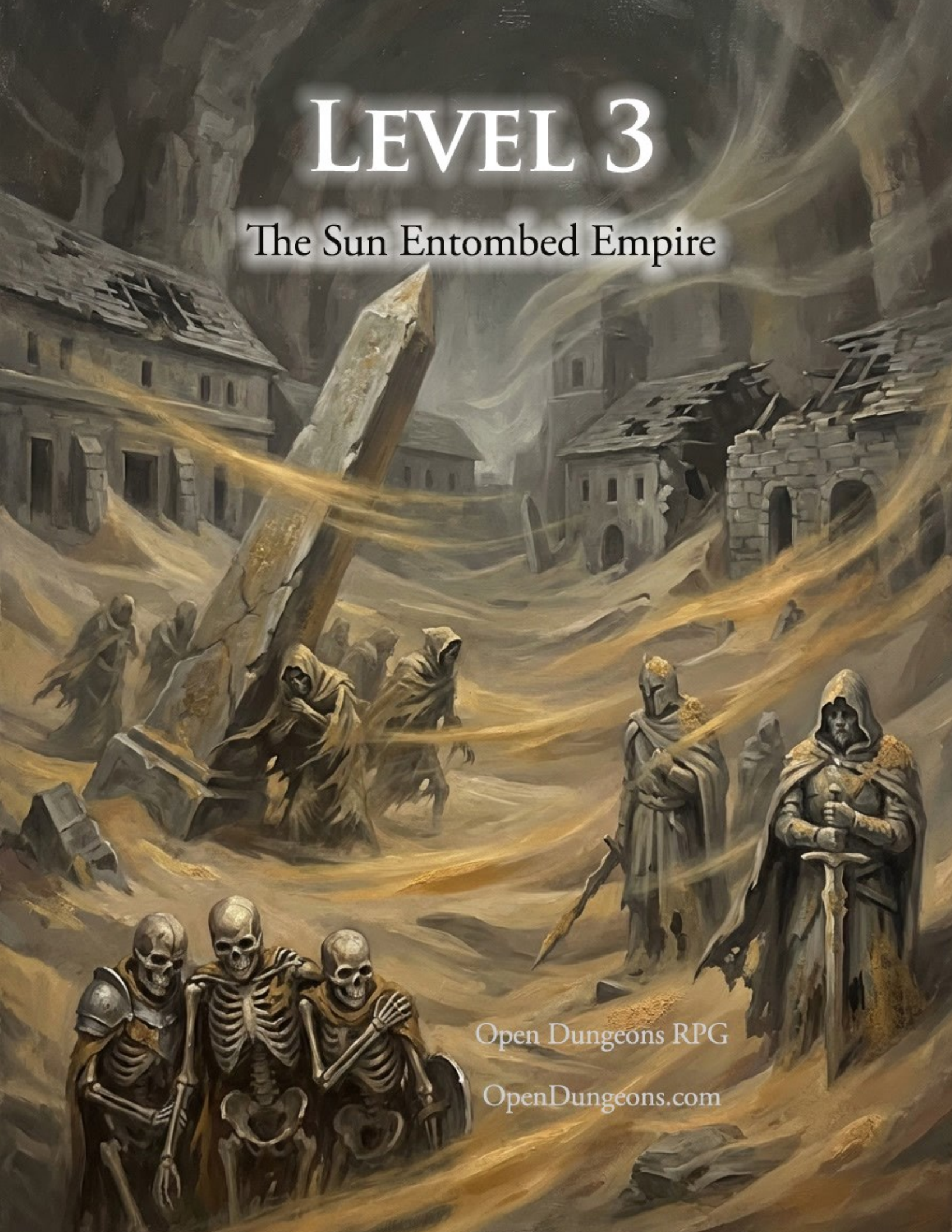


LEVEL 3

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 3

Open Dungeons RPG

DN LEVEL OVERVIEW

Supernatural wind never stops on this level. Sand streams horizontally through every corridor, scouring exposed skin and reducing visibility to 10 ft. This is the gods' recreation of the Pharaoh's military quarter twisted into a howling kill zone. The wind is punishment.

WIND MECHANICS (constant, level-wide): Ranged attacks -2 to hit. Light sources die within 2 rounds unless magically protected. Communication beyond 10 ft requires Charisma Chance Roll TN 12. Moving against wind: half speed. Moving with wind: normal but DEX Quick Save to stop or be pushed 10 ft.

WIND EXHAUSTION (this level only): The wind on this level is not just an obstacle — it is a weapon. For every 2 hours spent on this level, each player must make a CON Tough Save or gain the Weary condition (-2 to all Save Rolls until 6+ hours rest). Players already Weary who fail a second check gain 1 level of Exhaustion. The wind never stops. The prison is grinding you down. This is the mechanic foreshadowed by the dead adventurer in Level 1 (A7).

No single boss. The level is a war of attrition. No water anywhere.

C1 - Buried Plazas

DN NOTE

Wide open area, 50x40 ft, partially roofed. Military parade ground. Wind at maximum intensity. Sand blasts horizontally at chest height. Crossing requires strategy: rubble as windbreaks, timing between gusts, or hugging walls.

Wind gusts intensify every 3 rounds. On gust rounds: DEX Quick Save or knocked prone + pushed 10 ft. Prone in sand: 1d4 bludgeoning from scouring. Rubble piles along the west wall provide cover. Previous adventurers camped behind one - bones suggest the shelter didn't hold.

SUGGESTED ENCOUNTER

Sand-Scoured Skeletons (x3) - wind-driven animated remains. Not intelligent. They attack whatever they slam into.

8 HP each, AC 10. Bone slam d20+1 vs AC, 1d4 bludgeoning. Move 20 ft random wind direction each round. Collision = attack.

TREASURE / MAGIC ITEMS

Adventurer bones: 6 GP, battered shield (+1 AC), torn journal page: "The wind never stops. I thought it would stop. It doesn't stop."

TO PLAYERS

The wind hits like a wall. Sand streams across the open plaza in horizontal sheets, chest-height, stinging every inch of exposed skin. The space is wide - a parade ground - but crossing it means fighting through a gale that doesn't gust, doesn't pause, doesn't breathe. It just screams.

Rubble piles line the far wall, large enough to crouch behind. Behind one, bones. Someone tried to shelter here. The wind wore them down to the shape of the stones they hid behind.

NAVIGATION

East leads to C4 (Tilted Obelisk Court) and C3.

South leads to C15 and C14.

North leads to C2 (Collapsed Temple Structures).

C2 - Collapsed Temple Structures (West)

DN NOTE

Ruined temple, 40x30 ft, ceiling partially collapsed. Wind funnels through gaps creating concentrated sand-blast corridors. Strength Chance Roll TN 12 to climb rubble. Dexterity Chance Roll TN 13 through tight gaps. Crossing a blast corridor: DEX Quick Save or 1d6 bludgeoning from concentrated scouring. DR applies.

Walls bear murals of priests on their knees - not praying but confused. The sky above them turns to sand. These priests served the gods faithfully until the day everything was destroyed.

TO PLAYERS

A temple, collapsed inward, walls leaning against each other like exhausted soldiers. The wind finds every gap and screams through them, turning narrow spaces into focused blasts that strip paint from stone.

On the walls that still stand, murals. Priests, kneeling. Their hands raised not in prayer but confusion. Above them, the sky is turning to sand. They're watching their world dissolve and they don't understand why.

STORY DROP

The priests represent the faithful who had no warning the forced Ascension was coming. The gods destroyed the empire to punish one man, and everyone else was collateral.

NAVIGATION

South leads to C1.

East leads to C3.

C3 - Upper Temple Passage**DN NOTE**

Narrow elevated passage connecting C2 to C5 and northern section. Stairs lead upward - 15 ft elevation gain. Worn smooth on the left side from centuries of patrol steps. Wind reduced here due to narrow architecture.

Ascending stairs: players in heavy armor Dexterity Chance Roll TN 10 or slip (1d4 bludgeoning). Halfway up, carved into the stair wall: tally marks in groups of ten, hundreds of groups. Someone counted patrols. Thousands of them.

TO PLAYERS

Stairs. Carved from sandstone, climbing fifteen feet to a passage above. The left side of each step is worn smooth - polished by footsteps, thousands of them, all walking the same side, the same patrol route. The wind quiets here. The narrow walls keep it out. For the first time on this level, you can hear your own breathing.

On the wall beside the stairs, tally marks. Groups of ten, row after row, floor to ceiling. Someone counted their patrols. The count is in the thousands.

NAVIGATION

Down stairs leads to C1/C2.

East (upper level) leads to C5.

South leads to C4.

C4 - Tilted Obelisk Court

DN NOTE

MAJOR AREA. Open courtyard, 60x50 ft, ceiling 35 ft. Six obelisks at various angles, some toppled. Wind at peak intensity. The obelisks vibrate producing a deep bone-shaking hum.

Major gust every 2 rounds: DEX Quick Save or thrown 15 ft. Hitting an obelisk: 1d6 bludgeoning. DR applies. Obelisks serve as windbreaks between gusts.

Sheltered pocket behind toppled obelisk: three adventurer skeletons huddled together, arms around each other. Died of exhaustion from the wind, not combat. The prison wore them down until stopping felt easier than moving.

Toppled obelisk near south wall has exposed underside carvings. Intelligence Chance Roll TN 15: a commander's battle plan. Not against enemies - against the ritual. "Position archers at resonance points. If the light reaches the staff, nothing survives." A military officer tried to stop the forced Ascension.

SUGGESTED ENCOUNTER

Wind Wraiths (x2) - spectral soldiers riding wind gusts. Strike during gusts then dissipate.

14 HP each, AC 12. Attack (gust rounds only): Wind-slash d20+4 vs AC, 1d6 slashing + 1 necrotic. DR applies to slashing only. Between gusts: incorporeal, untargetable. Players must ready actions.

Balance (2 players): Reduce to 1 wraith. (3-5 players): Challenging tactical puzzle.

TREASURE / MAGIC ITEMS

Adventurer bones: 20 GP, military short sword (1d6+1 slashing, 35 GP), compass pointing to level exit.

Wind-Caller's Cloak (tattered military cloak). Wind gusts don't knock wearer prone on this level (pushed 5 ft instead of 15 ft). Belonged to the officer who tried to stop the Ascension.

TO PLAYERS

Obelisks. Six of them, jutting from the sand at angles that hurt to look at. The wind hits them and they sing. Not music. A hum. Deep, resonant, felt in your ribs more than heard. The whole courtyard throbs with it.

Between gusts, you can move. Between gusts, you can think. Then the wind comes again and the sand hits like gravel and the obelisks scream and you brace or you fly.

Behind one toppled pillar, a pocket of calm. Three skeletons inside, huddled together, arms around each other. They weren't fighting. They just stopped. They ran out of something this place takes from you.

STORY DROP

The commander's battle plan reveals military resistance to the forced Ascension. Not everyone followed blindly. Connects to dissident priest trial in Level 2 (B11) and adds military opposition to established religious dissent.

NAVIGATION

West leads to C1.

North leads to C3 and C5.

East leads to C16 and C11.

South leads to C13 and C14.

C5 - Collapsed Temple Structures (North)

DN NOTE

Upper ruins, 35x25 ft. Accessed from C3 stairs. Severe collapse - floors merged. Wind enters through broken roof and spirals into a sand vortex at room center, 10 ft diameter.

Entering vortex: DEX Quick Save or 1d6 bludgeoning + disoriented 1 round (-2 attacks). DR applies. Circle the room via walls. In the vortex: golden officer's insignia spinning.

TREASURE / MAGIC ITEMS

Golden officer's insignia: 40 GP. Engraved: "Commander Khet-Am, Northern Guard." The officer who wrote the battle plan in C4.

TO PLAYERS

The temple opens upward. What's left of the ceiling has gaps wide enough to see the amber sky, and the wind pours through them in spiraling columns. In the center, sand forms a vortex - spinning floor to ceiling, howling, pulling everything inward. Something glints inside. Gold, spinning with the sand, catching the light in flashes. It's in there. You'd just have to go get it.

NAVIGATION

South/down stairs leads to C3.

East leads to upper corridors toward C16.

C6 - Cracked Sun Altar

DN NOTE

Large chamber, 45x40 ft. This level's Sun Altar - split by divine force, not time. Crack runs deeper than Level 1's. Black sand pours steadily, pooling on the floor.

Around the altar, in pre-empire script (Intelligence Chance Roll TN 14): "You reached for our fire. Burn in it."

The wind DIES in this room. Complete stillness. After constant howling, the silence is worse.

Touching altar: WIS Mind Save. Fail = extended vision: the Pharaoh at the ritual, the light, the screaming - but also the gods' response. Hands of light pressing him into earth. His face: not afraid. Defiant. He believed he was right. 6 seconds. Stunned 1 round. No damage.

TO PLAYERS

The wind stops. Between one step and the next, the howling cuts to nothing. The silence is so sudden it hurts. At the center, the altar - black stone, cracked worse than the one you saw before. Deeper. Wider. Black sand bleeds from it in a constant stream, pooling in dark circles.

Around the base, carved in script so old it looks like it was always part of the stone, words. Not the Pharaoh's language. Older. Something else wrote this.

If translated (Intelligence Chance Roll TN 14):

"You reached for our fire. Burn in it."

If a player touches the altar (WIS Mind Save, fail):

The vision is sharper this time. You see the man, the staff, the light - but the view pulls back. Above. Hands descend from the sky. Not human. Made of light so bright it has weight. They press him down. Into the sand, into the stone, into the earth. His face, in the last moment - he isn't afraid. He's furious. He still thinks he's right. Then the vision breaks and you're on the floor, gasping.

STORY DROP

'Burn in it' is literal - the eternal noon, the burning surface are all fire. The Pharaoh's defiance complicates the narrative. He's not sympathetic yet, but he's not broken. That comes in Level 4 after millennia of imprisonment.

NAVIGATION

West leads to C16.

South leads to C9 and C10.

Northeast leads to C7 and C8.

C7 - Crypt Complexes (Northeast)

DN NOTE

Rectangular chamber, 35x25 ft. Military officer crypts. Six sarcophagi with ranks and achievements. Gods modified them - every general has been given a wrong animal head. Cavalry commander with fish head. Siege engineer with bird head. Deliberate petty insults.

The undead here are different. They form up. Four skeleton soldiers rise and immediately fall into formation - two front shields, two back spears. Disciplined tactical coordination.

SUGGESTED ENCOUNTER

Disciplined Skeleton Soldiers (x4).

10 HP each, AC 13 (chain remnants + shields). Spear thrust d20+3 vs AC, 1d6+1 piercing. DR 1. Front rank shields: -2 on attacks targeting back rank. Back rank throws spears then draws swords. Rotate wounded to back. Do not break formation.

Balance (2 players): Reduce to 2 soldiers. (3-5 players): 40 HP = Challenging to Hard. Must break formation to win.

TREASURE / MAGIC ITEMS

Bronze medals (4, 5 GP each). Chain shirt (DR 2). Commander's map tablet showing Level 3 patrol routes - advantage on navigation.

TO PLAYERS

Military crypts. The sarcophagi bear ranks and titles. The carvings show them in full regalia. Then you notice the heads. Wrong. Every one. A cavalry officer with the head of a fish. An engineer with a bird's skull. Someone replaced their faces with animals as a joke. A cruel one.

Stone grinds. The lids move. They rise in unison - not lurching, not stumbling. They stand and form a line. Shields up. Spears level. Two front, two behind. They don't charge. They wait. In perfect formation. Death didn't change their training.

NAVIGATION

West leads to C6.

South leads to C8.

C8 - Sandfall Shaft Network

DN NOTE

Chamber complex, 30x30 ft. Most aggressive sandfall network in the dungeon. Four shafts. Triggered by pressure plates, wind, or seemingly at random. Sand pours continuously from ceiling vents.

Spotting: Wisdom Chance Roll TN 17. Searching: Intelligence Chance Roll TN 15. Avoiding: DEX Quick Save.

THREE INTERNAL SHAFTS: Fall 25 ft, 1d10 bludgeoning. DR on bludgeoning only. Deposit back at level entrance (C1). One is wind-triggered (predictable from C4 gust timing). One is pressure-plate. One on 3-round cycle.

FOURTH SHAFT - INTER-LEVEL CONNECTION: The easternmost shaft is deeper than the others. Fall is 35 ft. Damage: 1d10+4 bludgeoning. DR on bludgeoning only. The tunnel at the base does not return to C1. It descends through a passage where the wind dies completely, the military stonework gives way to academic calm, and the air tastes stale and old. After 40 ft of crawling, players emerge in D26 on Level 4 (The Lost Tombs of Zerzura). The silence after Level 3's constant wind is shocking.

Climbing back up through the fourth shaft from D26: Strength Chance Roll TN 16. The passage is vertical for the first 15 ft, then angles steeply. The wind begins to howl as you approach the top - players hear Level 3 before they see it.

TO PLAYERS

The floor moves. Not the sand - the floor itself. Sand pours from ceiling vents in thick curtains, filling drifts that shift and resettle. Beneath the sand, some ground holds. Some doesn't. The wind makes the sand jump, and you can't tell solid from void.

If a player falls into the eastern shaft:

This fall is longer. You know it immediately - the darkness stretches, the sand follows you down, and the impact at the bottom is harder than the others. But the tunnel at the base is what stops you. The wind is gone. Between one breath and the next, the howling cuts to nothing. The passage ahead is silent, still, and the stone under your hands is smooth. Academic. The air tastes like dust and old paper. Wherever you are, the wind can't reach you here.

NAVIGATION

North leads to C7.

West leads to C6 and C9.

Three internal shafts deposit at C1 (level entrance).

Eastern shaft descends to D26 (Level 4 - The Lost Tombs of Zerzura). Two-way - Strength Chance Roll TN 16 to climb back up.

C9 - Statue Graveyard Hall

DN NOTE

Large chamber, 45x35 ft. This level's Statue Graveyard - military additions. War council statues in battle dress, vandalized. Real weapons removed, replaced with sand-formed replicas that erode in the wind in real time.

No enemies. No traps. Immersion room. Let the wind and slow destruction work.

TO PLAYERS

Statues. Warriors in full battle dress, formation even in stone. Their weapons are wrong - swords that droop, spears that bend. Sand. The real weapons were taken. These replacements dissolve as you watch. The wind touches a sand-sword and you see it thinning, grain by grain, losing its edge. In a year it won't look like a sword. In ten years, a stick. In a hundred, nothing. And the statues will stand holding empty hands, and the wind will keep coming.

NAVIGATION

North leads to C6.

West leads to C10 and C11.

East leads to C8.

C10 - Hidden Sand-Slide Connections

DN NOTE

Junction, 20x15 ft. Three concealed passages radiate from this room. Two are internal sand-slides. The third is an inter-level connection.

South slide leads to C12 (Armory Ruins). Wisdom Chance Roll TN 16 to spot. DEX Quick Save to control. Fail: 1d6 bludgeoning + deposited at destination. Can be used deliberately as a shortcut.

Northwest slide leads to C4 (Tilted Obelisk Court). Same mechanics.

INTER-LEVEL CONNECTION: A third passage climbs steeply upward to the northeast. The wind dies as the passage ascends - the stone transitions from rough military

construction to smooth urban architecture. This connects to B46 on Level 2 (The Sunken City of Akhet-Ra). The ascent is steep and the passage is polished smooth, making it a difficult climb. Strength Chance Roll TN 14 + Dexterity Chance Roll TN 12 to climb up. Descending from B46 is a controlled slide (DEX Quick Save or 1d6 bludgeoning + prone). Carved handprint on wall near northwest slide. Below it: "FASTER THIS WAY." Near the upward passage, a different hand scratched: "QUIETER THIS WAY." The quiet refers to the absence of wind on Level 2.

TO PLAYERS

A junction. The floor slopes subtly in two directions. The sand is smoother, finer, polished beneath. A handprint pressed into the wall near one slope, fingers splayed. Below it, scratched: "FASTER THIS WAY."

A third passage climbs steeply upward. The wind - constant, screaming, omnipresent since you arrived on this level - fades as you look up the passage. The stone is smoother there. Urban. Carved, not cut. Near the entrance, a different hand scratched different words: "QUIETER THIS WAY."

NAVIGATION

South slide leads to C12.

Northwest slide leads to C4.

Northeast passage (climbing) leads to B46 (Level 2 - The Sunken City of Akhet-Ra). Two-way - Strength TN 14 + Dexterity TN 12 to ascend. Slide down with DEX Quick Save.

East leads to C9.

North leads to C11 and C16.

C11 - Command Post

DN NOTE

Medium chamber, 25x20 ft. Military command center. Stone map table with sand-carved terrain. Chair behind the table. Wall diagrams show troop movements AND civilian herding for the Gathering. Intelligence Chance Roll TN 14 to distinguish civilian deployment lines from military.

If players sit in the chair: WIS Mind Save. Fail = 1 round paralysis as phantom weight presses down. The chair remembers authority.

TO PLAYERS

A command center. The map table dominates - sand-formed terrain features still visible despite the wind. A chair behind it, tall-backed, built for someone who gave orders. The armrests are scratched deep. Grip marks. Something held on tight.

On the walls, diagrams. Troop movements, siege positions. And something else - lines of small figures, thousands, directed along paths. Not soldiers. Families. Civilians. Herded somewhere.

STORY DROP

The military herded civilians toward the Gathering. The forced Ascension was institutional. The Pharaoh deployed his entire military to ensure every soul was present. Connects to 'All serve the Ascension' from Level 2 (B26).

NAVIGATION

South leads to C10 and C12.

Northeast leads to C16.

West leads to C4.

C12 - Armory Ruins

DN NOTE

Rectangular, 30x25 ft. Military armory. Weapon racks - most empty, some with corroded bronze. Unlike Level 2's fakes, these are real. The gods left real weapons because armed adventurers last longer.

Thorough search (10 min, Intelligence Chance Roll TN 13): locked chest behind collapsed shelf.

TREASURE / MAGIC ITEMS

Racks: 3 bronze spears (1d6 piercing), 2 short swords (1d6 slashing), 1 tower shield (+2 AC, -5 ft movement).

Locked chest (Thief or Strength TN 15): 45 GP. Sunfire Salve (apply to weapon, next 3 hits +1d4 fire, single use, 60 GP). Cloth map showing route Level 3 to Level 5: "The temple is the key. The scarab opens what the gods sealed."

TO PLAYERS

An armory. Real weapons. After rooms of sand-formed lies, the bronze catches you off guard. Spears in racks, swords on hooks, shields stacked three deep. Old, corroded, edges pitted. But metal. Real. Someone wanted adventurers armed. The question is why.

STORY DROP

The cloth map breadcrumbs Level 5's staff. The scarab reference connects to the jade pendant from Level 2 (B25) and the Buried Temple of the Scarab.

The Sunfire Salve is a general combat tool — effective against any enemy on any level. It is not specifically keyed to the final encounter. The real clue for defeating the temple's guardian comes from a dead adventurer deeper in Level 5 (E14), whose journal describes what kind of damage the guardian is vulnerable to. Players who assume fire beats the boss will learn otherwise; players who read E14's journal will be rewarded.

NAVIGATION

North leads to C11 and C10.

West leads to C13.

East leads to C9.

C13 - Crypt Complexes (South)

DN NOTE

Large chamber, 40x30 ft. Military officer crypts. Twelve burial niches. Six empty, three sand-formed (crumble), two real skeletons. Twelfth niche, uppermost: sealed with Commander Khet-Am's symbol.

Opening Khet-Am's niche (Strength Chance Roll TN 14): skeleton in dress uniform, clay tablet on chest. "I tried. The archers wouldn't fire. They believed in him too much. Even my soldiers. Even me, until I saw the light take them. Forgive me for being too late."

TREASURE / MAGIC ITEMS

Khet-Am's signet ring (30 GP, +1 Charisma Chance Rolls commanding NPCs - per Stacking rules). Clay tablet confession (quest item - Pharaoh in Level 4 says: "Khet-Am. She was the only one who tried to stop me. I had her executed the morning of the ritual.").

TO PLAYERS

Burial niches line the walls, three rows high. The wind barely reaches here. For the first time in hours, you can lower your voice. Most niches are open - empty or sand. Two hold real bones in officer's dress. The highest niche bears a symbol you recognize. Sealed tighter than the others.

If players read Khet-Am's tablet:

"I tried. The archers wouldn't fire. They believed in him too much. Even my soldiers. Even me, until I saw the light take them. Forgive me for being too late."

STORY DROP

Khet-Am's confession is the most human document in the dungeon. She saw the forced Ascension for what it was and tried to stop it. The Pharaoh's Level 4 revelation that he executed her the morning of the ritual adds devastating guilt.

NAVIGATION

East leads to C12.

North leads to C4.

South leads to C14.

C14 - Temple District Passage

DN NOTE

Winding corridor, 15 ft wide, connecting C13 to C15. Architecture shifts from military to religious. Lotus columns, prayer niches, incense alcoves (empty). Wind howls unobstructed.

One incense alcove still has residual scent. WIS Mind Save: fail = momentary homesickness for a place the player has never been. The prison is using scent as a weapon now - triggering emotions that don't belong to you.

TO PLAYERS

The corridor shifts. Stone changes from blocky military construction to curved temple work - lotus columns, niches carved for prayer, alcoves where incense once burned. One alcove still smells like something. Faint. Old. A temple scent you can't name but somehow recognize. It makes you ache for a home that isn't yours.

NAVIGATION

North leads to C13.

South leads to C15.

C15 - Blused Temple Structures

DN NOTE

Temple ruins, 35x30 ft. 'Blused' - a term from the empire meaning 'consecrated through suffering.' The temple was dedicated to prayer through endurance. Pilgrims would kneel on rough stone for hours. The kneeling stones are still here, each one carved with grooves worn by thousands of knees.

The murals show the empire's priesthood in their final hours - not during the Ascension itself, but after. Priests stumbling through sand-filled streets, calling out to gods who no longer answer. One panel shows a priest reaching toward the sky, hand outstretched, and above them: nothing. The sun. Sand. Empty sky. The gods were already gone.

A sarcophagus sits against the south wall, partially buried in sand. Carved with religious symbols. Opening it (Strength Chance Roll TN 14): inside, a ladder descends 30 ft into a hidden chamber. The sarcophagus is a passageway, not a tomb.

Hidden chamber below: 10x10 ft, stone walls, no wind. A priest's private sanctum. A shelf holds three intact prayer scrolls (Comprehend Languages or Intelligence Chance Roll TN 13 to read). The scrolls are personal prayers - not to the gods, but to the Pharaoh himself. 'You

promised us eternity. You gave us sand.' A fourth scroll is a map fragment showing connections between Levels 3, 4, and 6.

TREASURE / MAGIC ITEMS

Prayer scrolls (3, quest flavor - showing to Pharaoh in Level 4 triggers: "They prayed to me. After everything, they prayed to me. I was never worthy of that."). Map fragment (Levels 3/4/6 connections). In the hidden chamber: a silver prayer disc (25 GP, holy symbol equivalent for Clerics).

TO PLAYERS

A temple built for suffering. The kneeling stones are worn smooth - not from age but from use. Thousands of knees, pressing into rough stone, hour after hour. Devotion measured in pain.

The murals show priests in a world that's ending. Not fire. Not flood. Sand. They walk through streets filling with it, calling upward to a sky that doesn't answer. One figure reaches toward the sun, hand open, desperate. Above them: nothing. Just light. Just heat. The gods are already gone.

Against the south wall, a sarcophagus. Partially buried, carved with symbols you recognize from the temples. It feels out of place here - too grand for this small room.

If players open the sarcophagus:

No body. Instead, the bottom drops away into darkness. A ladder, carved into the stone, descends thirty feet into a space below. The air rising from it is still and cool. No wind. No sand. Silence.

STORY DROP

The prayers addressed to the Pharaoh instead of the gods show how thoroughly he replaced divine authority in his people's minds. They prayed to him even after he destroyed them. This makes his Level 4 guilt even more devastating - they gave him everything, and he consumed them for it.

NAVIGATION

North leads to C14 and C13.

Northeast leads to C1.

Down through sarcophagus: hidden priest's sanctum (dead end, must climb back up).

C16 - Labyrinthine Tomb Cluster

DN NOTE

MAJOR AREA. Large maze complex, roughly 55x40 ft. Tight corridors (5 ft wide), multiple tomb chambers branching off main paths. The wind doesn't penetrate deep into the maze - it dies at the entrance. Inside: dead air, dead silence, dead ends.

The maze is static but disorienting. Identical corridors, repeated patterns. Navigation without the commander's map from C7: Wisdom Chance Roll TN 15 to avoid getting lost. Getting lost: loop back to entrance after 10 minutes.

TOMB CHAMBERS within the maze (visible on map as structured rooms):

Chamber A (northwest): Four sarcophagi. Three empty, one contains a Sand-Born - a construct that looks like a mummified soldier until disturbed. 18 HP, AC 14, d20+3 vs AC for 1d8+2 bludgeoning, DR 1. Immune to poison/disease. It guards a bronze war-horn (if blown, all undead on the level freeze for 1 round - single use).

Chamber B (central): Training room. Stone dummies, practice weapons. The floor has painted tactical diagrams - still legible. Intelligence Chance Roll TN 13: the diagrams aren't combat formations. They're ritual positions. The military trained for the Gathering the way they'd train for a battle.

Chamber C (southeast): Empty except for a stone bench and a single wall inscription: "We held this position for six days. The sand took the rest. Sergeant Djet, 4th Infantry, reporting to no one." The most mundane, most human artifact in the dungeon. No mechanics. Just a soldier's last report.

SUGGESTED ENCOUNTER

Sand-Born (x1) in Chamber A. See above. Plus:

Maze Stalker (x1) - patrols the corridors. A sand-and-bone hybrid, hunched, moves silently. Ambush predator. 15 HP, AC 12. Claw d20+4 vs AC, 1d6+2 slashing. Surprise attack: if players don't detect it (Wisdom Chance Roll TN 16), first attack is automatic hit. Retreats after taking 8+ damage and repositions.

TREASURE / MAGIC ITEMS

Chamber A: Bronze war-horn (single use, freezes undead 1 round). 15 GP from sarcophagi.

Chamber C: Sergeant Djet's dog tags (no value, but deeply human. A Cleric who prays over them feels warmth).

TO PLAYERS

The maze swallows you, and the wind stops. Not gradually. Instantly. One step you're in the howl. The next, silence. The corridors are five feet wide, identical, branching into darkness. The ceiling drops to ten feet. Every turn looks like the last. Every dead end feels calculated.

Tomb chambers open off the main paths. Some hold coffins. Some hold practice weapons and painted floors. One holds nothing but a bench and words on a wall.

Chamber C inscription:

"We held this position for six days. The sand took the rest. Sergeant Djet, 4th Infantry, reporting to no one."

STORY DROP

Sergeant Djet's report is the emotional core of Level 3. No magic, no monsters, no mechanics. Just a soldier filing a report after everyone else is dead because that's what soldiers do. It should land like a gut punch. The training diagrams in Chamber B confirm the military was fully integrated into the Ascension infrastructure.

NAVIGATION

South entrance from C11 and C4 area.

Northwest upper passage from C5.

East corridors to C6 area.