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Old Habits



A fifth edition dungeon adventure to take
a party from 13th to 14th level.

Dungeons
ON DEMAND

Old Habits

Tips for the Game Master

- This is **your** dungeon adventure. If you don't like how something works, change it. If you think an item or NPC from your campaign world works better than an item or NPC presented here, make the switch. If a puzzle is too hard or an encounter is too easy, drop some hints or add some monsters - do whatever is best for your game. You're the master of your gaming world, this packet is just a guide to help you. It will present hints and opportunities for you to customize, but ultimately everything is up to *you*. You don't need permission to break the mold.
- The encounters listed within this packet were designed by the book - but by the book isn't always the most practical for every party of adventurers. You may need to give a monster fewer hit points, fudge some dice rolls, or just plain ignore some of the rules if you think an encounter is a risk of killing the entire party.
- This adventure will work best when you take the time to read through the packet first, so you're familiar with everything that's going on. Sometimes the monsters that lie in wait to ambush the party, traps that are hidden from sight, or the clues to a puzzle may be glossed over if you're not prepared.
- The goal of each adventure is to give the party enough experience points to advance one level. This depends on a lot of things however - the party needs to complete most of the encounters and be of the appropriate size and level for that to work out. Ultimately, you might want to go without experience points altogether, and simply allow the players to advance to the next level once they're finished the dungeon. This means a lot less record-keeping on you part!
- The ultimate goal is to have fun! If you're having fun while playing, then you're playing correctly.



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Dungeons On Demand are designed with Game Masters in mind, created to be instant adventure sites a GM can wholly customize to fit his or her campaign. Unlike lengthy, full scale published adventures, *Dungeons On Demand* can often be played in a single gaming session, requires little planning beforehand aside from reading the packet, and gives plenty of options to make the dungeon fit seamlessly within the owner's campaign. Each dungeon has enough encounters and challenges to advance the party playing through it by one level.

Old Habits is designed for a party of 4 to 5 13th-level adventurers. If your game has more or fewer players, you can adjust the number of monsters present in each encounter to fit the proper difficulty.

Dungeon Background & Information

Thousands of years ago, the serpent-worshipping *serpraxids* rose to conquer human civilizations, erecting the mighty empire of *Striss Alanor*. The *serpraxids* enslaved their conquered subjects, and used them to erect temples and citadels of all sizes within their kingdom. *Striss Alanor* became known as *Slaver's Coil* to the free peoples outside its reach, who trembled in its shadow. No kingdom, no matter the size, wanted to be the next target in the *serpraxids's* sights.

Striss Alanor had generations of sovereigns, each leading without compassion, seeking only to topple new kingdoms, capture more slaves, and add to his own legacy. Each change of regime usually came with blood, as each new sovereign was anxious to demonstrate his power and enact his awful plans.

Of all the rulers, however, none was more cruel, cunning, or ruthless than *Erut-Ro*. *Erut-Ro* seized power by assassinating the former sovereign, and never released his grip. He spent his life ruling with an iron fist. So harsh was his rule, that even speaking the *serpraxid's* name on the streets was grounds for death.

As *Erut-Ro* aged, his concern turned increasingly towards his own mortality. He was challenged many times during his reign by foes that sought to end his life, and prevailed each time— but time was another opponent altogether. Obsessed with power, *Erut-Ro* gathered his cursed *serpraxids* and clerics to prepare his body with the foul sorceries necessary to turn him into something immortal. After thirteen days and thirteen nights, the sovereign passed through life and death, arising as a terrifying mummy lord, and immediately returned to his merciless rule.

As an undead, *Erut-Ro* would reign over *Striss Alanor* for centuries, conquering five kingdoms during the time and expanding the empire to its zenith. As a testament to his glory, he had his slaves construct a mighty pyramid where he could enshrine his favorite war prizes, loyal subjects, and treasure. *Erut-Ro's* pyramid became his new seat of power, from which he would rule *Striss Alanor* unrivaled for the rest of time.

...At least, that was the plan. *Erut-Ro* thought his empire was invincible, his pyramid impenetrable. In the end, his hubris got the better of him. After spending hundreds of years cowering before the mummy lord, the free nations banded together against *Striss Alanor*. A group of heroes stormed into the pyramid, slipping

past *Erut-Ro's* minions and defenses to challenge him directly.

The heroes were unable to destroy the powerful mummy lord, but they did the next best thing; they sealed *Erut-Ro's* pyramid away in another dimension outside the confines of reality, whisking away the mummy lord with it. With *Erut-Ro* banished to another dimension, *Striss Alanor* was eventually destroyed.

These events are mostly unknown to modern societies outside of sages and story-tellers. The following developments have taken place very recently in the PCs' world, and should be kept secret from the players.

Developments

Three Millennia Later...

The dimension *Erut-Ro* and his pyramid was banished to exists outside the laws that govern time and space. It is a dark and vapid void that simultaneously exists everywhere and nowhere within the Material Plane, unreachable and undetectable by even the strongest magic.

Now, without warning, three thousand years to the day from when his pyramid was cast into the void, it has suddenly sprung back into existence in the Material Plane. Those trapped in the pyramid while it was banished spent the time in suspended animation, without need for food or sleep, and not aging. With the pyramid returning to the physical world, everything inside has arrived disoriented, and baffled as to what has happened.

The only entity to have truly suffered the ravages of the time spent banished, was *Erut-Ro* himself. Because of his condition, time passed normally for the mummy lord. While banished, he counted every minute that passed, waiting for his opportunity to return to his former place of power.

Ancient Forces

Erut-Ro's pyramid carries within it forces loyal to the mummy lord, including many other *serpraxid* mummies the sovereign entombed within it long ago. The pyramid hosts his most faithful cursed *serpraxids* and behemoths, which are garrisoned throughout each level.

The mummy lord was fond of torturing his subjects with poisons, delighting as they died a slow, agonizing death. *Erut-Ro* keeps poisonous snakes and scorpions on hand to have venom readily available for such a show.

Lastly, the mummy lord keeps many of his favorite prizes won through conquest, guarding his tomb. These include a pair of stone golems, a mummified *tyrannosaurus rex*, and a powerful lamia named *Byali* (*Appendix A*).

A Visage in the Sand

When the pyramid was banished, *Erut-Ro* was forced into torpor, and is unable to assume physical form until his crypt is reopened. The mummy lord is able to manifest as a spiraling column of sand, which can take on features vaguely resembling his own.

Erut-Ro can communicate while manifesting thusly, speaking the languages he knew in life, but cannot physically interact with anything. However, in this form he is aware of everything that occurs in his pyramid, even while his torpid body rests in the crypt below.

The mummy lord can regain his physical form, and all his inherent powers, once his crypt is unlocked. The lift that leads to the crypt is protected with a force field, magically attuned to each of the canopic jars that contain the mummy lord's remains. This force field is dismissed when all four canopic jars are united on the altar in the pyramid's apex.

This task isn't as simple as it may seem, however. The magic employed by the heroes to banish the mummy lord and his pyramid, also placed a powerful ward on each of Erut-Ro's canopic jars. The ward causes harm to any species of creature known to associate with the mummy lord should they attempt to handle a jar. If Erut-Ro is to recollect these canopic jars to regain his power, someone other than his current minions will have to assist him in doing so.

The Return of Slaver's Coil

With the return of Erut-Ro's pyramid to the physical world, the threat of Slaver's Coil also returns. The mummy lord has spent an unfathomable amount of time seething and planning his revenge – but first he must regain the use of his physical form and his former power.

Once he regains his powers, Erut-Ro plans to rebuild Sriss Alanor from the surrounding nations, conquering each in succession, until he has returned the empire to its former glory.

Exploration

Magical Weapons

It's assumed the party has access to magical weapons for this adventure. One magical weapon can be found in the dungeon.

Structured Progression

Working through each area in Erut-Ro's pyramid is fairly linear, although the puzzle presented to reach the mummy lord in his crypt may require the party to backtrack through different locations to collect clues or items. In order to complete the dungeon, the party must enter the pyramid from its base level, fighting their way up to its apex while collecting the canopic jars that will dismiss the force field around the lift that descends into the pyramid's crypt. There the party will face Erut-Ro in the final encounter.

Well Lit

Each area in the pyramid is magically lit by a brazier; the flames of which are actually *continual flame* spells.

These braziers are not identified on the area map, and the area descriptions do not detail them in terms of detecting their magic. If the party investigates, they find that the braziers emanate a faint aura of evocation magic. This effect can be dispelled. If it is, the area becomes unlit.

Magic Detection

Erut-Ro has secured a few magical items in his pyramid. However, the walls in the pyramid are thick enough to prevent players casting *detect magic* from detecting them without being in the same room.

Dimensionally Locked

Creatures cannot use spells, magic items, or abilities to magically travel into, within, or out of Erut-Ro's pyramid from another location or plane of existence.

This prevents entering or exiting the dungeon with spells such as *teleport*, *dimension door*, *plane shift*, or *gate*. The ward also prevents creatures inside the pyramid from becoming ethereal (and in turn, prevents ethereal creatures inside the pyramid from entering the Material Plane).

Unyielding Walls

The walls, ceiling, and floor inside the pyramid are constructed of sandstone bricks and limestone concrete, but are magically reinforced to prevent the use of spells that allow passage such as *pass-wall* and *move earth* (this also includes the effect of a *portable hole*).

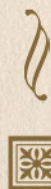
Random Patrol

Erut-Ro's serpraxid minions share the pyramid with their master. These serpents are both living and dead – some being mummies made to serve their master forever, others living serpraxid that served Sriss Alanor before being sealed away.

In the event you need a random encounter anywhere, you can use the following monsters, depending upon the encounter location:

Random Encounter: serpraxid minions ★★☆☆

- 1 *serpraxid behemoth* (**Appendix A**) 2,900 XP
- 2 *cursed serpraxid* (**Appendix A**) 1,400 XP
- 1 *mummy noble* (**Appendix A**) 1,800 XP
- 2 *mummies* (**MM** pg. 228) 1,400 XP





Old Habits

Adding *Old Habits* to Your Campaign

Old Habits is designed to be played by a party of 13th-level characters. You can increase the difficulty of the encounters by adding more monsters for higher level players. If you're unable to come up with a reason why the party would be at the adventure site, consider using one or more of these hooks:

Hook 1: The Pyramid Beckons!

The PCs awaken to find Erut-Ro's pyramid on their doorstep... literally! The pyramid has sprung back into reality somewhere extremely conspicuous to the party, be it right outside of a town or city (or inside of it!), where they are making camp, or perhaps the locale they are exploring. Instead of being guided to the pyramid for any particular reason, its mysterious appearance brings the party in for adventure.

Hook 2: Snakes. Why'd it *Have* to be Snakes?

Once the pyramid reappears in the world, the serpraxid inside of it begin calling out to every snake in the region. As a result, the nearby populace has been overrun with snakes, both poisonous and otherwise, as they slither their way to the pyramid. Curious, the adventurers have followed these snakes to find the imposing pyramid in a place it very much shouldn't be! The party will need to venture to the pyramid in order to put an end to whatever is compelling the snakes to act up, and to discover the mystery of the pyramid itself.

Hook Option: Bag of Beans

Old Habits is a convenient and suitable dungeon adventure for the appropriate *bag of beans* result listed in the *DMG*. If you've given the party this magic item, this adventure module may come through in a pinch!

Prelude: Beginning the Dungeon

How you begin the events of *Old Habits* largely depends on what adventure hooks you're using, and how the party is introduced to Erut-Ro's pyramid. Since the pyramid has just recently come back into existence, it's assumed that the PCs are just as surprised as the NPCs to see it.

The prelude presents two options to begin the adventure – the party can find that the pyramid has suddenly popped into existence, or they can be informed of it through an NPC.

The PCs Discover the Pyramid Directly

You can have the pyramid conveniently arrive one morning while the PCs are waking, or while they're traveling (or perhaps after planting a bean from a *bag of beans*). so, you can read the following aloud:

Today brings an odd occurrence – a large pyramid breaks the landscape less than a half mile from here. You're certain no such structure is supposed to be there. In fact, you're certain it wasn't there as early as a couple of hours ago... it's as if it just popped into existence.

The pyramid is golden and yellowed, tiered with bricks. A pair of massive cobra statues coil over the steps leading to its entrance, staring down menacingly at any that would approach.

This introduction is straight forward – the odd appearance of the pyramid is enough to draw the party's attention to investigate and begin the adventure.

If the party delays entering the pyramid, perhaps to get more information or seek out supplies, they notice hordes of snakes in the area begin swarming towards it after about an hour.

An NPC Informs the Party About the Pyramid

If you choose to have the pyramid make its appearance away from the party, NPCs close by will take note of it and deliver the news to the heroes, in hopes that they'll investigate.

Which NPC you use for this is at your discretion; choose a character the party has a good deal of respect for, owes a favor to, or would be willing to listen to. Refer to the *Gossip* sidebar for some dialogue you can use to deliver the news of the pyramid's arrival.

When the PCs go to investigate, you can read the following aloud to the players:

As promised, a massive pyramid awaits you here. A steady stream of snakes swarm from all directions towards it.

The pyramid is golden and yellowed, tiered with bricks. A pair of massive cobra statues coil over the steps leading to its entrance, staring down menacingly at any that would approach.

The party approaches the pyramid at Area A, where the adventure proper begins.

Legend Lore

If the party has access to the *legend lore* spell or similar divination, or consults a sage or oracle for assistance, you can reveal the following information about Erut-Ro's pyramid:

Lost in time and space from an age long forgotten, this pyramid was once the testament to a mighty nation. While many treasures wait inside, those that enter may find themselves snake-bit, as bad luck comes to those that enter. However, the task may fall to another group of heroes, like those of a time long ago, to brave its depths – lest Slaver's Coil spread itself over free lands once more.

Gossip

If the party is informed of the pyramid's arrival by an NPC, you can use the following lines when interacting with the players:

You fancy yourselves adventurers? Today has a call for adventuring, friends. You wouldn't believe what I saw along the road getting here...

A massive pyramid, 100 feet tall, made of yellow bricks and gold, if my eyes weren't lying to me, is along the road – maybe six miles from here. I've travelled the road my whole life, and I've never seen it before. It's as if it just sprouted from the ground this morning!

The pyramid has two enormous snake statues sitting over its entrance, which is fitting, because the ground soon came alive with snakes slithering their way towards it. Gave me a fright they did! Luckily their attention was on their destination.

I didn't get too close to it, but I got a bad feeling about that place. I tend to trust buildings that I know were built by men, not those that suddenly pop into existence. And all those snakes... no, can't be a good thing at all.

Area A: Main Entrance

The approach into to Erut-Ro's pyramid is on its east face. The area consists of a **main entrance** – a grand set of steps leading up to two massive double doors. **North** and **south galleries** are on either side of the steps. Each has a gargantuan cobra statue carved of brown stone overlooking it.

When the party approaches this area for the first time, you can read the following aloud to the players:

This side of the pyramid is what you assume to be the entrance; an enclosed stairway is overlooked by two incredibly large cobra statues. Two additional large, stone statues of human warriors stand side by side on the steps. On either side of the stairway is an entranceway into what appears to be a small antechamber.

Main Entrance

A pair of stone golems guards the entrance into the pyramid. Erut-Ro won the golems during his conquests, and finds them suitable warriors for such a task. They stand on the steps before the double doors to repel intruders. The statues react when a creature enters within 30 feet of their location.

When the party approaches the steps for the first time, you can read the following aloud to the players:

As you approach the steps, the two stone statues react. Each extends its right arm out forward, opening its hand as if to say “stop,” though neither speaks. It’s clear that this is no trick – both the statues are in control of their movement.

The statues are under orders to repel invaders. They recognize offensive actions towards them (such as preparing to make a ranged attack, or cast a spell) and react accordingly (see *Combat*).

Hostile creatures: stone golem sentries ★★★★★
2 stone golems (*MM* pg. 170) 11,800 XP

Magic Detection

A player who casts *detect magic* detects a strong aura of abjuration magic coming from the stone doors. This effect cannot be dispelled.

Steps

The steps leading to the stone doors ascend to a height of 20 feet. They are difficult terrain.

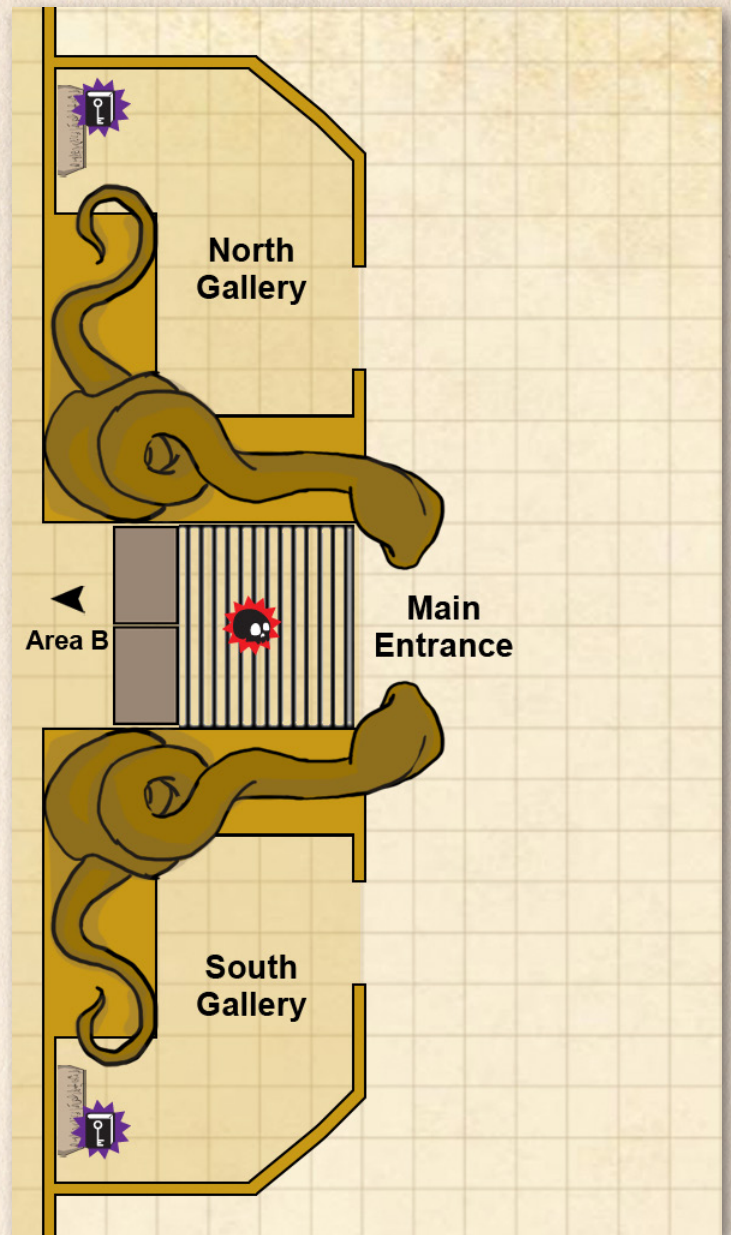
Stone Doors

The doors here are impossibly thick and heavy, about 7 feet of solid stone. They are magically enchanted so that they may only be opened when triggered from the stone slabs in the adjacent galleries (see *Glyphic Slab*).



Combat

If the golems see the party approach, they can't be surprised. If the party backs off after their “warning,” they remain in their location on the steps (marked by the combat icon on the area map). Even if the party is able to open the doors before encountering the golems, they continue their guard.



The stone golems recognize creatures drawing weapons and casting spells, and interpret these as hostile actions; in which case they move into combat immediately.

The golems take turns using their *slow* ability, targeting as many PCs as possible each time. Other than that, they position themselves to make the best possible use of their *slam* attacks. Being constructs, the stone golems fight until they are destroyed.

North & South Galleries

Galleries have been constructed on both sides of the stepped entrance, and the contents of each is the same. When the party approaches either area for the first time, you can read the following aloud to the players:

This room is mostly empty, with the exception of a slab of stone bearing glyphs, propped against the back wall. The interior walls are lined with primitive drawings, apparently telling an elaborate story all along their length.



Magic Detection

A player who casts *detect magic* detects a strong aura of divination magic coming from the glyphic slab in the back of the gallery. This effect cannot be dispelled.

Primitive Drawings

The drawings on the inside walls of the gallery are similar to ancient Egyptian hieroglyphs. The images have a snake motif – many of the figures drawn are half snake, half human. Some are humans with snakes for arms, others with snake-like heads, others large snakes with human torsos and arms bearing weapons.

A party member that succeeds on a DC 13 Insight check can discern the story depicted in the carvings. The snake people are shown using whips to wrangle normal humans, forcing them to construct a mighty pyramid. It is reasonable to assume that the pyramid depicted is the very the one party now explores.

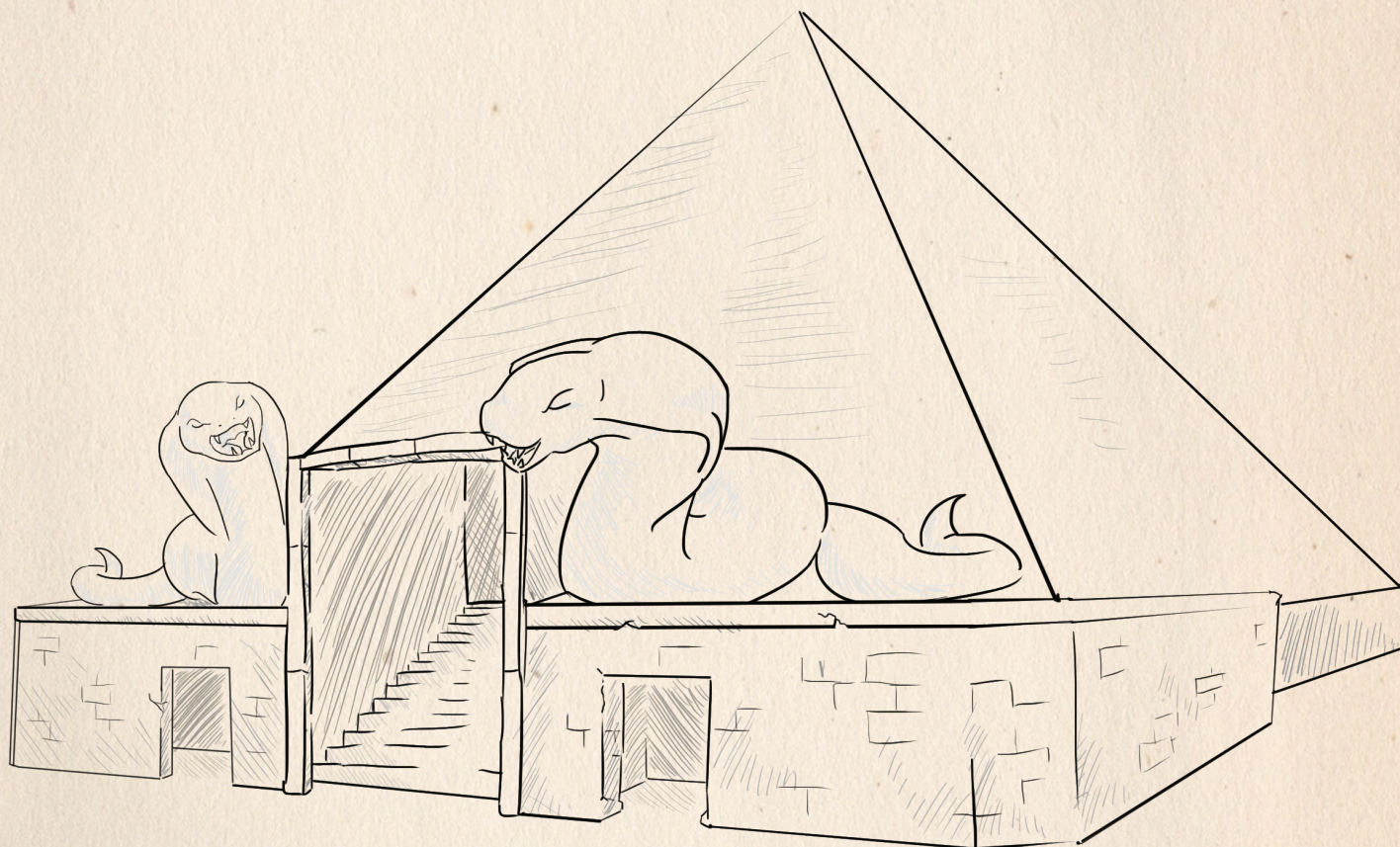
**Glyphic Slab**

A stone slab runs the length of the entire room, its face covered in glyphs, except for one area that has a carved outline of a five-fingered hand.

The glyphs are a mix of Abyssal and Draconic, the languages of the serpraxid. A party member that speaks both can determine that these slabs contain a prayer of fealty to “Erut-Ro, the Undying, Slave-Maker, Master of Chains, and Lord of Sriss Alanor,” among other titles.

While the prayer can be deciphered in this manner, it’s not necessary for the party to understand it in order to progress here. The slabs react when a party-member places a hand within the carved outline of one on the slab. Doing so opens the stone doors at the main entrances, creating a loud grinding sound that the party can hear coming from the steps adjacent to this area.

Regardless of which gallery the party accesses, the effect is the same. After 5 minutes the stone doors magically shut. The doors can be opened via a mechanism on the other side, so once the party enters the pyramid they are not trapped inside.



Entering the pyramid



Area B: Vestibule

Once inside the pyramid, the party is greeted by the manifestation of Erut-Ro, although he claims to be *Arak-Tet*, one of the mummy lord's servants. The players encounter him in the pyramid's **vestibule**, which leads into the back portion of the pyramid via a **north** and **south corridor**.

Vestibule

Erut-Ro's perception covers the entirety of his pyramid, and he is aware of the presence of the party as soon as they open the stone doors at the main entrance. The mummy lord is anxious to regain his physical form and power, and knows he'll need to manipulate the party in order to do so.

Erut-Ro manifests as soon as the party enters the vestibule, appearing as a spiraling column of sand in the shape of a cursed serpraxid. He claims to be Arak-Tet, a servant to the lord of the pyramid, and helpful guide to the party.

You can read the following aloud when the party enters the vestibule for the first time:

The inside of the pyramid is lit by braziers, and is oddly cool. A thin layer of sand and dust covers the stone floor. Before you is a hallway lined with two rows of four statues. Each statue is of a human warrior wielding a whip, although it has the head of a snake.

Without warning, the sand on the floor whips up into a spiraling column, which coalesces into a humanoid shape and bows before you.

"Greetingsss, good masterssss. I am Arak-Tet, humble ssservent of Lord Erut-Ro the Undying, and guide to his magnifissent pyramid. Who graces my liege with their presence here thisss day?"

While manifesting in his sand form, "Arak-Tet" can communicate with the party, but he cannot physically interact with anything. He's impervious to damage, although his form is scattered by a strong breeze such as one generated by the *gust of wind* spell.

Magic Detection

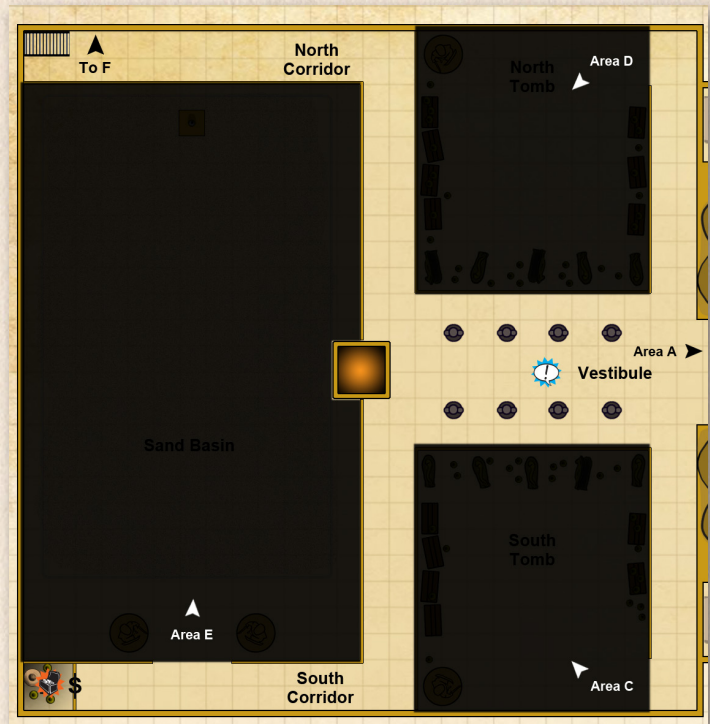
A player who casts detect magic detects an aura of transmutation magic emanating from "Arak-Tet".



"Arak-Tet," Pyramid Guide

Erut-Ro has assumed the guise of a servant, Arak-Tet. His goal here is to introduce himself to the party and guide them through the pyramid. He hopes they can gather the canopic jars spread throughout the pyramid and bring them to its apex, which in turn will unlock his crypt and allow him to regain his physical form.

The mummy lord knows he's taking a gamble, but he has little recourse. He cannot entrust this task to his minions already in the pyramid— the wards that protect the canopic jars make it impossible for his serpraxid subjects (living or undead) to handle them. He also cannot instruct his subjects to simply allow the party's passage; as such a gesture would be sure to rouse suspicion from the PCs (and his subjects as well!).



Instead, "Arak-Tet" portrays himself as a believable, if not entirely likable servant. He gives the party an appropriate amount of accurate information to give him credibility, but also reacts appropriately to the party's actions.

Of course, if "Arak-Tet" is successful in his gamble, it will most likely mean all of his minions in the pyramid will be slain by the party. The serpraxid mummy lord is fine with this. Once he regains his body, finding new subjects to serve him is only a matter of time... something he has plenty of.

"Arak-Tet" will manifest to the party several times throughout the adventure, lending "aid" in the best measure he can to ensure their success collecting the jars, and unwittingly returning him to power.

You can refer to the sidebar *Role-playing Arak-Tet* for more information about the serpraxid manifestation.

North Corridor

The north corridor accessible from the vestibule leads to the stairs heading up to the next floor. You can read the following aloud when the party enters this area:

A long corridor stretches to the back side of the pyramid. A staircase, leading to the next floor, is set against the far wall.

If the party walks up the stairs here, they'll enter the Chamber of the Serpent in Area F.

South Corridor

The south corridor accessible from the vestibule leads to the sand basin. The back section of the corridor houses a treasure cache, protected by a secret door and an illusion.



Magic Detection

A player who casts *detect magic* at the west end of the corridor detects the presence of illusion magic, although it seems to come from the entire area, not anything specific. A smaller aura of transmutation magic is also perceptible within the vacant space, although it does not appear to belong to anything.

Major Image Illusion

A permanent *major image* spell makes the last 10 foot space of the back of the corridor appear vacant. A creature approaching this space is blocked by a wall made invisible by the illusion.

Dispel magic ends the illusion (no check required) revealing a wall 10 feet closer than it previously appeared to be. Otherwise, a successful DC 17 Investigation check is necessary for a creature to see past the illusion. The wall here contains a secret door.

\$ Secret Door

If the party is able to see past the illusion that hides this wall, they'll have a chance to find the secret door hidden here. A successful DC 20 Perception check allows a party member to find the seam in the wall, crafted to appear as bricks used to make the pyramid. A successful DC 17 Investigation check allows a character to find the secret door's trigger, which is a loose brick at the base of the wall that can be pressed inward. Doing so rotates the wall a quarter turn, allowing access to the secret area beyond it. There's no penalty for failure, but each attempt requires 5 minutes of searching and experimentation.

**Unseen Treasure**

If the party can access the hidden area beyond the secret door, they find a pile of coins awaiting them. A lavish rug sits at the center of the 10 foot room. It bears the image of many snakes running around its border, and is finely woven. The rug is an art object worth 250 gold pieces. Piled upon it is 1,136 gold pieces, 120 platinum pieces, a quarterstaff gilded in silver bearing a snake's head at one end, and two black opals, each worth 1,000 gold pieces. The staff is actually a *staff of the adder*.

Role-playing "Arak-Tet"

"Arak-Tet" has mastered misinformation, humanoid psychology, and just enough truthfulness to manipulate those he needs to serve him. When he encounters the party, he is humble and reserved, presenting the type of guide he believes they expect.

Because "Arak-Tet" is a serpraxid, he occasionally slurs his "s" sounds, like a snake hissing. You can use the following lines for "Arak-Tet" while interacting with the party:

Yes! Such brave soulsss to have ventured within here! I welcome you to explore my liege's pyramid, although I fear you might only find your deathsss in here.

I am serpraxid... or at least, I wasss. Erut-Ro, Sssovereign of Ssriss Alanor, the Slaver's Coil, freed me of my body. Now, my spirit guides those that enter here. The serpraxid are the chosen of the ssserpent gods, we all have snake blood in our heritagesss.

Ah, Erut-Ro, Master of Chainsss, what a ruler he wasss. Conqueror of many nations, he led our people to a gloried age. All trembled in his ssshadow.

So great was Erut-Ro's might, others fell ill with jealousy. After serving the serpraxid for two and half centuriesss, he was destroyed by a group enviousss of his power, who banished this pyramid to the void for thousands of yearsss. Poor massster! Arak-Tet misses you!

The void? Best not to consssern yourselves with that. A place absent of time, a realm that is everywhere and nowhere at once. My friendsss, I do not know how we returned to this world, but I am grateful.

Please! Feel free to explore Erut-Ro'ssss pyramid! Ancient treasuresss are ssscattered about, I'm sssure. Of course, Erut-Ro's servantsss will try to kill you, but matters such as that cannot be helped.



Area C: South Tomb

Two tombs line either end of the vestibule, one to the north and one to the south. Both tombs house the sarcophagi of lesser mummies Erut-Ro made of his most faithful serpraxid subjects.

When the party arrives in this area for the first time, you can read the following aloud to the players:

Turning the corner into this chamber, you see you've entered a tomb. Five sarcophagi line the far wall, the lids of each embossed with great snakes running across them. A massive statue of a man with a snake's head sits on the opposite corner. Wooden tables and clay jars are scattered along the walls.

Magic Detection

A player who casts *detect magic* detects five distinct, small auras emanating from within the sarcophagus marked by the treasure icon on the area map. Three of the auras are of conjuration magic; the other two are of abjuration magic.

Sarcophagi

The sarcophagi in the area are dusty, each covered with a fine coat of sand. If opened, they are mostly empty (with the exception of the sarcophagus described below), although bits of molded linen wraps and large snake scales are present. One of the sarcophagi (marked with the treasure icon on the area map) has a sheaf of paper protruding from under its lid.

Clay Jars

Small clay jars are set around the room's perimeter, between the sarcophagi, and on the wooden tables. These jars are mostly filled with sand, although the occasional one has a beetle crawling around inside, or snake bones.



Hold Your Breath!

One sarcophagus in the room has paper protruding out from under its lid, indicating there may be something of interest inside. It does contain a set of scrolls within it (see *Scrolls in the Sarcophagus*), but it's also been trapped with a cloud of *malice* poison (*DMG* pg. 258).

Detecting the Trap

A party member that succeeds on a DC 17 Perception check sees that a portion of the lid's edge is coated in a substance not present on any other sarcophagus. Party members proficient with a poisoner's kit can identify the poison with careful examination and 30 minutes worth of experimentation. These party members understand the nature of the poison, and might suggest that the easiest way to overcome the trap is simply for the party members to hold their breath.

Triggering the Trap

If the lid to the sarcophagus is removed, a cloud of *malice* poison fills the area in a 20 foot radius. Party members in the area not holding their breath or protected from poison must make saving throws against its effect. The cloud remains in the air for 1 minute before it dissipates.



Scrolls in the Sarcophagus

If the sarcophagus in the room is opened, inside of it is another set of jars and scattered pieces of paper. Inside one of the jars are 5 scrolls containing the spells *death ward*, *guardian of the faith*, *insect plague*, *remove curse*, and *spirit guardians*.

The other jars contain coins. A total of 974 gold pieces and 86 platinum pieces can be found among the jars here.



Area D: North Tomb

The northern tomb in this area is similar to the one in the south, although some of Erut-Ro's minions currently reside here.

When the party arrives in this area for the first time, you can read the following aloud to the players:

This corridor leads to a tomb containing five sarcophagi, a great statue of a serpraxid, and many tables and clay jars around its perimeter. A human female in the garb of an ancient culture stands in the middle of the room. Her eyes are pointed, with crescent irises, and below her elbows her forearms end with writhing snakes. When she sees you, she lets out a sharp hiss, and the lid of each sarcophagus bursts open!

The cursed serpraxid the party encounters has just recovered from the disorientation caused by returning from the timeless dimension the pyramid was banished to. She's aware something has happened, just not what. Without hearing from her master, she assumes the party to be enemies, and summons the mummies to assist her in combat immediately.

Hostile creatures: serpraxid tomb keepers ★★☆☆

- 1 cursed serpraxid (**Appendix A**) 700 XP
- 3 mummies (**MM pg. 228**) 2,100 XP
- 1 mummy noble (**Appendix A**) 1,800 XP
- 1 preserved mage (**Appendix A**) 2,900 XP

Sarcophagi

The sarcophagi in the area are lightly filled with sand. Bits of molded linen wraps and large snake scales are present inside – remnants of the serpraxid mummies they once contained.

Clay Jars

Small clay jars are set around the room's perimeter, between the sarcophagi, and on the wooden tables. These jars are mostly filled with sand, although the occasional one has a beetle crawling around inside, or snake bones.



Combat

It's possible for the party to surprise the cursed serpraxid here, but only if they approach stealthily (compare their Stealth checks to the cursed serpraxid's passive Perception score to see if he or she detects them). If the party is detected, or makes no attempt at approaching stealthily, neither side is surprised; initiative is rolled normally.

The serpraxid stands at the back of the room, marked by the combat icon on the area map. The mummies, mummy noble, and preserved mage each rise from a separate sarcophagus. The party notices that the mummies have snake-like features, vaguely visible beneath their wraps, and were presumably serpraxid in their former lives.

The preserved mage begins by casting *wall of stone* to cut off the escape route, or *evard's black tentacles* if it has a good chance to grapple several PCs. It follows with *scorching ray* and *lightning bolt* spells as needed.



Each of the mummies and the mummy noble, target separate party members with their *dreadful glare* ability before engaging in melee.

If the cursed serpraxid is reduced to half or fewer hit points she will attempt to run. The undead in the tomb do not tolerate an act of desertion though, and take opportunity attacks against the cursed serpraxid if she flees. The mummies, mummy noble, and preserved mage fight until slain.

The cursed serpraxid's body can be looted of a bag containing 19 gold coins.

COMBAT DEVELOPMENTS

- If the cursed serpraxid manages to flee the area, she runs to the pyramid's east armory on its second floor (Area G) to report the intrusion to the lamia taskmaster, *Byali*. Add her to the encounter there with as many hit points as she has left.



Area E: Sand Basin

The largest chamber of Erut-Ro's pyramid contains an enormous pit filled with sand. The mummy lord uses this area as a home for his giant scorpions, who enjoy burrowing into the sand. He also keeps another prize here, an undead tyrannosaurus rex, which lays dormant on the sand until living flesh approaches.

You can read the following aloud to the players when the party first views this area:

You've entered a huge room in the pyramid, within it is an enormous pit filled with sand. Atop the sand is the rotting corpse of some monstrosity from another age, reptilian in appearance with tiny arms, powerful legs, and terrifying jaws. Chunks of its flesh are missing from its decaying body, exposing bone and muscle.

The creature described is the zombie tyrannosaurus rex, which appears dead while motionless. The giant scorpions are currently burrowed in the sand, and are not described at this point.

Once the party enters the room, "Arak-Tet" will manifest to greet them. You can read the following aloud to the players:

When you enter this room, sand from the area skitters from some unseen gale and collects into the form of Arak-Tet. The serpraxid bows before he addresses you:

"Welcome, my friendsss, to Lord Erut-Ro's Sand Basin. Our master keeps a valued prize here, a beast from a forgotten time, a monster with ssswords for teeth! Sadly, the ravages of time lay waste to all the living... sssso we had to fix him.

You might have noticed the altar at the back of the basin? The one which displaysss one of Lord Erut-Ro's sssacred jars? It's said glory is bestowed to one that collects all of these jarsss. You're welcome to admire it if you wish, but I cannot be responsible for what my lord's petsss do to you."

Hostile creatures: the mummy lord's pets ★★★★★

1 zombie tyrannosaurus rex (**Appendix A**) 7,200 XP

4 giant scorpions (**MM pg. 327**) 2,800 XP

Magic Detection

A player who casts *detect magic* detects a strong aura of abjuration magic coming from the canopic jar marked by the plot icon on the area map. "Arak-Tet" has an aura of transmutation magic emanating from his manifestation.

Sand

The sand is twenty feet deep in total, but can be walked upon normally. It is difficult terrain.



"Arak-Tet," Pyramid Guide

"Arak-Tet" will stay in the area until the party enters the basin, hoping to provide the right information to entice them into retrieving the jar. Once they enter the basin, he vanishes, the sand comprising his form falling onto the floor.

Refer to the sidebar *Arak-Tet and the Sand Basin* for information you can use for the serpraxid manifestation in this area.



— "Arak-Tet" and the Sand Basin —

Arak-Tet will answer questions the party members will likely have about the Sand Basin, with some degree of honesty. He hints there may be creatures hidden in the sand (there are), and that the rotting corpse of the tyrannosaurus may not be harmless (it isn't).

We don't have a name for that creature... but those who displeased Lord Erut-Ro came to call the beast "Oh gods no what-iss-that-" before they were less-than-pleasantly disposed of.

The sssand here was brought by a group of slavesss, a handful at a time. We suggested fifty slavesss with carts. Lord Erut-Ro, in hisss wisdom, commanded seven without toolsss... to make the work that much more "rewarding" for them.

There was a time our massster kept surprises hidden in the sssand. Things that pinch and bite and sting. Those were good timesss, I think you'd agree.

The jar there contains a little bit of my massster, and with it, a portion of hisss power. It's warded by the strongest magic you could think of, but sssstill, one can never be too careful.

You're going in? Despite my warningsss? Well, fortunately this place doubtless as a tomb. What size sarcophagusss do you prefer?





Combat

The zombie tyrannosaurus rex begins prone, lying on the sand near the area marked by the combat icon on the area map. It's aware of any party members as soon as they are within 60 feet of it, at which point it rises to attack them. If the party uses ranged attacks, they can get a surprise round so long as they are further than this distance from the dinosaur. Once it takes damage it is roused.

The giant scorpions do not emerge until the start of the second round. During the first round, party members with a passive Perception score of 13 or higher notice mounds of sand shifting, as if something underneath was displacing it. The mounds position themselves to surround the party if possible.

The zombie tyrannosaurus rex fights instinctively, attacking whichever creature deals the most damage to it. The scorpions prefer to attack their closest targets, and then skitter to the next. Neither the zombie tyrannosaurus rex nor the giant scorpions are intelligent enough to formulate strategy, and are likely to attack each other if appropriate.

All the monsters here fight until slain.



Canopic Jar

One of the four canopic jars containing Erut-Ro's remains has been placed here. If this is the first time the party is encountering a canopic jar, you can read the following aloud to the players:

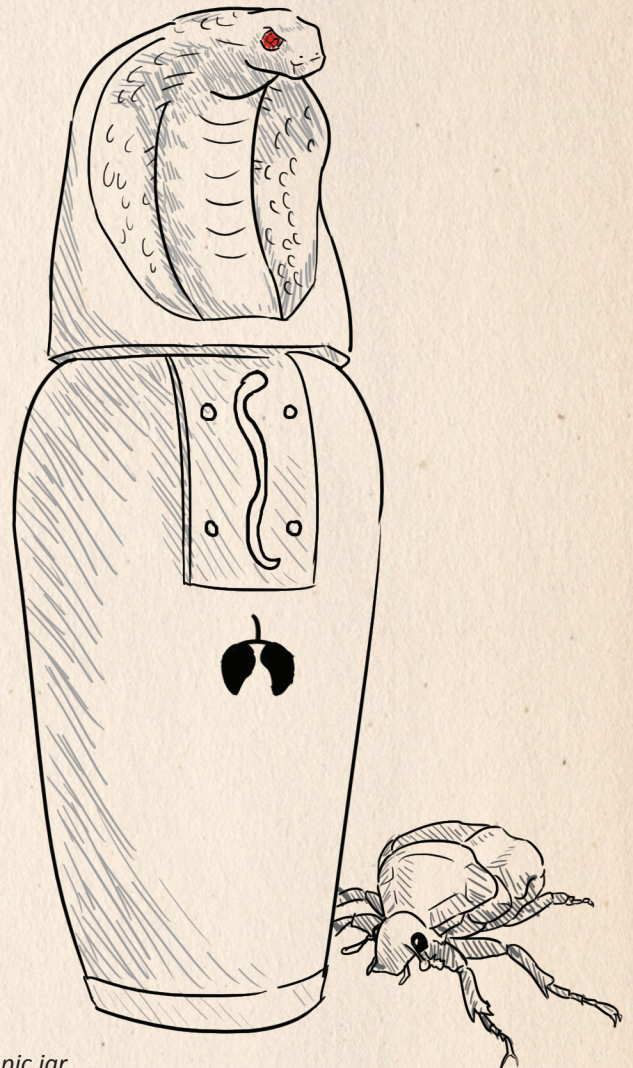
A marble altar holds aloft a single gilded jar, placed almost reverently upon it. The top of the jar has been fashioned to look like a snake's head, with two rubies set for eyes. You're not sure what to make of it in this place, but you're sure it's important.

Engraved on the center of the jar is the image of a **pair of lungs**.

Each jar is magically sealed and protected. While it contains Erut-Ro's remains it cannot be opened, damaged, or removed from the pyramid. The party can try to open the jar as they may, but each attempt ultimately ends in failure.

Collecting the canopic jars in the dungeon is necessary to remove the force field around the lift in the pyramid's apex, and ultimately to allow Erut-Ro to regain his physical form (see *Erut-Ro's Altar* in Area K for more information).

An empty canopic jar is an art object worth 200 gold pieces.



A canopic jar



Area F: Chamber of the Serpent

The second floor of the mummy lord's pyramid is a square divided into four square rooms. This room lies on the floor's north-western corner, serving as an access to the other three rooms.

When the party first arrives in this area, you can read the following aloud to the players:

You emerge from the steps into a square room. In the middle of the room is a large, copper statue of a snake, although it has a human torso and four muscular arms. Its top set of arms are outstretched, the palms of each hand open. Its lower set of arms bears a greatsword, which it points towards the east wall in the direction of an open door. The southern wall contains another door, although this one appears to be sealed shut.

The party will need to interact with the statue in order to access each of the other rooms on the pyramid's second floor.

Magic Detection

A player who casts *detect magic* detects an aura of transmutation and divination magic coming from the statue. This effect cannot be dispelled.

Doors to Areas G and H

These doors can only be opened one at a time, while one is open the other is shut. The effect is mechanical.



The Serpent's Sword

If the party inspects the statue, they'll notice a rim around its base absent of sand. A party member that succeeds on a DC 13 Insight check assumes this may mean the statue is capable of rotating.

The statue is heavy, but it can be turned clockwise. As soon as the statue's greatsword does not align with the door on either the eastern or southern wall, that door shuts. As soon as it does align with the door on either wall, that door opens. Thus, it's possible to position the statue so that neither door is open. Turning the statue 90 degrees requires 1 minute.

If the party positions the statue to open the door on the southern wall, the forces in Area H are immediately aware of their presence (as are the forces in Area G, since it means their door would be shut). Refer to the sidebar *Watch from the Armories* for more information.

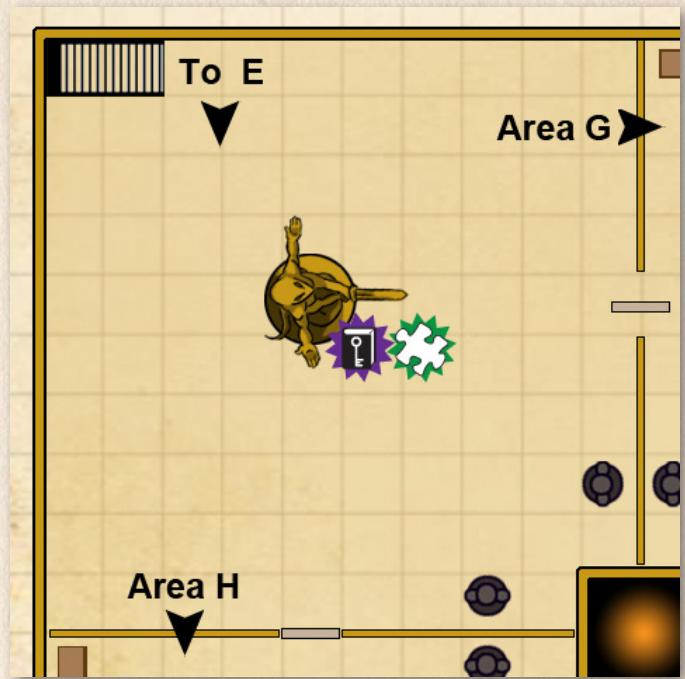


Arming the Snake

While the party may quickly deduce how the statue opens the doors to the armories in Areas G and H, getting to the treasury in Area I is a different matter.

Each adjacent armory contains an oversized copper broadsword on display. These swords each contain clues pertaining to the statue in this area, the broadswords themselves, and how access to the treasury can be achieved.

The inscriptions on each broadsword are described below:



Watch From the Armories

When the party arrives in the Chamber of the Serpent, the door to Area G is open. Hostile creatures are in the area, although they're not currently paying attention to the door. If the party is relatively silent, they can stay in the Chamber of the Serpent for a short while without rousing their suspicion. If the party carries on for too long, or draws attention to itself, they will come through the door to attack.

The forces in Areas G and H notice when the door to their area closes or opens, instantly alerting them to the party's presence. When the party opens the door to Area H, the forces there take notice and prepare to attack.

The party may ready actions to get the jump on the serpraxid that filter through the door. Refer to the statistics from the appropriate area for how the monsters there fight.

Clue on the Broadsword from the East Armory (Area G)

I was the second in hand, left to protect. When my master would stare at one of two paths, I told him to point his tail between them.

Clue on the Broadsword from the West Armory (Area H)

I was the first in hand, right for purpose. My master saw a path above, but I bid him to the depths below.

Together, the swords describe the answer to the puzzle, which requires placing each sword in the statue's open hands in a particular order and pointing the statue in a certain direction.



Placing Swords in the Statue's Hands

If the party places the hilt of either copper broadsword found from the adjacent armories in the statue's open hands, it magically grips it. The broadsword can be removed by gently tugging on it, which causes the statue to release its grip.

Solving the Puzzle

Solving the puzzle requires the following steps:

- The party must first place the broadsword from Area H in the statue's open right hand.
- The party must place the broadsword from Area G in the statue's open left hand after the other sword is placed.
- If the conditions above are satisfied, and the statue is turned to face the steps leading down to the first floor, all the doors on this floor rotate open.

The statue's facing can be made at any time. However, if the broadswords are placed in the wrong hand, or placed in the wrong order, there is no effect.

If the party is having a difficult time solving the puzzle, you can have each player attempt a DC 17 Insight check to get a hint. If a party member is able to figure out the puzzle's solution without any hints, you can award Inspiration if that party member doesn't have it already.

Area G: East Armory

This area is one of two armories on the pyramid's second floor which guards the treasury. Erut-Ro built his armories to display his favorite weapons and armors, many of them used personally by the serpraxid pureblood in battle during his conquests. Currently, Erut-Ro's lieutenant, a powerful lamia named *Byali*, resides in this area with a company of cursed serpraxids.

When the party enters this area for the first time, you can read the following aloud to the players:

Armor stands and weapon racks protrude from the walls of this room, each bearing arms and armor of a lost culture. Tables line the northern and eastern walls, the majority of them host to additional equipment. In the far corner of the room is a peculiar creature; a bare-breasted, olive-skinned female human down to her waist, which then merges into the form of a powerful lion below. She's surrounded by three serpraxid, human men with snakes for heads.

Byali is amused to see the party, and ready for action. She's not beyond conversing with the PCs before things turn violent, but she doesn't intend to allow any of them to leave. If the party does converse with the lamia, she's rude and condescending; mocking them at every opportunity and constantly reminding them how quickly she could kill them.

Hostile creatures: the taskmaster's forces ★★☆☆

Byali, Lamia Taskmaster (Appendix A) 8,400 XP

3 cursed serpraxids (Appendix A) 2,100 XP

Magic Detection

A player who casts *detect magic* detects an aura of transmutation magic coming from the copper broadsword on display in the corner of the room (marked by the plot icon on the area map). This effect cannot be dispelled.

Doors to Areas F and I

The door to Area F must be opened from that area (see *The Serpent's Sword* in that area's description). The door to area I can only be opened when the puzzle in the Chamber of the Serpent is solved (see *Arming the Snake* in Area F).

Armory

Arms and armor of many different types are on display along the walls and on the tables in the room. They are a mix of real, ornamental, and battle-worn armaments. Rather than providing a comprehensive list of weapons, you can assume the armory has most of the weapons provided in the *PHB*, although the total value of the weapons does not exceed 500 gold pieces. The armory also has six shields, five chain shirts, a breastplate, and a suit of chain mail and splint armor.



Combat

Byali starts in the corner of the room (marked by the combat icon on the area map). The cursed serpraxids stand in front of her, relatively close to her location.

It's possible for the party to surprise the lamia taskmaster and the serpraxid forces in this room if they approach stealthily, but only



if they have not closed the door to this room from Area F. Use their passive Perception scores against the party's Stealth checks to detect the PCs' approach. Otherwise, the hostile creatures here are prepared to fight and initiative is rolled normally.

Byali prefers to open by using her *weakening breath*, but if she's already taken some hits before her first turn she'll opt for *mirror image* instead. Thereafter the lamia attacks in melee, alternating between tripping targets with her whip and debilitating them with her *intoxicating touch* ability.

The serpraxid here are loyal to Erut-Ro and fight until slain, invoking his name in their death throes. Byali, however, will beg for her life or attempt to flee if she is reduced to 25 or fewer hit points and all of her serpraxid are slain.

The cursed serpraxids' bodies can be looted for small bags of gold, each containing an average of 22 gold pieces. If slain, Byali's body can be looted of a bag of gold containing 106 gold pieces.

COMBAT DEVELOPMENTS

- If Byali submits to the party and they allow her to live, she flees the pyramid. It's likely the lamia becomes a problem the party will have to deal with later, as she's prone to attacking nearby towns for treasure, food, and sport.
- If Byali submits to the party and they do not show mercy, she continues to fight until she is slain, or attempts to flee.



Copper Broadsword

One of the copper broadswords necessary to solve the puzzle in the Chamber of the Serpent is located here (see *Arming the Snake* in Area F). When the party inspects the room, you can read the following description aloud to the players:

In the corner of the room, under a large statue of a serpraxid warrior is a table displaying an oversized, copper broadsword. Crude letters run the length of the blade in the common-tongue.



Area H: West Armory

The west armory is sealed when the party initially enters the second floor of Erut-Ro's pyramid. They'll need to figure out how to use the statue in the Chamber of the Serpent to make this area accessible. Doing so opens the door to this area a quarter turn, alerting the monsters that reside here to the party's presence.

If the party enters this room immediately after opening the door, you can read the following aloud to the players:

This room is an armory; weapons hang from racks on the wall, suits of armor are on display on tables and mannequins. You also spot a handful of monsters – three creatures, ostensibly human, decrepit and wrapped in gauze. There are also two snake-men here, each with a human head and upper body but their lower half merges into that of a snake. They are led by a much larger monstrosity – an enormous stake with a human torso and arms.

Otherwise, these forces filter out of the room into the Chamber of the Serpent shortly after the door to that area is opened to investigate.

Hostile creatures: armory guards ★★☆☆

- 2 cursed serpraxid (**Appendix A**) 1,400 XP
- 1 serpraxid behemoth (**MM pg. 308**) 2,900 XP
- 1 mummy noble (**Appendix A**) 1,800 XP
- 2 mummies (**MM pg. 228**) 1,400 XP

Magic Detection

A player who casts *detect magic* detects an aura of transmutation magic coming from the copper broadsword on display in the corner of the room (marked by the plot icon on the area map). This effect cannot be dispelled.

Doors to Areas F and I

The door to Area F must be opened from that area (see *The Serpent's Sword* in that area's description). The door to area I can only be opened when the puzzle in the Chamber of the Serpent is solved (see *Arming the Snake* in Area F).

Armory

Arms and armor of many different types are on display along the walls and on the tables in the room. They are a mix of real, ornamental, and battle-worn armaments. Rather than providing a comprehensive list of weapons, you can assume the armory has most of the weapons provided in the *PHB*, although the total value of the weapons does not exceed 500 gold pieces. The armory also has three shields, three suits of hide armor, three suits of studded leather armor, and a suit of half plate.



Combat

The creatures here cannot be surprised after the door to this room is opened, unless the party is able to enter invisibly. Initiative is rolled normally. The serpraxid behemoth is located in the corner of the room (marked by the combat icon on the area map). The remaining forces are spread throughout the armory.

Each of the cursed serpraxids and the behemoth target different PCs and attempt to *constrict* them. The mummy noble and other mummies target the remaining party members with their *dread-*



ful glare ability, in an attempt to restrain the entire party.

The serpraxid behemoth, mummy noble, and mummies fight until slain. The cursed serpraxids fight so long as the behemoth is alive. Otherwise, they will attempt to flee if it is killed and they are reduced to half or fewer hit points. The mummies do not tolerate deserters, however, and will use opportunity attacks against any fleeing serpraxid if able.

The cursed serpraxids' bodies can be looted of bags of gold averaging 30 gold pieces each. The serpraxid behemoth has a pouch containing 87 gold pieces.

COMBAT DEVELOPMENTS

- If either of the cursed serpraxids manages to flee, it runs downstairs to the north tomb in Area D and joins the forces there. You can add it to that encounter with the same hit points it has when it arrives. If the forces there are already slain, it exits the pyramid and does not return.



Copper Broadsword

One of the copper broadswords necessary to solve the puzzle in the Chamber of the Serpent is located here (see *Arming the Snake* in Area F). When the party inspects the room, you can read the following description aloud to the players:

In the corner of the room, under a large statue of a serpraxid warrior is a table displaying an oversized, copper broadsword. Crude letters run the length of the blade in the common-tongue.

Area I: Pyramid Treasury

After retrieving the copper broadswords from each armory, the party is able to complete the puzzle presented in the Chamber of the Serpent. Doing so opens all the doors on the pyramid's second floor, making each area accessible. The treasury is the final room on the second floor, containing a wealth of coins and gems, as well as stairs up to the third floor.

The treasury also contains another one of Erut-Ro's canopic jars. The mummy lord will take the opportunity to meet the party under the guise of "Arak-Tet" once again when they enter this area. When the party first enters the treasury you can read the following aloud:

This room sparkles with gold. The far walls are lined with tables, each laden with coins and gems – a vast amount of wealth is stored here. You also spy a staircase leading up to the pyramid's next tier. As you enter the room, the sand on the floor swirls into a column as the familiar form of Arak-Tet emerges. The serpraxid's image smiles as he greets you.

"You've sssurvived your way this far? How admirable. What a wonderful room to behold, is it not? Many of Lord Erut'Ro's treasuresss are here. You've certainly won them, brave friendsss."

"Arak-Tet" isn't particularly concerned with the party robbing the treasury. He's more anxious for them to finish collecting his canopic jars (he assumes he can simply kill them and regain the treasure once he regains his form anyway).

Magic Detection

A player who casts *detect magic* detects a strong aura of abjuration magic coming from the canopic jar (marked by the plot icon on the area map). A strong aura of necromancy magic emanates from a scimitar among the treasure piles. "Arak-Tet" has an aura of transmutation magic emanating from his manifestation.



"Arak-Tet," Pyramid Guide

"Arak-Tet's" manifestation will stay in this area for as long as the party stays here, or until he feels he's overstayed his welcome. His goal remains the same; entice the party to retrieve the canopic jar here by any possible means. He'll continue to answer questions and assist the party to sell himself as trustworthy, so long as he feels he's furthering this goal.

Refer to the sidebar *Arak-Tet and the Treasury* for more information about role-playing the serpraxid in this location.



All That Glitters

Piled on the tables here are 2,879 silver pieces, 1,897 gold pieces, and 232 platinum pieces. 7 gems, worth 100 gold pieces each, are scattered throughout the coins, as well as 10 art objects worth 25 gold pieces each and 3 art objects worth 750 gold pieces each (**DMG pg. 134 - 135**). In the pile is also an ornate scimitar. Its handle is crafted of a green metal in the fashion of a snake with its head, which grasps a topaz within its jaws, serving as the pommel. The sword is actually a *scimitar of lifestealing*. The topaz flashes bright yellow each time the weapon scores a critical hit against a living creature.



— "Arak-Tet" and the Treasury —

"Arak-Tet" makes small talk with the party, answering questions, telling them about the treasures present, and giving them clues about challenges they'll soon face.

You can use the following lines for "Arak-Tet" while interacting with the party.

What challengesss you must have faced to get here! I hope our master's subjectsss did not treat you poorly... and I hope you did not leave too much of a mess.

The treasuresss here have been assembled from over seven different kingdoms and over nearly nine generationsss. Note the different stampsss on the coins... Erut-Ro loved collecting the faces of so many kingsss he conquered.

The stairsss lead up to the third floor, and the snake pit. Do you like sssnakes? We sssimply adore them!

That jar there hasss what little we have left to remember our dear master. If you must insssspect it, please be respectful.

You're taking the jar? Perhapsss you'd conssssider taking it upstairs to its proper display? It has been an age sssince they were all together there.



Canopic Jar

One of the four canopic jars containing Erut-Ro's remains has been placed here. If this is the first time the party is encountering a canopic jar, you can read the description for it provided in Area E.

Engraved on the center of this canopic jar is the image of **intestines**.



Area J: The Snake Pit

The third floor of the pyramid is comprised entirely of one chamber, aptly referred to as the snake pit for the large concave dome containing hundreds of snakes that descends into the floor. Three serpraxid behemoths also reside here, the last line of defense before reaching the pyramid's apex.

As you enter this area, you notice a large square column running down the center of the room, descending into a bowled pit in the middle of the floor. It doesn't take long for you to notice a mass of snakes in the pit, and three of the snake abominations on the other side of the room guarding another staircase leading upward. Stone statues of serpraxid warriors line the outside walls between both sets of stairs.

Hostile creatures: serpraxid behemoths ★★★★★

3 serpraxid behemoths (**Appendix A**) 8,700 XP

6 swarms of poisonous snakes (**MM pg. 338**) 2,700 XP*

*These creatures can only move within the circular space labeled *Snake Pit* on the area map.

Magic Detection

A player who casts *detect magic* detects an aura of abjuration and transmutation magic coming from the statue marked by the treasure icon on the area map. A strong aura of abjuration magic can also be detected from the canopic jar marked by the plot icon on the area map.

Snake Pit

The snake pit is a concave dome, 15-ft deep and 40-feet in diameter which descends into the floor of this room. A 10-foot square column runs from its deepest point at the center up to the ceiling (this contains the pyramid's lift). Inside the snake pit are 6 swarms of poisonous snakes. The swarms are assumed to be spread throughout the pit's entire area, and do not leave this space. The swarms of poisonous snakes always act on initiative count 5.

If a creature other than a serpraxid enters the pit for any reason, one of the swarms uses its reaction to attack that creature. During the swarms' turn, they make up to six attacks against non-serpraxid creatures inside the pit, although no one target can be attacked more than once per round. Damage from such an attack is not reduced until all but one of the swarms are slain, and the remaining swarm's hit points are reduced to half or fewer.

Creatures that would be forced into the pit can attempt a DC 15 Dexterity saving throw to catch themselves on its edge, hanging into the dome and requiring an action to pull themselves up. Creatures that fail tumble into the deepest part of the pit, adjacent to the column at its center, and land prone. Moving out from the pit to the flat surface requires a successful DC 10 Athletics check, and provokes one opportunity attack from the swarms of poisonous snakes.



Combat

The behemoths can be surprised if the party approaches quietly. They are located in the corner of the room by the stairs leading up to Area K, near the combat icon on the area map. Use their



passive Perception scores versus the party's Stealth checks. If the party can pass into range undetected, they can get a surprise round. Otherwise initiative is rolled normally (do not roll for the swarms of poisonous snakes which automatically go on initiative count 5).

The serpraxid behemoths begin combat by attempting to cut off escape by either exit, and then use their *fear* ability to frighten as many PCs as possible. During subsequent rounds, each behemoth attempts to push party members into the snake pit using the shove attack action if possible. Otherwise, they attack with their regular attacks.

The behemoths are fiercely loyal to Erut-Ro, and fight until slain. Their bodies can be looted of bags of gold averaging 76 gold pieces each.



Skin of the Serpent

All the statues that line the snake pit's walls appear as serpraxid warriors in hide armor crafted to appear like snake skin. One statue, however, wears an actual suit of such hide armor. This magic suit of armor combines the qualities of *hide armor +1* and *hide of poison resistance*. While attuned to the armor, once per day its user can transform into a giant poisonous snake as if affected by the *polymorph* spell, although the action requires no spell components. The user can stay in this form for up to an hour or until losing concentration as if concentrating on a spell. The armor regains the use of this ability every day at dawn. Stitched into the armor along the inside collar, in Draconic, is the hide armor's name, *Viperpelt*.



Canopic Jar

One of the four canopic jars containing Erut-Ro's remains has been placed here. If this is the first time the party is encountering a canopic jar, you can read the description for it provided in Area E.

Engraved on the center of the jar is the image of a **stomach**.

Area J: The Snake Pit

The apex contains access to the lift that runs centrally through the entire pyramid. Currently, the lift is protected by a force field that can only be removed by the party interacting with the altar on the south side of the room.

When the party first enters this area, you can read the following description aloud to the players:

You've undoubtedly reached the inside of the top of the pyramid, the ceiling of this room coming to a point above you. A walled off area encloses a 10-foot square space at the center of the room. A door leads into this area, but the walls are surrounded by a strange blue energy, swirling from crystal pylons set around it. There's a glyphic slab along the southern wall of this room; in front of it is an altar with a canopic jar set into one of four circular depressions engraved into its surface.

"Arak-Tet" will soon interrupt the party after they've had a couple of moments to investigate.

Sand whips up the steps into a pile, from which the sand-made form of Arak-Tet rises.

"Welcome to the pyramid'sss apexsss! Erut-Ro's altar is sssacred here, and only a few have ever seen it, even among the serpraxid. I'd invite you to take the lift down to view the crypt below, but I'm afraid we haven't managed to deactivate the shield guarding its entrance. The mongrelsss that destroyed my master, and banished this pyramid long ago, left thisss ward, which only Erut-Ro had the power to dismiss, active before their departure."

Magic Detection

A player who casts *detect magic* detects a strong aura of abjuration magic coming from the canopic jar on the altar (marked by a puzzle icon on the area map). A strong aura of evocation magic emanates from the force field surrounding the lift. An aura of divination magic emanates from the altar. "Arak-Tet" has an aura of transmutation magic emanating from his manifestation.

The Pyramid's Lift

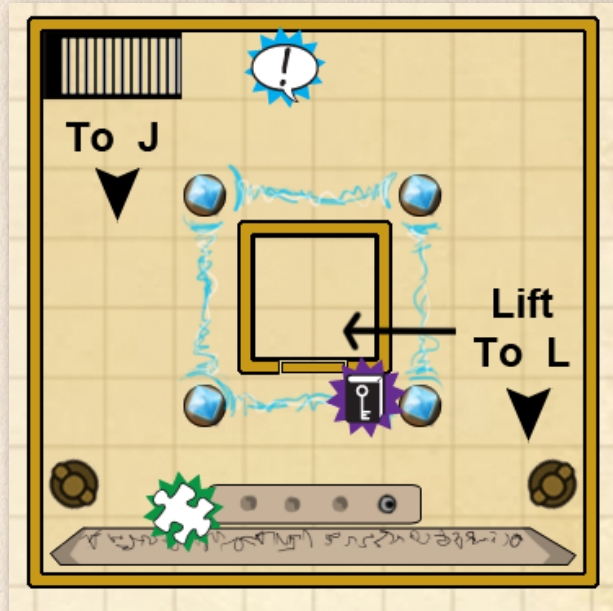
Once the lift is accessible, its door can be opened outward easily. The lift is controlled via a pulley from the inside. Creatures upon the lift can use the pulley to lower it from the pyramid's apex in Area K all the way down to the pyramid's crypt in Area L, and vice versa.



"Arak-Tet," Pyramid Guide

Arak-Tet will stay in the apex as long as the party is here. If they've collected each of the canopic jars in the pyramid, he urges the party to place them upon the altar. Otherwise, he assumes his role of the humble guide.

Refer to the sidebar *Arak-Tet and the Apex* for more information about role-playing the serpraxid in this location.



The Force Field

The force field around the pyramid lift is generated by magic pylons, creating a *wall of force* effect around its perimeter. The pylons cannot be moved or destroyed, even through means that would typically destroy a *wall of force*, such as the *disintegrate* spell.

It's necessary for the party to remove the force field in order to access the crypt and challenge Erut-Ro. To do so, they'll need to have collected each canopic jar as they progressed through the dungeon, and place them on the altar in this room (see *Erut-Ro's Altar*).

— "Arak-Tet" and the Apex —

"Arak-Tet" continues to pretend to be a humble guide, although, by this point he's anxious for the party to assemble the canopic jars. He'll keep up the façade as well as he can, but will become frustrated if the party doesn't cooperate.

You can use the following lines for "Arak-Tet" while interacting with the party.

Erut-Ro fashioned the lift from the apexsss to the crypt to keep out intruderssss. An ample defense, if only our lord was not caught off-guard the day he wasss destroyed.

The altar was inscribed by sssix serpraxid priestsss, the sssame who prepared the jars that contain our lord's remainsss.

You've brought all the canopic jarsss this far? Truly, you must ressspect Erut-Ro as much as I. We'll have to overlook the... unpleassantness you've left in your path through his pyramid.

It'd be a kindness if you assembled all the jars on the altar properly. Our lord would ressst easy knowing his remainsss were shown fitting reverence.





Erut-Ro's Altar

Erut-Ro's altar is the key to removing the force field that surrounds the lift.

The altar has four circular depressions in it, each made to rest the base of a canopic jar inside. One of the canopic jars is actually already here. Engraved on the center of the jar is the image of a **liver**.

Behind the altar is a large glyphic slab. Crudely drawn images of serpraxid enslaving humans, mating with snakes, and worshipping a large central figure cover the slab. An inscription carved upon the altar in Common reads:

ERUT-RO, LORD OF SRISS ALANOR
 WOE TO THOSE THAT CROSS YOU, ERUT-RO, MASTER OF
 CHAINS
 MAY YOUR LUNGS FILL WITH FIRE TO BREATHE UPON
 YOUR RIVALS
 MAY YOUR BELLY SWELL WITH THE MEAT OF THEIR
 CORPSES
 MAY YOUR INTESTINES ROUTE THEIR STRENGTH
 THROUGH YOU
 AND MAY YOUR LIVER TRAP THEIR POWER TO MAKE IT
 YOUR OWN

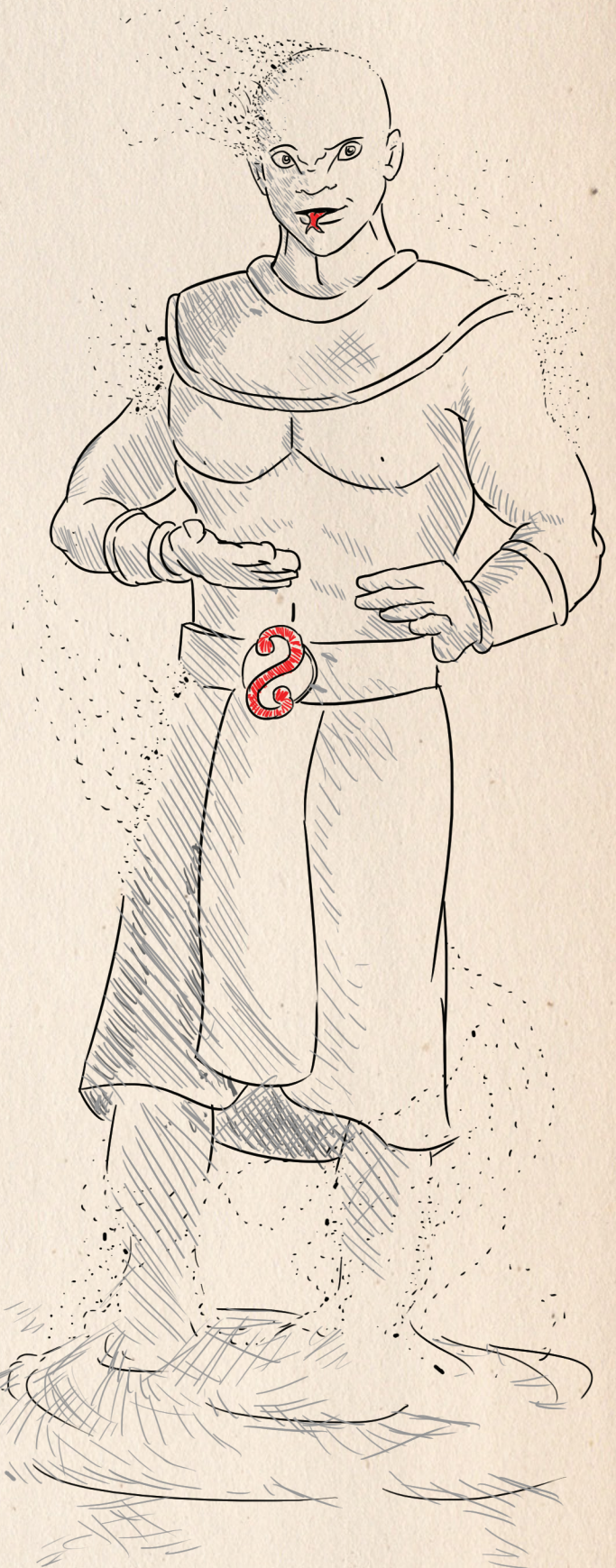
Solving the Puzzle

The puzzle on the altar isn't difficult to figure out, but it won't make much sense to the party unless they've collected all the jars.

The puzzle is solved when all four of the canopic jars are placed upon the altar in this order: **lungs, stomach, intestines, liver**. When the puzzle is solved, you can read the following aloud to the players:

Upon placing the last jar on the altar, they tremble slightly, the caps of each falling off. Sand rises from within the jars and overflows in small piles on the altar's surface for a moment, as a whirling sound grabs your attention. You notice the magic barrier protecting the area in the middle of this room has faded away.

The party is now able to access the lift to the crypt in Area L.



"Arak-Tet" manifests from sand



Area L: The Crypt

Using the lift from the pyramid's apex, the party is able to descend to the pyramid's substructure, accessing the crypt. This is where the dungeon's final encounter against the mummy lord Erut-Ro occurs.

When the party enters this area via the lift, you can read the following aloud to the players:

The ride down the pyramid's lift is cramped and shaky, and you're relieved when, finally, it enters a dimly lit open space at the end of your descent. This room is darker than the others in the pyramid, the braziers along the walls are mostly filled with small fires or embers. At the end of the chamber is an elevated platform, displaying an ornate gold sarcophagus embossed with the image of a cobra. Clay jars of varying sizes, and steel boxes surround the platform. There's a lot of sand down here. It's at least a half-inch thick beneath your feet.

As the party approaches the sarcophagus, "Arak-Tet" will rise before them a final time, revealing himself as Erut-Ro:

A column of sand rises in front of the sarcophagus as you step forward, and Arak-Tet emerges expectedly. His laughter echoes throughout the crypt, and his voice is darker and filled with dread.

"Sssplendid! Absolutely sssplendid! You did well to come this far, and I'm in your debt for allowing me to recover my true form!" the serpraxid hisses at you as sand swirls about his figure violently. In a flash, the sand that composes Arak-Tet transforms, and the serpraxid emerges as a decayed corpse, wrapped in gauze and wearing the ornamentation of a king. "Allow me to repay my debt, by enlisting your corpssess into my ssservice! You now face the true power of Erut-Ro!"

As Erut-Ro finsihs his speech, three mounds of sand rise in front of him, each giving form to mummy, which lurch toward you immediately!

Hostile creatures: Erut-Ro, Lord of Slaver's Coil ★★★★★

1 mummy lord + lair (MM pg. 229) 15,000 XP

3 mummies (MM pg. 228) 2,100 XP

Magic Detection

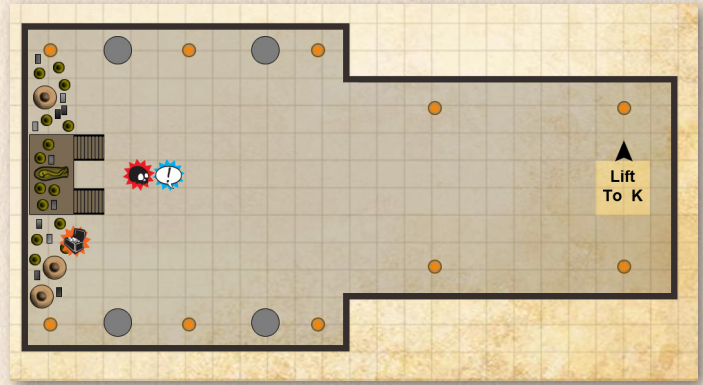
A player who casts *detect magic* detects an aura of transmutation magic coming from a lavish rug rolled up among the jars against the wall.



Combat

Neither the hostile creatures nor the party can be surprised here, initiative is rolled normally. Remember, Erut-Ro's lair acts on initiative count 20, losing ties. The mummy lord begins by using the lair actions to bolster the undead against turning effects, and then wrack spell casters with pain, alternating between these effects each round.

Erut-Ro begins in the space marked by the combat icon on the area map, the mummies interposed between him and the party. He instructs his mummies to attack the party in melee, while he begins casting spells. He begins by casting *guardian of faith*, then *spiritual weapon*. He uses the rest of his spell slots as he sees fit, preferring



to use *dispel magic* against the party's effects as soon as possible. He does not engage in melee unless he has no other options.

Erut-Ro uses his legendary actions to surround himself with blinding dust if engaged in melee, or moving within a whirlwind of sand. If the party is close enough, he may use his *blasphemous word* ability to stun the party, or channel negative energy to prevent them from healing.

All of the creatures here fight until slain. When Erut-Ro is reduced to 0 hit points his form collapses to the ground in a pile of sand, his still-beating heart atop it. You can read the following aloud to the players when this happens:

The mummy lord looses an unnerving howl that reverberates off the walls. In an instant his form sloughs into sand, which falls into a pile where he stood. His black heart lies atop it, still beating.

In order to stop the mummy lord from rejuvenating the party must destroy his heart. If they do so, the entire pyramid shakes as if in an earthquake for a few moments before settling. When Erut-Ro's heart is destroyed, all the remaining undead in the pyramid turn to sand.



Wealth of the Conqueror

Erut-Ro keeps a grand amount of treasure around his sarcophagus. Placed in the pots and boxes here is 3,685 gold pieces and 882 platinum pieces. The horde also contains a golden scepter whose head is fashioned in the likeness of a cobra, with a diamond set in its jaws. The scepter is worth 750 gold pieces. There are also three lavish rugs, woven of silk and embroidered with snake imagery, rolled up among the horde. Two of the rugs are mundane and are worth 250 gold pieces each. The third rug is embroidered with the image of a winged serpent, and is a 4-ft. x 6-ft. carpet of flying.

Defeating Erut-Ro ends the narrative arc of *Old Habits*, but the party can continue to explore areas they haven't been to yet if they missed monsters or treasure.



Wrapping Up the Dungeon

As things are drawing to an end, refer to this information for anything left to wrap up in the dungeon:

Adventure Hooks

- By defeating Erut-Ro, the party should have been able to complete their adventure hooks. With the mummy lord slain, the stream of snakes swarming towards his pyramid disperses.
- It's up to you what happens to the pyramid once Erut-Ro is destroyed. It could crumble into sand and disperse in the days following his defeat, or it could stay in its location... possibly becoming a scene for later adventures or a new seat of power for the party!
- If the party was offered a reward for clearing the pyramid it can be given to them now, or role-played as part of another adventure.

Remaining Monsters

- If Byali, the lamia taskmaster, managed to flee the dungeon, she begins terrorizing nearby towns. She kills for food, treasure, and sport, and her deeds are quickly noticed by the party.
- If any serpraxid flees the dungeon after their encounter with the party, they seek a powerful monster to serve. They may not harbor ill-will towards the party, or they may steer their new master's sights towards them.
- Once Erut-Ro's heart is destroyed, all the undead in his pyramid turn to sand. Serpraxids the party did not encounter or did not slay flee the pyramid once this occurs.

Experience Points

- You can award each player 3,500 XP for successfully defeating Erut-Ro and completing their adventure hooks. This includes experience for solving both puzzles in the dungeon necessary to challenge the mummy lord.
- You can award each player 1,500 XP if they were able to find the secret door and treasure horde in Area E.
- You can award each player 1,500 XP if they were able to disarm or bypass the trap in Area C.



Appendix A: New Monsters & NPCs

BYALI, LAMIA TASKMASTER

Large monstrosity, chaotic evil

Armor Class: 13 (natural armor)
Hit Points: 153 (18d10 + 54)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	16 (+3)	15 (+2)	18 (+4)

Saving Throws: Dex +6, Cha +8
Skills: Deception +9, Insight +7, Stealth +6
Senses darkvision: 60ft., passive Perception 17
Languages: Abyssal, Common
Challenge: 12 (8,400 XP)

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

Magic Weapons. Byali’s weapon attacks are magical.

Innate Spellcasting. Byali’s innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components.

At will: *disguise self* (any humanoid form), *major image*
3/day each: *charm person*, *mirror image*, *scrying*, *suggestion*
1/day: *geas*

Actions

Multiattack. Byali makes three attacks: two with her claws and one with her whip or *intoxicating touch*.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 14 (2d10 + 3) slashing damage.

Whip. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target.
Hit: 8 (2d4 + 3) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Intoxicating Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Weakening Breath (Recharge 6). Byali exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 16 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

MUMMY NOBLE

Medium undead, lawful evil

Armor Class: 14 (natural armor)
Hit Points: 71 (11d8 + 22)
Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	9 (-1)	14 (+2)	15 (+2)

Saving Throws: Con +4, Wis +4
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 60ft., passive Perception 12
Languages: the languages it knew in life
Challenge: 5 (1,800 XP)

Turning Defiance. The mummy noble and any mummies within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The mummy can use its *dreadful glare* and makes one attack with its rotting fist or falchion.

Falchion. *Melee Weapon Attack:* +6 to hit, reach 5 ft., on target.
Hit: 10 (2d6 + 3) slashing damage plus 10 (3d6) necrotic damage.

Rotting Fist. *Melee Weapon Attack:* +6 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 14 Constitution saving throw or be cursed 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.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 13 Wisdom saving throw against this magic or become frightened until the end of the mummy’s next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the *dreadful glare* of all mummies (but not mummy lords) for the next 24 hours.



PRESERVED MAGE

Medium undead, lawful evil

Armor Class: 12 (15 with *mage armor*)

Hit Points: 61 (11d8 + 11)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	17 (+3)	13 (+1)	12 (+1)

Saving Throws: Int +6, Wis +4

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 60ft., passive Perception 11

Languages: the languages it knew in life

Challenge: 7 (2,900 XP)

Spellcasting. The preserved mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *mending*, *poison spray*

1st level (4 slots): *jump*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *scorching ray*

3rd level (3 slots): *fear*, *lightning bolt*, *fly*

4th level (3 slots): *blight*, *evard's black tentacles*

5th level (1 slot): *wall of stone*

Actions

Multiattack. The preserved mage can use its *dreadful glare* and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +6 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 14 Constitution saving throw or be cursed 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.

Dreadful Glare. The preserved mage targets one creature it can see within 60 feet of it. If the target can see the preserved mage, it must succeed on a DC 13 Wisdom saving throw against this magic or become frightened until the end of the preserved mage's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the *dreadful glare* of all preserved mages and mummies (but not mummy lords) for the next 24 hours.

ZOMBIE - ZOMBIE TYRANNOSAURUS REX

Huge beast, neutral evil

Armor Class: 15 (natural armor)

Hit Points: 179 (17d12 + 68)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	8 (-2)

Saving Throws: Str +11, Con +8

Skills: Perception +5

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60ft., passive Perception 15

Languages: -

Challenge: 11 (7,200 XP)

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 zombie drops to 1 hit point instead.

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

SERPRAXID - CURSED SERPRAXID

Medium monstrosity (serpraxid), neutral evil

Armor Class: 14 (studded leather)

Hit Points: 55 (10d8 + 10)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	11 (+1)	13 (+1)	16 (+3)

Skills: Athletics +5, Deception +5, Perception +3

Damage Immunities: poison

Condition Immunities: charmed, poisoned

Senses: darkvision 60ft., passive Perception 11

Languages: Abyssal, Common, Draconic

Challenge: 3 (700 XP)

Innate Spellcasting. The serpraxid's innate spellcasting ability is Charisma (spell save DC 13). The serpraxid can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *speak with animals* (snakes only each)
3/day: *suggestion*

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

Serpent Origin. The serpraxid can move at full speed while prone. While it is prone, it does not have disadvantage with its melee attack rolls.

Actions

Multiattack. The serpraxid makes two ranged attacks or two melee attacks, but can use its bite or constrict attacks only once each.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and the serpraxid cannot constrict another target.

Serpraxid Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Serpraxid Bow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

The **serpraxids** are a race of humanoids whose bloodline can be traced back to serpentine deities, causing them to be monstrous combinations of snake and man. Most of the species is considered cursed, their lower halves transformed to that of a monstrous snake's, their arms replaced by serpents, or their head that of a snake as well. Only one in hundred thousand serpraxid are born to appear as entirely human, and even these serpraxid often have angled eyes, forked tongues, or small scales in some places of their skin.

The serpraxid occasional spawn as **behemoth's**, monstrous snakes with muscular upper bodies and arms. The behemoths tower over the rest of their brethren, forming the generals and leaders of their society.

SERPRAXID - SERPRAXID BEHEMOTH

Large monstrosity (serpraxid), neutral evil

Armor Class: 14 (natural armor)

Hit Points: 144 (17d10 + 51)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills: Deception +5, Perception +5, Stealth +6

Damage Immunities: poison

Condition Immunities: charmed, poisoned

Senses: darkvision 60ft., passive Perception 15

Languages: Abyssal, Common, Draconic

Challenge: 7 (2,900 XP)

Innate Spellcasting. The serpraxid's innate spellcasting ability is Charisma (spell save DC 14). The serpraxid can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *speak with animals* (snakes only each)
3/day: *suggestion*
1/day: *fear*

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

Serpent Origin. The serpraxid can move at full speed while prone. While it is prone, it does not have disadvantage with its melee attack rolls.

Actions

Multiattack. The serpraxid makes two ranged attacks or two melee attacks, but can use its bite or constrict attacks only once each.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.
Hit: 8 (1d6 + 5) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the serpraxid cannot constrict another target.

Serpraxid Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 5) slashing damage.

Serpraxid Bow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.





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Old Habits
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