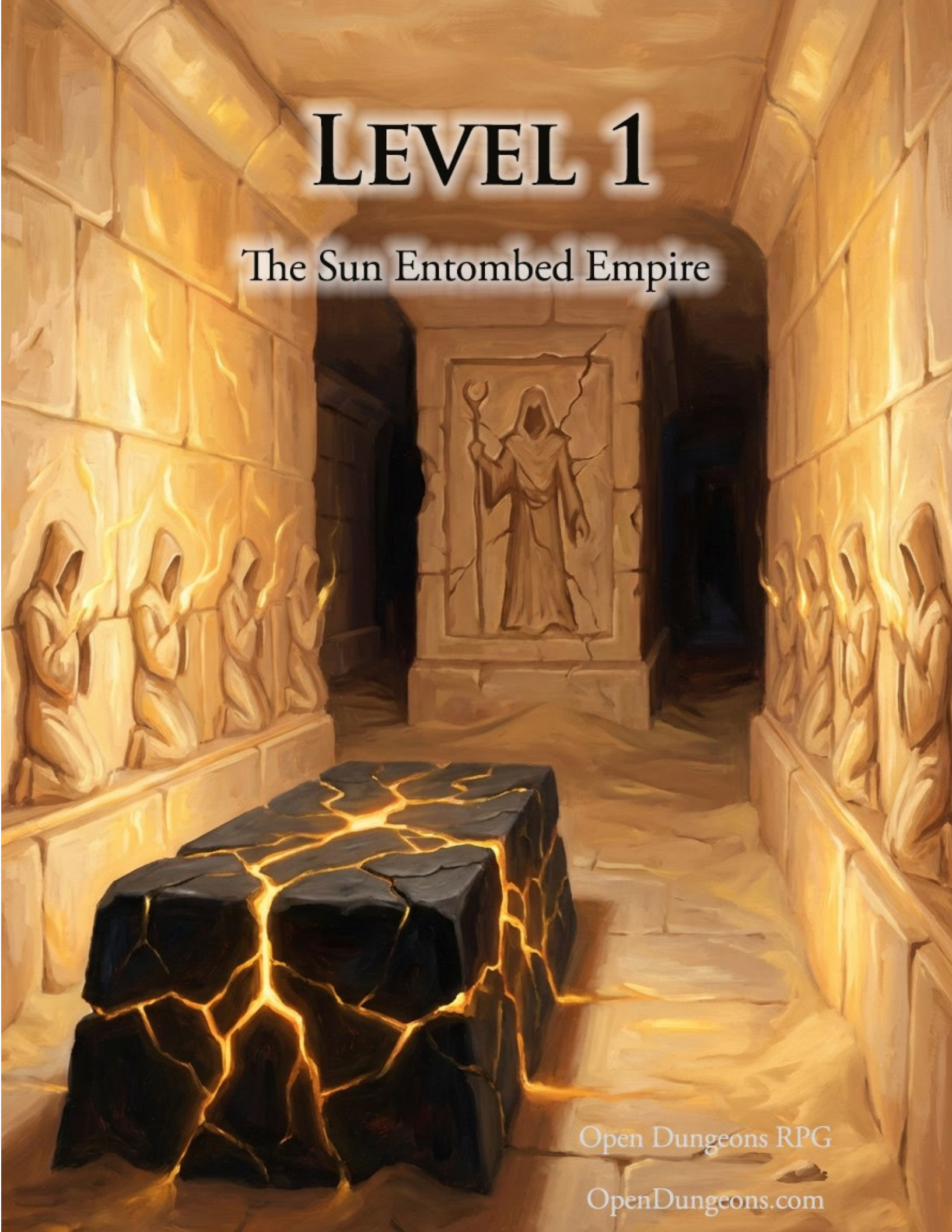


LEVEL 1

The Sun Entombed Empire



Open Dungeons RPG

OpenDungeons.com

How to Read Adventure, Color Coding

DN NOTE - mechanics, room dimensions, trap details, DM-only

TO PLAYERS - read-aloud text

SUGGESTED ENCOUNTER - enemy stats, combat balance notes

TREASURE / MAGIC ITEMS - loot and item descriptions

STORY DROP - narrative connections and lore context

THE SUN ENTOMBED EMPIRE

LEVEL 1

Open Dungeons RPG

A1 - Entry Corridor

DN NOTE

Straight corridor, 20 ft wide, 60 ft long. Sand covers the floor ankle-deep. Temperature drops noticeably from the scorching surface - cool stone, underground air. No light source visible but the corridor glows faintly amber. No traps. No enemies. This is the threshold.

Ambient effect: all torches and magical light sources dim by half while in this corridor. They return to normal once players exit into A2 or beyond. Spellcasters who attempt to identify the dimming: Intelligence Chance Roll TN 14. It's divine magic, not arcane. The prison itself is suppressing light.

TO PLAYERS

The air changes the moment you step inside. The scorching heat of the surface drops away, replaced by cool stone and still air. It feels like descending into a cellar - except cellars don't glow. Sand crunches under your boots - fine, pale, everywhere. The corridor ahead pulses with faint amber light, but there are no torches on the walls. No sconces. No runes. The light just... is. Your own torch dims the moment you cross the threshold, guttering like it's been asked to be quiet.

The corridor runs straight ahead. Sixty feet, maybe more. The walls are smooth sandstone, no markings, no doors. Just forward.

NAVIGATION

Straight ahead leads to the junction between A2 (left/west) and A7 (right/east).

A2 - Sandfall Shaft Network (South)

DN NOTE

Open area, roughly 30x30 ft. Two concealed sandfall shafts in the floor - 10 ft diameter each, hidden beneath a thin crust of dried sand.

Spotting the shafts: Wisdom Chance Roll TN 14. Players actively searching the floor: Intelligence Chance Roll TN 13.

Avoiding a fall once triggered: DEX Quick Save. Fall is 15 ft. Damage: 1d4 bludgeoning. DR applies to bludgeoning only.

SHAFT ONE loops back to south end of A1 via sand-carved tunnels. This is the teaching shaft - it punishes carelessness but keeps players on Level 1.

SHAFT TWO is deeper. The fall is longer - 25 ft instead of 15. Damage: 1d6 bludgeoning. DR applies to bludgeoning only. The tunnel at the base does not loop back to A1. It descends through a narrow sand-carved passage, the temperature shifting, the stone changing color from pale sandstone to darker rock. After 60 ft of crawling, it deposits players in F24 on Level 6 (The Labyrinth of Divine Punishment). The transition is disorienting - players emerge inside the maze's outer ring with no clear path back the way they came.

Climbing back up through Shaft Two from F24: Strength Chance Roll TN 16. The passage is steep, sandy, and fights you. But it's possible. Two-way connection.

The shafts are the gods' welcome mat. One teaches players to watch the floor. The other teaches them that the prison goes deeper than they expected.

TO PLAYERS

The corridor opens up into a wider space. The sand is deeper here - mid-shin - and the floor feels uneven beneath it. You notice the surface isn't uniform. Some patches look dried and cracked, like a lake bed. Others look freshly settled, as if something underneath shifted recently.

The far wall has two passages. One angles northwest, climbing slightly. The other continues straight west into a larger chamber.

If a player falls into the first shaft:

The ground swallows you. One second you're standing, the next you're falling through sand and darkness. You hit bottom hard, fifteen feet down, and sand pours in after you - into your mouth, your eyes, your armor. A narrow tunnel at the base slopes downward. It smells like the entrance. You're back near where you started.

If a player falls into the second shaft:

This one is deeper. You fall longer than the first - long enough to know something is different. The impact is harder, the sand thicker, and when you find the tunnel at the base it doesn't slope back toward familiar ground. It descends. The stone changes under your hands - darker, colder, rougher. The air smells different. Older. You crawl for what feels

like minutes through a passage barely wide enough for your shoulders. When it opens, you are somewhere else entirely. The corridors are narrow. Five feet wide. The ceiling is low. And the walls are moving.

NAVIGATION

Northwest passage (climbing) leads to A4 via Sand-Slide Connection.

Northwest passage leads to A5 (Antechamber) and then A3 (Cracked Sun Altar).

Shaft One loops back to south end of A1.

Shaft Two descends to F24 (Level 6 - The Labyrinth of Divine Punishment). Two-way - Strength Chance Roll TN 16 to climb back up.

A3 - Cracked Sun Altar

DN NOTE

Large rectangular chamber, 50x40 ft. Circular altar in the center, 15 ft diameter, carved from a single piece of black basalt. Deep crack runs the full diameter. Faint amber pulse from within the crack, rhythmic - like a heartbeat. Walls covered in ritual carvings depicting a figure channeling light from thousands of kneeling worshippers into a staff held overhead. Final panel has been violently obliterated - gouged out by something with claws.

Detecting magic on the altar: Intelligence Chance Roll TN 12. Faint divine energy.

Touching the altar: WIS Mind Save or experience a 3-second vision - blinding golden light, a scream of a thousand voices, then darkness. No damage. Fail = profound grief for 1 minute (roleplay weight, no mechanical penalty).

Reading the ritual carvings in detail: Wisdom Chance Roll TN 15 to recognize the depiction as a forced Ascension ritual - mortal faith channeled through an instrument to artificially trigger what should only happen when the cosmos decides a soul has outgrown the Material Realm. This was not prayer. This was theft.

If players desecrate the altar: 2 Sand Wraiths manifest and attack.

SUGGESTED ENCOUNTER

Sand Wraith (x2) - only if altar is desecrated.

Suggested: 15 HP each. AC 12. Attack: Spectral claw, d20 vs AC, 1d4+1 necrotic (DR does NOT reduce necrotic). Immune to poison, disease. Resistant to physical damage (half). They don't speak. They point at the door and attack.

Balance (2 players): 30 HP total vs ~16 HP party = Deadly. Run 1 wraith instead. (3-5 players): 30 HP vs 24-40 HP = Hard to Challenging. Necrotic bypass on DR and physical resistance pushes this up. Punishment encounter - should sting.

TREASURE / MAGIC ITEMS

None. This room isn't a reward. It's a warning.

TO PLAYERS

This room is a temple. You know it the way you know a graveyard - something about the shape of the space tells you to lower your voice. A circular altar sits at the center, black stone, cracked straight down the middle. Light pulses from inside the crack. Slow. Steady. Like something in there is still breathing.

The walls are covered in carvings. Thousands of figures, kneeling, arms raised, light pouring from their bodies into a single figure standing above them. He's holding something overhead - a staff, maybe, or a spear. The carvings continue around the room in sequence, panel after panel, each one more intense than the last. The final panel is destroyed. Gouged out. Whatever was depicted there, something didn't want you to see it.

If a player touches the altar:

The moment your skin meets the stone, the world goes white. Pure, burning gold. You hear a sound - not a word, not a song, just a scream made of a thousand voices pressed into one. Then nothing. Darkness. When your vision returns, you're on your knees. Your face is wet. You don't remember starting to cry.

Speak only to players who did NOT touch the altar:

You watch your companion reach out and touch the stone. Nothing happens. They just... stop. Stand perfectly still for three seconds. Then their knees buckle and they drop. When they look up, they're crying. They don't seem to know why.

STORY DROP

The carvings show the Pharaoh's forced Ascension ritual - his attempt to artificially trigger what the cosmos grants only to those whose resonance has naturally outgrown mortality. The obliterated final panel depicted the moment the gods struck him down for trying to take what can only be given. Players who succeed on Wisdom Chance Roll TN 15

recognize the ritual's nature. Connects directly to the Pharaoh's confession in Level 4 (Lost Tombs of Zerzura).

NAVIGATION

East doorway leads back to A5.

No other exits. Dead end - players must backtrack.

A4 - Sand-Slide Connection

DN NOTE

Steep passage, 15 ft wide, 80 ft long, angled at roughly 25 degrees downward from northwest to southeast. Floor is polished smooth sandstone coated in fine sand - functions as a slide.

Climbing upward (from A2 side): Strength Chance Roll TN 12 to ascend without slipping.

Controlled descent (from A12 side): DEX Quick Save to control speed. Fail = uncontrolled slide to the base. 1d4 bludgeoning if they hit the far wall. DR applies.

INTER-LEVEL CONNECTION: At the top of the passage (northwest end), instead of simply connecting to A12, the slide branches. The left fork leads to A12 (Labyrinthine Tomb Cluster) as expected. The right fork continues upward through a narrow gap in the rock, the stone transitioning from pale sandstone to the urban architecture of carved lintels and sealed windows. This passage connects to B32 on Level 2 (The Sunken City of Akhet-Ra). The gap is tight - 4 ft wide - but passable. Climbing through from B32 side: Strength Chance Roll TN 13.

Handprint scratches along both walls - old. Dozens of hands, different sizes. Someone carved a single word into the wall halfway down in Common: SLOW.

No enemies. No treasure. Transit route.

TO PLAYERS

The passage tilts. Not gently - enough that your weight shifts forward and the sand under your feet starts to feel like it wants to carry you somewhere. The stone beneath is polished smooth. Intentionally. The walls on both sides are covered in scratch marks. Handprints. Fingernail gouges. Dozens of them, layered over each other, old and older.

Halfway up - or down, depending on which way you're going - someone carved a single word into the wall. SLOW.

At the top, the passage forks. Left opens into a wider corridor you can see connects to the tomb cluster above. Right narrows into a gap in the rock - tight, barely four feet across, but the air coming through it is different. Cooler. It carries the faint outline of carved stone and sealed doorways. A city's architecture, pressed into the rock like a fossil. Someone scratched an arrow into the wall beside the gap, pointing inward. No words. Just the arrow.

NAVIGATION

Southeast (downhill) deposits near A2.

Northeast - left fork (uphill) leads to A12 (Labyrinthine Tomb Cluster).

Northwest - right fork leads to B32 (Level 2 - The Sunken City of Akhet-Ra). Two-way - Strength Chance Roll TN 13 to climb through from either side.

A5 - Antechamber of Ruin

DN NOTE

Rectangular chamber, 30x20 ft. Debris scattered across the floor - broken pottery, rotted wood, fragments of cloth that crumble at touch. Stone shelf along the north wall holds a clay tablet, intact, with hieratic script.

Translating the tablet: Intelligence Chance Roll TN 13 or Comprehend Languages spell. Text: "I watched him raise the staff at dawn. The light poured through us like water through cloth. I felt my prayers leave my body. Let me be worthy of what he asks of us."

Tablet is a priest's journal entry. Can be taken (2 lbs, fragile - breaks if dropped). No gold value, but Level 4 Pharaoh encounter gives additional dialogue if players present it.

No enemies. No traps.

TREASURE / MAGIC ITEMS

Clay Tablet (quest item, no gold value). Unlocks bonus dialogue in Level 4 Pharaoh encounter.

TO PLAYERS

A small room. Feels like someone stayed here longer than they meant to. Broken jars, rotted wood, scraps of fabric so old they turn to dust between your fingers. A stone shelf on the far wall holds one intact object - a clay tablet, small enough to fit in your hand. The writing on it is precise and careful. Whoever wrote this took their time.

If players can read the tablet (Intelligence Chance Roll TN 13 or Comprehend Languages):

“I watched him raise the staff at dawn. The light poured through us like water through cloth. I felt my prayers leave my body. Let me be worthy of what he asks of us.”

STORY DROP

This priest was one of millions who unknowingly fueled the Pharaoh's forced Ascension ritual. She felt her prayers leaving her body because they were literally being siphoned - mortal faith harvested as fuel to force a threshold the cosmos never opened for him. If players carry this tablet to the Pharaoh encounter in Level 4, he recognizes the handwriting and falls silent for a full minute. Additional dialogue: “She believed in me. They all did. That was the point.”

NAVIGATION

West doorway leads to A3 (Cracked Sun Altar).

East doorway leads to A6 (Tilted Obelisk Court).

South passage loops back toward A2.

A6 - Tilted Obelisk Court

DN NOTE

Largest room on this level. Open courtyard, roughly 80x60 ft, ceiling 40 ft high. Massive obelisk dominates center - 35 ft tall, tilted at 15 degrees, base partially buried in sand.

Obelisk carved with astronomical markings - deliberately wrong. Intelligence Chance Roll TN 15: stars are mirrored, moon cycles backward, solar positions describe a sun that never sets.

Floor around obelisk base is cracked. Through the cracks: black sand, like ash. Intelligence Chance Roll TN 16 detects necrotic residue. First hint of what powers the prison.

No enemies unless players dig into the black sand. If they excavate more than a handful: Sand Sentinel rises.

SUGGESTED ENCOUNTER

Sand Sentinel (x1) - only if players dig into the black sand.

Suggested: 25 HP, AC 14 (natural stone/sand armor). Attack: Crushing slam, d20+3 vs AC, 1d6+2 bludgeoning. Slow - 15 ft movement per round. Immune to poison, disease, necrotic. Resistant to piercing (half damage, sand absorbs puncture).

Balance (2 players): 25 HP vs ~16 HP = Deadly on paper, but 15 ft movement lets players kite. (3-5 players): 25 HP vs 24-40 HP = Easy to Challenging. AC 14 + piercing resistance bumps it. Melee fighters feel the DR.

TREASURE / MAGIC ITEMS

Corroded Bronze Medallion - 15 GP. Engraved with a scorpion. Foreshadows Level 4's Temple of the Scorpion. If shown to Pharaoh in Level 4: "My seal. They left it here as a joke."

Suggested magic item: Sandwalker's Wrap (cloth anklet, minor magic). While worn, player doesn't sink into loose sand. No roll bonuses - purely utility. Helps with sandfall shafts in later levels.

TO PLAYERS

You step into open air - or what feels like it. The ceiling is forty feet up, lost in amber haze. This was a courtyard once. The centerpiece is impossible to miss: an obelisk, taller than a house, tilted like a drunk leaning against a wall. Its surface is covered in star charts, moon phases, lines and circles you'd expect from astronomers. Something about it bothers you. The longer you look, the more wrong it feels. Like reading a clock with the numbers in the wrong order.

The floor around the base is cracked badly. Through the cracks, you can see sand - but not the pale stuff you've been walking through. This sand is black. Dark as char. It smells faintly of something burnt.

If players dig into the black sand:

The floor erupts. Sand and stone spray upward as something pulls itself out of the ground - a figure, eight feet tall, made of compacted black sand and ancient bronze. It moves slowly, deliberately, like it's been waiting down there a long time and isn't in any hurry. Its eyes are two points of amber light. It doesn't look at all of you. It looks at the one who was digging.

STORY DROP

The mirrored astronomy is the gods' cruelty made architectural. The original observatory tracked cosmic resonance patterns - the Pharaoh was calculating when mortal faith would peak so he could time his forced Ascension. The gods rebuilt it wrong on purpose. The black sand is concentrated divine punishment - necrotic residue powering the prison's illusions. More appears in Levels 3 and 6. The scorpion medallion breadcrumbs toward Level 4.

NAVIGATION

South passages lead to A2 (southwest) and A7/A1 junction (south-center).

West leads back through A5 to A3.

East passages lead to A10 and A11.

North passage leads toward A12 via narrow corridor.

A7 - Southern Passage

DN NOTE

Narrow corridor, 10 ft wide, 40 ft long, running east from A1 junction. Dead adventurer against the east wall near A8. Human, male, leather armor, dead maybe a year. No visible wounds. Face frozen in exhaustion, not fear. Right arm extended, pointing toward A9.

Searching the body: no Chance Roll needed. Loot is in plain sight.

Determining cause of death: Intelligence Chance Roll TN 12. No wounds, no poison, no disease. He just stopped. The prison doesn't need to kill you directly - no water, no safe rest (until the oasis much later), and the deeper levels punish you for simply being there. This place grinds you down until stopping feels easier than moving. Foreshadowing - the deeper levels are worse. Wind exhaustion mechanic revealed in Level 3.

TREASURE / MAGIC ITEMS

Journal: "The statues watched them die. I watched the statues. Don't trust the stone faces."
12 CP. Bent iron spike (improvised weapon, 1d4 piercing, -1 to hit). Empty leather satchel.
Dried ration pouch, long since crumbled to dust.

TO PLAYERS

The corridor narrows. Ten feet wide, just enough for two of you side by side. About halfway down, you see him. A man, sitting against the wall, legs stretched out in front of him. Leather armor. Head tilted back. He's dead - has been for a while - but he doesn't look afraid. He looks tired. Like he sat down to rest and just never got back up.

His right arm is extended, pointing further down the corridor. Toward something he wanted to reach, or something he wanted to warn you about.

If players search the body:

His satchel is empty - bone dry, like everything else in this place. A small journal in his vest pocket. Most of the pages are ruined, but one entry is legible: "The statues watched them die. I watched the statues. Don't trust the stone faces."

NAVIGATION

West leads back to A1 junction.

East continues to A8.

A8 - Eastern Junction**DN NOTE**

Junction room, 25x25 ft. Four-way intersection. Walls are blank - no carvings, no markings, no decoration. Deliberate. Every other room has something. This one is aggressively empty.

Barefoot footprints in sand going every direction. Different sizes. Dozens of sets. Intelligence Chance Roll TN 14: none have toe impressions. Flat, like stamps. Not real - the prison generates them.

No enemies. No traps. No treasure. The emptiness IS the content.

TO PLAYERS

The passage opens into a junction. Four ways to go. You look at the walls for guidance - carvings, directions, anything - and there's nothing. The walls are blank. Perfectly smooth sandstone without a single mark. After everything you've seen carved into every surface up to now, the emptiness feels loud.

The floor is different. Footprints in the sand. Barefoot. Dozens of sets going in every direction - forward, backward, circling, overlapping. Like a crowd milled around in here for hours trying to decide which way to go.

NAVIGATION

North leads to A10 (The Watching Corridor) and A11.

West leads back to A7 and A1.

Northeast leads to A9 (Statue Graveyard Hall).

A9 - Statue Graveyard Hall

DN NOTE

Circular chamber, 40 ft diameter. Domed ceiling, 30 ft at apex. Filled with toppled, broken, desecrated statues. At least 20 figures, 4-12 ft tall. Animal heads, ceremonial poses, remnants of gold leaf. Every one vandalized by intent, not time.

Specific desecrations: Queen's statue turned to face the wall. General's head replaced with wrong animal skull. Child-sized statue with hands cut off. The largest - the Pharaoh - recarved from standing triumphant to kneeling, weeping. Chisel marks fresh compared to stone.

If players attempt to restore any statue: it animates and attacks the player who moved it, then crumbles after 3 rounds.

SUGGESTED ENCOUNTER

Animated Statue (x1) - only if players try to restore a statue.

Suggested: 12 HP, AC 15 (solid stone). Attack: Stone fist, d20+2 vs AC, 1d4+1 bludgeoning. DR 3 (stone body). Immune to poison, disease, necrotic, psychic. Crumbles after 3 rounds regardless of HP.

Balance: 12 HP and auto-death at 3 rounds keeps this manageable for any party size. AC 15 + DR 3 means smaller parties might not scratch it. Not designed to kill - designed to say "no."

TREASURE / MAGIC ITEMS

Dead adventurer's pack: 30 GP. Cracked pearl worth 25 GP. Thieves' tools, rusted but functional.

Crude map scratched on leather showing Levels 1-3 with X through Level 3. "Don't go north" in shaky handwriting.

Suggested magic item: Idol of the Defaced Queen (small stone figure, the queen's severed hand). Holding it during a WIS Mind Save grants +1 to the roll. Single use - crumbles to dust after one successful save. Per Magic Stacking: this +1 can stack with one other +1 or +2 magical bonus on the same save, but not with any +3 or higher effect.

TO PLAYERS

It's a graveyard for gods. The room is round, domed, and filled with statues - toppled, cracked, piled against each other like a riot froze mid-swing. You recognize what they were. Animal heads. Ceremonial robes. Gold leaf still clinging to a few. These were divine figures, sacred statues, and every single one has been ruined.

Not by age. Someone did this on purpose. A woman's statue faces the wall like a punished child. A warrior's head has been replaced with the wrong animal skull - a deliberate insult. The largest figure, a man in royal garb, has been recarved. He was standing once. Now he kneels. Now he weeps. The chisel marks are fresh compared to the stone.

If players search the rubble:

Buried under a collapsed pillar, you find a leather pack. Old, but different old than the dead man in the corridor. This one's been here longer. Inside: a crude map scratched into leather, showing what looks like three levels of this place. Level 3 has an X through it. In shaky handwriting: "don't go north."

STORY DROP

The desecrated statues are the gods' editorial commentary. They didn't just imprison him - they mocked everything he loved. "Don't go north" on Level 3 points toward the Sector of the Sand Winds attrition mechanic. The recarved Pharaoh statue foreshadows his broken state in Level 4.

NAVIGATION

Southeast leads back to A8.

Dead end - players must backtrack through A8.

A10 - The Watching Corridor

DN NOTE

Long corridor, 15 ft wide, 50 ft long, north from A8 toward A11. Both walls covered floor to ceiling with carved faces. Hundreds. All different. All facing inward. All with open eyes. Masterwork quality.

Eyes follow movement. Not an illusion - stone physically shifts. Wisdom Chance Roll TN 10 to notice (intentionally low - everyone should catch this).

Faces are not hostile. Souls trapped in walls by the same curse. Decorative prisoners. Cannot speak.

Trap: One face has an open mouth larger than the others. Wisdom Chance Roll TN 16 to spot before triggering. Within 5 ft: sand-burst. DEX Quick Save or 1d4 bludgeoning + blinded 1 round. DR applies to bludgeoning. Resets after 1 minute.

If players speak to the faces: one near the north end mouths words silently. Wisdom Chance Roll TN 15 to lip-read: "He is in the tombs. He waits. He has waited so long."

TO PLAYERS

The corridor is watching you. Both walls, floor to ceiling, covered in carved faces. Hundreds of them. Each one different - different expressions, different features, different ages. Some look scared. Some look furious. Most just look... done. Like they stopped fighting whatever put them here a long time ago.

Their eyes follow you. Not a trick of the light. Not your imagination. The stone moves. Slowly, smoothly, tracking you as you pass. None of them speak. None of them blink. They just watch.

If players speak to the faces:

One face near the far end of the corridor reacts. Its mouth moves. No sound comes out, but the lips form words, slowly, deliberately. Like someone trying to shout through glass.

If players succeed on Wisdom Chance Roll TN 15:

"He is in the tombs. He waits. He has waited so long."

STORY DROP

The faces are real souls - worshippers and citizens whose faith was siphoned during the forced Ascension ritual, then trapped here when the gods built the prison. They reference the Pharaoh in Level 4. Players who connect this will understand that Ascension cannot be taken - it can only be given by the cosmos when a mortal's resonance outgrows the Material Realm. The Pharaoh tried to skip the line, and everyone paid.

NAVIGATION

South leads back to A8.

North continues to A11.

A11 - Sandfall Shaft Network (North)

DN NOTE

Larger than A2. Open chamber, 40x30 ft. Three concealed sandfall shafts, each 10 ft diameter. Harder than A2.

Spotting the shafts: Wisdom Chance Roll TN 16. Actively searching: Intelligence Chance Roll TN 14.

Avoiding a fall: DEX Quick Save. Fall is 20 ft. Damage: 1d6 bludgeoning. Pits loop back to A8.

Third shaft positioned at the threshold to A12. Players must cross it to reach the maze. Gods' last checkpoint.

Stone marker near A12 entrance (Intelligence Chance Roll TN 13 to translate): "The worthy pass. The rest fall." It's a lie.

TO PLAYERS

Another wide chamber, and the floor feels wrong again. Worse than before. The sand here is deep - knee-high in places - and the surface ripples faintly, like something underneath is breathing. Three distinct patches of dried, cracked sand are visible if you're looking for them. You're looking for them now.

The far wall has a narrow entrance to what looks like a labyrinth. A stone marker stands beside it, carved with script. Just before that entrance, the floor looks the worst. The sand is almost liquid there. Whatever is below that spot, it's hungry.

If players can read the marker (Intelligence Chance Roll TN 13):

"The worthy pass. The rest fall."

NAVIGATION

South leads back to A10 and A8.

North entrance leads to A12 (Labyrinthine Tomb Cluster). Must cross third shaft zone.

Southwest corridor connects to A6 (Tilted Obelisk Court) via side passage.

A12 - Labyrinthine Tomb Cluster

DN NOTE

The maze. Roughly 60x50 ft footprint, ceiling 10 ft. Narrow corridors (5 ft wide), dead ends, tomb chambers off main paths. Static - does not shift. Designed to disorient through identical corridors and repeated patterns.

TOMB CHAMBER 1 (northeast): Three sealed sarcophagi. All empty. Lids opened from the inside. Scratch marks on interior. Whatever was in them got out. Visual - no roll.

TOMB CHAMBER 2 (central): Sand-filling trap. Door seals behind last player to enter. Strength Chance Roll TN 17 to force open. Sand from ceiling vents. Room fills in 5 rounds. Pressure plate on west wall: Intelligence Chance Roll TN 14 (searching) or Wisdom Chance Roll TN 16 (spotting by chance). Stops flow and opens door. Submerged: 1d4 bludgeoning per round (DR applies). CON Tough Save each round or begin suffocating.

TOMB CHAMBER 3 (northwest): Single open sarcophagus. Stone tablet inside - map of all 6 levels with connections. Guarded by 1 Tomb Wraith. Speaks: "Take the map. Leave the hope." Attacks regardless.

Scattered in maze corridors: 4 skeletal remains. In plain sight, no roll.

SUGGESTED ENCOUNTER

Tomb Wraith (x1) - Tomb Chamber 3, mandatory.

Suggested: 22 HP, AC 13. Attack: Life-drain touch, d20+4 vs AC, 1d6+1 necrotic (DR does NOT reduce necrotic). On hit: wraith heals half necrotic dealt (rounded down). Immune to poison, disease. Resistant to physical damage (half from non-magical weapons). Cannot leave Tomb Chamber 3.

Balance (2 players): 22 HP + life-drain vs ~16 HP = Deadly. Silver dagger from skeleton loot bypasses resistance - make sure they find it first. Consider 15 HP for 2-player parties. (3-5 players): 22 HP vs 24-40 HP = Easy to Challenging. Life-drain + resistance pushes up. Reward is the dungeon map.

Optional: below 5 HP, wraith stops fighting. "You'll wish you hadn't." Dissolves. No additional loot.

TREASURE / MAGIC ITEMS

Dungeon Map Tablet (quest item). All 6 levels and connections. Most valuable item on Level 1.

Skeletal remains (4 bodies): 4 GP, 5 SP, 12 CP total. Silver dagger (1d4+1 piercing, magical for resistance bypass, 30 GP if sold). Journal page: "Level 5 holds the key. Not the tombs - the temple. Look for the scarab." Healer's kit, 3 uses.

Suggested magic item: Whispering Compass (bronze disc from skeleton's clenched fist). Warms when holder faces north. In this maze specifically, vibrates toward exits. Works only on Level 1. The gods let adventurers leave the maze - just not the prison.

TO PLAYERS

The labyrinth swallows you. Five-foot corridors, identical in every direction, branching and dead-ending without pattern or mercy. The ceiling drops to ten feet. The walls press in. Every turn looks like the last one. Every dead end feels personal, like the maze knew you'd choose wrong.

Tomb chambers branch off the main paths. Some are sealed. Some are open. The ones that are open feel worse than the ones that aren't.

Tomb Chamber 1 - If players open the sarcophagi:

Empty. All three of them. But the lids were moved from the inside - you can see the scratch marks on the interior stone. Long, desperate gouges. Whatever was buried in these got out. You don't see any tracks leaving the chamber.

Tomb Chamber 2 - When the door seals:

The door slams shut behind you. Stone on stone, final as a coffin lid. Then you hear it - a hiss from above. Sand pouring from vents in the ceiling. Not fast. Not slow. Just steady. Patient. The room is going to fill whether you're ready or not.

Tomb Chamber 3 - The Wraith encounter:

One sarcophagus, open, with something inside that isn't a body. A stone tablet, etched with lines and markings - it's a map. Six distinct sections, connected by paths. This entire place, laid out for you to see. Then the cold hits. The kind of cold that has nothing to do with temperature. A shape pulls itself from the stone wall - translucent, flickering, wearing the remnants of a face that might have been a priest once. It looks at you, then at the tablet, and says: "Take the map. Leave the hope."

STORY DROP

Dungeon map tablet is the most valuable Level 1 item. Journal fragment "Level 5, the temple, look for the scarab" breadcrumbs the Staff - the instrument the Pharaoh used to

channel mortal faith for his forced Ascension - in the Buried Temple of the Scarab. Empty sarcophagi foreshadow Level 5 undead. "Leave the hope" is the prison's thesis.

NAVIGATION

South entrance back through A11 shaft zone to A10/A8.

West passage to A4 (Sand-Slide Connection) - slides down toward A2.

No direct exit to other levels from this cluster. Backtrack to A2 or A4 (or the surface hub) to change levels.

