



- = 10 feet
- = Stairs
- = Secret Door
- = Spiked Pit Trap
- = Poison Darts Trap

**B – Snake Chamber.** Descending steps lead down from the doors, into the chamber which has a lower floor. That floor is writhing, filled with  $1d6 + 2$  swarms of snakes.

**C – Servants' Crypts.** Four mummified corpses lie in four plain sarcophagi. When someone enters the room, 4 ghosts will rise, seeking to possess anyone in the room. The ghosts will only attack, if they are attacked. They will then descend down to area K, so pray around Chrysopoeia's sarcophagus. They will do this with or without a host, and will not be mindful to any traps or hazards they come across.

**D – Mummification Room.** A stone preparation slab stands in the middle of this room, along with metal tools, strips of linen and bottles of oil.

**E – Storage Room.** A mostly empty storage room, with some crumbling wood racks and masonry tools.

**F – False Treasure Room.** There appears to be a stone altar displaying treasures (gems, magical items etc) and large vases filled with coins. However, the gems are glass, the items mundane and the coins are wooden with gold paint. All treasure is fake. 50% chance of  $1d4 + 4$  zombies posing as normal corpses, 25% chance of a mimic disguised in the room, 25% chance of no monster.

**G – Guardian Room.** 8 mummies are positioned in alcoves along the walls. They do not attack anyone with the holy symbol of Osiris, or anyone accompanying them.

**H – Temple to Osiris.** Large statue depicting Osiris. Stone benches. If a prayer is said to Osiris, then a holy symbol of Osiris appears in the statue's outstretched hands.

**I – Amphisbaena Room.** A magical symbol of a two-headed snake on the floor of this room transforms into an amphisbaena when someone enters.

**J – Treasure Room.** A stone altar displays treasure and large vases are filled with coins.  $2d6 \times 10$  gp,  $2d6 \times 50$  gp gems and a 50% chance of an uncommon magic item.

**K – Crypt of Chrysopoeia.** Here lies the sarcophagus of Chrysopoeia, with the magical basin at the base of it (12 vials can be filled from the basin). If the sarcophagus is broken open, then Chrysopoeia awakens as a mummy lord and attempts to slay the intruders. The sarcophagus is also filled with treasure (of your choosing).

**L – Lair of the Wyvern.** A wyvern stands in this room in a state of temporal stasis. It is released from this magical effect when the door is opened, and it attacks. The beast guards a treasure hoard (of your choosing).

## Pyramid of Chrysopoeia by Paul Penna

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**Background –** In life, Chrysopoeia was a great alchemist who could turn lead into gold. Among her other discoveries was a silver potion with the power to cure any poison or disease, or break any curse. It is said by locals to still lie in the pyramid of Chrysopoeia, in her tomb.

To enter the pyramid, the characters must search the north, east, south or west facing sides of either the upper, middle or lower tiers of the pyramid. The difficulty of finding these outer secret doors is Easy, while finding interior secret doors is Medium.

The interior walls of the pyramid are decorated with images of snakes, some eating their own tails.

A magical basin stands at the base of Chrysopoeia's sarcophagus, containing the potion, however should someone try to remove it who doesn't wear the holy symbol of Osiris; it will become a deadly poison instead.

**A – Antechamber.** A sundial stands near the entrance of this dusty room, in the path of any sunlight from the open door.