



The Lost Pyramid of Imhotep

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Advanced Adventures

The Lost Pyramid of Imhotep

By Alphonso Warden



An OSRIC™ module designed for 4-6 adventurers of levels 4-7

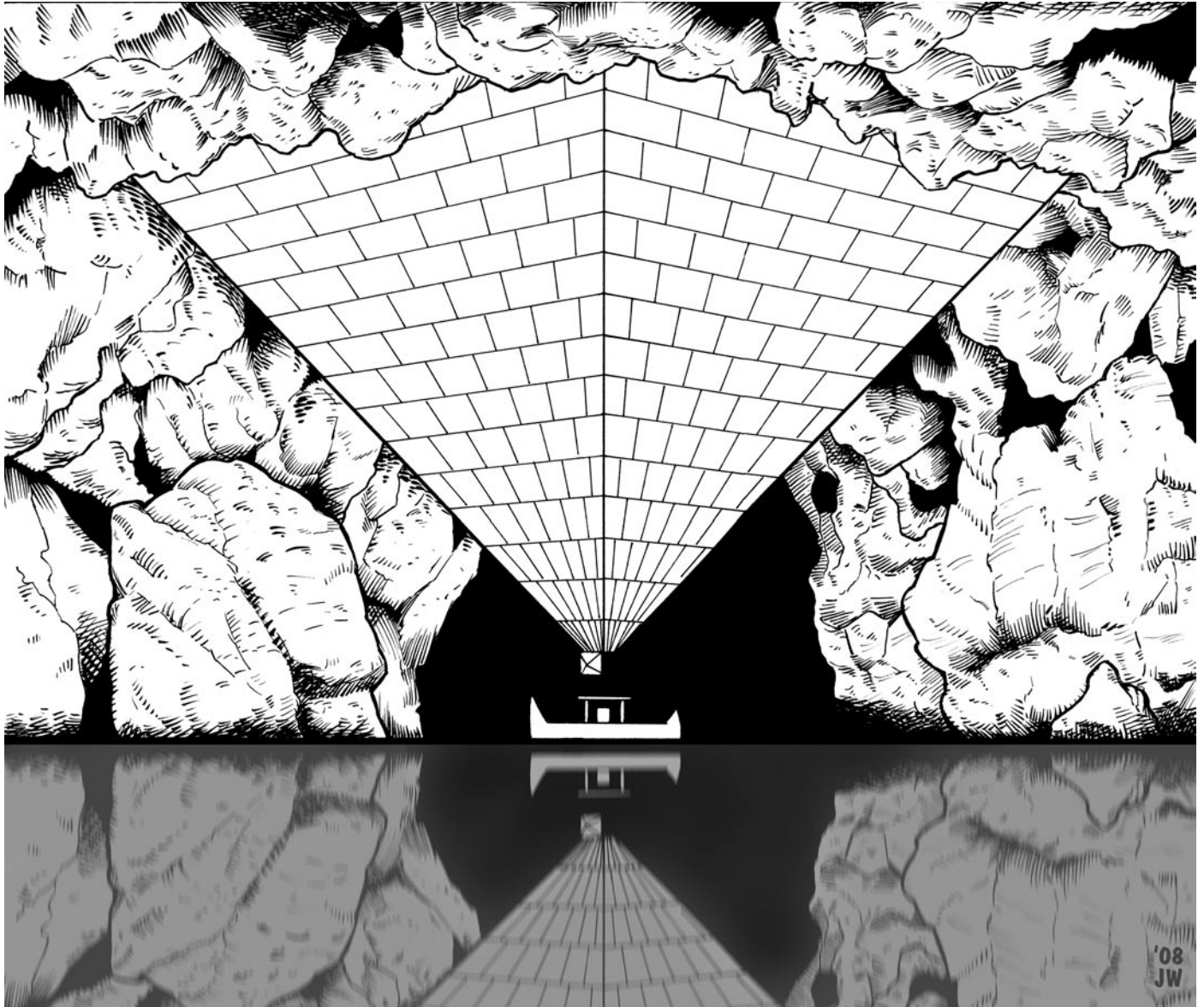
Expeditious Retreat Press

ADVANCED ADVENTURES MODULE #9

The Lost Pyramid of Imhotep

by Alphonso Warden

AN ADVENTURE FOR CHARACTER LEVELS 4-7



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The Lost Pyramid of Imhotep

Introduction: Several months back, a small boy from the village of Ab-Amon happened upon a buried column while playing out in the surrounding desert. He reported to the village elders that the column bore strange and frightening symbols that he, in his youthful exuberance, insisted were curses. Being as the boy was known to have a photographic memory, he was able to accurately draw the queer symbols for the village elders when asked. The elders, being somewhat familiar with the ancient history of their region, quickly came to the realization that the symbols must be associated in some way with a pharaoh, for they were enclosed by a lozenge-shaped border. Even though they lacked the ability to directly translate the ancient hieroglyphics, they did realize that such a design, a cartouche, was used to spell out the name of the pharaoh along with all of his royal titles.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

The informant of a prominent magic-user in the region was in the village of Ab-Amon when he heard of the fabulous find, and asked the village elders to show him the boy's drawing. Being somewhat of a scholar, the informant quickly came to realize that the cartouche bore the name of none other than the most famous pharaoh Zoser. Being as the column was described as being far out in the desert, well away from Zoser's mortuary complex, he doubted that the pillar was part of any temple honoring the pharaoh directly. Perhaps, just perhaps, he surmised, the pillar could somehow be linked to the tomb of the master architect Imhotep, whose final resting place had never been found. Legends insisted that the tomb was supposed to house not only great riches but the very secrets of the universe. As he knew full well that those closest to the pharaoh were often allowed to offer their ruler praises on their own monuments, he was able to account for the cartouche of the king being present on the building of a commoner, albeit a commoner of high standing such as Imhotep. Not wishing to share the spoils of the tomb of Imhotep with his greedy informant, the illustrious magic-user opted to seek out downtrodden adventurers to find the tomb for him.

The Lost Pyramid of Imhotep is an adventure designed for four to six characters of levels 4 through 7. The party should include at least one thief or assassin (PC or NPC) due to the high number of traps encountered. At least one +1 weapon should be available to the group. Before play begins, the GM should read through the entire module once, paying special attention to those encounters involving magical traps, as most are rather complicated and will require quite a bit of preparation to properly run.

Beginning Play: While relaxing in a local drinking establishment, the PCs are approached by a prominent magic-user asking them if they would be interested in going on an exploratory expedition for him. Moswen tells them that he was recently informed by one of his associates that a small boy from the village of Ab-Amon happened upon the exposed base of a column while playing in the surrounding desert. Moswen tells the PCs that it could be part of the tomb of the legendary architect and sage Imhotep, who is alleged to have been buried with great riches and magic. Should the PCs appear interested, he is willing to offer them a sum of 2,500 gold coins now and another 2,500 upon their offering up positive confirmation that the column is indeed connected with the tomb of the legendary Imhotep. Of course, the PCs, if they are inclined, are fully authorized by Moswen to excavate and then explore the tomb should it be there. In this instance, he insists that the PCs surrender to him half of all magical items, especially papyri, that they should find. He then gives the PCs a crude map that should lead them from the village of Ab-Amon to the site. Depending on the GM's campaign world, the village could be either close by or many miles away from where the PCs are currently stationed. In the latter instance, the GM is free to throw some random monsters at the PCs as they make their way to the tomb site. Moswen informs the PCs to not return until either confirmation is achieved or

they believe that there is nothing of significance at the location as he wishes to remain unassociated with any digging in the desert.

Campaign Considerations: For GMs running a campaign set in ancient Kemet, it is assumed that literate PCs can understand 70% of any given hieroglyphic text encountered. For every point of Intelligence possessed above 12, this percentage is increased by 5%. Native PCs of the cleric class can fully understand all hieroglyphics encountered.

GMs wishing to integrate this adventure into existing campaigns may expect that his PCs, being non-natives, will be unable to translate any hieroglyphs they may find. This may require that PCs hire a translator willing to follow them into the tomb (very unlikely) or require that they transcribe the hieroglyphs for transport back to a translator. Such service requires a fee of 10 gp per inscription group. Of course spells such as **comprehend languages**, can be used to translate the hieroglyphs. Wise PCs may be able to bargain with Moswen for up to **3 scrolls of comprehend languages** as part of their pay, and he is willing to part with such for a reduction of 500 gp in the 2,500 gp initial payment. This is quite a bargain, but Moswen desires confirmation of his ideas. Additionally, Moswen is willing to part with a small scroll concerning hieroglyphs which will add a base 5% chance to decipher messages for any PC class, but adds a full +15% to any Read Languages chance of a PC of the thief class. It should be expected that a mixture of Read Languages ability, **comprehend languages** spells, and the services of a translator will all have a role in the excavation and exploration of the Lost Pyramid.

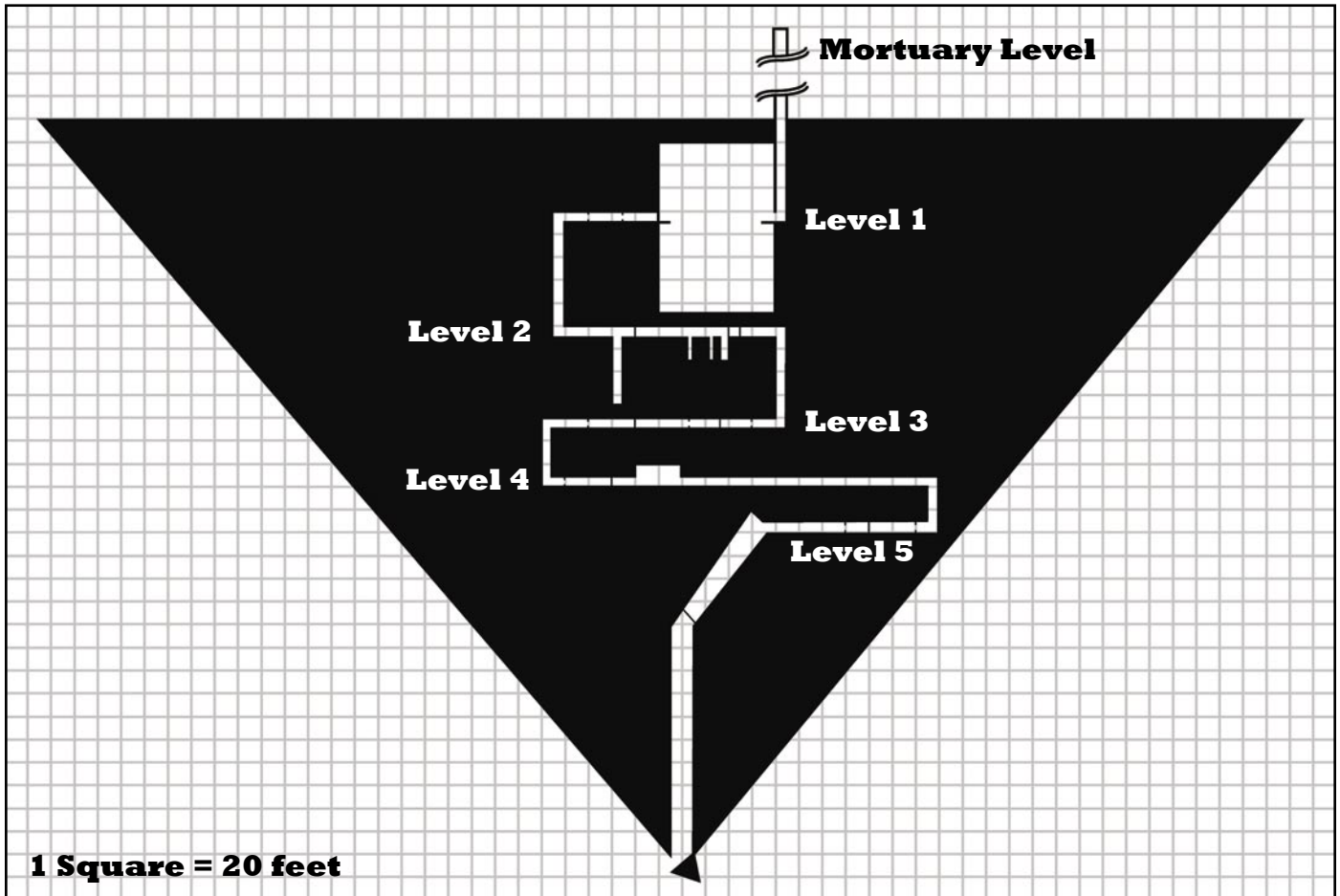
Mortuary Temple of Imhotep

The PCs eventually arrive at the adventure site uneventfully unless the GM deems otherwise. Once there, they find nothing more than a single hypostyle column peeking out of the sand. Should the PCs wish to reach the base of Imhotep's mortuary temple, they will have to find some means of clearing away the sand, thereby exposing the monument, or digging a series of test pits until they reach the entrance to the subterranean Pyramid of Imhotep. Being as the floor of the temple lies buried under, on average, 30 feet of sand, it will take the PCs 4 man-hours to clear away a 10 x 10 x 10 section of sand. This means that the PCs will need to dig a minimum of 12 man-hours to hit bottom. This digging time takes into account that the PCs are making sure to shore up their test pits to prevent them from collapsing. There is a 20% chance of collapse, but properly shoring up the pit reduces such by 5%. PCs buried inside a collapsed pit can hold their breath for the number of rounds equal to their Constitution scores divided by 3. Beyond this period, they must make further Constitution checks at a -2 penalty for each subsequent round. Those failing any such check suffocate. Of course, the impatient PCs may decide to employ magic to clear away the sand if such is available. Spells such as **dig** will allow the PCs to fully expose the remains of the mortuary temple in short order.

As indicated above, the only part initially visible of the mortuary temple enclosure is a single hypostyle column poking out of the sand for a few feet. This is because the sand is lower at this point than the remaining parts of the temple. Just clearing away the first 4 feet of sand from the remainder of the site will soon reveal the fact that eight of the temple's eleven hypostyle support columns still stand.

The actual mortuary temple, per se, can only be reached after the PCs clear away at least 20 feet of sand, as the structure, though mostly intact, stands a mere 10 feet high. Said building is 15 feet square, the last 5 feet of its height taken up by a large pyramidion. A 5-foot tall and wide tunnel extends from the monument for a good 10 feet and allows access thereto via an open archway. Once inside, the PCs will find a 10 x 10 chamber with a tall corbelled ceiling. Along the north wall sit three statues. Those on the far right and far left are of the pharaoh Zoser and Imhotep, respectively. The ibis-headed humanoid statue in the center is a depiction of the Scribe of the Gods, Thoth. The entrance to the actual pyramid of

THE LOST PYRAMID OF IMHOTEP CROSS-SECTION



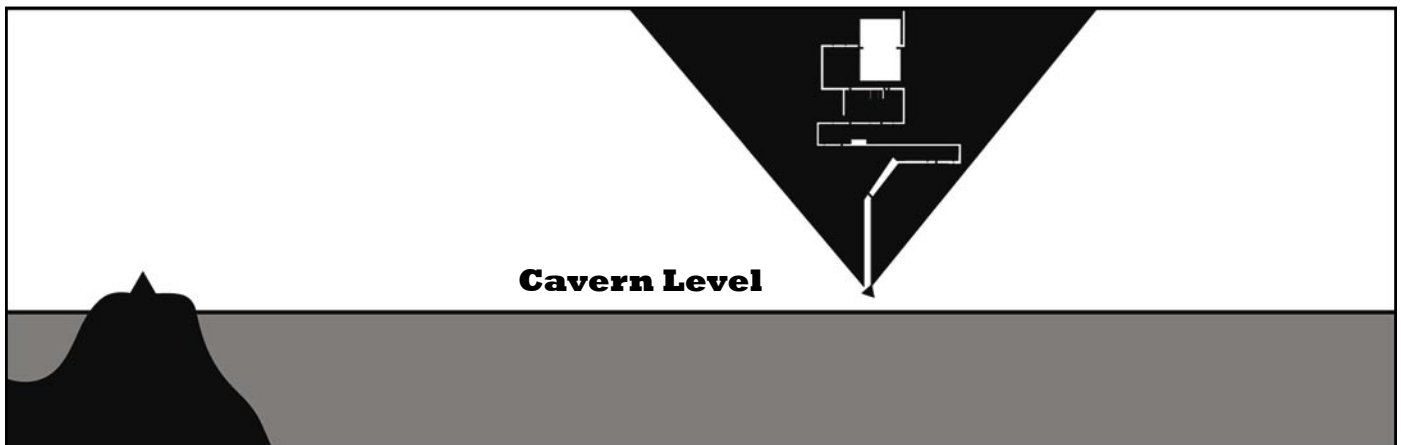
Imhotep can be accessed by a 5 x 5 trapdoor cleverly concealed to blend into the surrounding blocks making up the floor of the mortuary temple. A successful search for secret doors reveals the limestone trapdoor, which, being hollowed out, can be pulled back rather easily. Beneath the trapdoor lies a dark shaft extending for 100 feet straight down into the earth before connecting with the base of the pyramid. The shaft cuts through the body of the pyramid for another 100 feet before opening onto area 1 (see hereafter). Staggered foot-and handholds allow for an easy descent. A faint light can barely be made at the bottom of the shaft.

Key to the Pyramid of Imhotep Level 1

Even though the PCs may not realize this, the maze of chambers they will find below the mortuary temple of Imhotep are all housed within a massive inverted pyramid that hangs from the roof of an

even larger natural cavern in the earth. They will be most surprised when they finally exit the apex of the pyramid and look up to see the full weight of stone above their heads. Such will truly be an astonishing sight.

Dungeon Features: All of the interior walls of the pyramid are constructed of cyclopean blocks of limestone and are generously plastered with an assortment of brightly painted hieroglyphics in high relief. The DM is free to compose hieroglyphic inscriptions of his own design should the PCs indicate an interest in translating them. For the DM in a pinch, inserting random phrases from the *Egyptian Book of the Dead* will do quite nicely. Unless stated otherwise, all rooms and corridors have 10-foot high ceilings. The five levels of the pyramid are connected by 10-foot square vertical shafts that descend, in some cases, several hundred feet. On all four walls of these ladder shafts can be found a series of staggered hand-and footholds. Ascending or descending these ladders shafts is a simple and perfectly safe affair, and the PCs, at no time, run the



risking of falling therefrom. Secret doors are hidden on both sides, perfectly blending into the surrounding limestone walls. Unless noted otherwise, secret doors pivot about their centers when the correct section of wall is depressed. They must be pushed outward to open. Brass oil lamps, mounted high and spaced at regular 5 feet intervals and full of oil, line all of the corridors and most of the rooms. These lamps have a small dweomer upon them, wherein the oil placed within will never evaporate.

Special Note Concerning Tomes: All tomes and suchlike from the standard rulebooks found in the tomb never appear as leather-bound leaves of parchment. They instead consist of a case or cases filled with one or more sheets of rolled papyri.

1. BECOMING ONE WITH APSHAI: The vertical shaft from the ruined upper temple terminates in a 15 x 10 platform that juts over a 100-foot square pit. The bottom of the pit lies 100 feet below the platform and the ceiling a good 50 feet overhead. On the platform sit three locust-shaped crafts made of fine wood inlaid with golden ornamentation. Each 4-foot wide and 7-foot long craft features two seats covered in camel leather, one behind the other. Directly before the front seat on each craft is a 1-foot tall lever-like device shaped like a steep-sided pyramid. It juts out from a full length console that also contains three gemstone buttons, one red, one blue, and one green. A few feet aft of the three strange craft is a short pedestal bearing a hieroglyphic inscription saying: *Become one with the Sons of Apschai, Lord of Insects, and take flight. Prove thine mettle by doing aerial battle.* Lastly, on a similar platform at the far end of the room, some 100 feet away, rest three similar craft.

Should the PCs take seat in one or more of the craft(s), they will find their operation to be a rather simple affair. The red gemstone button powers up the craft, while the two other buttons operate its weaponry (see below). The joystick-like

lever of course controls the flight of the craft, and can be rotated a full 360 degrees while being pushed forward or pulled back. Pushing the stick forward causes the craft to dive and pulling it back causes it to climb. (In general, the further back the stick is pushed/pulled, the greater the velocity the craft can obtain). As can be surmised, directional changes, once the craft is in flight, are accomplished by moving the stick to the right and to the left. Once powered on, a craft begins to gently rise towards the ceiling, and will continue to do so until the PCs direct it to either climb or dive. As a matter of fact, the default flight characteristic of the craft is a gentle ascent straight up, which the PCs can achieve at any given time by allowing the joystick to return to the upright position. (While in flight, returning the stick to its default position effectively brakes the craft, meaning that the craft can literally "stop on a dime" in midair). A slow vertical descent can be accomplished by returning the joystick to its default position and then gently applying downward pressure thereto.

Each craft has the basic flight characteristics and physical appearance of a giant locust. It has two modes of attack: it can either ram an opposing craft or launch one or both of its two projectiles, which shoot out from its underbelly. The projectiles are 6-inch diameter scarab beetle-shaped bullets of solid granite. Each craft store 12 such projectiles, 6 per housing. (Depressing the blue button launches a bullet from the right "gun" while depressing the green button launches a bullet from the left "gun.") Should the PCs successfully ram their opponent, the defender receives 75% of the damage and the attacker the remaining 25%. When a craft loses 50% of its total hit points, its maneuverability class is downgraded by one. Its maximum movement rate is also halved. When a craft loses 75% of its original hit points, it can no longer maintain flight, and comes plummeting to the ground at double its original movement rate. The PC on board suffers normal falling damage in addition to damage caused from the skin of the craft folding inward and crushing its occupant. The latter damage is 1-20 hit points per 10 feet fallen.

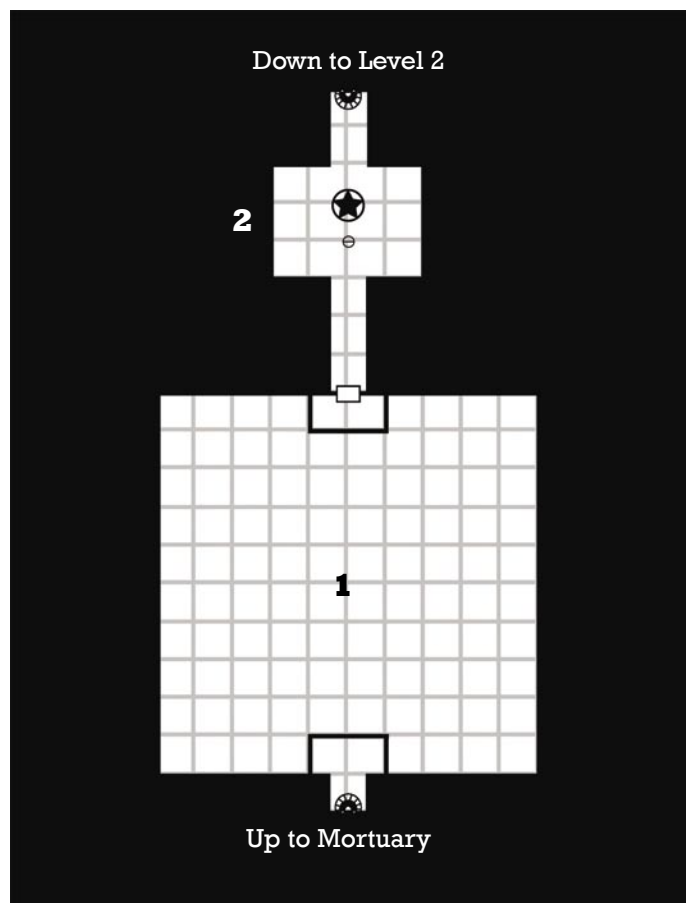
Sitting in a craft activates the crafts on the other side of the room: one such opposing craft powers on for every activated craft on the PCs platform. These empty craft move forward and engage the party. If the PCs choose to fight from within the craft they suffer a -5 penalty to all "to hit" rolls against their opponents, as the PCs have no training in their proper operation. The moment the PCs down all of their opponents, the door positioned in front of the opposite platform rises up into the ceiling, granting them passage to the remaining areas of the pyramid.

Flying Contracts (AC 3; MV 120 ft. flying (MC: A); HD 10; hp 80 each; #AT 3; D 2-20/1-10/1-10; SD Immunity to non-magical arrows). Operate only within the confines of area 1.

2. PSYCHOSTASIA: The 30-foot long corridor from the south opens onto a 30 x 40 chamber. A towering statue of an ibis-headed humanoid stands in the middle of the floor. It is holding a pad in its left hand and a fine reed stylus in its right hand. Directly before the eidolon stands a short pedestal in the shape of a lotus. Should the PCs examine its flat top, they can make out a short hieroglyphic inscription and two shallow hand-shaped depressions.

The inscription translates as: *Place thine hands upon the altar to receive mine wisdom.* Should one of the PCs do as bidden, placing his hands within the two depressions on the altar, the head of the statue animates and telepathically asks all in the room the following question: "In man, where does the seat of wisdom reside?" The correct answer is the heart. Any of the PCs, not just the one activating the pedestal, is free to answer. In ancient Kemet the heart was the center of the spiritual and thinking life of a human being, and was one of the four principal

LOST PYRAMID LEVEL ONE



lineaments of the soul. Should the PCs fail to offer up a correct answer in the next 5 rounds, the statue becomes quiescent. It can be re-awakened by the same PC or by another placing his hands again upon the altar.

After the correct answer to the first question is given, the statue asks the PCs the following: "What must the heart be balanced against to be judged worthy of heaven?" The correct answer is truth or feather"

The third question asked is: "Who records the judgment of Osiris?" The correct answer is you, Thoth, or god of wisdom.

The fourth and final question asked is: "What animal must the wise man emulate?" The correct answer is serpent or snake.

After the final correct answer is given, the statue fully animates and gently bows its head to the PCs, saying: "You have proven yourselves to be in possession of great wisdom and are thereby worthy of receiving the first material creation of Atum." The short pedestal before the statue of Thoth, which is an artistic representation of the sacred Djed pillar symbolizing stability/ endurance, begins to rise towards the ceiling. Once it has risen its full length of 8 feet, the PCs can examine the small void on its south side. Within lies the sacred *Benben* stone of which the Thoth statue spoke. It is a pyramidion of highly polished black granite inscribed with the winged sun-disk stretching over two Eyes of Horus. It has a 1-foot square base, a height of 1 foot, and weighs about 20 pounds. It is nothing less than a drop of the seed of the creator god Atum which fell in the ocean primeval which existed before time began. The stone, being slightly radioactive, gives off 1-4 points of damage every turn to all within 20 feet of it. The GM can create tension by simply telling the PCs every hour that they feel a little nauseous and must roll a 4-side die for damage. Don't give the PCs any clue that it is the *Benben* stone that is causing the damage, and simply allow them to figure it out for themselves. Once they do so, such should keep them from dawdling. The PCs must hold onto the *Benben* stone because such is required to activate the mirrors in area 9 and cap the Tomb of Imhotep in area 19.

GM Note: the ritual described above is an abbreviated simulation of the weighing of the soul detailed in the *Book of the Dead*. The recently deceased must undergo such a trial along with many others in the underworld, in order to be judged worthy of receiving the prize of immortality. If the PCs are stumped by the questions, they may be forced to seek out a knowledgeable 3rd party for information, be that a village elder or a sage.

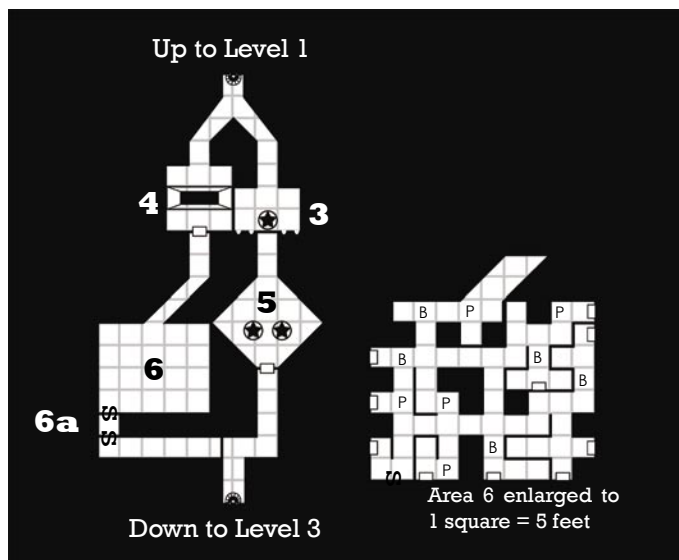
GM Note: The ladder shaft leading to Level 2 extends for 120 feet.

Key to the Pyramid of Imhotep Level 2

3. THE EATER OF THE DEAD: The curving corridor to the northeast opens onto a smallish room with a massive statue of strange hybrid creature with the head of a crocodile, the body and forequarters of a lion, and the hindquarters of a hippopotamus. The eidolon's mouth is wide open, and it stands flush against the far wall. Two shallow niches flank the horrid statue to either hand. The two on the right contain tall, skeletal, hunched-over doglike humanoids. The first niche on the left contains another of the doglike humanoids and the second niche on the left contains a filthy creature with wild, matted white hair. They are all standing perfectly still, and the putrescent stench of the grave emanates from them.

Even from the entranceway, the PCs can easily make out the inscriptions on the wall, all of which translate as follows: *I, Ammit, the Eater of the Dead, require sustenance.* After the PCs step foot or fly more than 10 feet into the room, the four

LOST PYRAMID LEVEL TWO



undead creatures along the back wall – two doglike ghouls, a wight, and a doglike ghost --- issue from their niches and fight to the death. After they are defeated, their remains must be deposited in the mouth of the statue. The undead creatures prove acceptable sacrifices to Ammit because they led an unjust, impure life, and are considered to be the damned, the opposite of those who led a virtuous life, the blessed dead. Once this is done, the statue sinks into the floor, revealing an opening into the room to the south.

Wight* (AC 5; MV 120 ft.; HD 7+3; hp 40; #AT 1; D 1-4; SA Energy drain; SD silver or magic weapons to hit; AL LE).

Ghast* (AC 4; MV 150 ft.; HD 7; hp 32; #AT 3; D 1-4/1-4/1-8; SA Carrion stench, paralyzation; SD Immune to sleep and charm spells; AL CE).

Ghouls (2)* (AC 6; MV 90 ft.; HD 4; hp 22 each; #AT 3; D 1-3/1-6/1-6; SA Paralyzation; SD Immune to sleep and charm spells; AL CE).

*On account of their increased ferocity and size, these particular undead have higher than normal hit dice.

4. TO BRIDGE THE ABYSS: A 10-foot wide wall-to-wall pit spans the middle of this 30-foot square chamber. Along the far wall the faint outline of a limestone door can be made out. An inscription has been inscribed upon the floor a few feet past the entrance.

The inscription translates as: *May thine eyes be like the hawk to discover the means hidden to bridge the Abyss and may thine feet be like the lion, for death comes on swift wings.* In order to cross over the abyss, the PCs must discover the nodule cleverly concealed amongst the many hieroglyphic carvings covering the walls. It lies along the lower northern half of the west wall, and may be detected as a secret door. Depressing the nodule causes a 6-inch wide platform to extend out across the 60-foot deep pit, thereby connecting the southern and northern halves of the room, and also causes the door along the far wall to rise into the ceiling.

The moment the PCs enter the room, they have exactly five rounds/tries to find the nodule. After such time has elapsed, the ka of Ammit residing at the bottom of the pit leaps up to attack the PCs, fighting to the death. As stated in the description of area 3, Ammit appears as a disgusting cross between a crocodile, a lion, and a hippopotamus.

Ka of Ammit (AC 4; MV 90 ft.; HD 9; hp 49; #AT 3; D 2-8/2-8/3-18; SA Devour soul, Leap; SD +1 or better weapons to hit; AL N). Those killed by the ka of Ammit have their souls devoured. They are irrevocably lost and cannot be resurrected. The ka of Ammit can leap a distance of up to 100 feet straight up or forward.

5. **OSIRIS, LORD OF RESURRECTION AND REBIRTH:** This diamond-shaped room features a suit of Egyptian armor overlaid on the painted statue of a green-skinned man wearing the conical double-crown of upper and lower *Kemet*. Both of its arms are missing. Directly before it is the grinning statue of a humanoid creature with the head of an ass. It is wielding the arms of the other statue like maces. Lastly, the faint outline of a limestone door can be made out along the far wall.

One minute after the PCs enter, a voice issues from the armless statue of the god Osiris, Lord of the underworld and of resurrection and rebirth, saying: "*Take mine armament and grant me vengeance by making me whole as my beloved Isis once did.*" Should one of the PCs do as bidden, removing the armor and then donning it, the ass-headed statue of Set, god of chaos and confusion, animates 1 round later and attacks. The armor functions as **plate mail +2**, and negates the Set statue's immunity to non-magical weapons. Being as the armor is imbued with a small part of Osiris' transfigured spirit, it allows the Lord of the underworld to possess its wearer via a **magic jar** attack much as a ghost does. Every two rounds, the PCs must make a possession check against the armor's **magic jar** effect. (The armor is considered to possess a combined Intelligence and Wisdom score of 36). Should the spirit of Osiris gain control of a PC's body, it flies into a berserker rage and ceaselessly attacks the statue of Set until either it or the statue is destroyed. Should the latter occur, the spirit immediately leaves the PCs body and will nevermore attempt to possess it.

After defeating the statue of Set, with or without Osiris' direct intervention, the PCs must place the two arms it was wielding over the stumps on the Osiris statue, which magically grafts them in place. After this is done, an apparition of the goddess Isis, wife of Osiris, appears and bows her head to the PCs. At the same time, the exit portal slides into the ceiling.

Statue of Set (AC 3; MV 80 ft.; HD 9; hp 50; #AT 2; D 2-16/2-16; SA Keening bray; SD +1 or better weapon to hit; AL N). Once per day the statue of Set can emit an ear-piercing bray causing confusion for 3-12 rounds in all within 30 ft. of the statue who fail a save vs. spells.

6. **MAZE OF PERIL:** This area is a small maze riddled with three distinct types of mechanical traps, which can be found and removed by the party's thief or assassin. The locked secret door along the southwest wall opening onto area 6a is free of traps.

Pit Traps (P): Opening the doors or stepping on the appropriate squares indicated on the map causes the floor to drop away. The victim plummets 20 feet to the bottom of a spiked pit to suffer 2-20 points of damage.

Spear Traps (fake doors): Opening the fake doors indicated on the map triggers a volley of three spears. Each spear deals 1-6 points of damage and forces the PC to save vs. poison or die. The spears attack as 6 HD monsters.

Falling Blocks (B): The pressure-plates over these squares on the map are triggered when 100 pounds or more is placed on them, causing a 5x5x10-foot tall block of stone to fall from the ceiling. This section of the maze then becomes blocked off, as the block perfectly conforms to the dimensions of the corridor. Worse yet, those standing beneath the falling block suffer 4-40 points of damage. (A successful Dexterity ability check at a -3 penalty avoids).

- 6A. **TREASURY:** This 10-foot square chamber contains secret doors along the north and south walls. Along the east and west walls sit two cedar chests covered in gold leaf. They are both plastered with an assortment of hieroglyphics.

Chest #1: Trapped with a **glyph of warding**. If the chest is opened by anyone not first stating the password, the area directly in front of it is shot through with intense heat that deals 36 points of fire damage. (Save vs. spells for half damage). Contains a **manual of quickness of action**, a **staff of curing**, a block of **incense of meditation**, **scrolls of chant**, **fireball**, **shield**, and **protection from magic**, **potions of flying**, **heroism**, and **gaseous form**, and 3,000 gp in assorted jewelry (mostly jewel-encrusted gold scarabs).

Chest #2: Pulling back the lid of the chest activates a **prismatic spray** spell. If activated, all PCs (up to 7) standing in the small room are subject to the effects of the powerful dweomer. Contains a **mace +2** topped with a ball of diorite, **scrolls of lightning bolt** and **minor globe of invulnerability**, and 2,000 gp in assorted jewels.

GM Note: The ladder shaft leading to Level 3 extends for 80 feet.

Key to the Pyramid of Imhotep Level 3

7. **DUELING SCARAB BEETLES:** Two scarab beetles fashioned of gilded rare woods face each other in this massive room. Each is roughly 9 feet in diameter. The wings on the beetle closest to the entrance are unfurled, revealing a small cavity containing three small seats covered in camel leather. The seats are arranged in a triangle. Lastly, the faint outline of a limestone door can be made out along the far wall.

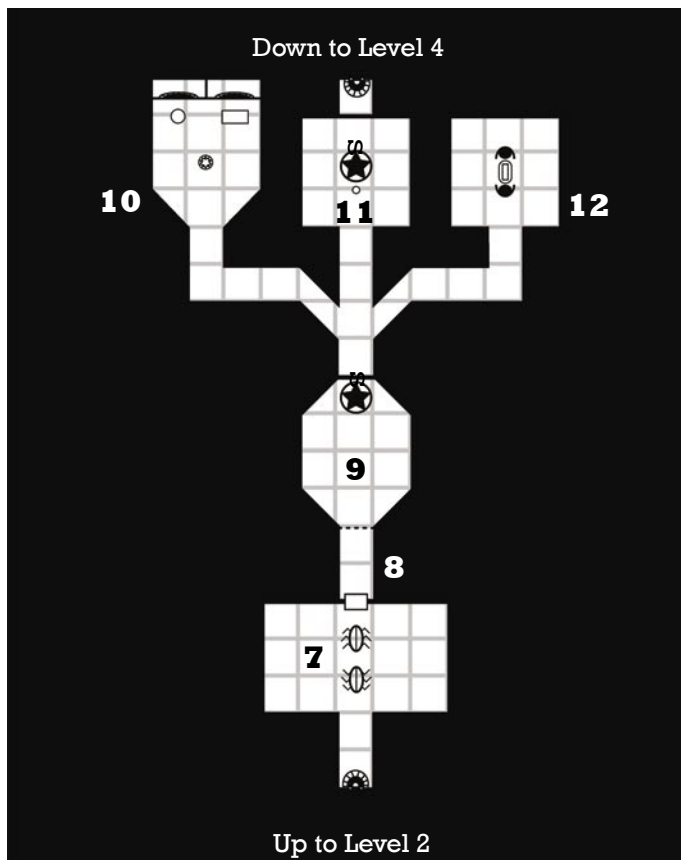
The two beetles are magical constructs. Directly before the forward-most seat is a small gold panel with an assortment of controls jutting therefrom, similar to those found in the flying constructs of area 1. However, this particular construct does not possess the ability to fly. Once powered on, which is accomplished by depressing the red gemstone button, the wings fold back into the machine, completely encasing the PC(s) inside. Strangely enough, once inside, the PCs can see through the skin of the craft as if it were made of translucent glass. The machine can be directed to go forward by pushing forward on the joystick and can be directed to go backward by pulling back on the joystick. Swiveling the joystick to the left and the right allows one to turn the strange craft. The blue and green buttons, respectively, power the right and left pinchers of the craft, which can be used to attack its opponent.

The moment the PCs power on a beetle, the other beetle immediately rushes to attack. Each craft can choose to either ram or swipe at its opponent with one or both of its pinchers. Should the PCs successfully ram their opponent, the defender receives 75% of the damage and the attacker the remaining 25%. Each mechanical beetle continues to function perfectly until its hit point total is reduced by 50%, at which time its movement rate is halved and one of its pinchers malfunctions and stops working. After losing 75% of its original hit points, both pinchers stop working.

After the opposing mechanical beetle has been eliminated, the stone panel along the north wall rises into the ceiling, allowing the PCs access to the corridor beyond (see area 8). The scarab beetle construct functions only in areas 7, 8 and 9.

Scarab Beetle Constructs (2) (AC 3; MV 90 ft.; HD 9; hp 50 each; #AT 3; D 2-12/2-12/5-20; AL N).

LOST PYRAMID LEVEL THREE



8. **CORRIDOR OF ANNIHILATION:** All of the air in this wide corridor has been magically sucked out, making it inimical to life. Any living beings entering the corridor must save vs. spells at -1 or die, all of the breath from their lungs being sucked out. Those making their saves can pass through the corridor, with an additional save required for every round spent in the passage. The PCs can use the scarab beetle construct from area 7 to safely navigate this corridor, for once active, it becomes hermetically sealed off from the outside environment. Further, it contains a limitless supply of breathable air.

9. **THE LIGHT OF RA:** This lozenge-shaped room features a strange arrangement of four massive mirrors on the floor. The mirrors are circular and appear to pivot about slender lotus-shaped pedestals of polished bronze. The faces of such are currently parallel with the ceiling 20 feet overhead. Along the far wall stands a towering golden statue of a humanoid with the head of ram. The head is crowned by a highly reflective headdress shaped like the solar disk. Midway between the statue and the mirror arrangement can be seen a short pedestal in the shape of an obelisk. However, the pyramidion that would normally sit atop it is missing.

Should the PCs glance upward, they will find that four gleaming sun-shaped icons of solid gold dot the roof of the chamber. Each lies directly above the mirror it is paired with on the floor. In order to activate the magic of the room, the PCs must place the *Benben* stone from area 2 over the short obelisk in the middle of the room. Once this is done, nearly blinding beams of pure sunlight shoot off from the icons on the roof and connect with the mirrors below, forming a continuous column of light. PCs examining the mirrors will find that they pivot about their centers a full 360 degrees, and can be aimed at virtually any area in the room. In order to escape the room, they must aim all of the mirrors and the accompanying beams of light at the solar disk atop the head of the Ra statue. After this is done, the entire statue sinks into the floor, revealing a man-sized opening into the branching corridor to the north.

10. **THE SPIRIT OF SET:** A wide clay oven with a long flue extending straight through the ceiling lies along the far wall of this large room. Alongside the oven and connected to the same flue is a massive clay kiln. Combined, both items entirely cover the back wall. Before the oven is a 3-foot wide copper vat that rises 4 feet off the floor. In front of the kiln lies a short table littered with five fist-sized nuggets of what appear to be solid gold along with a similarly-sized ball of what appears to be baked bread. The latter is speckled with shiny gold-colored bits. Lastly, a short pillar shaped like a lotus flower stands directly before table and vat. Sitting thereon is an alabaster jar shaped like a stylized donkey's head.

PCs approaching the lotus column, which is a representation of the sacred Djed pillar, will find a small hieroglyphic message carved onto its surface. It translates as: *Bake the white bread, and then use such to do battle with the transfigured spirit of Set.* PCs examining the copper vat find that it contains three pounds of bread dough ready for baking. The ball of bread on the table has had monoatomic gold baked into it. The PCs can replicate this process by placing one or more of the gold nuggets into the crucible inside the kiln, setting the wood beneath it alight with magic or normal fire, and then combining a measured amount of the resulting grains of gold with a measured amount of dough. Afterwards, the bread/gold mixture must be placed in the oven, which must also be set alight by the above procedure, and then baked for five rounds. The PCs must wait a full two turns for the gold in the kiln to reach the monoatomic, granular state. Hanging alongside both the kiln and the oven are small gold dippers, or measuring spoons, which, when filled, provide the necessary amount of monoatomic gold and dough for a single serving of white bread, or *mefekezet* as it was called in ancient Kemet, where it was believed that by consuming *mefekezet*, they could not only enjoy robust health but an unnaturally long life. Should the PCs take the time to bake themselves a few loaves of white bread, they will find such to be an excellent weapon against the summoned spirit of the god Set (see below).

As soon as the brass stopper of the alabaster jar is removed, the ghost of Set spills out and attacks the PCs. Ideally, the PCs will use the *mefekezet* they have prepared beforehand in their battle with the wicked one. Each hit from such causes the ghost of Set 1-10 points of damage. The *mefekezet* can also be used as a defense against the ghost, for each serving of *mefekezet* consumed reverses 2-20 years of magical aging. Better yet, the very first serving of *mefekezet* consumed by a PC will increase his maximum lifespan by 2-4 years beyond what was originally rolled when creating the character. PCs can safely eat up to 3 servings of *mefekezet* per day. Consuming a fourth serving causes severe gastrointestinal discomfort which incapacitates the PC in question for 24 hours and permanently reduces his Wisdom score by 1 point.

When and if the spirit of Set is defeated, a thick column will rise from the floor. After it has reached its full height of 8 feet, the PCs can examine the long, deep hollow along its south face. Within lies a 7-foot tall hollow column of diorite, which can be removed by the PCs and then carried out of the room. It features diagonal grooves all along its length, is a little under 1 foot thick, and weighs about 30 pounds. This is the mill stone that is required to solve the puzzle of area 11 (see hereafter).

Spirit of Set, Ghost (AC 0 or 8; MV 90 ft.; HD 10; hp 55; #AT 1; D 1-40 years; SA Magic Jar; SD silver or magical weapons to hit when semi-material; AL LE).

GM Note: There is enough gold and dough in the room for 6 servings of *mefekezet*. Converting the gold to its monoatomic state is only possible using the specially prepared gold nuggets and smelting them inside the specially prepared oven.

11. **BALANCING THE FORCES IN THE UNIVERSE:** The statue of a tall humanoid with the head of an ass stands in the middle of this 30-foot square room. It is holding a rope made of delicately interwoven gold fibers. Directly before the statue lies a 1-foot diameter circular depression in the floor. Two foot-shaped depressions lie just past the hole in the floor. Lastly, the faint outline of a limestone door can be made out along the far wall.

PCs taking the time to inspect the walls will see the same image repeated over and over, that of the ass-headed god Set standing opposite the falcon-headed god Horus. Standing upright between them is a representation of the mill stone from area 10. A rope is wrapped around the slender column, with both gods pulling on either end. Such represents the belief that the forces of evil and good, represented by Set and Horus, respectively, must be kept in balance, for nothing less than the health of the universe is at stake should such not occur. In other words, the peoples of Kemet felt that you could not have evil without good, and that an overbalance of either was detrimental.

The PCs should deduce from the wall carvings that they must insert the mill stone in the circular depression on the floor and then wrap the gold rope around its middle, leaving one end free for them to pull on. Afterwards, said PC must grab hold of his end of the rope and then step into the foot-shaped depressions on the floor. The moment this is done, iron clamps extend from the floor and hold the PC's feet in place. To break free of such requires a Strength score of 25 or more. At the same time, the statue of Set fully animates and begins pulling on his end of the rope. To counteract the force of evil, Set, the preferably good-aligned PC must pull on his end of the rope. The statue "attacks" as a 5th level fighter with a Strength score of 18/51 (+2 "to hit"). To simulate this contest of strength, have the PC and the Set statue make their attack roll, adding to the roll any appropriate modifiers for high Strength scores. The goal is to have the PC and the statue successfully "hit" their opponent while ensuring that their attack rolls be within 5 points of each other, thereby balancing the forces acting on the mill stone. Should such not occur, then the one who failed his attack roll or rolled lowest outside the 5 point range suffers 5-12 points of damage as a bolt of electricity arcs off the mill stone and strikes him in the chest (save vs. spells for ½ damage). The statue of Set can survive 40 points of such damage before exploding for 2-20 points of damage to all in the room (save vs. rods for ½ damage). If the PC combating Set is not good-aligned, he attacks at a -2 during the contest.

Should the PCs and the statue of Set successfully balance the forces on the mill stone, then the stone panel along the far wall rises into the ceiling, revealing a 10-foot square room. The PCs can employ the staggered handholds carved into the far wall to make their descent to Level 4.

12. **A SIMPLE GAME OF SENET:** The center of this 30-foot square room is dominated by a short pedestal, with a stone chair situated a few feet fore and aft of it. Seated upon the fore chair is a statue of what is obviously a pharaoh, for he wears the conical double crown. The aft chair is empty.

Should the PCs examine the pedestal, they will find thereon a rectangular wooden box painted a deep blue. Four legs branch out from the corners of the box, ending in feline paws. The paws themselves rest on an ebony sled. The top of the box is inset with a checkerboard pattern of ivory tiles. There are thirty ivory squares in total, arranged in three columns of 10 squares each. The first fourteen squares are occupied by alternating light and dark blue pieces, or pawns. Five of the squares in the middle row are inscribed with hieroglyphic symbols, and the sides of the box are decorated with various inscriptions offering praises to the being rendered in stone on the opposite chair, the pharaoh Zoser. Sample praises are: *The good god, lord of the Two Lands, lord of crowns whom Ra created. Beloved of all*

the gods, may he be healthy, living forever. Zoser, in life, was a not only the pharaoh of Imhotep, but trusted friend as well. Both would often pass the time with a rousing game of Senet, the game described above.

Should one of PCs choose to sit in the empty chair, the statue of the pharaoh Zoser will fully animate and say the following: "Do you wish to play the sacred pastime of pharaohs since time immemorial, the game of Senet?" Should the PC answer in the affirmative, the statue will give him a brief explanation of the rules of the game. To simulate such, paraphrase the rules delineated below. The king will then open the drawer of the game board and extract therefrom four two-sided throwing sticks. Being pharaoh, he of course gets the first throw, and plays the darker colored pawns on the board.

If the PC in question loses to the statue of Zoser, the chair he is sitting on becomes electrically charged. He suffers 3-18 points of damage (save vs. rods for ½ damage). Should the PC win, the pedestal will extend upward, revealing a hollow along its eastern face. Within lies a small copper hammer, which is needed to activate the magic of area 17 (see hereafter).

Senet Board Schematic*:

```
01 02 03 04 05 06 07 08 09 10
20 19 18 17 16 15 14 13 12 11
21 22 23 24 25 26 27 28 29 30
```

*The numbers represent the various squares on the board and the direction of movement.

Start of Game: The game starts with 7 pawns per player alternating along squares 1-14, as shown in the diagram above. Each player moves one of his pawns by rolling 4 two-sided throwing sticks. Each throwing stick is blank on one side and bears a black mark on the other. The players move their pieces along the board in the direction indicated by the diagram above based upon their throw of the sticks. Each side of a throwing stick without a mark counts for one move across the board, and five moves can be made should all four marked sides come face up during a given throw. Of course, coins can easily take the place of throwing sticks for the GM in a pinch. (Designate either side of the coin as bearing the mark).

Goal of Game: The goal of the game is to get all of a player's pawns off the board by rolling so that they roll exactly one past the 30th square. During play, should a pawn land on a square occupied by his opponent, he must switch places with him or her. There are five special squares on the map, each of which bears a hieroglyph and are explained below:

Square #15: House of Rebirth – This is the starting square.

Square #26: House of Happiness – All pawns finish here even if they roll enough to pass it. For example, if a player was initially on square #23 and rolled a four, their pawn would not rest on square #27 but rather on square #26.

Square #27: House of Water – Once on square #26, a player who lands on this square must return to square #15. Square #27 can also be reached should a player on squares #28-30 not roll the exact number required to land on the exit square (#31, in essence). If their roll overshoots the board by more than one, then they must finish their roll by moving backwards. (The exit square is not counted for the purposes of the move backward). For example, should a player start on square #28 and roll a five, this would land him on square #27, which would force him to return to the starting square, #15.

Square #28: House of Three Truths – A pawn can only exit the board from this square by rolling a three.

Square #29: House of Re-Atoum – A pawn can only exit the board from this square by rolling a two.

GM Note: The ladder shaft leading to Level 4 extends for 50 feet.

Key to the Pyramid of Imhotep Level 4

13. **SERPENTS OF WISDOM:** A tall globular object with a narrow neck dominates the center of this massive ellipse-shaped room. At its top end it is around 3 feet in diameter, tapering off to a mere 6 inches along its bottom. The object sprouts off a squat bronze base at a 45 degree angle. A smaller version of itself stands to the left and right. All three items are fashioned from what appears to be lucid crystal. Within them can be seen writhing snake-like creatures that are emitting a warm, slightly pulsating, blue glow. The faint outline of a limestone door can be made out along the far wall.

The bulb-like objects are representations of the lotus flower, which was regarded as sacred in ancient Kemet. They are giving birth to the writhing serpentine forms inside of them, which represent wisdom, or the spirit of the universe. The serpents are more directly representations of the wife of the sun god Ra, Hathor, who is said to have been birthed from a lotus flower. She was looked upon as the personification of our galaxy.

The second that the PCs come within 5 feet of the main bulb, the smaller bulbs to either hand shatter. The 9-foot long serpentine creatures formerly trapped within glide through the air and attack the PCs. They are able to fly about the room at great speed, and have perfect maneuverability. A bite from one of the deadly creatures not only delivers a nasty shock but also drains 1 point of Wisdom from its victim.

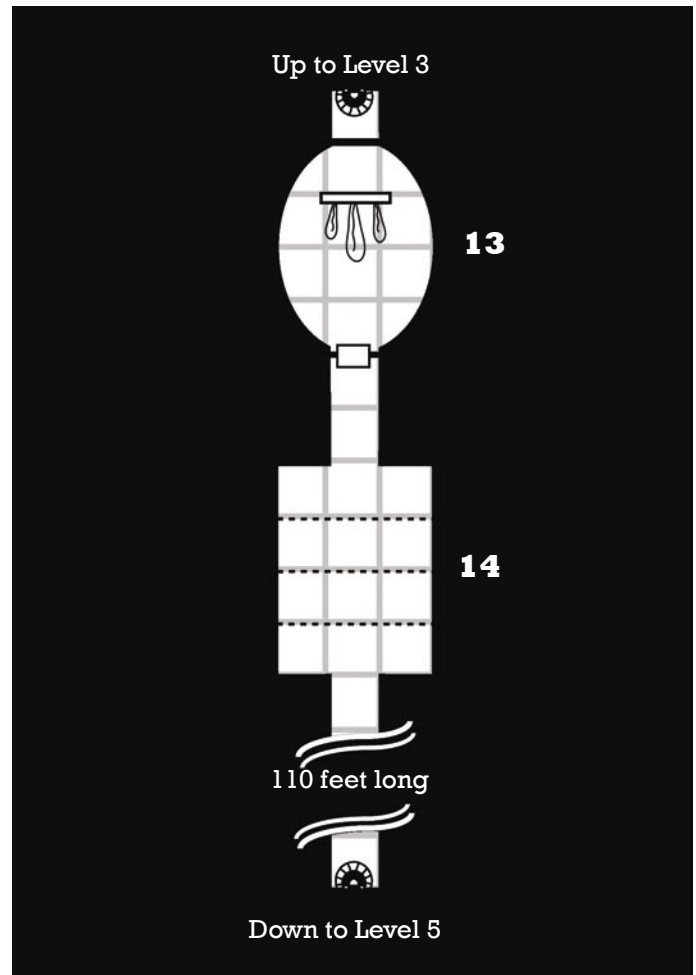
After the creatures are defeated, a stone panel along the south wall rises into the ceiling, revealing the corridor connecting with area 14. The PCs are free at this time to remove the larger bulb from its socket, which, surprising enough, weighs a mere 5 pounds despite its considerable bulk. The bulb will come into use when and if the PCs make it to area 18 (see hereafter).

Serpents of Wisdom (AC 4; MV 120 ft. (MC: A); HD 7; hp 37 each; #AT 1; D 4-14; SA Each bite drains 1 point of Wisdom; SD +1 or better weapon to hit; AL N).

14. **BIRTH OF THE COSMIC EGGS:** The left and right walls of this chamber slope steeply downward. Four ceiling-to-floor trough-like concavities run the length of both walls. The shallow concavities continue over the floor, thereby connecting the two walls. Four gaping holes can be clearly made out along the points where the rightmost troughs connect with the flat ceiling 20 feet overhead. On the floor directly past the entrance is a hieroglyphic inscription, saying: *Make haste lest you fall victim to the birthing of the cosmic eggs.* A tall opening can be made out along the far wall 40 feet away.

The moment the first PC, or PCs should they be marching two-abreast, breaches the entrance to the room, a stone panel slides down from the ceiling, effectively closing off the room. At the same time, a rumbling sound can be heard coming from the left and right walls. A massive diorite ball then issues from the cavity in the ceiling nearest the entrance, as indicated on the map, and begins rolling down the five-foot-wide trough, completely filling it. The PCs must run forward to avoid it, and do so if they make a successful save vs. breath weapons. Those failing their saving throws suffer 1-10 points of crushing damage. A second later, a ball starts rolling down the next trough, with the third and fourth balls exiting their cavities one and two seconds later, respectively. The balls gain so much momentum that they roll back into their holes at the end of

LOST PYRAMID LEVEL FOUR



round. This means that PCs standing in the path of a given ball can potentially be hit by it twice in a round, thereby requiring two successful saves to avoid. Each succeeding ball after the first rolls down its chute at an increasingly higher rate of speed, which in game terms means that the PCs are forced to make their saves with the following penalties and suffer the following damage:

- 2nd ball: -1 penalty; hits for 4-14 points of damage
- 3rd ball: -3 penalty; hits for 5-20 points of damage
- 4th ball: -4 penalty; hits for 6-24 points of damage

After having rolled back into their cavities, the balls can be triggered again should someone make contact with their 10 x 30 section of the floor.

GM Note: The ladder shaft leading to Level 5 extends for 30 feet.

Key to the Pyramid of Imhotep Level 5

15. **BALANCING THE FOUR ELEMENTS:** The ladder shaft empties into a long rectangular chamber. Two rows of four hypostyle columns each march from one end of the room to the other. They are plastered with an assortment of hieroglyphic carvings in low relief. The first row of pillars is a light blue color, the second a dark brown, the third a bright red, and the last is colored a dark blue. These pillars provide a hint concerning the puzzle to come in area 16.
16. **ELEMENTAL WALLS:** The short corridor from the south opens onto solid wall of oozing mud.

The first 10 foot x 30 foot section of the room is solid mud. The second 10 x 30 section is filled with a super-rich mixture of pure oxygen. The third 10 x 30 section is filled with a solid wall of roaring fire. The last 10 x 30 section is filled with a solid wall of water. Strangely enough, each elemental zone in the room doesn't infringe upon its neighbor in any way, and perfectly conforms to the dimensions of the room. This is on account of each elemental zone being separated from each other by a thin, impenetrable wall of force that can only be dispelled by bringing down the preceding zone in the following manner:

Wall of Mud: Can only be removed by the PCs casting an air-based spell such as **stinking cloud**, **gust of wind**, **fly**, **air breathing** (reversed **water breathing**), **wall of fog**, or **fog cloud**. PCs passing through the wall can hold their breath for the number of rounds equal to their Constitution scores divided by 3. Beyond this period, they must make further Constitution checks at a -2 penalty for each subsequent round. Those failing any such check suffocate.

Wall of Air: Can only be removed by a spell that manipulates earth in some way such as **dig**, **plant door**, **speak with plants**, **hallucinatory terrain**, **massmorph**, **hold plant**, or **warp wood**. The PCs may not realize this, but too much oxygen acts as a poison to both the brain and the lungs, leading to seizures and choking/drowning. It specifically reduces the ability of the lungs to transport oxygen to the blood. For each round they spend in this elemental zone, they must save vs. rods or have a seizure that totally incapacitates them. The following round they must make a similar save at a -1 penalty. Those failing this second save die as their lungs lose their ability to effectively transport oxygen to the blood. Those making this save recover from their seizure in this round and can choose to remain in the inhospitable elemental zone or exit it.

Wall of Water: Can only be dispelled by a fire-based spell such as **resist fire**, **faerie fire**, **firetrap**, **heat metal**, **produce flame**, **protection from fire**, **pyrotechnics**, **produce fire**, **burning hands**, **explosive runes**, **flame arrow**, or **fireball**. PCs entering this zone can hold their breath for the number of rounds equal to their Constitution scores divided by 3. Beyond this period, they must make further Constitution checks at a -2 penalty for each subsequent round. Those failing any such check drown.

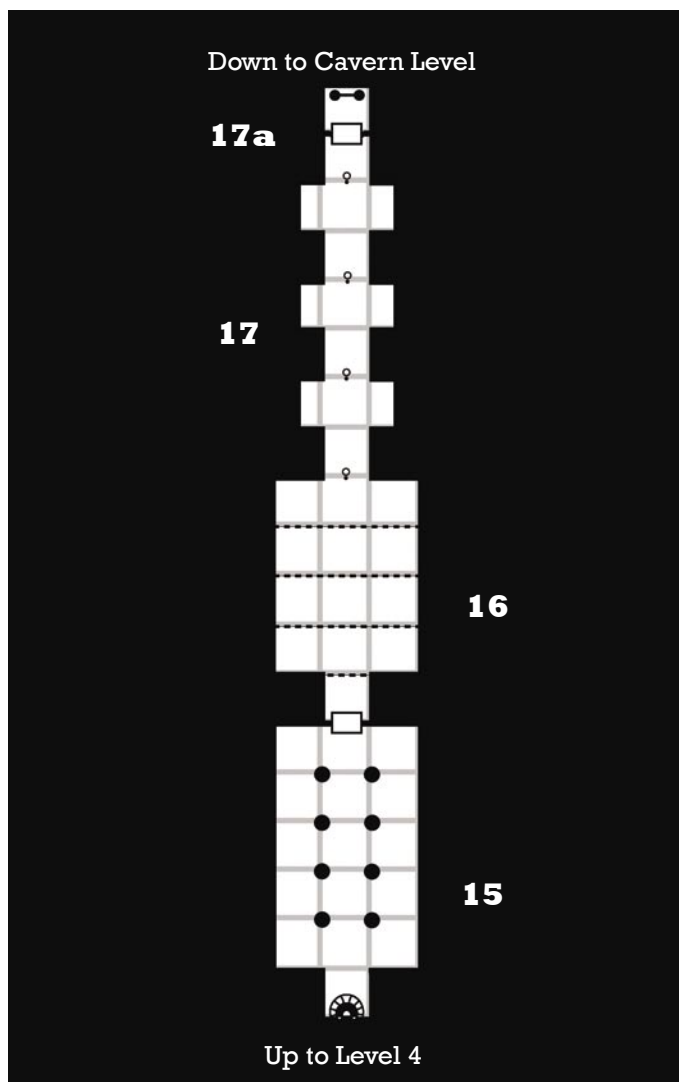
Wall of Flames: Can only be dispelled by a water-based spell such as **create water**, **create food and water**, **purify water**, or **water breathing**. PCs entering the wall suffer 36 hit points of damage per round, no save.

Once all four elemental zones have been dispelled, the PCs are free to enter the northern corridor.

17. THE GRAND GALLERY: This long, downwardly sloping hallway is most queer, indeed. It is perhaps 10 feet wide and features a 20-foot high corbelled roof. The sides of hallway rise about 6 feet above the sunken lower section, from which sprout thin, horizontal cedar beams from shallow grooves along its length. Each is about 10 feet away from its nearest neighbor, and they extend the full length of the hall, four in total. In the center of each beam, and suspended over the central portion of the hallway, are 2-foot diameter spherical jars with a long horn-shaped protrusion extending out from them. The small jars are positioned along the beams so that their horn-shaped lips are parallel with the floor and pointing towards the far wall 70 feet ahead. Directly before and level with each of the weird jars are tall, hollow copper cylinders that sprout from the floor.

The small jars positioned along this grand gallery are hollow, and function as resonance chambers that respond to and amplify specific vibrations coming from deep in the earth. The hollow copper cylinders before each of them function as

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tuning forks. Striking these copper cylinders with the hammer from area 12 causes the spherical resonance chambers to resonate at a higher amplitude than normal. Should the PCs strike all four cylinders within a minute of each other, then a high-pitched hum will start echoing off of the slanting walls of the gallery. This produces two effects: The massive stone plug at the bottom of the grand gallery barring access to area 17a rises into the ceiling and the capstone on top of the pyramid swings open.

17A. ROSTAU ACCESS POINT: Directly beyond the stone plug in area 17a is a 10-foot square shaft that extends nearly 200 feet right through the top of the pyramid, opening directly over a massive barge floating atop a lake of crystal clear water 30 feet further down. A long, sturdy ladder of bronze bars extends down the shaft and ends a few feet above the barge.

GM Note: The ladder shaft leading to the Cavern Level extends for 200 feet.

Key to the Pyramid of Imhotep Cavern Level

18. ROSTAU, GATEWAY TO THE OTHERWORLD: The ladder from area 17a terminates directly over a 70-foot long and 10-foot wide flat-bottomed barge. It lies upon the waters of a massive subterranean cavern that extends for hundreds of feet in all

directions. The very pyramid of Imhotep is directly above the PCs' heads, hanging from the ceiling like some unnatural stalactite; its size truly staggers the imagination. The base of the pyramid is 1080 feet square, and it extends 680 feet down into the cavern. The 15-foot high capstone from which the PCs made their exit is fastened to the main body of the pyramid by some manner of hinge, for it hangs from the lip of area 17a at a 90 degree angle. The casing stones of the gargantuan pyramid are highly polished and mirror smooth, reflecting the eerily glowing phosphorescent fungi growing all over the walls and ceiling of this massive hollow in the earth. Once on the barge, the PCs are unable to miss the 200-foot diameter island jutting out of the waters some 1000 feet north of the pyramid. A short flat-topped pyramid stands thereon.

The barge below the pyramid is a grand example of a typical boat used for centuries to navigate the waters of the sacred river. It is constructed of cedar and acacia planks held together with nothing more than thick ropes of braided reeds. It has a tall, sweeping prow and a relatively flat bottom. A 10 x 10 x 10 deckhouse rises up from the middle of barge. Four long, interlocking oars soar overhead. Should the PCs make their way into the deckhouse, they find a squat altar-like block of marble with a square indentation on its top. Below is an inscription which reads: *Join together herein the great serpent of wisdom and the Ark of Horus. Such will grant you passage upon the waters of the primeval ocean. The boat is powered by the bulb from area 13, which must be inserted into the indentation on the marble block. After this is done, the serpent within the bulb starts writhing and pulsating. Rays of green light shoot off of the bulb, bathing the entire ship not just the deckhouse with an unearthly green glow. At the same time, the interlocking oars start sweeping back and forth on their own accord, propelling the barge at a rate of nearly 10 miles/hour towards the small island to the north.*

At the halfway point to the island, two giant crocodiles leap from the waters of the subterranean lake onto the ship. They attack the PCs mercilessly, fighting to the death. While the battle with the deadly creatures rages, the boat continues its journey to the island, arriving there 4 rounds later. As the boat nears the island, it slows down and then alters its course so that it comes to rest parallel to the island, allowing the PCs to safely jump over the 4-foot high walls and onto the rocky shore 2 feet away, assuming, of course, that they didn't fall victim to the crocodiles along the way.

Giant Crocodiles (2) (AC 4; MV 60 ft. 120 ft swim.; HD 7; hp 40 each; #AT 2; D 3-18/2-20; SA Surprises 3 times in 6; AL N).

19. THE TOMB OF IMHOTEP: The 200-foot diameter island that the Ark of Horus docks on is composed of granitic porphyry, and is absolutely devoid of life. Rising from the middle of the island is a flat topped pyramid, with a flight of steps on its southern face ascending to the plateau. It is a mere 25 feet in height and has a 20-foot square base.

If the PCs ascend the steps of the pyramid, they will find that the plateau is a mere 1 foot square, with a circular depression in its middle. It should be rather obvious by now that the PCs must insert the *BenBen* stone that they won in area 2 into the circular depression on the plateau, thereby completing the pyramid. Once this is done, the bottom five steps sink into the ground, revealing an opening into the interior. At the same time, a column of scintillating green light shoots off of the *BenBen* stone, in the process bathing the whole of the cavern in nearly blinding green light. Should the PCs enter the pyramid, they will find a single 15-foot square chamber with a 20-foot high corbelled ceiling. In its exact center rests a massive sarcophagus of red granite. Before the sarcophagus is another of copper cylinder/resonance chamber contraptions from area 17. Should the PCs tap the copper cylinder with the small hammer gained in area 12, the whole room will start rumbling

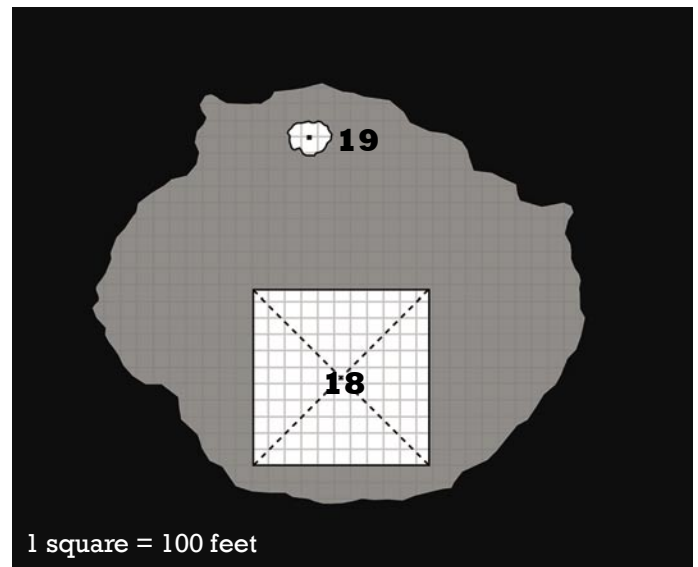
and shaking. After 2 rounds have transpired, the sonic vibrations in the room will build up to such a high level that the granite lid of the sarcophagus shatters violently into the room. All PCs still inside the room at this time suffer 1-10 points of damage from the blast (save vs. rods for half damage). The shaven-headed Imhotep himself will then rise from his sarcophagus, thereby ending his centuries-long rest. He will then step therefrom to greet the brave adventurers who have successfully survived all the perils of his death trap/pyramid.

Should the PCs be so foolish as to antagonize Imhotep, then he will respond in kind and most likely destroy them, for he is a 20th level magic-user with a wealth of death spells already memorized. If the PCs approach Imhotep in a friendly manner, however, he will say: *"I, Imhotep, closest advisor and architect of the great Pharaoh Zoser, offer thee mine deepest praise for braving the manifold perils of mine sacred mound. Come embrace me and receive the gift of millions of years."* Should the PCs do as bidden, then Imhotep will assume his other role as great teacher and scribe and begin to recount his history. Read or paraphrase to the PCs the following at this time:

"In the first time, the age of Osiris, the seven sages, or builder gods, established the Sacred Mounds along the shores of the life-giver, the sacred river. They were to serve as the foundations of all future temples to the gods. The seven sages did this to ensure the resurrection of the former world of the gods. This island upon which you stand was thought by many, including my beloved Pharaoh, to be the original Homeland of Atum, the Creator. It was thought that nothing less than the creation of the world began here." It is at this point that Imhotep begins to chuckle, saying:

"I am sure you know of this already, learned ones, so I will cease to lecture you and instead give to you your prize." At this point, Imhotep reaches into his sarcophagus and extracts therefrom three gold scroll cases festooned with an assortment of prayers and spells from the Book of the Dead. He explains to the PCs that such comprise nothing less than one of the Books of Thoth, the great scribe of the gods (see **Treasure** below). He tells them that to read therefrom is to become blessed with life everlasting. Should the PCs accept the book, Imhotep will say: *"Know that by accepting mine gift, you are to become the new custodians thereof. Never allow them to come to harm, lest you incur the wrath of the gods."* If the PCs press Imhotep for further information about the books, he will steadfastly refuse to answer. Regardless, within seconds of the PCs accepting the book, Imhotep will suddenly transform into a 2 foot diameter

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orb of green light and then slowly float out his tomb, into the cavern, through the various chambers of his pyramid, and then out to the heavens. Once he has entered the vacuum of space, he will expand a million-fold and become a star, to shine brightly forevermore. In essence, he will at long last be given the gift promised him by Thoth, godhood.

If asked how he was able to pass away the centuries in his tomb, Imhotep explains to the PCs that long ago he tired of walking amongst men, who had become wicked in his estimation, and therefore decided to place his body in a state of suspended animation via great magic. He felt that man had become avaricious, straying from the ideals of the gods. Before doing this, he decided to use his knowledge of architecture to build for himself a mighty tomb to serve as a testing ground for his successor(s). He felt that any possessing the wisdom to safely navigate his tomb of horrors would also be wise enough to serve as custodians of the Book of Thoth.

Imhotep (AC 2; MV 120 ft.; MU 20; hp 42; #AT 1; 4-9, 7-12, or 10-15, dependent on # of charges expended; SA +2 "to hit," spells; SD +4 to saves vs. mind-influencing spells; S 11, I 18, W 18, D 12, C 18, Ch 18; AL LG). Possessions: *bracers of AC 2, wand of lightning, staff of striking, brooch of shielding, figurine of wondrous power (golden lions), potions of human control, extra healing, and invulnerability, scrolls of conjure elemental, geas, duo dimension, and maze.* He has the following spells memorized:

- First Level (5): **comprehend languages, detect magic, jump, magic missile, sleep,**
- Second Level (5): **darkness 15 foot radius, invisibility, mirror image, ray of enfeeblement, scare**
- Third Level (5): **blink, dispel magic, fireball, fly, lightning bolt**
- Fourth Level (5): **charm monster, ice storm, polymorph self, polymorph other, wall of ice**

- Fifth Level (5): **cone of cold, cloudkill, hold monster, monster summoning III, teleport**
- Sixth Level (4): **death spell, disintegrate, globe of invulnerability, transformation**
- Seventh Level (3): **grasping hand, limited wish, power word stun**
- Eighth Level (3): **incendiary cloud, mass charm, power word blind**
- Ninth Level (2): **power word kill, wish**

Treasure: PCs opening any of the three gold cases given them by Imhotep find a single furled sheet of papyrus therein. Combined, the three papyri comprise a single Book of Thoth. PCs reading therefrom, which requires a full two weeks of uninterrupted study, are granted everlasting life but not invulnerability. In other words, the aging process is permanently stopped but not reversed, meaning that elderly PCs stay elderly and youthful PCs stay youthful. Furthermore, they can be harmed and killed normally. The PCs in question can still advance in level for their respective class. They also permanently gain 1 point of Wisdom. A final benefit of the book is that the reader will forevermore be immune to attacks and effects that cause magical aging.

The individual papyri, once removed from their cases, make item saves as paper. The scroll cases make item saves as hard metal, and are treated as +2 magical items. So long as no harm comes to any of the scrolls, any who reaped the benefits of reading them retain their everlasting status. However, should any of the scrolls come to harm, than any readers thereof immediately lose 90% of their hit points and must make a successful system shock roll or die. Even if the readers make their roll, they permanently lose their everlasting status.

THUS ENDS THE EXPEDITION INTO THE LOST PYRAMID OF IMHOTEP...

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