAPTOR

1/PC

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d4+3)

Speed 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/4 (25 XP)

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

ACTIONS

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

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

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

AFTERMATH

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



A horizontal row of 18 stylized icons. From left to right, they are: a small square, a bowl, a vertical chain-link, an owl, a bird, a semi-circle, a hand, a vertical comb-like object, a zigzag line, a trapezoid, a square, a vertical chain-link, a hand, an eye, a hand, a bird, and a vertical chain-link.



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

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

The PCs may ask a few questions.

Can you pay us anything upfront? No.

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

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

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

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

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

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

When the PCs agree, continue with the next encounter.

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



A FRIEND

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

Read Aloud.

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

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

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

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

The PCs may ask a few questions.

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

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

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

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

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

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

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

When the PCs agree, continue with the next encounter.

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



offers [100sp/PCs] to learn this. Alternatively, she can give the PCs a high-quality outfit instead.

4: THE NECROPOLIS

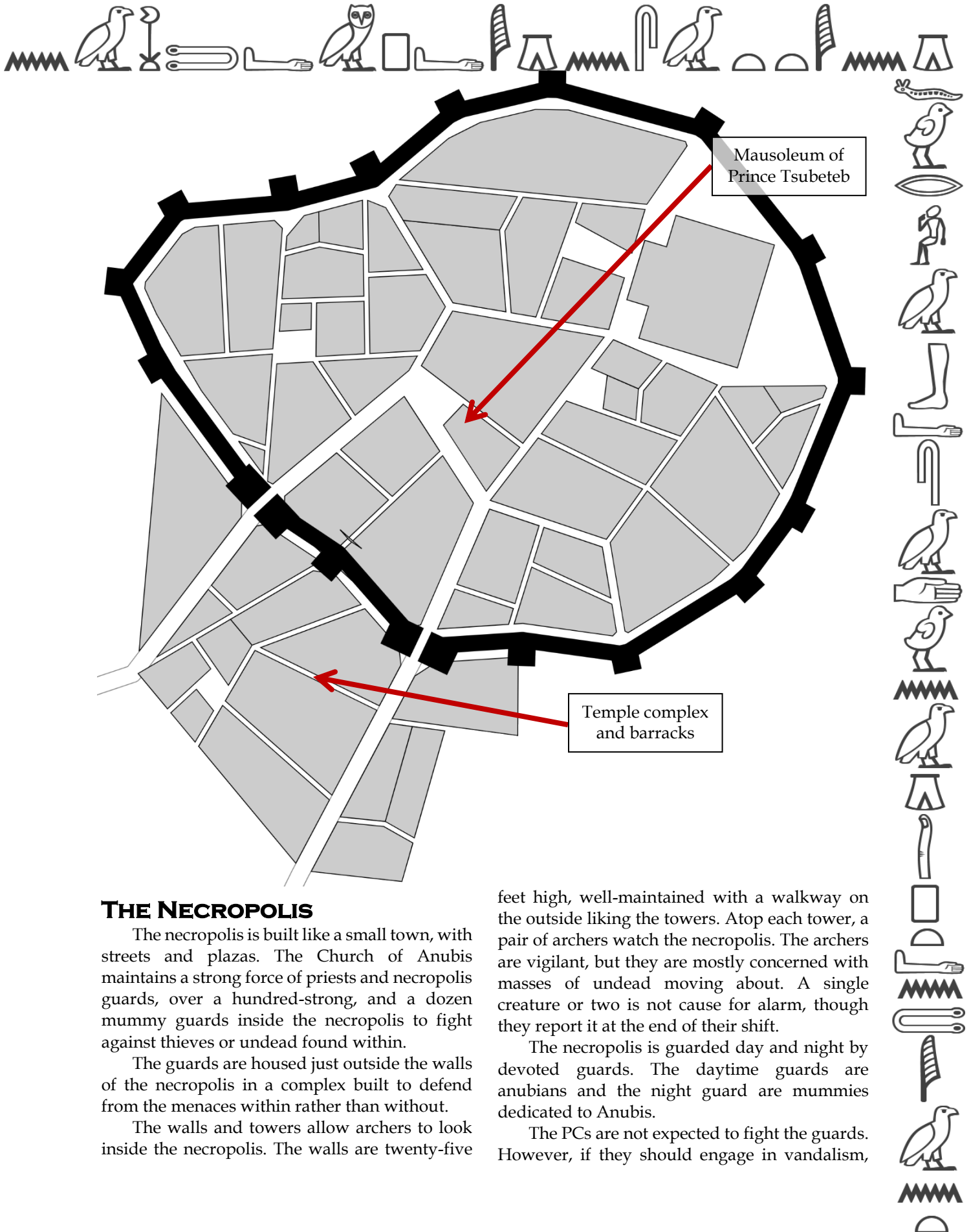
The PCs investigate the location of the Prince. A few rolls should give the PCs the following information:

- The Prince was one of Pharaoh's favorite who served as the court poet for two decades.
- He was a consummate gambler who played cards and dice constantly.
- He died early in the year and was mummified.
- The Church of Anubis placed him into one of their catacombs to spend eternity.
- The approximate location of his resting place in the necropolis.

The PCs may later look for more information about the necropolis.

- A short distance outside the city walls, it is a walled enclave where people can buy a plot or a memorial.
- The poor are buried in simple holes with their names inscribed on baked clay tablets.
- The rich have extensive mausoleums, decorated with statues and frescoes.
- The Church of Anubis patrols the necropolis, fighting anyone who is not supposed to be there.
- The Church only allows people who make a large donation into the necropolis.
- Criminals know ways in and out.
- Undead creatures lurk amid the tombs.
- Tomb robbing is punishable by death, with immediate effect.
- Being found in a tomb or the necropolis (without grave goods) is punishable by flogging and a fine of up to 500sp.
- Give the PCs a copy of Handout 1: The Necropolis to help them

The PCs need to realize that entering through public, official channels will not be possible. The Church of Anubis takes its job seriously and bribing or conning its way in is nearly impossible.



THE NECROPOLIS

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

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

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

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

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

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

Akhamet

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

DAYTIME GUARDS (DEADLY)

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

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

NECROPOLIS GUARD

5

Medium humanoid (anubian), lawful neutral

Armor Class 14 (leather, shield)

Hit Points 32 (5d8+10)

Speed 30ft.

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

Skills Insight +2, Perception +3

Senses darkvision 60ft., passive Perception 13

Languages Anubian, Khamet

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

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

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

NECROPOLIS PRIEST

Medium humanoid (anubian), lawful neutral

Armor Class 16 (scale mail, shield)

Hit Points 58 (9d8+18)

Speed 30ft.

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

Skills Insight +7, Religion +4

Senses darkvision 60ft., passive Perception 13

Languages Anubian, Khamet

Challenge 5 (1,800 XP)

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

SPELLS

Spellcasting. The necropolis priest is a 9th-level cleric.

His spellcasting is Wisdom (spell save DC 15, Spell Attack +7)

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

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

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

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

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

5th level (O) *mass cure wounds*

ACTIONS

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

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

NIGHTTIME GUARDS (DEADLY)

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

MUMMY GUARDS

2

Medium undead, lawful neutral

Armor Class 15 (shield)

Hit Points 97 (15d8+30)

Speed 20ft.

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

Saving Throws Wis +3

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Anubian, Khamet

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The mummy makes two attacks with its longsword.

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

REACTION





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

TROUBLESHOOTING: THE OFFICIAL WAY

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

5: GETTING THERE

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

REACHING THE MAUSOLEUM (HARD)

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

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

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

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

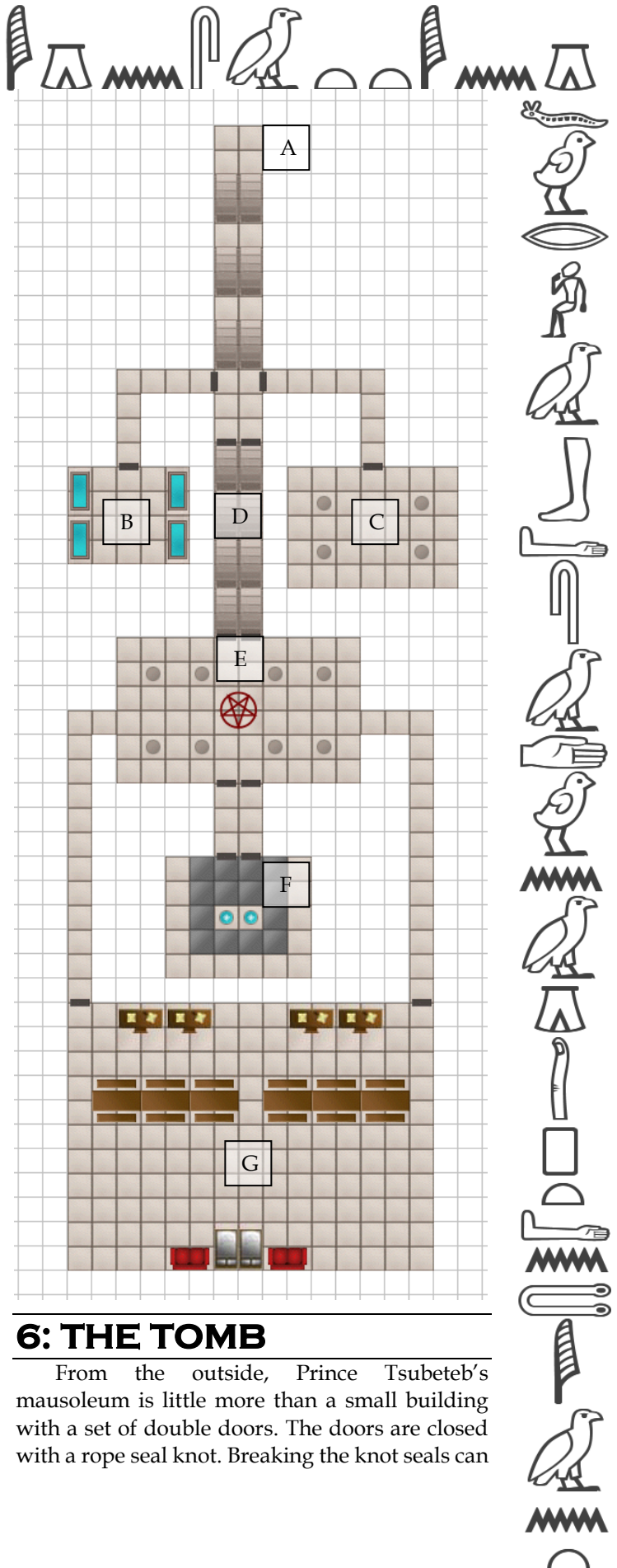
GHOUL 2+

See *Monster Manual*.

AFTERMATH

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

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



6: THE TOMB

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

Akhamet

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

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

A: ENTRANCE

Read Aloud.

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

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

There is no other way out of this room.

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

SARCOPHAGUS

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

COLD BLAST TRAP (DANGEROUS)

Magical trap

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

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

HIDDEN STAIRS

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

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

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

B: CLEANSING POOLS

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

Read aloud when the door is opened.

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

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

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

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





THE POEM

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

Waves of blue
Waves of sorrow
Endless flow
Tears of you

THE POOLS

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

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

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

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

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

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

C: GUARD ROOM (HARD)

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

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

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

LESSER MUMMY 1/3PCS

Medium undead, lawful neutral

Armor Class 13

Hit Points 36 (8d8)

Speed 20ft.

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

Damage Vulnerabilities fire

Damage Resistances necrotic, slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Anubian, Khamet

Challenge 2 (450 XP)

ACTIONS

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

AFTERMATH

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

D: SECOND STAIRS (DEADLY)

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

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

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



The *glyph of warding* reactivates after 1 minute unless it is defaced or dispelled.

Hieroglyphics on the door read: "*Faded memories of previous works*".

Read aloud when the door is opened.

Eight wide columns painted with colorful depictions of the Prince and Pharaoh engaged in conversation. The vividness of the blues, reds, and yellow pigments bears witness to the skill of the craftsman who painted them.

Statues of comely women, their faces painted and their bodies adorned with jewelry, from their features, skin tones, and dresses, they came from all corners of Akhamet.

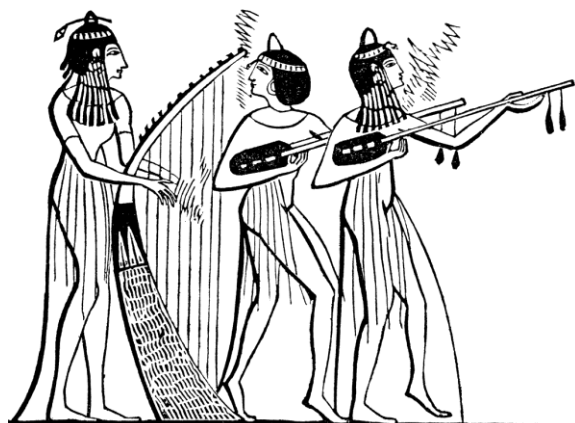
Amid the treasures in this room, a complex apparatus three feet across holds silver orbs along tiny rails of mithril. The craftsmanship is masterful with tiny numbers place along the rails.

Across from the entrance, two statues of Anubis glare at you in front of a set of double doors. A priestly knot seals the doors shut.

If the PCs deface any of the paintings, touch the seal on the far door, or take any of the treasure, the two statues animate and attack anyone in the room.

USHEBTI

1/3 PCS



Medium construct, unaligned

Armor Class 12

Hit Points 25 (3d8 + 12)

Speed 30 ft.

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 13

Languages understands Khamet but can't speak

Challenge 2 (450 XP)

Antimagic Susceptibility. The ushebti is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the ushabti must succeed on a Constitution saving throw against the caster's spell save DC or be incapacitated, making a saving throw at the end of each of its turn to remove the condition.

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

ACTIONS

Multiattack. The ushebti makes two claw attacks.

Claw. *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

AFTERMATH

The treasure in this room is worth over 40,000gp, but selling the content makes the PCs into outlaws, wanted for tomb robbing.

Searching the room, the PCs find two hidden doors, leading to the Prince's private chamber.

THE APPARATUS

The silver apparatus is an advanced version of an astrolabe. An astrologer could calculate any astrological events, but this would take hours.

A DC 15 Intelligence (Arcana) check shows the stars are set to the position they were when the Prince died.

F: TEMPLE (EASY)

Hieroglyphics on the door read: "*To my one love and her bountiful bosom*".

The door to this room has a rope seal. The knot seals can be cut with any blade without issue OR with a DC 20 Dexterity or Intelligence (Thieves' tools) check.

Read aloud when the door is opened.





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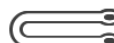
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Akhamet

MAHKEE

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

TROUBLESHOOTING: FIGHTING THE PRINCE

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

TSUBETEB, MUMMY LORD

See *Monster Manual*.

CONCLUSION

LEAVING THE NECROPOLIS

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

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

SEBEKREH/COINS

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

MAHKEE

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

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

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

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

ARRESTED

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

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

EPILOGUE

Read Aloud.

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

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

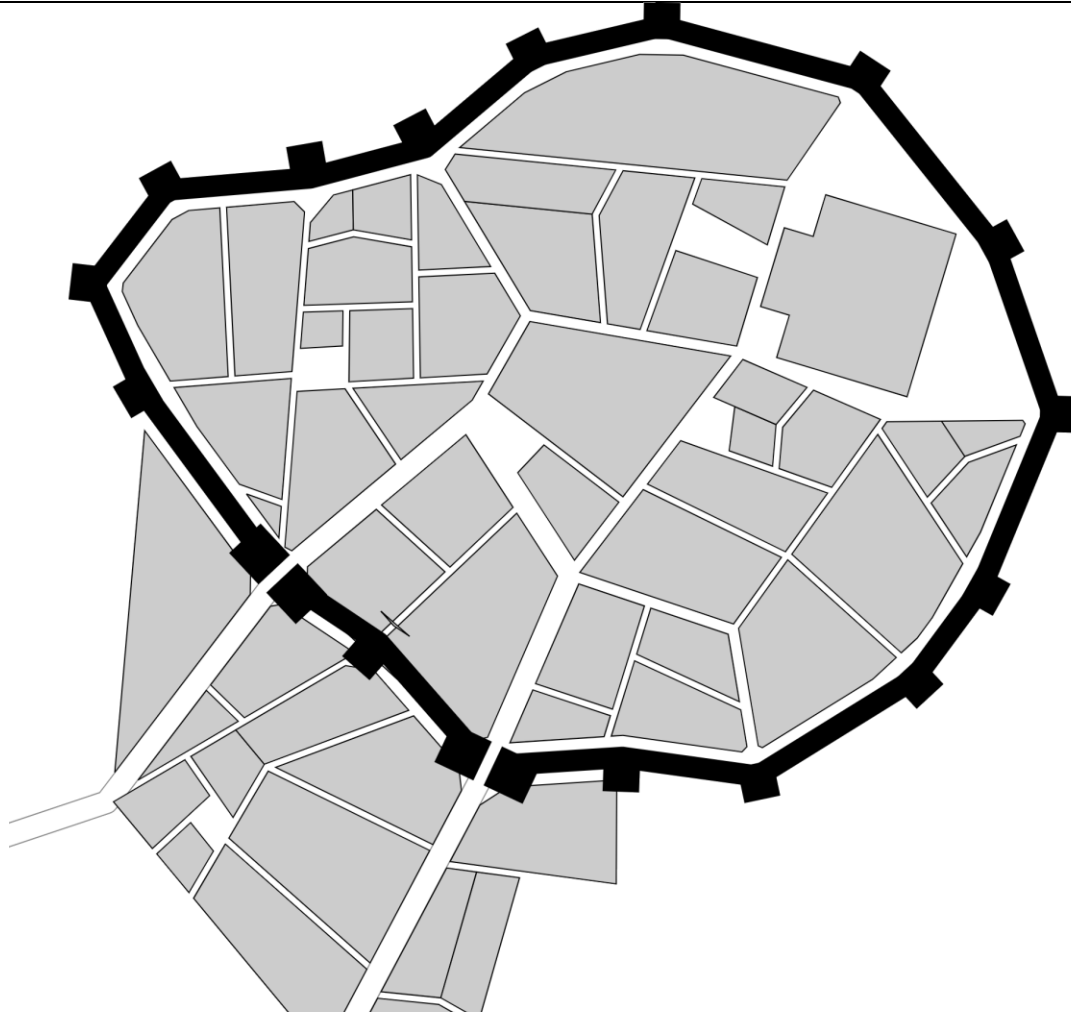
"Prince Tsubeteb's tomb located and opened. Astrolabe available." The woman smiled and sent the falcon on its way.

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

The stars ordained it already.

THE END





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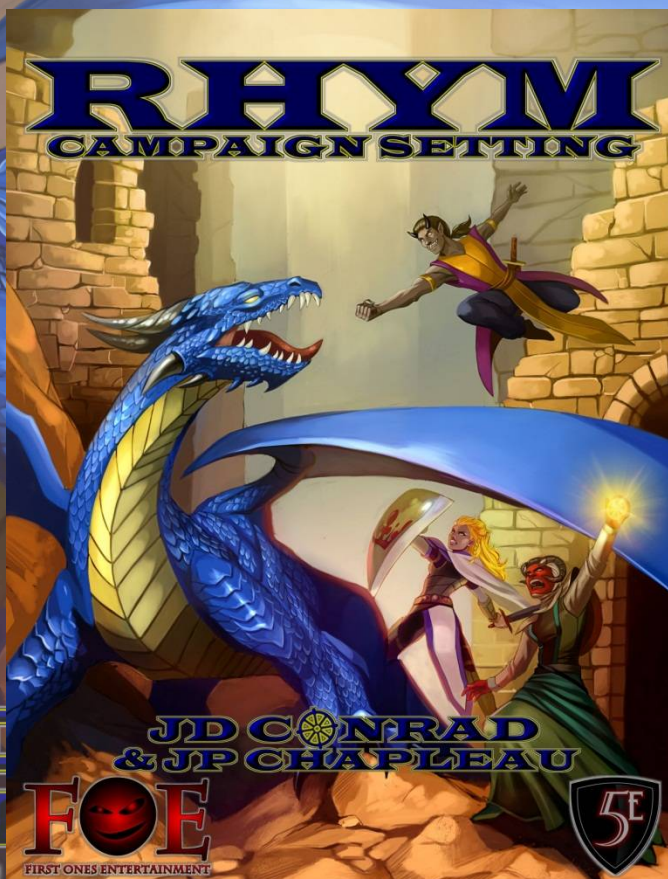
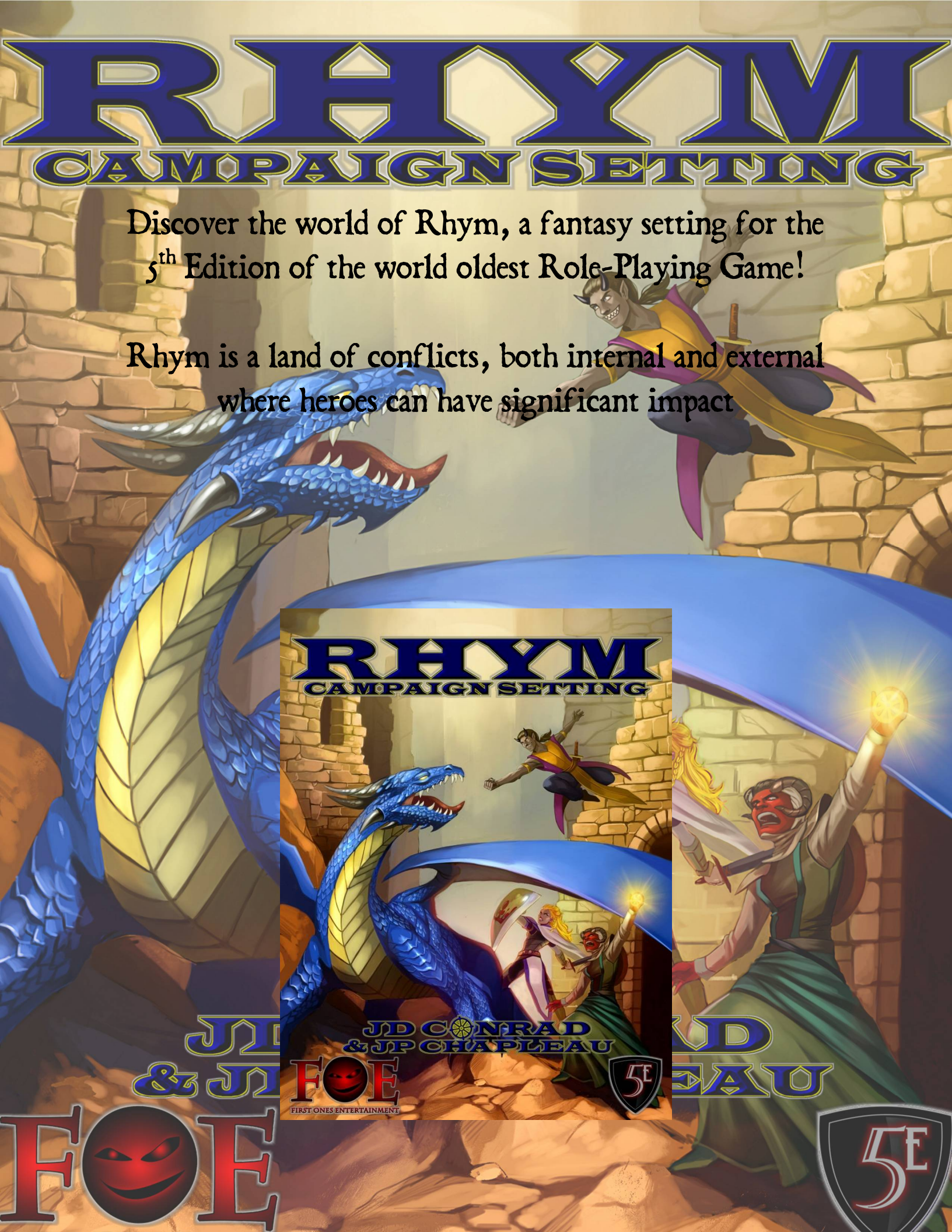


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