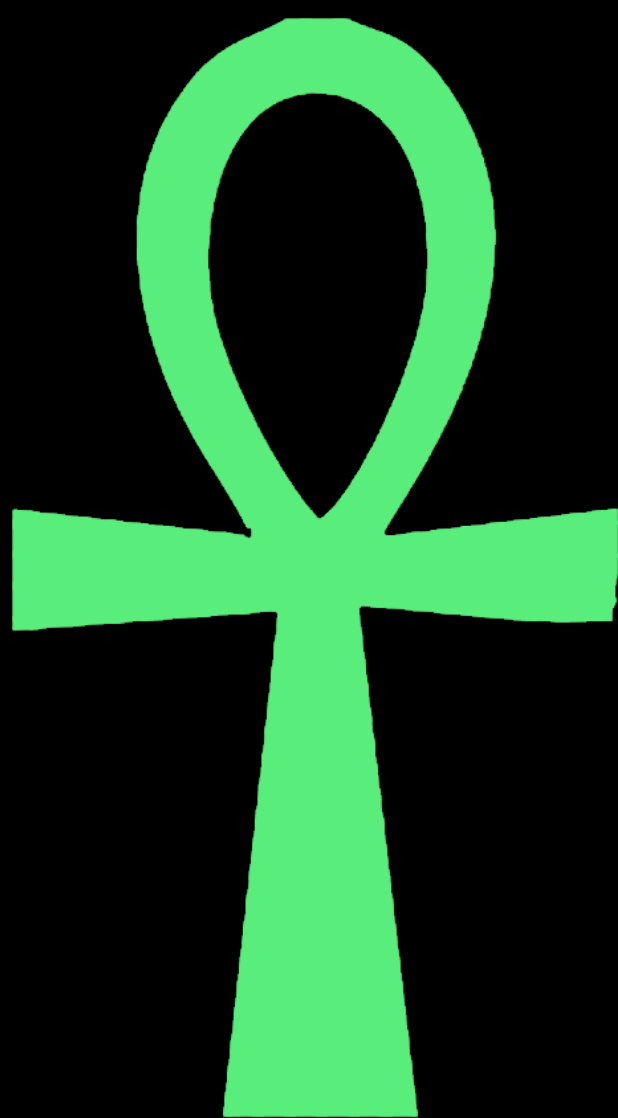


# THREE TEMPLES FOR THE ANCIENT ONES

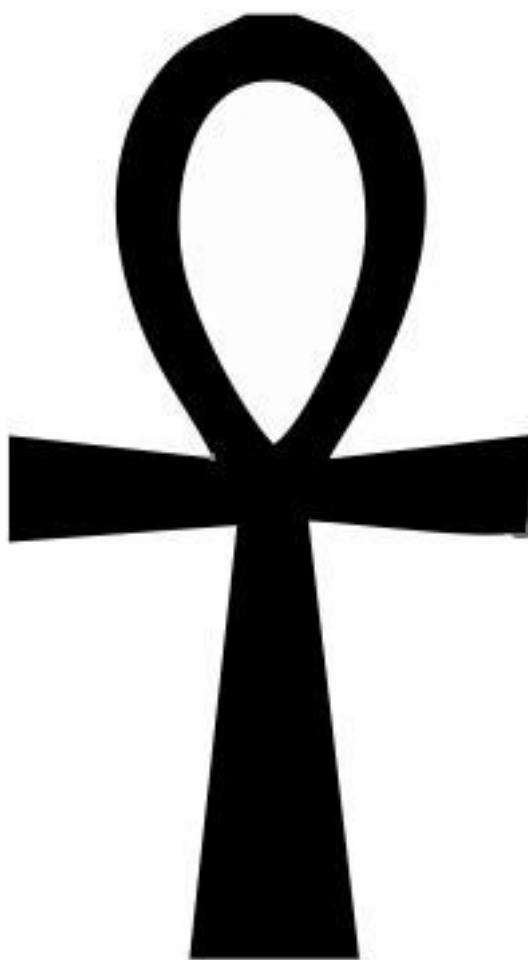
BY GUSTAVO TERTOLEONE



## THE INVERTED PYRAMID

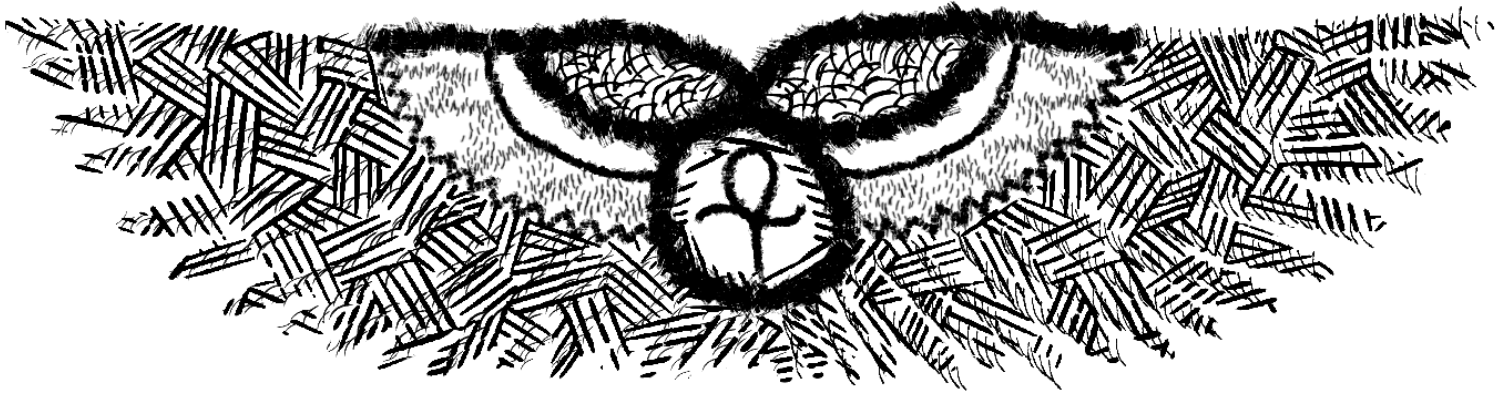
# **THE INVERTED PYRAMID**

**TEXT AND ART  
BY  
GUSTAVO TERTOLEONE**



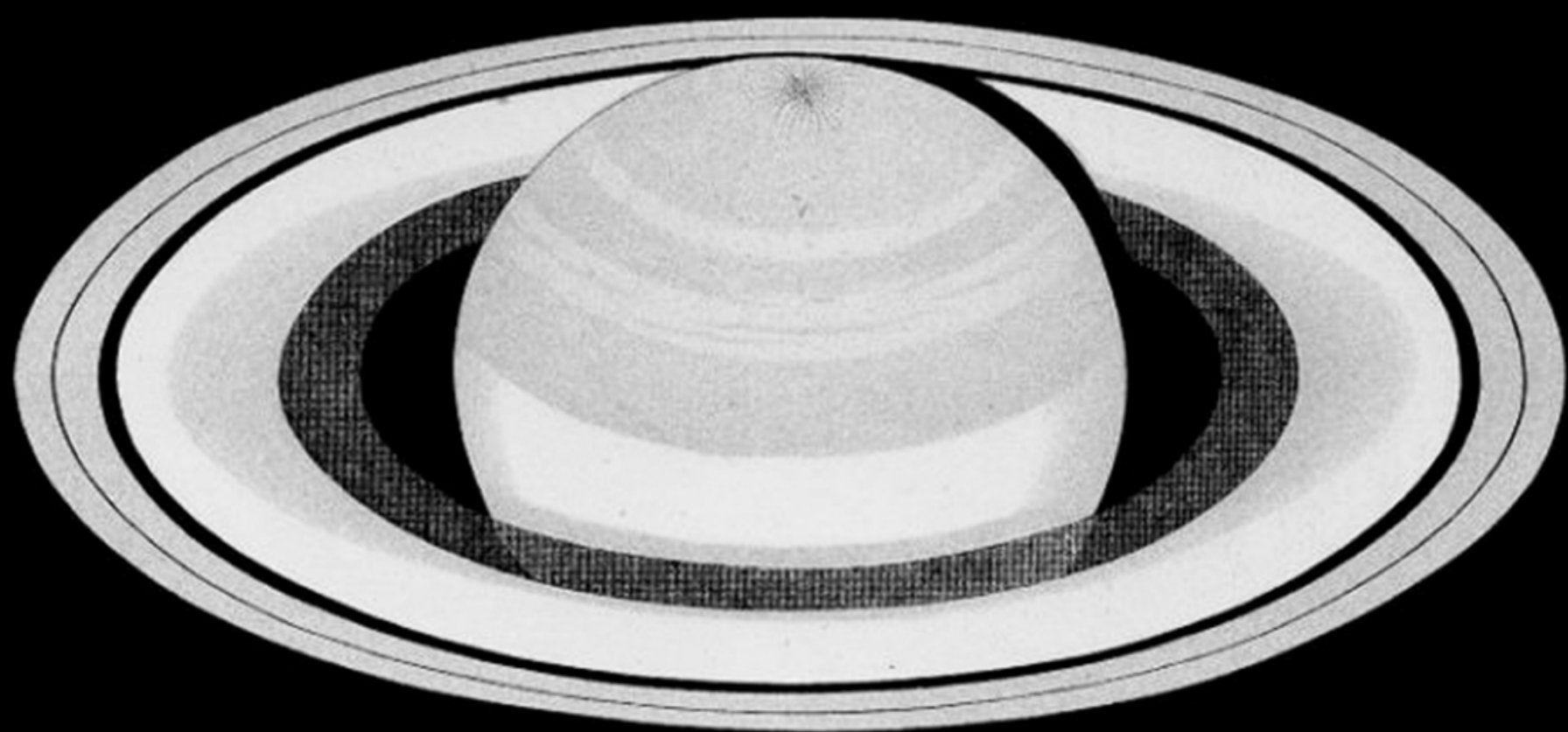
**This adventure is compatible with the games Old-School Essentials and Lamentations of the Flame Princess, therefore, statblocks of both games are presented at the end of this booklet. The main currency used is Silver, but only by changing it to the gold standard it becomes compatible with other OSR games which use the Gold Standard rule.**

**This adventure is not officially related to Old School Essentials nor Lamentations of the Flame Princess. It is an independent creation of Gustavo Tertoleone. “Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essential. logo are used with permission of Necrotic Gnome, under license. Lamentations of the Flame Princess is a registered trademark owned by James Edward Raggi IV.**

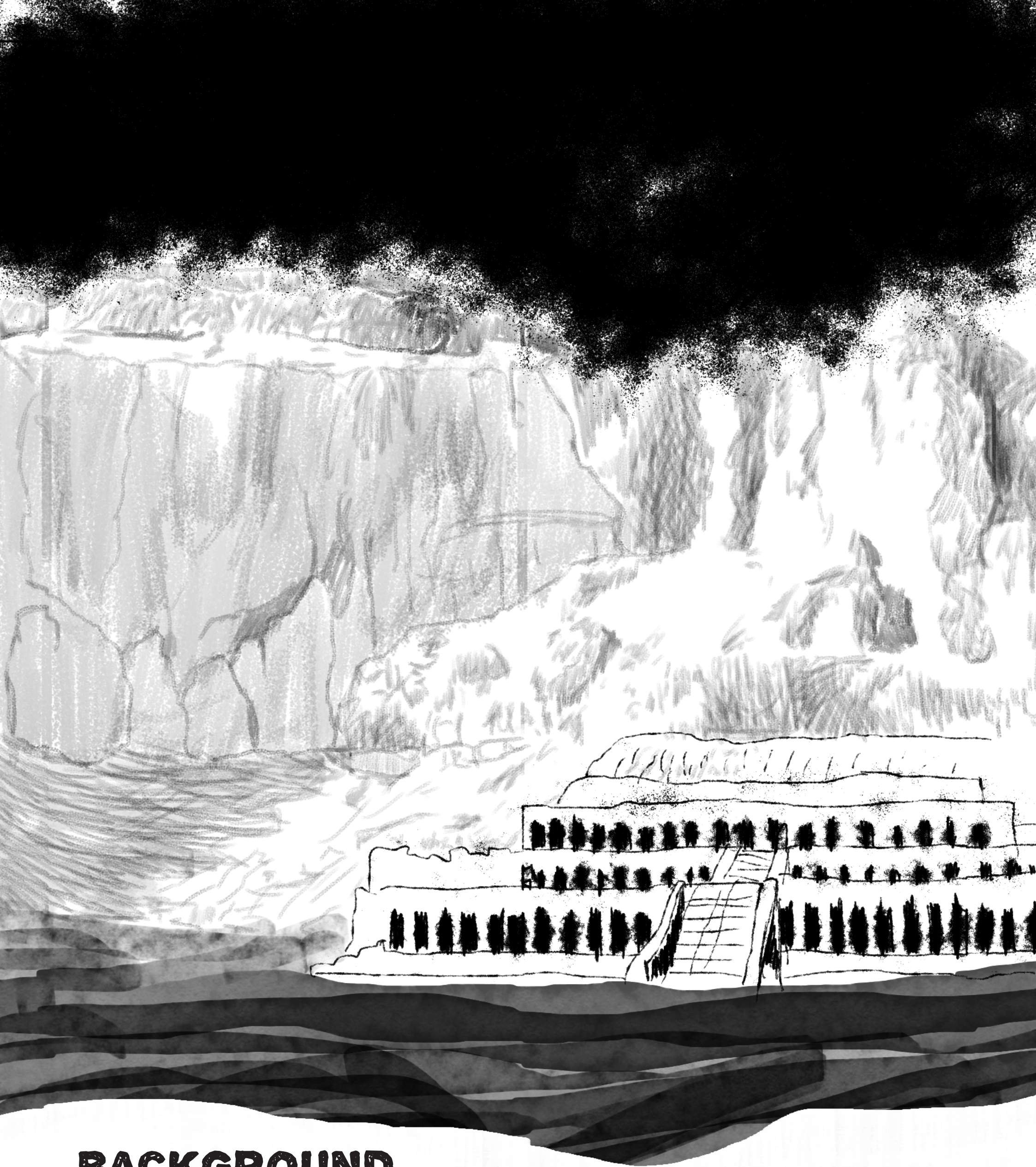


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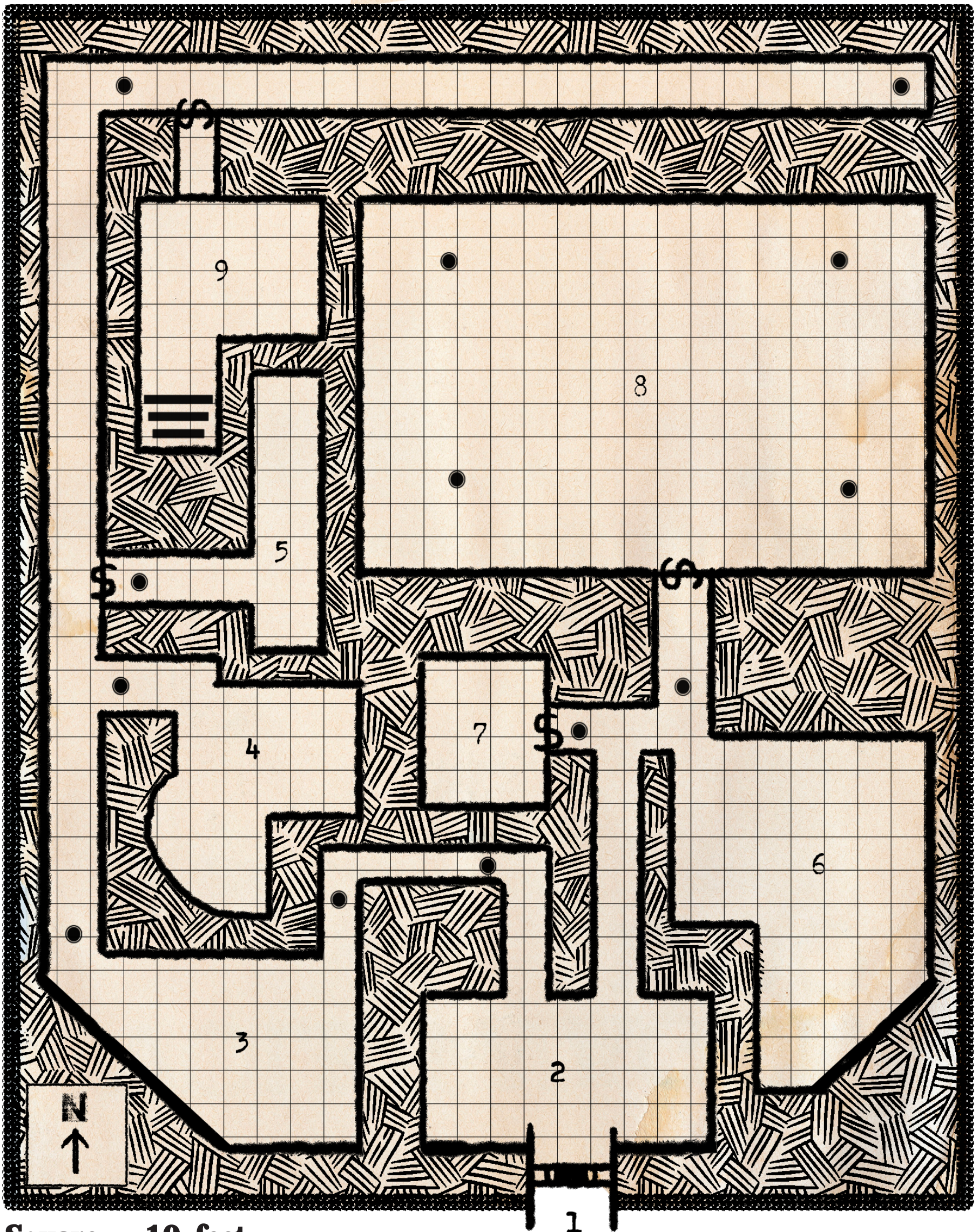




## BACKGROUND

The hot sun bathes the sands in a warm radiance, and the ruins located in here slowly deteriorate in dust blown by the wind. Below the ruins, deep in the underground is the Inverted Pyramid, one of the tombs shown at the farmer's artifact, lair of ancient horrors, protected by many traps. The whole territory above the underground Pyramid is secluded of any major presence, but can work as a great hideout for thieves and smugglers, and a great target for grave robbers, as well as adventurers looking for ancient clues of long forgotten treasures. Thieves and bandits roam around the decrepit pillars of stone, sometimes in search for treasures, but also to meet with other people looking for the fulfillment of trade agreements involving stolen good, some might even end up finding the entrance to the underground tomb itself. Be aware, for the paths in the Inverted Pyramid are filled with dangers.





**Square = 10 feet**  
**Circles = Traps**  
**S = Secret Doors**





# THE FIRST LEVEL

The first underground layer of the Pyramid can be accessed by moving the three main stone pillars in the center of the ruins closer to each other, uniting them as one single pillar, this will cause the floor around it to open showing a spiral set of stairs. This stairway will be visible for no longer than a minute, after that, the pillars will move by themselves once again to the starter position, hiding the passage to the underground. Down there, it is possible to access the surface through a lever that can be pulled in order to approach the pillars in the surface again.

It is also important to stress that every pip present on the map represents a random trap, which can be selected by rolling on the trap table specifically made for this Tomb, found at the end of this booklet.

## THE CORRIDORS

No lights from the surface can reach these ancient walls made of thick stone bricks and covered in sinister darkness. Torch holders lie on the top of both sides of every corridor, 5 meters distant from each other. These empty and long spaces connecting the chambers in the pyramid are completely taken by a sinister silence that can cause paranoid thoughts in the minds of those who are too afraid of the unknown. The floor is covered in yellowish white sand, hiding part of the pattern of the stone floor, in the shape of mandalas.

There are many different things happening inside the Pyramid while PCs arrive. Therefore, it is important to use the table below while roaming through the 1st level of the complex when a random encounter happens. Roll 1d6 every 3 turns (30 minutes) to check if a random encounter occurs, which happens in a result of 1. Then, use the table to decide what is encountered by the group of adventurers. Random encounters do not happen in the 2nd, 3rd, and 4th level of the dungeon.

It is also important to notice that walls shared by two different rooms can be destroyed in order to access one another. It is possible for PCs to notice if a wall divides two chambers through the sounds produced by knocking on said wall, for example.

## 1 - THE ENTRANCE

At the bottom of the stairway lies a closed bronze door over a dusty floor filled with sand. The bronze

2d20	TABLE OF RANDOM ENCOUNTERS
2 - 10	Group of 2d4 Raiders looking for some easy money, looking for any kind of artifact.
11 - 14	A wandering Mummy.
15 - 17	A group of 2d4 Medjays scouting the place. They are in search for tomb raiders, executing them to protect the sacred places in the region.
18 - 19	Party of 1d4+1 level 3 adventurers guided by a powerful level 5 NPC, whose class should be defined randomly. The NPC is looking for one specific artifact located in the tomb.
20	A mysterious talking cat that tells 1 random secret about the tomb before vanishing in the shadows completely and magically.

thick door is decorated with two Egyptian figures, the gods Amon and Re, crossing their staves as if they were blocking the entrance, with a small half sphere space in between the top of their staves. Still over the door, and above this holy depiction is the sentence “Give me Food and I will live, Give me water and I will die, what am I?” written in ancient Egyptian.

The sentence is a riddle, and the answer will open the bronze door. “Fire” is the answer PCs are looking for, but simply saying it out loud won’t be enough to open the door, it is necessary to set something on fire and then put it inside the half sphere space, which will open the door right away.

## 2 - WALLS OF THE KINGDOM

The forgotten chambers resting below the desert were kept in the dark for millennia, glancing the light only when groups of brave thieves dared to enter this place in search for treasures. This chamber has walls filled with drawings and hieroglyphs, all of them very colored and vivid, telling the whole story of the Greys and the Egyptians, from their first contact with each other, to the bloody war that ended their relationship. Use this chamber to let characters know exactly what have happened in this region thousands of years ago, if anyone is capable of understanding ancient Egyptian.



There are also 10 statues of normal people standing in two lines in the middle of the chamber, each statue should have a complete set of armor, but only 3 of them do, the rest was stolen by thieves and grave robbers. The 3 armor sets seem like ancient Egyptian armors, but are not made out of bronze as they should be. Instead, they are all silvery but also translucent somehow depending on the angle they are look at. Those are made of Grey technology, and are not just extra light, but also very durable, capable of endure the blows of the mightiest weapons without the risk of breaking or causing internal injuries to the ones wearing them. However, because Egyptian armors did not cover many parts of the body, treat it as a leather armor, but with a +2 bonus.

A huge map covers the whole floor of the chamber depicting every single room of this level of the pyramid, except for the secret entrances. The map is rich in details and was made with the intent to make invaders believe this is the only level of the dungeon, not being able to know about the secret doors leading to lower levels.

### 3 - ALTAR TO OSIRIS

A dark and sinister energy emanates from this room, drowned in the utter silence of the dead and the smell of dust and dried herbs. Fire lit in here glow less despite keeping the same radius of light, as if the fire was struggling against the forces of darkness to keep itself burning.

The room is stuffed with mummies of people and animals, but in a very organized way. More than a hundred corpses rest in here, covered in tatters and sacred oils for thousands of years. Even though they are all really dead and won't move, it seems that characters are being observed all the time. Whispers are not uncommon to be heard, although no mouth is saying anything. Positioned in the center, next to the North wall is a huge statue of the god Osiris, projecting from the ground to the floor, with greenish skin and details in gold, and silver. If characters are able to reach the walls, they will notice hieroglyphs explaining about each individual from that room, all of them being part of the Grey sect, acting as scribes, consorts, spies, etc. Some of those mummies end up waking up at random, result of the dark energies roaming this room. Those mummies roam around the ancient tomb for a while, and always return to rest in here again.

There is a secret mechanism at the feet of the stat-

ue of Osiris, located at its ankle. The mechanism is a small lever that can be pulled to reveal a secret pit in the middle of the room, stuffed with the personal belongings of the mummies. Most of the stuff is completely damaged by time, but there are 2d4 small gold lambs, worth 150 SP each, and 2d10 rings of silver and small gemstones, worth 35 SP each which are still intact.

### 4 - CHAMBER OF PREPARATION

A strong scent of chemical components, and herbs can be smelled next to this chamber. The place used to be used to mummify bodies, holding not just the secrets of this medical and ancient technique, but also the tools to do so. Two beds of stone are positioned next to each other in the center of the room, one plain and the other with six-inch borders, used as a bathtub to clean the bodies. Inside the small space in the West wall characters will find several shelves holding 25 scrolls made of papyrus, each one depicting a different part of the mummification process. Those are very valuable and can be sold for 25 SP each, or 45 SP each if sold for a scholar or magic user.

Close to the East wall there are three tables covered with different sets of tools of various sizes, all of them rusted and unable to be used. The shelves on the South wall are filled with small jars with caps depicting the heads of different animals. If PCs read the papyrus scrolls they will know exactly why those are used for: holding the organs of mummified bodies. Those jars, however, are empty, and can be sold for 15 SP each. There is a total of 45 jars, and they are very fragile.

The North wall is covered with hieroglyphs of Egyptian people mummifying several bodies, including the bodies of the Greys.

### 5 - THE SECRET LIBRARY

Small stone scarabs can be seen along the two walls in this corridor, each insect different from the other, except for the wall in front of this secret chamber, which has only the stain where a scarab should be positioned. The insect is the key to open a secret door revealing the hidden chamber. The lost scarab is located at the end of this section of corridors, in the extreme Northeast, right after the trap. It will fit perfectly on the stain, activating a set of gears that should open the secret door.

This hidden chamber is filled with the stories of the





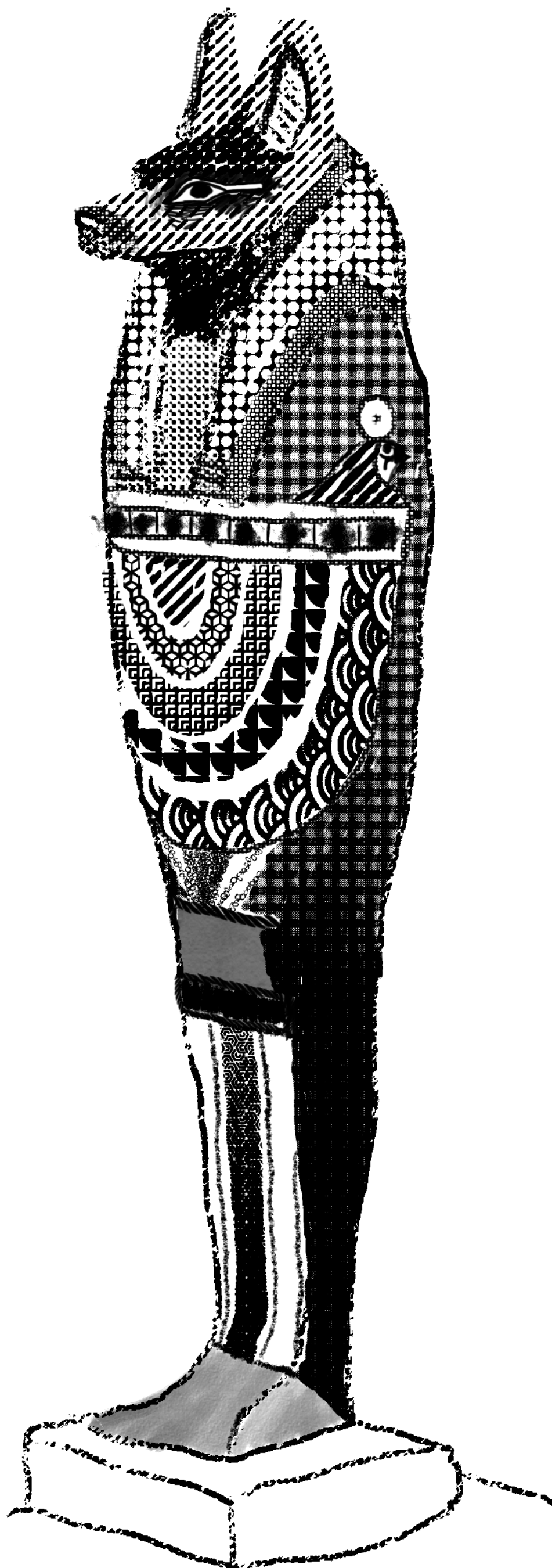
happenings of the ancient war, all of them recorded in several papyrus scrolls along the shelves within the walls. The floor is made of a very dark and shiny stone that reflects anyone entering the place. From the ceiling, small crystal stars hang from gold threads, reflecting any light source enough to illuminate this whole chamber. Each one of the 50 threads of gold worth 10 SP, and each of the 50 stars worth 25 SP.

An ornate sarcophagus lies still at the North wall, standing vertically as if the face carved over the lid was watching the room. The sarcophagus itself is an artistic masterpiece, made of two layers of thick glass and quicksilver in between, decorated with several gemstones in the shape of a person with the arms crossed over the chest. It worth 5.000 SP if not broken or damaged. Opening the sarcophagus can be done by unlocking the locks positioned on the right and left. If the lid is taken away, the mummified body of a human being will be revealed. Over the mummy's face is a funerary mask made of glass covering, and two objects gripped by the mummy's hands, a staff and a rod, all the three are magic items and their description can be found at the end of this book.

The scrolls were protected by the action of time, and therefore are not damaged, which means anyone who understands ancient Egyptian can read them to understand better what have happened during the war, with details about the other races, the alliances made, and what have happened to the Greys, just like more information about this mummy, the scribe responsible to record everything about the revolution against the Grey Lords, Ptah-menoh II, a powerful level 6 Magic-User.

## 6 - ALTAR TO ANUBIS

Each step in the direction of this room causes a weird sensation inside the character's stomach, as if they were approaching something sinister and terrifying. A whole bunch of mummies lie in this chamber, all of them mummified with weapons in their hands, and all dressed up in their armor sets. Every single one of the 30 mummies are standing next to each other with their backs to the East wall, and their heads up high looking at the huge statue of Anubis positioned in the center of the West wall. The ceiling is filled with specs of sand, tatters and broken pieces of pottery. A guide, part of the group, would explain that this process of mummification was chosen with the idea to protect the tomb from invaders or from fugitives, mummifying the best of







the warriors to protect this place.

The statue of Anubis is as big as the statue of Osiris in chamber 4, rising from the floor up to the ceiling, looking at the group of mummies. To those with sharp eyes, a small compartment can be seen within the torso of the statue. If pressed, a small door will be opened showing a pink gemstone, the size of a human fist, inside the small hole carved in the torso of the statue. This gemstone worth 800 silver pieces, and can be used to open the secret doors leading to areas 7 and 8.

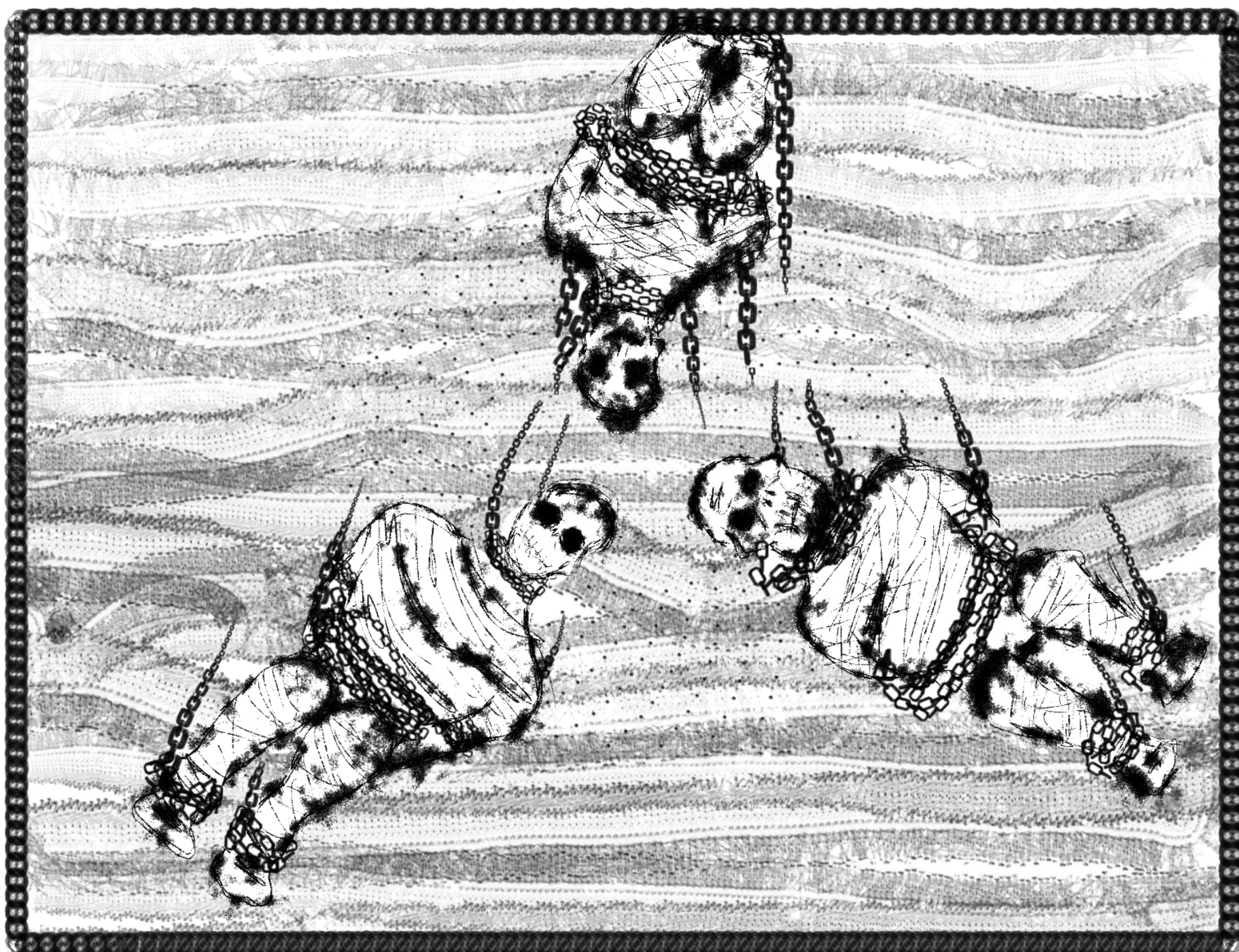
## 7 - HIGH PRIEST'S CHAMBER

The section of wall in front of this chamber has a small hole that fits the gemstone found inside the statue in area 6. By fitting the gemstone in here, the section of wall will slide to the side revealing a dark and dusty chamber.

A grotesquely carved message lies on the floor of this room saying in ancient Egyptian: "Traitors of the race will be punished". The walls are covered in black, filled with red stains shaped as human

in black, filled with red stains shaped as human hands. In the center of the chamber, hanging from the ceiling by several rusted chains, are three mummified bodies all of them hanged horizontally with their heads pointing to to each other. Necklaces on their necks would inform anyone versed in ancient Egyptian history that one of them used to be a High Priest, and the other two his scribes. The High priest necklace depicts an Ankh and worth 150 SP, the scribes necklaces are shaped as Ibis heads, and worth 50 SP each.

Removing the necklaces from their necks will wake them up, cursed and furious, they will try to murder anyone they find in their way. The mummies will seek the daylight. Once outside the pyramid, their bodies will recover and look human once again, then, they will try to find any information about their ancient Grey masters to help them out the best they can. The stat blocks for those mummies can be found at the end of this booklet. The three of them have the potential to become recurring enemies of the PCs during the campaign, it is up to the Referee to use them this way if they succeed in escaping the pyramid.







## 8 - ROOM OF TREASURES

Every single piece of treasure conquered during the Grey dynasty was recovered and put to rest in this chamber, accessible only through the gemstone found within the statue of Anubis from area 6. A vast amount of golden statues, copper coins, jewelry, furniture, gemstones, candlesticks, jars, boxes and ballots are part of this huge hoard.

But the Egyptians were no fools, and have built four traps in this room, protecting the pile of treasure from anyone trying to steal it. Roll 4 times in the trap table at the end of this book and set each of them in the place they best fit inside the chamber. The total amount of treasure worth 150.000 silver pieces.

## 10 - CHAMBER OF ACCESS

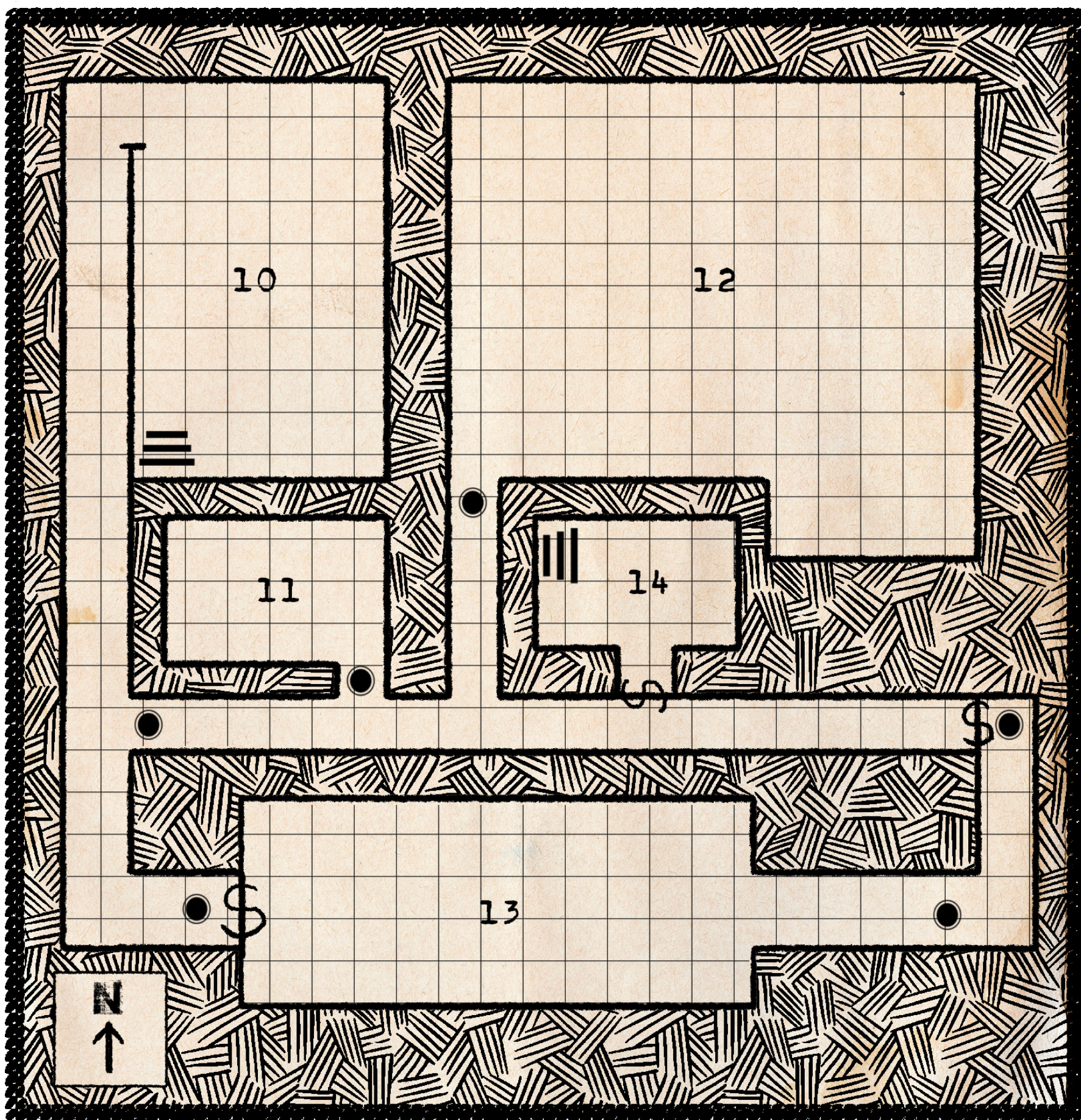
There is no key hidden in this entire complex that could be used to unlock the secret door that leads to this hidden chamber, instead, PCs must figure it out by themselves not just about how to open it, but also about how to locate this secret door. The idea of the ancient ones was to make it seem that this was the only level of this tomb, with no other lower levels. For this reason, the hoard is kept in this level

if characters are careful enough to notice such details. Water spilled over the floor in front of this door will run in the direction of the hidden chamber, and torches burning closer to the secret door will flicker, as wind blows in the direction of the hidden room. Another way to figure this out is by knocking on the wall, which will cause a sound similar to knocking over the surface of a hollow surface. There is a small rock on this wall, next to the floor, which has a color slightly different from the other ones. When this rock is pressed, the whole section will slide to the right side revealing the secret passage.

Inside the chamber, a beautiful white marble floor will reflect the light source of the group creating a bright ambiance. Inside of it, covering the walls, are several depictions of ancient gods, all of them fighting against the evil Grey Lords. A small stone arch opens the way to a stairway leading to an underground level which deepens in darkness. Sitting on an ornate chair, untouched by time, is the corpse of a man, mummified with his eyes sewed. If the group approaches, the mummy will say one sentence only before falling asleep again, unable to wake up: "Those looking for the mundane valuables shall return, but those looking for unnatural knowledge should descend."

However, there are a few ways to notice this door,





**Square = 10 feet**  
**Circles = Traps**  
**S = Secret Doors**





## THE SECOND LEVEL

From here on there will be no place over walls to hold torches, just as no random encounter. This level was never accessed before since the pyramid was built and the Grey Lords buried.

### 10 - REST FOR THE HEROES

A chamber reserved for the glorious heroes of the ancient war, sacred warriors who dared to face the armies commanded by the Grey Lords, icons responsible for a revolution and for the conquest of the power once again, energized by the souls of the gods, each one a human avatar of the Egyptian sacred deities. This room has the bodies of the 7 people responsible for the victory of humans against the tyrannical aliens, each blessed by a different god, each god depicted in details on the 7 sarcophagus.

The whole room smells like flowers and frankincense, coming from the walls where a small space was built within the wall. The flowerbed that covers the four walls are filled with water and lotus flowers, which still blossoms til this day. The seven sarcophagus are aligned one next to the other forming 2 lines in the center of the room, with the 7th being at the end of the line in the space between both lines. The details on each sarcophagus resemble ancient gods, relating their traits to the deeds of the ones sleeping inside of it. Those funerary boxes are not locked, and they have small sentences in ancient Egyptian explaining the relation of that person with the god depicted outside of the sarcophagus cover. Over the floor there is a gigantic message in ancient Egyptian saying "Those who protect are not really in the final rest".

However, if any of them have their cover taken away, the mummy inside will wake and fight any trespasser until they die or the mummy itself is put down for good, unless someone is able to speak the ancient language. However, anyone trying to reach the final level of the inverted pyramid will be stopped somehow. Below you can find the texts about each one of the seven heroes, located on the top of each sarcophagus, as well as their names and the god depicted over their sarcophagus. Their stat blocks can be found at the end of this booklet.

The water found in this chamber has healing properties, and will cure 2d6 hit points of anyone drinking from it. However, drinking a second time in

the same day will not have any effects, and drinking a third, fourth, fifth and so on will cause 1d6 points of damage.

#### 1. Annipe – Isis

"The protector of the people, the one who have saved many by hiding them".

#### 2. Asenath – Sekhmet

"The one who killed more than a hundred, the destroyer of tyrants and drinker of blood".

#### 3. Chione – Bastet

"The greater of spies, the deceitful one".

#### 4. Farida – Meretseger

"The mother of poisons, the greater poisoner".

#### 5. Gamal – Set

"The cruel and mighty destroyer".

#### 6. Jabari – Horus

"The greatest of the leaders, and the smartest of the strategists".

#### 7. Lukman – Osiris

"Summoner of the dead, commander of the night army".

### 11 - THE FORBIDDEN LAB

The smell of chemical components and synthetic stuff can be smelled from the corridor while the group approaches this room, but while inside of it, it stops being just a smell, and becomes a whole atmosphere of exotic scents. Walls are covered by drawings in paints never found in any other temple or tomb throughout the Egypt, exquisite sets of metallic inks in several colors, always bright when light sources are brought near them. The drawings depict Greys doing several kinds of experiments, from the creation of different liquids, sending their thoughts to the insides of metallic cubes, and human experimentation, to the creation of whole new weird organisms.

There are shelves all over the walls, most of them covered by glass flasks filled with weird liquids, but there are also strange tools made out of steel such as scalpels, scissors, hooks, scrappers and many others. Hanging from the ceiling there are more than 10 metallic cubes with electronic circuits all over it. Below you will find a table of color and effect for each of the 85 flasks found in here. The cubes,



however, can only be figured it out by PCs if they find the scrolls hidden below the floor in here. This secret compartment can be found by knocking over the floor or by stepping harder over it. The hole is positioned in the center of this room, and has 20 papyrus scrolls with details about the inventions and habits of the Greys, such as explanations about each kind of potion, how to have access to the information inside the cubes, and what kind of information may be found inside of them, and also details about the creatures found in area 13.

To access the cubes, one must connect it through a cable to their own head. This cable can be found inside any of the spaceships in area 12. The connection allows one's mind to have direct access to the information inside the cube, listed on the table below. The cubes can be sold for 150 SP each, unknown potions can be sold for 50 SP each, but if the owner of the potion or the cubes knows exactly what it does or what information is within it, prices may vary a lot.

## 12 - SKY STABLE

Twelve metallic horses used by the Grey Lords to come to our planet lie in this gigantic chamber. The whole place has no paintings or drawings over the walls, and even the floors and ceilings were kept simplistic and raw. But the same cannot be said about the huge spaceships positioned one next to the other, still and untouched by the action of time. Details about them can be found at the end of this booklet in the magic item list.

## 13 - FORGOTTEN ABERRATIONS

Every path to this chamber has been sealed for a reason, both ways are secret and could only be opened if PCs are able to find the button under the floor positioned in front of each secret door under a fake piece of stone, which would slide part of the wall to the side revealing a passage.

The chamber smells like a mixture of human blood and freshly picked berries, a smell that increases every step further in the direction of this dark room. Torches and lanterns would reveal walls covered in drawings depicting Greys creating synthetic organisms by mixing their genes with humans, sometimes depicted as if done in a scientific way and sometimes in a natural way, breeding themselves with humans. Ancient Egyptian can be also read over the walls explaining the Grey's purpose to create a new species to populate these lands, a species that

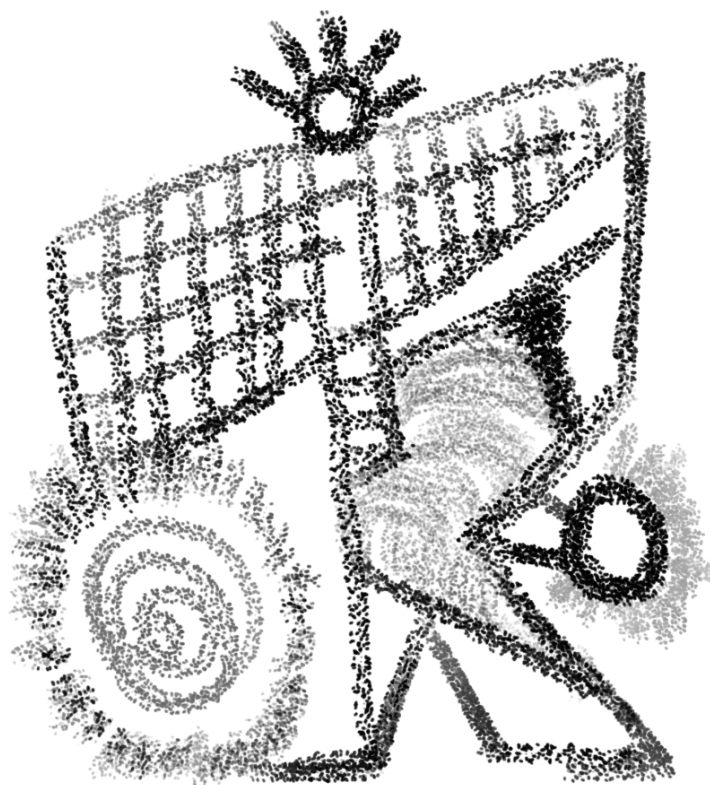
would serve them obediently, named by them as "Nephilims".

In the center of the chamber, 8 huge glass tanks rise from the floor to the ceiling, connected to thick bases of gold. Those tanks are filled with a stained liquid where the bodies of 8 different monstrous living beings float. The creatures are terrifying monsters with humanoid traits mixed with Grey traits. By analyzing the thick gold rings around the base of each tank, one can notice they are very valuable, with the possibility of being sold for up to 600 silver pieces each. However, any of the Nephilims whose tank get broken will wake up and mindlessly attack anyone present in the room. A combat inside this chamber is likely to end up breaking more glass tanks. To remove the gold base, 3 Dexterity checks are needed, and if any of them fail, the tank is broken.

The Nephilim stat blocks can be found at the end of this booklet, and right below you will find the Special Ability Table that can be used to select the individual special ability for each of the Nephilims.

## 14 - CHAMBER OF ACCESS II

This room has the exactly same details as the room 9 and its entrance can be found in the exact same way, but it possess a different mummified body, this one holding a torch. If this torch is lit, the stone arch presents itself in here, with a strong stone door. This door leads to a set of stairs which goes all the way to the next level of the Tomb. The mummy will also say the following sentence before falling asleep again without the possibility to be waken: "Those looking for the mysteries of the ancient ones must be satisfied and shall return, but those looking to face their ultimate destiny must go on".







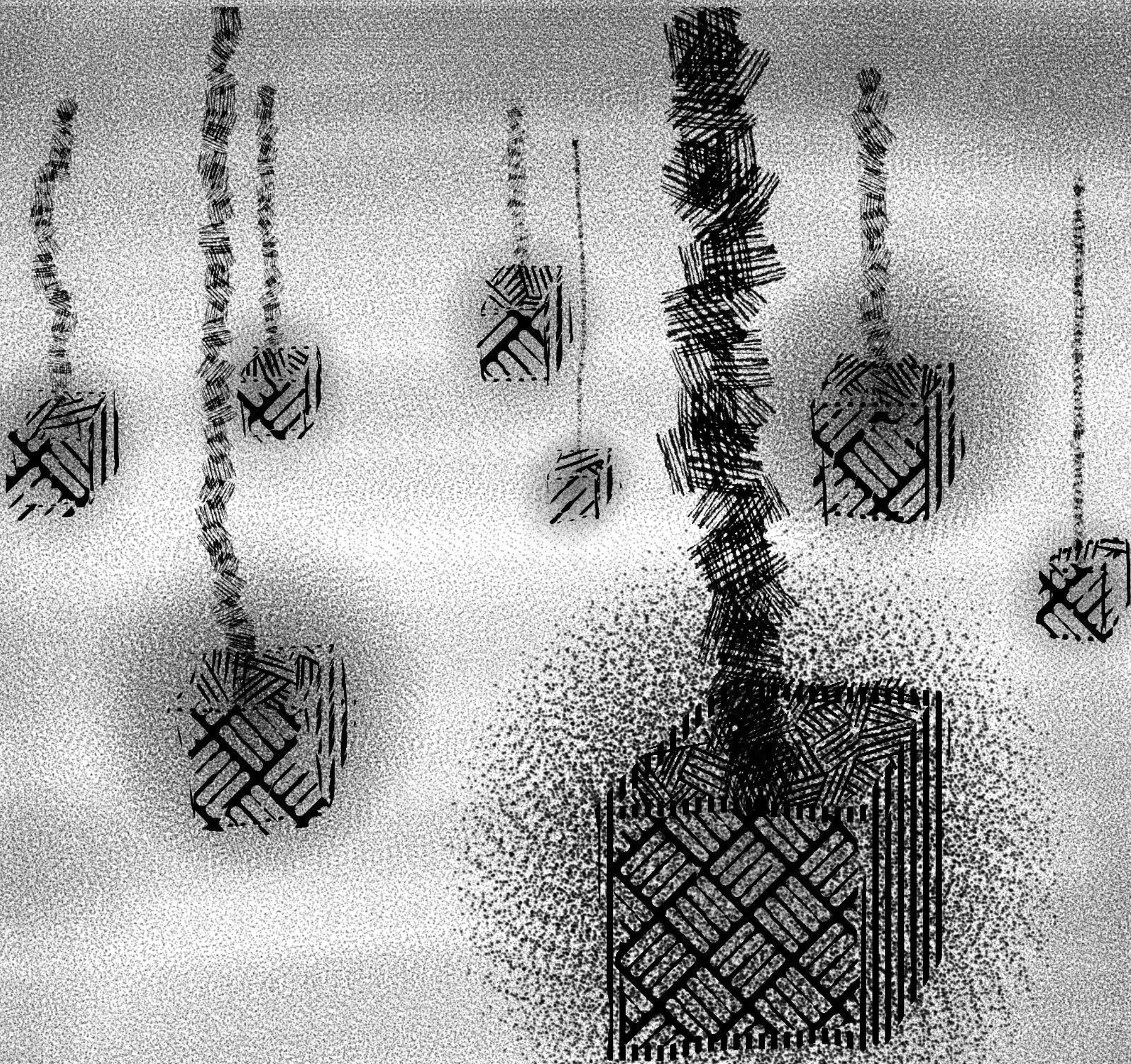
1d20	TABLE OF STRANGE LIQUIDS
1	Purple – Drinker’s skin becomes a thick crystal for 1 hour, increasing the character’s natural AC by +3 points.
2	Neon Green – Every damage done by fire actually heals the character. This lasts for 1d4 hours.
3	Black – The character suddenly loses the ability to speak or write for 1d12 hours, mumbling and scribbling senseless things.
4	Navy Blue – Permanently loses a random sense, which can only be restored by drinking the Golden liquid from this list. (Roll 1d4: 1. Sight, 2. Hearing, 3. Taste, 4. Smell).
5	Baby Blue – The character’s blood has the same effect as acid for others, causing 1d4 points of damage if touched. This can only be neutralized by drinking the Golden liquid from this list.
6	Pink – The hair of the character’s whole body changes its color randomly every day for a whole year. The changes vary from the colors present in this list, and if the character drinks a liquid the same color as the hair in that day, no effects will be felt.
7	Red – The character’s blood is self conscious for a whole day. This means it can avoid spilling out if the character is wounded, causing only half of the damage.
8	Electric Pink – The character is able to read a person’s thoughts by touching their bare hand over the target’s body. This lasts for 2d6 turns.
9	Yellow – An enormous amount of bile starts being produced, causing vomit every five minutes for 1d6 hours. After the first hour, the character receives 1d4 points of damage per hour until the vomits stop.
10	Orange – The character sweats orange juice, which can be used to heal 1d4 points if drank once by another character.
11	White – A whole Experience Level is drained and converted into tears. If those are captured and drank by other character, this one will receive half of the experience points needed to achieve a new level.
12	Translucent – The character’s skin becomes impossible to be pierced or slashed, this effect lasts for 1d6 days. This does not affect the soft tissues of the character.
13	Iridescent – The character becomes invisible. This can only be reversed by drinking the Golden liquid.
14	Beige – The character exudes a sweet aroma attracting insects from nearby locations to their direction. Lasts for 1d4 hours, and if those insects are not taken care of, they can become a dangerous swarm.
15	Brown – A random and very infectious disease infects the character’s body, (Roll 1d4: 1. Small-pox, 2. Tuberculosis, 3. Rabies, 4. Ebola).
16	Gray – 1d6 points of a random ability score is drained and converted into pee. If the pee is drank, the drinker adds half of the amount loss into their own ability score.
17	Golden – Neutralizes the effects of any liquid from this list if the whole flask is drank.
18	Crimson – The character’s body become so fragile that they now receive double damage from normal attacks.
19	Green – Lumps grow all over the character’s skin and bones, causing a terrifying deformity. The character will then have only half of their normal speed and half of their normal dexterity. If the character drinks more from this liquid, they will die as their body become a shapeless mass of lumps.
20	Electric Green – The character can produce bio luminescence on a chosen body member. The effect lasts for 2d4 days, and can be controlled by the character, stopping it or glowing it at will during the period of time.



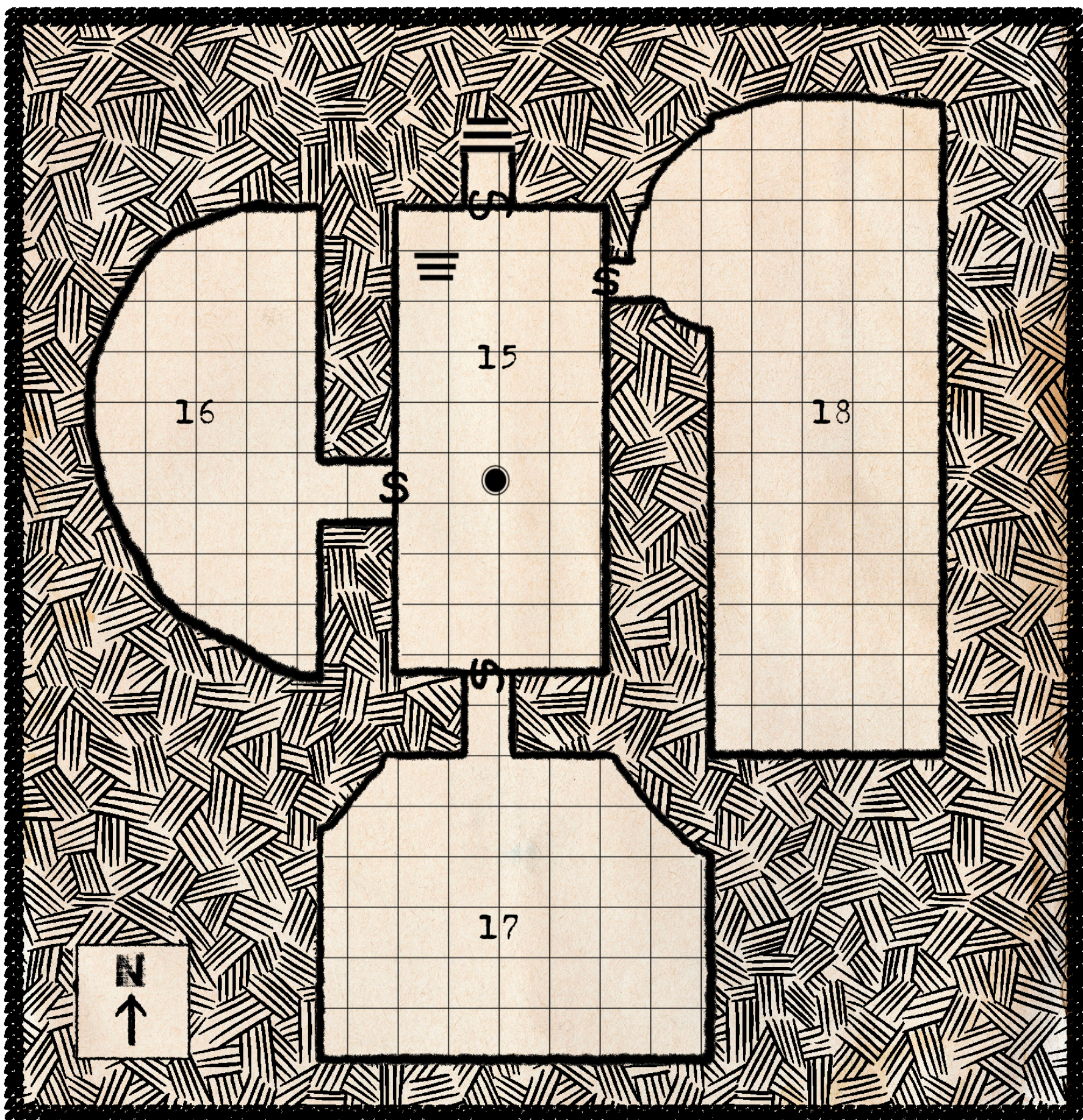
1d10	METALLIC CUBE INFORMATION
1	Details about the journey to Earth, how to travel through space and how to build a spaceship.
2	Blueprints of weapons which uses photon particles as ammo, which can be used to attack from far way.
3	A catalog of different species of intelligent beings from this galaxy depicting details about each one of them, but not information on social structures or personal interests. This list holds the species presented on the Lore Booklet.
4	A plan of global dominance showing specific points in our planet where head quarters should be built.
5	A list of recipes for the creation of several different kinds of chemical components with different effects (presented on the table above).
6	Instructions on the creation of synthetic organisms (some of them are in area 13.
7	Information on the creation of powerful pieces of protection known as armor sets, and the creation of powerful weapons used to inflict severe slashing and piercing damage.
8	Details on the creation of sources of electric energy using water and wind, as well as blueprints for buildings them.
9	Information about smelting metals such as bronze, iron and how to create steel.
10	Information on the exact location of other Grey head quarters nearby, pointing to ancient Sumeria and Nepal.

1d10	NEPHILIM'S ABILITY
1	Ability to move objects with their minds at will. Can be used to attack targets causing one d8 damage per 20 pounds in weight, but can only move one object or body at a time. The Thing being moved can have up to 200 pounds in weight.
2	Can change the weather around itself drastically, causing 1d4 points of damage to everything around it by making the weather either too cold or too hot. Must concentrate in order to use this ability.
3	Invulnerable to any physical attacks, receives 2d8 points of damage per round by drowning or asphyxiation.
4	Can mentally control up to 2 characters, while still able to act. Looses control over targets if unable to breath. Targets must fail a Spell Saving Throw to be controlled by it.
5	Becomes invisible at will.
6	Vomits acid which causes 2d6 points of damage and dissolves armor, weapons and equipment. Can vomit up to 4 times per encounter.
7	Can heal itself by 1d8 at will as an action.
8	Can change its shape at will and attach to walls and ceilings.
9	Can mimic the exact same effects of a spell which has been cast against it.
10	Transform anything and anyone touched by it in glass.













## THE THIRD LEVEL

From here on there will be no place over walls to hold torches, just as no random encounter. This level was never accessed before since the pyramid was built and the Grey Lords buried.

### 15 - ROOM OF THE JUDGMENT

A huge and empty rectangular chamber with its walls covered in metallic paint that glows like neon lights, very lively to the reflex of light sources. Those wall paintings depict the judgment of the Grey Lords after the war and their punishment, being mummified after executed. In the center of the room lies a scale over a black and glossy sphere, which seem to be filled with some kind of liquid.

The liquid inside the sphere would take the shape of words in ancient Egyptian forming a riddle if anyone approaches the sphere and the scale. By putting the answer over the scale, the group will gain access to the chamber 16, while the door to it will show itself opened. A new riddle will then show up over the surface of the sphere, and if this is again answered by laying the answer over the other side of the scale, the secret door to room 17 will be opened. Finally, a third riddle will appear, and if answered correctly by laying the answer over the third side of the scale, the secret door to chamber 18 will be opened.

When the three doors are opened, a fourth door will also open, one located at the North of the room, showing a stairway leading to another level underground. Below you will find the three riddles and their answers.

#### 1st

**Question:** If you cough I run, if it's runny I fall, what am I?

**Answer:** Phlegm.

#### 2nd

**Question:** Liquid like water, pungent like iron, without me you can't survive, what am I?

**Answer:** Blood.

#### 3rd

**Question:** Even with no food inside I still can reach out through the mouth, what am I?

**Answer:** Bile.

### 16 - ROOM OF THE DEVOURER

A weird smell of damp swamp comes from this chamber, even though it seems completely dry at first sight. The walls inside of it are covered in hundreds of pieces of papyrus filled with sacred symbols, all of them covering every single inch of wall. In the center of the chamber, expecting the first victim to enter is a huge monster, so bizarre and macabre that any heart will start racing as soon as the characters' eyes meet the gaze of the monster.

The creature seems to be a hybrid of different animals, back legs and flank being from a hippopotamus, front legs and torso from a lion, and the head of an African crocodile. The monster would ruthlessly attack anyone who enters this room, following them outside if they try to escape. This beast is atrocious, just like it Hit Points, which are added up to an extra bonus of 100 HP thanks to the seals fixed over the walls of the chamber. Each one of the pieces of papyrus worth a total of 1 extra HP to the creature's total, so the best way to kill it is by burning or destroying those pieces of scroll as quick as possible, and then finally finishing the creature by attacking it directly. Every time an attack hits the monster, the glyph in each piece of papyrus will glow. The stat block for the creature can be found at the end of this booklet.

### 17 - ROOM OF THE AUTOMATON

A strong smell of ozone comes from this room, just like several colored blinking lights and weird electronic noises. Marching outside the room comes a weird humanoid being whose body seem to be covered by a metallic layer with several small light sources of different colors blinking like crazy, depicting the perfect mix of ancient Egyptian culture with retro futuristic traits. Although the creature speaks in ancient Egyptian, its lips do not move. Twenty five thick cables are connected to the back of the monster who carries two swords and a mean look at its immovable face.

The creature is an automaton, a kind of robot carrying the brain of an ancient warrior, but so deteriorated by the software used in its creation that it got completely taken over by the artificial defensive system. This system makes the creature attack anything seen by its sensors. The automaton is a really tough enemy to be faced in direct combat, however, if someone cuts all the cables feeding the monster, it will simply stop working. Those cables have 50 meters, and are all connected to the walls of room 17 that looks like huge circuit boards. Des-





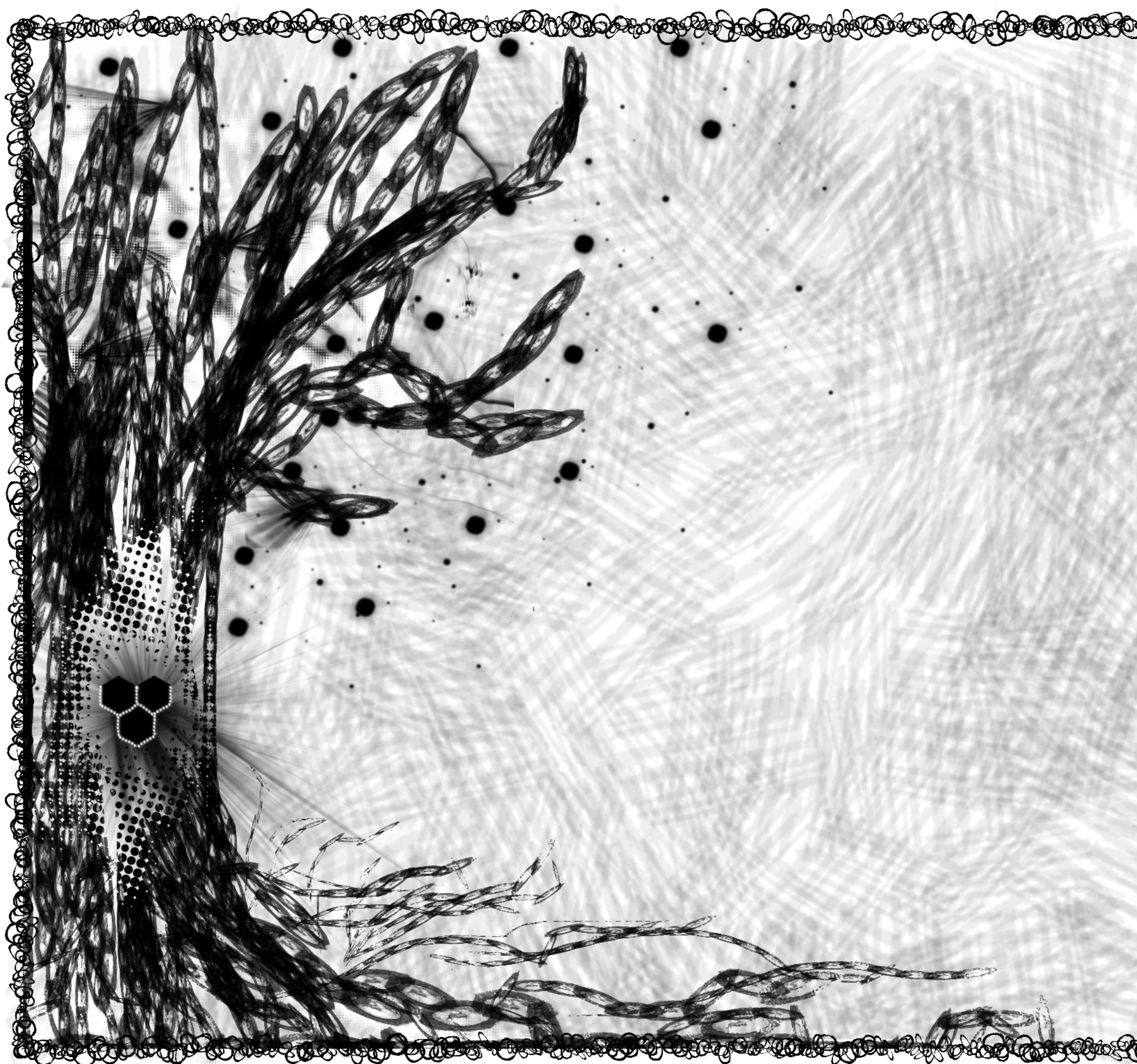
destroying the circuit boards would also make the automaton stop working. If defeated, the automaton can be taken and sold as treasure for a huge amount of money, up to 9.000 silver pieces. The stat block for the creature can be found at the end of this booklet.

## 18 - ROOM OF THE CREEPER

A delicious smell of fresh flowers comes from this dark room. But the room is not really taken by darkness, its center glows a numb yellow light co-

ming from a thick tree full of branches. The tree's roots spread all over the room sticking to the walls, and all over the floor, causing characters to walk the equivalent of only half of their movement inside the room. The tree's trunk throbs rhythmically as heart beats, and from the top of the tree, in the middle of the branches, a pair of yellowish eyes gaze upon the characters.

This is the lair of the Creeper, a beast with the body of a huge leopard, but elongated as a serpent, cre-



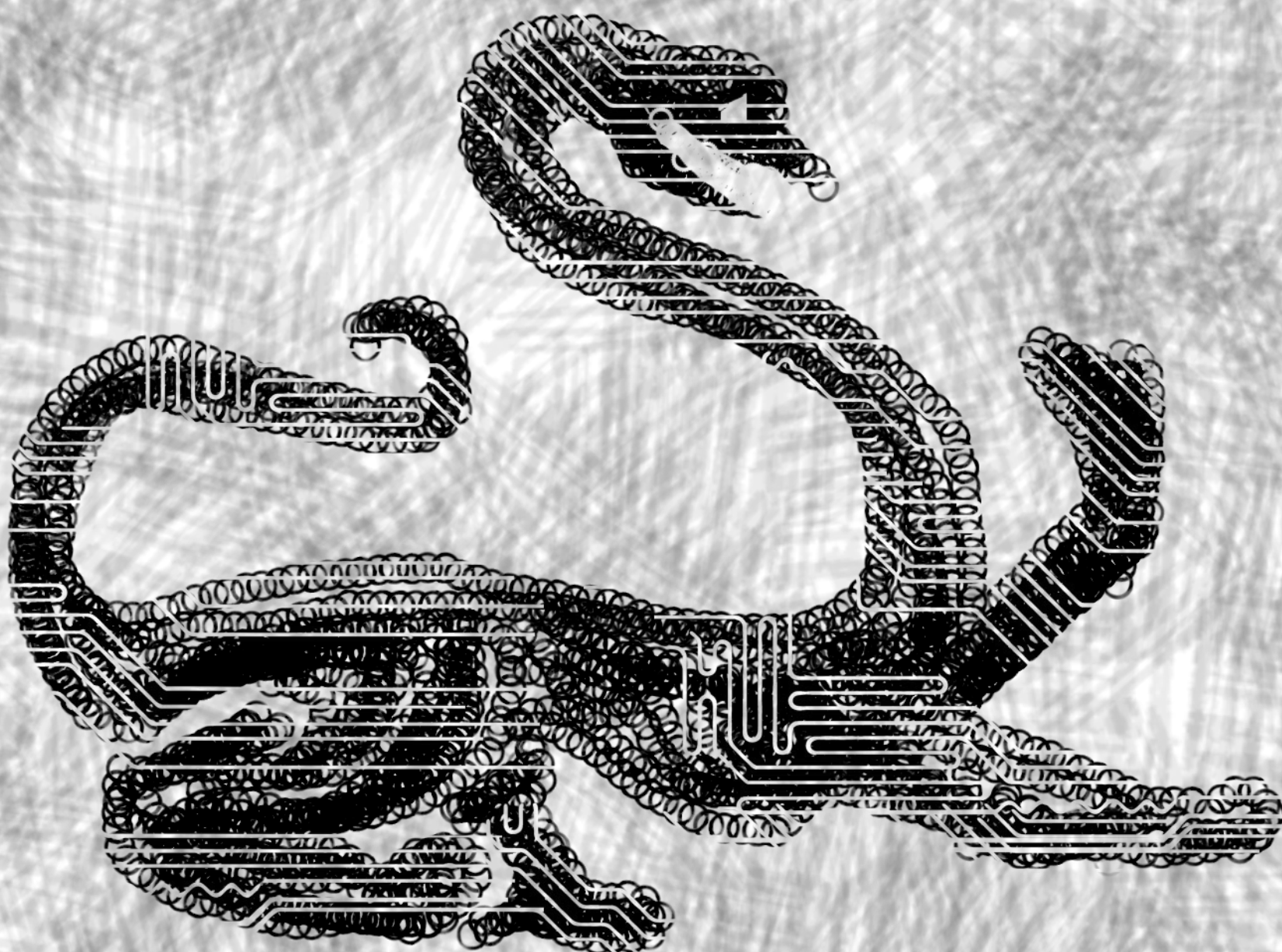




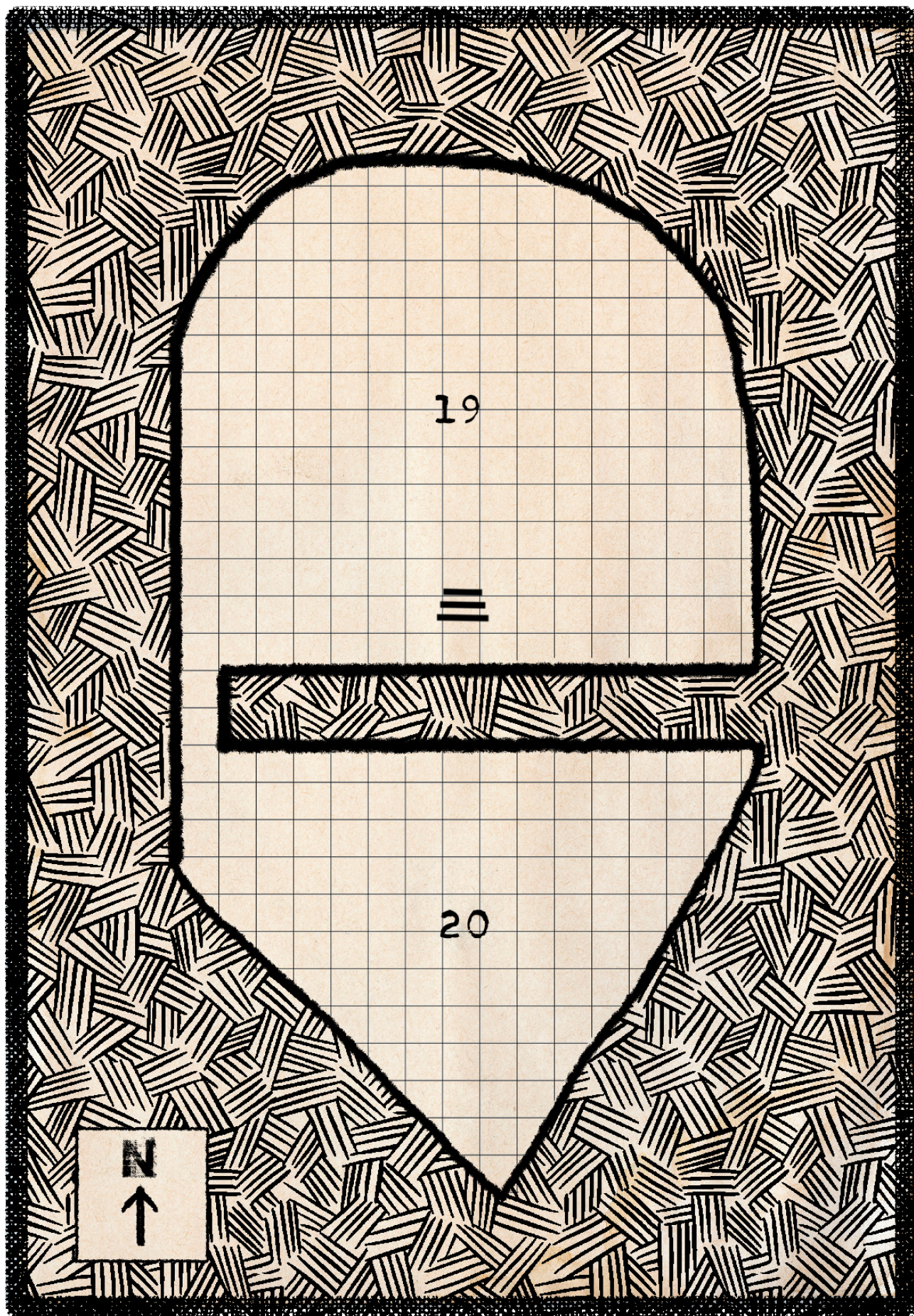
eping through the branches attacking anyone who dares entering this room. The Creeper will not get too far away from the tree, once it should protect it from any danger. The beast can be defeated in two different ways: physical combat, or by stealing the black heart located inside the tree's trunk. By doing so, the character gets in control of the monster, who must obey the orders of its new master. The heart can be taken if a PC successfully attacks the trunk

of the tree, which has an AC of 18, breaking the bark showing the hear inside of it.

The Creeper prefers to face one target at time, grabbing the weaker one and taking them up to the tree where it will try to slash and eat its victim. The monsters is faster than anything characters have seen previously, moving in a slender way through the branches and walls of this room.











## THE FOURTH LEVEL

This is the final level of the inverted pyramid, and the lowest of them all. Here lies the final secrets about the ancient Grey Lords.

### 19 - THE WATCH OF THE GODS

No scent comes from this colorless chamber made of raw bricks of basalt, only a fragile taste of angst that takes over the tongues of the characters. The North wall is round with 9 human-sized statues sitting over stone thrones close to it. Each statue depicts one of the following ancient Egyptian gods and goddesses from West to East: Osiris, Set, Hathor, Bast, Isis, Horus, Tot, Anubis, Sekhmet.

The statues are painted and seem very vivid when looked at close range, but they do not move, except if the Sarcophagus of the Grey Lords in chamber 20 is opened. If that happens, the statues will stand up, showing a small compartment on their backs, each of them holding an ancient object protected by a needle trap. Below you will find details on how each trap works and about the different objects that can be found inside each statue. Every needle trap carries a deadly poison, and if a character is hit by the needle, a Saving Throw vs Poison is needed in order to survive.

The ancient objects found inside the statues are the Grey Weapons which are needed by the Greys to get their power back. This is the ultimate goal for the ones invading this dungeon guided by the alien living inside the body of a poor human (more details about it can be found at the **Lore Booklet**).

#### Sekhmet

**Object:** Lion Charm

**Trap:** The needle is projected from the outside part of the compartment lid, through a small hole, aiming for the character's torso. It is activated if the lid is opened too fast, by an internal mechanism. Opening it slowly would project the needle slower.

#### Anubis

**Object:** Ancient Lamp

**Trap:** An internal mechanism is activated when the lid of the compartment is opened, shooting a needle from the wall on the back of the character. Roll an attack vs the character's AC before Saving Throw.

#### Tot

**Object:** True Ankh

**Trap:** When the lid is completely opened, 5 needles will fall over the target from the ceiling. Roll 5 different attack rolls before rolling the Saving Throw.

#### Horus

**Object:** Kopesh of Vengeance

**Trap:** When the lid is completely opened, a needle is shot from the back of the statue's head in the direction of the PC's left eye. Roll an attack roll with a +3 bonus before the Saving Throw.

#### Isis

**Object:** Purple Scarab

**Trap:** While opening the lid, two needles will be projected from holes in the internal part of the edge of the lid, hitting the character's hands when the lid is completely opened.

#### Bast

**Object:** Feline Sandals

**Trap:** When the lid is completely opened, a needle is projected in the direction of the character's belly through a hole in the internal edge of the lid. Roll an attack roll before the saving throw.

#### Hathor

**Object:** Rattle of the Gods

**Trap:** When the lid is completely opened, a mechanism connected to the walls will shoot 2 needles in the direction of the sides of the character's head. Roll 2 attack rolls before the Saving Throw.

#### Set

**Object:** Spear of Chaos

**Trap:** A small pressure plate above the Spear is activated when the spear is taken away, shooting 3 needles from the back part of the compartment. Roll 3 attack rolls before the Saving Throw.

#### Osiris

**Object:** Armor of the Defeated

**Trap:** When the lid is completely opened, 2 needles will be projected from the floor in the direction of the character's feet. Roll 2 attack rolls before the Saving Throw.

### 20 - GREY LORD'S FINAL REST

A fading light can be seen coming from this room through the corridor connecting it to chamber 19. The light comes from a fire on the crown positioned over the top of Ra's head. The huge statue of the god is located at the North wall, holding a huge spear pointed to a lead box on the center of the room.

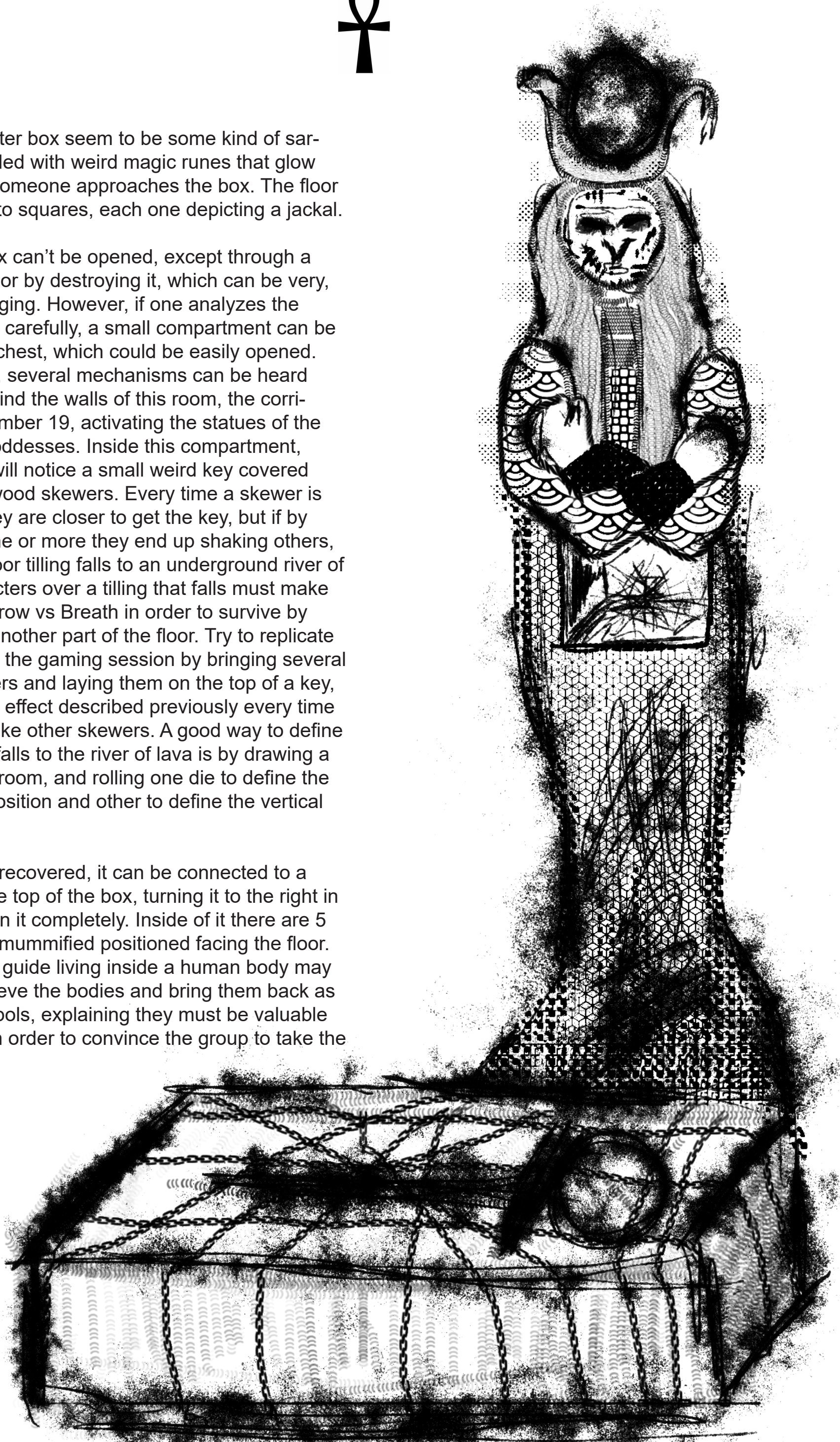




The 4×2 meter box seem to be some kind of sarcophagus filled with weird magic runes that glow every time someone approaches the box. The floor is divided into squares, each one depicting a jackal.

The lead box can't be opened, except through a specific key or by destroying it, which can be very, very challenging. However, if one analyzes the statue of Ra carefully, a small compartment can be found at its chest, which could be easily opened. By doing so, several mechanisms can be heard working behind the walls of this room, the corridor and chamber 19, activating the statues of the gods and goddesses. Inside this compartment, characters will notice a small weird key covered by several wood skewers. Every time a skewer is removed they are closer to get the key, but if by removing one or more they end up shaking others, a random floor tiling falls to an underground river of lava. Characters over a tiling that falls must make a Saving Throw vs Breath in order to survive by jumping to another part of the floor. Try to replicate this game in the gaming session by bringing several wood skewers and laying them on the top of a key, applying the effect described previously every time a player shake other skewers. A good way to define which tiling falls to the river of lava is by drawing a 6×6 square room, and rolling one die to define the horizontal position and other to define the vertical position.

If the key is recovered, it can be connected to a hole over the top of the box, turning it to the right in order to open it completely. Inside of it there are 5 Grey aliens mummified positioned facing the floor. The group's guide living inside a human body may want to retrieve the bodies and bring them back as sacred symbols, explaining they must be valuable somehow, in order to convince the group to take the mummies.







## NPCs AND FOES

Below you will find a list of stat blocks for every NPC and enemy found throughout this adventure. Those are divided by rooms or tables.

### RANDOM ENCOUNTER TABLE

#### Raider

**AC** 7[12], **HD** 2 (6hp), **Atk** 1 x weapon (1d6 or the damage of the weapon), **THACO** 18 [+1], **MV** 90' (30'), **ST** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 15, **NA** 0 (0), **TT** None.

**AC** 12, **HD** 2, **HP** 6, **ML** 8, **MV** 30'.  
**Atk** 1x sword (1d6).

#### Mummy

Undead wrapped in rags and tatters with difficulties to walk and a nasty smell.

**AC** 7[12], **HD** 2+1\* (9hp), **Atk** 1 x bite (1d4 + infection) or 1x blows (1d6 each or the weapon damage), **THACO** 18 [+1], **MV** 90' (30'), **ST** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 15, **NA** 2 (2), **TT** None.

- **Infection:** People who got bitten by this creature must Save vs Poison in order to avoid being infected by the Undead Fever, a disease that kills the target within 1d6+1 days transforming them into an undead monster.

- **Undead:** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**AC** 7, **HD** 2, **HP** 9, **ML** 8, **MV** 30'.  
**Atk** 1x mordida (1d4+infection), or 1x sword (1d6).

#### Medjay

Member of a secret society which sworn to protect sacred sites against trespassers.

**AC** 5[14], **HD** 4 (14hp), **Atk** 1x sword (1d8), or 1x bow (1d6) **THACO** 15 [+4], **MV** 90' (30'), **ST** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Lawful, **XP** 50, **NA** 0 (0), **TT** None.

**AC** 14, **HD** 4, **HP** 14, **ML** 10, **MV** 30'.  
**Atk** 1x sword (1d8), or 1x bow (1d6).

### AREA 7

#### High Priest Mummy

A tall undead wrapped in rags and tatters with deep

black eyes and a terrifying mouth.

**AC** 4[15], **HD** 6+1\*\* (28hp), **Atk** 1 x bite (1d4 + infection), 1 x gaze (fear), or 2x blows (1d6 each or the weapon damage), **THACO** 17 [+2], **MV** 90' (30'), **ST** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Chaotic, **XP** 950, **NA** 1 (1), **TT** None.

- **Infection:** People who got bitten by this creature must Save vs Poison in order to avoid being infected by the Undead Fever, a disease that kills the target within 1d6+1 days transforming them into an undead monster.

- **Fear:** People who got gazed by this creature must Save vs Spells to avoid being enchanted into a terrifying fear, losing the next round, unable to act.

- **Undead:** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**AC** 15, **HD** 6, **HP** 28, **ML** 10, **MV** 30'.

**Atk** 1x mordida (1d4+infection), 1x gaze (fear), or 2x sword (2d6).

#### Scribe Mummy

Small think individuals who obey their master High Priest over anything else.

**AC** 7[12], **HD** 2+1\* (9hp), **Atk** 1 x bite (1d4 + infection) or 1x blows (1d6 each or the weapon damage), **THACO** 18 [+1], **MV** 90' (30'), **ST** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 15, **NA** 2 (2), **TT** None.

- **Infection:** People who got bitten by this creature must Save vs Poison in order to avoid being infected by the Undead Fever, a disease that kills the target within 1d6+1 days transforming them into an undead monster.

- **Undead:** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**AC** 12, **HD** 2, **HP** 9, **ML** 8, **MV** 30'.

**Atk** 1x mordida (1d4+infection), or 1x sword (1d6).

### AREA 7

#### Annipe – Isis

“The protector of the people, the one who have saved many by hiding them”. A powerful Cleric.

**AC** 6[13], **HD** 5\*\* (20hp), **Atk** 1 x staff (1d6), or 1x spell, **THACO** 18 [+1], **MV** 90' (30'), **ST** D9 W10 P12 B14 S12 (Level 5 Cleric), **ML** 10, **AL** Lawful, **XP** 1.750, **NA** 0 (0), **TT** None.



- **Undead:** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

- **Spell:** Has access to random cleric spells as a 5th level Cleric.

**AC 13, HD 5, HP 20, ML 10, MV 30'.**

**Atk** 1x staff (1d6), or 1x spell.

### Asenath - Sekhmet

“The one who killed more than a hundred, the destroyer of tyrants and drinker of blood”. A powerful Fighter.

**AC** 5[14], **HD** 5\*\* (28hp), **Atk** 2 x sword (1d8 each), or 2x claws (1d4 each), **THACO** 15 [+4], **MV** 120' (40'), **ST** D10 W11 P12 B13 S14 (Level 5 Fighter), **ML** 11, **AL** Neutral, **XP** 1.250, **NA** 0 (0), **TT** None.

- **Undead:** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**AC 14, HD 5, HP 28, ML 11, MV 40'.**

**Atk** 2x sword (2d8), or 2x claws (2d4).

### Chione – Bastet

“The greater of spies, the deceitful of Greys”. A powerful Thief/Specialist.

**AC** 6[13], **HD** 5\*\* (17hp), **Atk** 1x whip (1d4+1 + wrap), or 2x daggers (1d4 each), **THACO** 17 [+1], **MV** 90' (30'), **JP** D12 W13 P11 B14 S13 (Level 5 Thief), **ML** 8, **AL** Neutral, **XP** 850, **NA** 0 (0), **TT** None.

- **Undead:** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

- **Wrap:** Can lock the target in such a way that it can't act, except for walking, until unlocked either by the help of an ally or by being released from the wrap.

**AC 13, HD 5, HP 17, ML 8, MV 40'.**

**Atk** 1x whip (1d4+1+wrap), or 2x daggers (2d4).

### Farida – Meretseger

“The mother of poisons, the greater poisoner of Greys”. A powerful Thief/Specialist.

**AC** 6[13], **HD** 5\*\* (15hp), **Atk** 1x dagger (1d4 + poison), or 1x dart (poison), **THACO** 17 [+1], **MV** 90' (30'), **JP** D12 W13 P11 B14 S13 (Level 5 Thief), **ML** 9, **AL** Chaotic, **XP** 1.850, **NA** 0 (0), **TT** None.

- **Undead:** Makes no noise, until they attack.

Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

- **Poison:** Save vs Poison or die.

**AC 13, HD 5, HP 15, ML 9, MV 30'.**

**Atk** 1x dagger (1d4+poison), or 1x dart (poison).

### Gamal – Set

“The cruel and mighty destroyer”. A powerful Fighter.

**AC** 5[14], **HD** 5\*\* (31hp), **Atk** 1 x spear (1d8), 1x dagger (1d4), **THACO** 15 [+4], **MV** 90' (30'), **JP** D10 W11 P12 B13 S14 (Level 5 Fighter), **ML** 10, **AL** Chaotic, **XP** 1.200, **NA** 0 (0), **TT** None.

- **Undead:** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**AC 14, HD 5, HP 31, ML 10, MV 30'.**

**Atk** 1x spear (1d8), 1x dagger (1d4).

### Jabari – Horus

“The greatest of the leaders, and the smartest of the strategists”. A powerful Fighter.

**AC** 4[15], **HD** 5\*\* (25hp), **Atk** 2 x sword (1d6 each), **THACO** 14 [+5], **MV** 90' (30'), **JP** D10 W11 P12 B13 S14 (Level 5 Fighter), **ML** 11, **AL** Lawful, **XP** 1.200, **NA** 0 (0), **TT** None.

- **Undead:** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**AC 15, HD 5, HP 25, ML 11, MV 30'.**

**Atk** 2x swords (2d6).

### Lukman – Osiris

“Summoner of the dead, commander of the night army”. A powerful Magic-user.

**AC** 8[11], **HD** 5\*\* (12hp), **Atk** 1 x dagger (1d4), or 1x spell, **THACO** 18 [+1], **MV** 90' (30'), **JP** D13 W14 P13 B16 S15 (Level 5 Magic-User), **ML** 9, **AL** Chaotic, **XP** 2.500, **NA** 0 (0), **TT** None.

- **Undead:** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

- **Spell:** Has access to random magic-user spells as a 5th level Cleric.

**AC 11, HD 5, HP 12, ML 9, MV 30'.**

**Atk** 1x dagger (1d4), or 1x spell.





## AREA 13

### Nephilim

**AC** 4[15], **HD** 6 (30hp), **Atk** 1x claw (1d6), 1x bite (1d4), or 1x special ability, **THACO** 17 [+2], **MV** 90' (40'), **JP** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Chaotic, **XP** 1.550, **NA** 0 (0), **TT** None.

• **Special ability:** Roll on the Special Ability Table to select which special ability the selected Nephilim has.

**AC** 15, **HD** 6, **HP** 30, **ML** 10, **MV** 40'.

**Atk** 1x claw (1d6), 1x bite (1d4), or 1x special ability, 1x weapon (1d6 or the damage of the weapon).

## AREA 16

### The Devourer

**AC** 3[16], **HD** 12 (25+100 hp), **Atk** 2x claw (3d6), or 1x bite (3d8), **THACO** 11 [+8], **MV** 90' (30'), **JP** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Chaotic, **XP** 3.550, **NA** 0 (0), **TT** None.

**AC** 16, **HD** 12, **HP** 30+100, **ML** 12, **MV** 30'.

**Atk** 2x claws (3d6), or 1x bite (3d8).

## AREA 17

### The Automaton

**AC** 0[19], **HD** 8 (35hp), **Atk** 2x swords (1d8 each), **THACO** 15 [+4], **MV** 60' (20'), **JP** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 2.130, **NA** 0 (0), **TT** None.

**AC** 19, **HD** 8, **HP** 35, **ML** 12, **MV** 20'.

**Atk** 2x swords (2d8).

## AREA 18

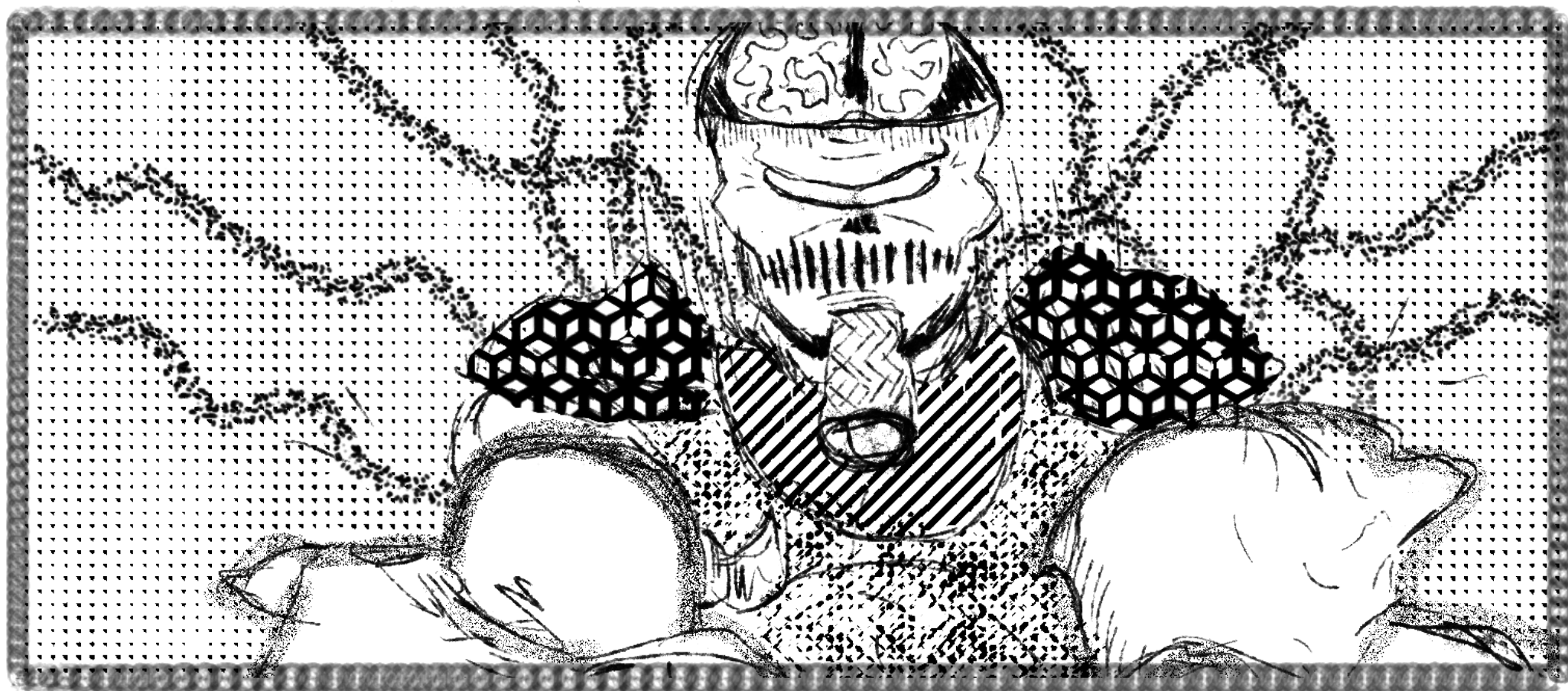
### The Automaton

**AC** 1[18], **HD** 6 (30hp), **Atk** 2x claw (1d10 each), 1x bite (2d4), **THACO** 15 [+4], **MV** 180' (60'), **JP** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Chaotic, **XP** 2.250, **NA** 0 (0), **TT** None.

• **Distancing:** It can't get away of room where it's heart is located at until it is inside the tree. Can't get away of the barer of its heart for a distance greater than 100 feet.

• **Magic Protection:** Its fur protects against magical effects, whether while living, or being used as a PC's protection or armor.

**AC** 19, **HD** 8, **HP** 35, **ML** 12, **MV** 20'. **Atk** 2x swords (2d8).







# THE MAGIC ITEMS

Here you will find the details on each magic item found throughout this adventure.

## ROOM 5

### The Funerary Mask

Allows the wearer to understand any language either by hearing or reading, but it must be worn in order to work. Can be used up to 3 times a day.

### The Staff

Projects the thoughts of the target to whom the staff is pointed at as a hologram for everyone nearby to see the depictions of what the target is thinking. It can be used up to 3 times a day.

### The Rod

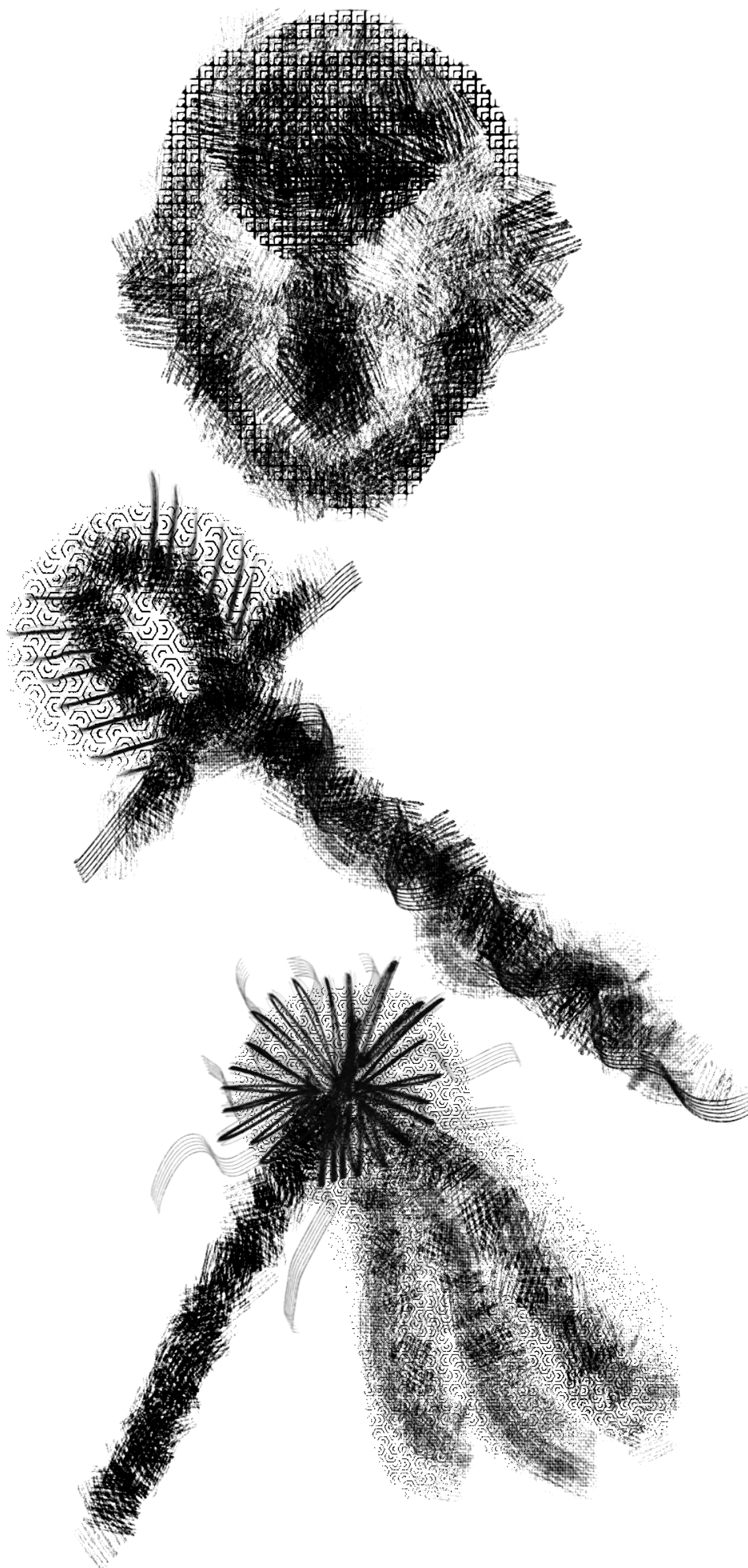
Can be used to speak in any language and change the voice of the barer of the rod at will.

## AREA 12

### Spaceship

The spaceships can hold up to 5 Greys or 3 Human beings. They are neuro controlled, which means one must connect their own mind to the ship's system to control it, which can be done by plugging cables to the head and the control panel. At least 2 pilots are needed for the spaceship to work properly, being able to not just to fly, but also Hoover and shoot. These ships can be taken not just to outer space, but also very deep into oceans.

Each spaceship has 70 Hit Points and an AC of 0 [20]. They have plasma cannons that shoot 3 beams every round, each causing 2d10 points of damage. The spaceships also have an attack bonus of +3 against individuals and +5 against buildings and vehicles. They can work for 6 hours before the recharge of solar energy, which takes 4 hours, and they can also fly at speeds of up to 350km/h.







## AREA 19

### Lion Charm

Shape change the barer into a monstrous humanoid beast who thirsts for blood. It can be activated once a day and increases the attack bonus by +2d4 and the Armor Class by +1d4.

### Ancient Lamp

When lit, physically repels any undead creature to at least 3 meters of distance, but do not protect the barer against ranged attacks. One oil flask can activate the Lamp for 3 turns.

### True Ankh

Allows the barer to cast any kind of spell, if this is previously known, no matter the character's class.

### Kopesh of Vengeance

Multiplies the damage by the number of attacks suffered from that specific target.

### Purple Scarab

Protects the barer from any kind of venom while being used as a trinket.

### Feline Sandals

Increase the dexterity and the speed of the wearer, who is now able to act 3 times in a round, move twice their normal speed and run up to 3 meters vertically.

### Rattle of the Gods

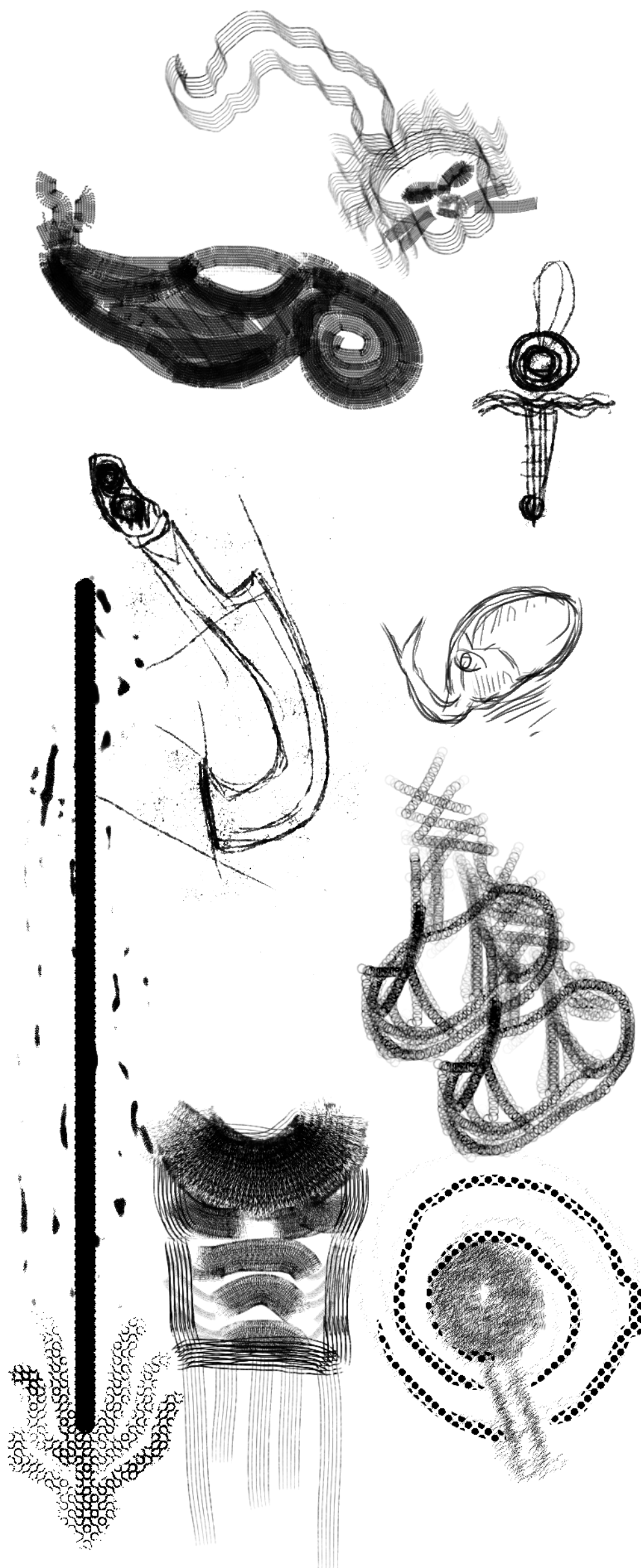
A rattle which could be shaken in 4 different ways causing 4 different effects: 1. Earthquakes, 2. Floods, 3. Droughts, 4. Meteor rain. It affects an area of 30km radius and can only be used during full moons or solar eclipses.

### Spear of Chaos

A retractable spear that causes 2d20 points of damage, however, each d20 should be of a different color. One color represents negative numbers, and when the dice are rolled one result would neutralize the other. For example, the positive black d20 results in 15, but the negative red d20 results in 7. Therefore, 15 minus 7 equals 8 points of damage. Negative damage is converted into healing points for the one holding the spear.

### Armor of the Defeated

Increases its AC value in +1 every 20 points of damage received by the barer, to a maximum of +5 bonus.







1d20	TABLE OF RANDOM TRAPS
1	<p><b>Triggered by:</b> Pressure Plate</p> <p><b>Disarmed:</b> If the circuits above the ceiling and above the floor are damaged, which can be done by breaking the plate of stone on the ceiling and on the floor.</p> <p><b>Effect:</b> A bronze cylinder raises from the floor, around the target, trapped inside of it. By connecting to the circuit board above the ceiling stone plate, the cylinder will start heat up causing 1d4 during this turn, 1d6 in the next, 1d8 in the following and every other after that for a total of 18 turns.</p>
2	<p><b>Triggered by:</b> False Keyhole</p> <p><b>Disarmed:</b> The trap won't work if the key is taking away.</p> <p><b>Effect:</b> Anyone who tries to turn the key receives a very strong shock causing 1d6 points of damage. The effect will repeat every time someone tries turning the key. The door is completely false and has the symbol of Set painted over it.</p>
3	<p><b>Triggered by:</b> Trip Wire</p> <p><b>Disarmed:</b> Can be disarmed by cutting the wire.</p> <p><b>Effect:</b> If someone trips on it, the string will activate the mechanisms withing the walls and floors, projecting bladed wheels from the floor, from the spaces in between stone blocks. Anyone in the area must Succeed a Saving Throw vs Breath or die, lacerated by the wheels of death.</p>
4	<p><b>Triggered by:</b> Pressure Plate</p> <p><b>Disarmed:</b> Can be disarmed by locking the plate using a blade, slipping it below the pressure plate. Alternatively, if someone activates it, the same can be done in order to bring the plate up once again, causing the effect to stop immediately.</p> <p><b>Effect:</b> The Walls from this area will start to approach each other, crushing anyone or anything within this area. If the area is a corridor, consider an extension of 6 – 9 meters, if the area is a room, you can apply those effects to an area of 6x6 meters of the floor and ceiling. The pressure plate has a color slightly different from the others.</p>
5	<p><b>Triggered by:</b> Trip Wire</p> <p><b>Disarmed:</b> Can't be disarmed</p> <p><b>Effect:</b> A spiritual wire is in the way of the party. The wire can't be seen if light sources are around, but it glow a deep blue in the darkness. It also has a strong smell of ozone. Anyone tripping in this translucent and intangible wire will fall immediately, with their soul being separated from the body. The only way to connect both of them again is by touching the wire with the body of the target. If soul and body are separated for more than 3 turns, the character is dead.</p>





1d20	TABLE OF RANDOM TRAPS
6	<p><b>Triggered by:</b> Trip Wire</p> <p><b>Disarmed:</b> Can't be disarmed</p> <p><b>Effect:</b> A spiritual wire is in the way of the party. The wire can't be seen if light sources are around, but it glow a deep blue in the darkness. It also has a strong smell of ozone. Anyone tripping in this translucent and intangible wire will fall immediately, with their soul being separated from the body. The only way to connect both of them again is by touching the wire with the body of the target. If soul and body are separated for more than 3 turns, the character is dead.</p>
7	<p><b>Triggered by:</b> Picking up a Certain Object</p> <p><b>Disarmed:</b> Can be disarmed by cutting the silver string, with a chance of 1-in-6 of activating the trap unintentionally.</p> <p><b>Effect:</b> A small head depicting the god Heh hangs from the ceiling on a silver string. Anyone pulling the string will release a blueish net over everyone in that area of 3x3 meter. People caught by the net will get entangled in it, only able to be release with the help of someone who is not inside the net. This person must cut it with a sharp weapon, finally releasing the targets trapped. Anyone inside the net will age 1d4 years per round..</p>
8	<p><b>Triggered by:</b> Light Sensor</p> <p><b>Disarmed:</b> The half sphere must be broken.</p> <p><b>Effect:</b> A half sphere made of glass is positioned in the ceiling in this area, and it will suck the light of any light source brought within 4,5 meters to it. If it swallows the light of more than 4 light sources, it will keep sucking the light of any other light source present in the area, but will also open the small holes on the walls nearby from where 1d20 cobra snakes will emerge. A cobra bite works as a normal attack, causing 1 point of damage and a Saving Throw vs Poison. The cobra's poison causes 1d8 points of damage.</p>
9	<p><b>Triggered by:</b> Pressure Plate</p> <p><b>Disarmed:</b> Slipping something resistant in between the plate and the floor must stuck it.</p> <p><b>Effect:</b> The pressure plate activates the two statues located on the sides of this area. The statues of the god Anubis has spit a necro breath which ages every equipment of the target in 2d20 years per round. The breath is shaped by specs of dust and dark matter. Metal objects rust after 10 years, leather after 8 years, magic items have their effect drained after after 40 years.</p>
10	<p><b>Triggered by:</b> Sound Sensor</p> <p><b>Disarmed:</b> By breaking the sound sensor that looks like a pair of ears, located somewhere in the walls of the place.</p> <p><b>Effect:</b> Acid will drop from a tank above the ceiling, dripping from a glass grid plate on the ceiling covering an area of 3x6 meters. Anyone within the area affected must succeed a Saving Throw vs Breath to receive only half damage. The acid causes 2d6 points of damage.</p>





1d20	TABLE OF RANDOM TRAPS
11	<p><b>Triggered by:</b> Lever</p> <p><b>Disarmed:</b> Breaking the lever in the starting position would disarm it.</p> <p><b>Effect:</b> The whole area will immediately be flooded with poisonous gas. The whole floor will be taken by the gas within 6 turns, projected from small holes on the walls near the ceiling. It causes 1 point of damage per round to everyone breathing it. The gas has no color, or smell, but it does leave a weird metallic taste on the mouth. Pushing back the lever will be enough to make the gas flux stop, but not enough to clean the area from the already released gas. It can be interesting for the Referee to keep track of the gas by amplifying the area taken by it on the map, so characters might know which parts are taken by the poisonous gas and which are filled with clean air.</p>
12	<p><b>Triggered by:</b> Picking up a Certain Object</p> <p><b>Disarmed:</b> Can be disarmed by cutting the silver string, with a chance of 1-in-6 of activating the trap unintentionally. If activated, it can be disarmed by closing each of the openings with rags, clay or anything else the players have access to.</p> <p><b>Effect:</b> A crystal scorpion the size of a human's head is hanging from the ceiling, connected to a silver string. This string, when pulled, opens 10 round holes on each side of the walls from this area. Swarms of scorpions, beetles, and spiders will immediately swarm that area. Anyone getting bitten by a scorpion must Save vs Poison, or receive 1d4 points of damage. The save is needed in every new bite. Marks of the closed holes can be seen by PC on the walls before the trap is activated.</p>
13	<p><b>Triggered by:</b> Pressure Plate</p> <p><b>Disarmed:</b> Finding the right area of the floor where the gears that move the mechanism are and breaking them.</p> <p><b>Effect:</b> The plate activates spikes that are projected from the floor 1,5 meters ahead. The spikes are projected in intervals of prime number seconds, which means, after the first time they are projected from the floor, there will be an interval of 2 seconds and then they will rise once again, then another interval of 3 seconds, and once again they will be projected, the next interval takes 5 seconds, and the next 7, and the next 11, and so on. The area affected by those spikes cover 1,5x6 if in a corridor, or 3x3 blocking the way out if in a room.</p>
14	<p><b>Triggered by:</b> Light Sensor</p> <p><b>Disarmed:</b> Can't be disarmed.</p> <p><b>Effect:</b> Every time a light source is brought near the sensor, a physical wall would appear blocking the way. But if the path is crossed without light sources, it will be free to be crossed. The light sensors are located on the walls around this area, depicting 2 eyes of Horus being projected from the wall.</p>





1d20	TABLE OF RANDOM TRAPS
15	<p><b>Triggered by:</b> Something is Read</p> <p><b>Disarmed:</b> Disarmed only if the words written are somehow destroyed, or the trap is activated.</p> <p><b>Effect:</b> Over the wall there is a sentence written in ancient Egyptian. For those able to read it, the sentence says “No Room for Thieves and Robbers”, and right below the sentence painted in a grotesque way with big symbols there is an image of Meretseger, known as “She Who Loves Silence”. If anyone reads the sentence written out loud in its ancient language, a huge cube of rock will drop from the ceiling over that area crushing anyone below. It is a 3x3x3 meter cube.</p>
16	<p><b>Triggered by:</b> Trip Wire</p> <p><b>Disarmed:</b> Can't be Disarmed</p> <p><b>Effect:</b> A hole is opened under the feet of the target sending them to a random place in the level above the one they are through a slider. As soon as the trap is activated, the wire is broken and the trap door closes completely without possibility to access the slider once again.</p>
17	<p><b>Triggered by:</b> Touching the Wrong Floor Tiling</p> <p><b>Disarmed:</b> It can't be disarmed, but one is able to notice that tiling marked with the symbol of Osiris are the ones which are not safe.</p> <p><b>Effect:</b> When someone step into the some of the tiling on the floor of this area, the character falls to their death into a pit filled with wood stakes and scorpions. Referees can draw the area affected by the trap and divide it in small 60cm squares, depicting the mark of Osiris in some of them, and maybe even making it difficult to jump from one to another, applying saving throws or dexterity checks when necessary.</p>
18	<p><b>Triggered by:</b> False Door Knob</p> <p><b>Disarmed:</b> By pulling the door knob to the starting position.</p> <p><b>Effect:</b> When someone tries handling the door knob, it is suddenly sucked into the door, and everyone withing the area of 3x3 meters in front of the door will be caged in a stone box, projected from the floor. From the ceiling, sand will be dropped nonstop, killing everyone inside the stone box after 2 turns. The door knob can be pulled back with some effort and the use of tools such as ropes, daggers or thieves tools, but never with only character's hands. The door has the symbol of Set painted on it.</p>
19	<p><b>Triggered by:</b> Movement Sensor</p> <p><b>Disarmed:</b> Can be disarmed by causing a total of 10 points of damage to the sensor located on the ceiling. The sensor is a 6 meter long, glowing black plate.</p> <p><b>Effect:</b> While passing below the sensor, darts will be shot from both sides of the wall, two every 2 meters, causing 1d4 points of damage each, and one single Saving Throw vs Poison, causing 2d6 points of damage to those who fail.</p>





1d20	TABLE OF RANDOM TRAPS
20	<p><b>Triggered by:</b> Mirror Reflection</p> <p><b>Disarmed:</b> Breaking the mirror without looking at one's own reflection.</p> <p><b>Effect:</b> A brass mirror is positioned on the wall in this area. The mirror is covered with tattered rags. If someone looks at their own eyes in the mirror, in a blink of everyone's eyes the victim's body vanishes, trapped inside the mirror with no possibility to communicate with others outside of it. If the mirror is broken, anyone trapped inside of it will be released..</p>

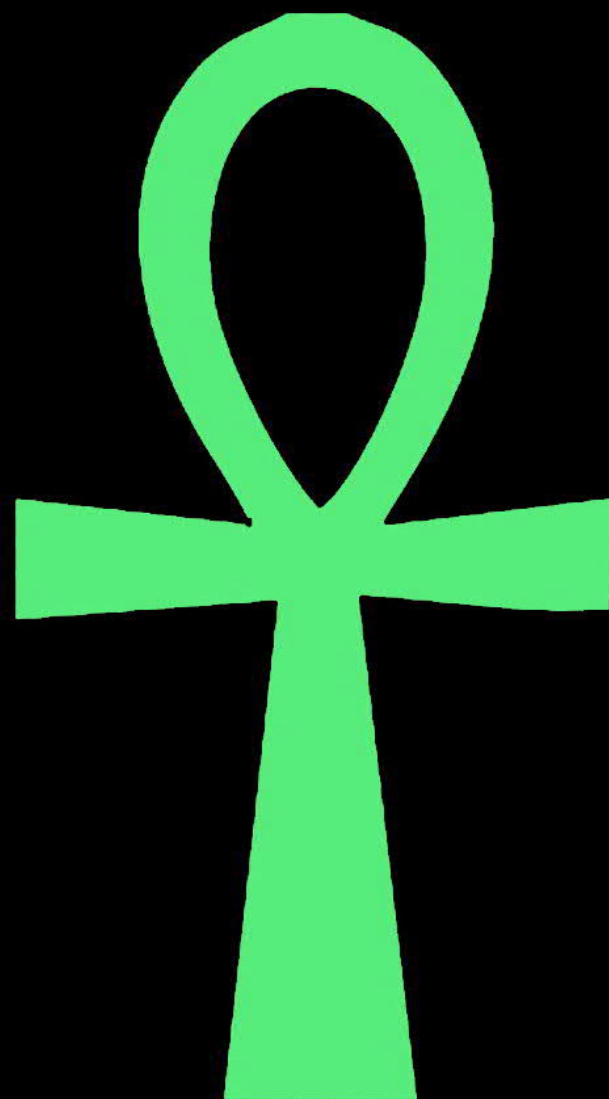


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WRITTEN AND ILLUSTRATED BY  
GUSTAVO TERTOLEONE

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