## ADVANCEID ADVENTUURES MODDULEE M9

## The Lost Pyramid of Imhotep

by Alphonso Warden

## AN ADVENTURE FOR CHARACTER LEVELS 4-7



Author: Alphonso Warden
Cover Artist: Bradley K. McDevitt Interior Artist: Jeff Womack
Editors: Joseph Browning and Suzi Yee Layout: Joseph Browning

Background Information for the Game Master............................. 2
Mortuatry Temple of Imhotep .......................................................... 2
Lost Pyramid Cross-Section ............................................................... 3
The Lost Pyramid of Imhotep Level 1 ...................................................... 3
The Lost Pyramid of Imhotep Level 2 .............................................. 5
The Lost Pyramid of Imhotep Level 3 .............................................. 6
The Lost Pyramid of Imhotep Level 4 .............................................. 9
The Lost Pyramid of Imhotep Level 5 .............................................. 9
The Lost Pyramid of Imhotep Cavern Level .................................. 10

## 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 $A b-A m o n$ 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 Imnotep, 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 $A b-A m o n$ 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 $2,500 \mathrm{gp}$ 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 heriglyphs 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 tests 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 $10 \times 10 \times 10$ section of sand. This means that the PCs will need to dig a minimum of 12 manhours 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 thereinto via an open archway. Once inside, the PCs will find a $10 \times 10$ 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


Imhotep can be accessed by a $5 \times 5$ 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 handand footholds. Ascending or descending these ladders shafts is a simple and perfectly safe affair, and the PCs, at no time, run the


Cavern Level

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 leatherbound 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 $15 \times 10$ 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 Apshai, 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

## LOST PYRAMID LEVEL ONE


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 maneuyerability 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 Contructs (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 $30 \times 40$ 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
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 thineselves 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 ghast --- 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; ALCE).
*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 diamondshaped 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 $\mathbf{+ 2}$, 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 ff . 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 $5 \times 5 \times 10$-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 $3,000 \mathrm{gp}$ in assorted jewelry (mostly jewel-encrusted gold scarabs).

Chest \#2: Pulling back the lid of the chest dctivates 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 see 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 if 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.

