

● Individual Short Rest Button. If one is used, mummy lord crypt opens.

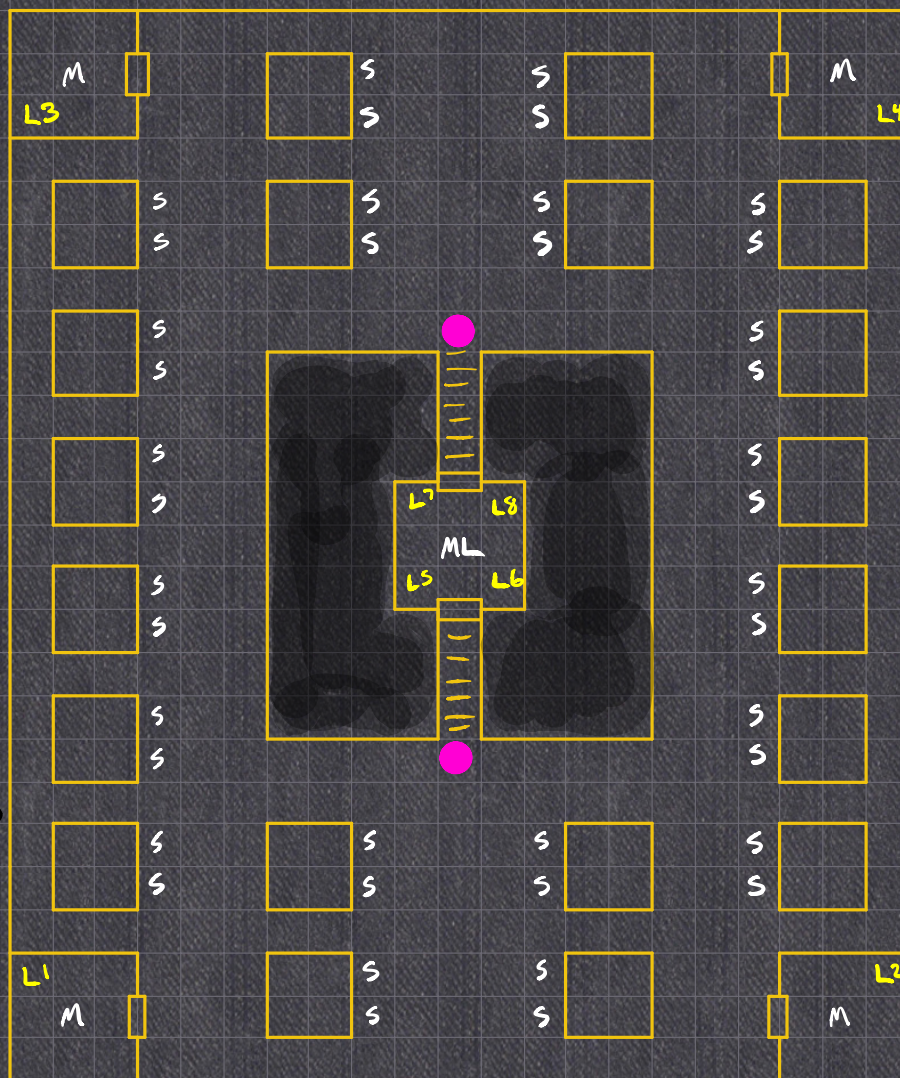
L Loot. Loot pile takes one action to gather. Bonus action with guide hands. Can use hoisted action, too.

S Skeleton

M Mummy

ML Mummy Lord

● Necrotic Sludge. Pit of sludge is 10' down. Entering or starting turn in sludge deals 3d8 necrotic. Difficult terrain. DC 20 Athletics to climb out.



Crypt Features:

- Torches mounted 20' up the columns provide dim light everywhere.
- 10' up, tendrils of darkness float through the air. Tendrils do 1d8 necrotic to anyone entering or starting turn in them.
- Amenemhat's tomb is elevated 20' and accessed by stairs. The tomb is within the darkness.
- All undead have advantage on saves vs. turning.
- Doors to mummies' crypts open at end of sound one.
- Amenemhat's Tomb opens when all mummies are defeated or if ● is pressed.

Skeletons (40) [Monster Manual, page 272]

Mummies (4) [Monster Manual, page 228]

Mummy Lord (1) [Monster Manual, page 229]

L1: 20 platinum pieces

L2: (7) 10 gold piece amethysts; Potion of Healing

L3: (10) 100 gold piece topazes

L4: (5) 25 gold piece cut statuettes; (2) Potion of Greater Healing; Bag of Holding; Air Elemental Gem

L5: (2) 1,000 gold piece opals

L6: (5) 500 gold piece pearls

L7: (20) +2 halts; Potion of Mind Reading; Potion of Superior Healing

L8: Eyes of Minute Seeing; Elixir of Health; Scroll of Commune

Optional: If more monsters are required for a greater challenge, (4) giant scorpions [Monster Manual, page 327] emerge from the central pit at the end of round two.