

LEVEL 6

The Sun Entombed Empire



THIS LEVEL
HAS NO
PURPOSE
BUT
SUFFERING.
TURN BACK.

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

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THE SUN ENTOMBED EMPIRE

LEVEL 6

Open Dungeons RPG

DN LEVEL OVERVIEW

This is the gods' masterwork. Where the other levels recreate pieces of the Pharaoh's empire, this level doesn't pretend to be anything other than what it is: a machine designed to break hope.

The Labyrinthine Tomb Cluster (F25-F29 and the maze area northeast) dominates the level. It's a sprawling maze of identical corridors, false doors, dead ends, and looping passages. The corridors shift when players aren't looking. Doors that were open close behind them. Sand fills passages on timers. Maps become unreliable. It is not a puzzle with a clever solution. It's a grind.

The Tilted Obelisk Court (F2/F3) holds the key to navigating the maze - the obelisks are sundials calibrated to reveal which corridors loop and which lead forward. The gods left this not out of mercy but out of sport.

The Cracked Sun Altar (F9) is the darkest version of this recurring feature. It doesn't tell the Pharaoh's story. It tells the gods' story. Their satisfaction.

The Statue Graveyard Hall (F6) contains the most intact statues in the dungeon, all modified with petty, vindictive revisions by divine hands.

Undead on this level reform from sand after being destroyed. Retreat is as costly as advancement.

No water anywhere in the constructed halls or rooms. The wind exhaustion from Level 3 does not apply here - the gods focused this level's cruelty on the architecture, not biology.

MAZE MECHANICS (F25-F29 area): Corridors shift when players aren't looking (Intelligence Chance Roll TN 16 to notice a shift). Doors close behind last player on Probability Roll 1-3 on d6. Player-made markings are erased by sand within 10 minutes. Sand trickles from ceilings filling passages in 10 rounds. Maps made inside become inaccurate after 30 minutes (Intelligence Chance Roll TN 16 to correct). Obelisk Navigation Key from F2/F3 reduces maze navigation from Wisdom TN 15 to Wisdom TN 12.

F1 - Entry Hall

DN NOTE

Large chamber, 45x35 ft, ceiling 20 ft. Main entry to Level 6. The architecture is immediately different - no attempt at mimicking the empire. Just stone. Functional, angular, oppressive. Walls smooth and featureless. Ceiling low for the width. Proportions wrong on purpose - designed to make you feel crushed.

Sand ankle-deep, perfectly flat. Not a single footprint. The prison erased all evidence of everyone who came before.

Stone marker at entrance (Intelligence Chance Roll TN 12): "THIS LEVEL HAS NO PURPOSE BUT SUFFERING. TURN BACK." Carved by the gods. Not a lie. The one honest sign in the dungeon.

No enemies. No traps.

TO PLAYERS

The stone changes. Everything before at least pretended to be something. This doesn't. The walls are smooth. Blank. The ceiling hangs low over a room too wide for its height. The proportions are wrong. Deliberately. This place doesn't want to fool you. It wants to squeeze.

A stone marker just inside the entrance. "THIS LEVEL HAS NO PURPOSE BUT SUFFERING. TURN BACK." No trick. No cipher. The question is whether you believe them.

NAVIGATION

South leads to F8 and F9 area.

East leads to F29 and Labyrinthine Tomb Cluster.

West leads to F2 (Tilted Obelisk Court).

F2 - Tilted Obelisk Court (Outer)

DN NOTE

Large open area, 50x40 ft, ceiling 30 ft. Massive obelisks, some standing at angles, some toppled. Unlike other levels, these aren't damaged. Deliberately angled in precise patterns.

Shadows change direction over time, rotating slowly. Intelligence Chance Roll TN 14: the obelisks rotate on their bases, imperceptibly, calibrated as sundials. But for what? There's only one sun position.

Answer is in F3. Players studying obelisks here and F3 for 15+ minutes can decode the labyrinth navigation key.

No enemies. No traps.

TO PLAYERS

Obelisks. Not ruins. Standing stones, tall as buildings, angled precisely, casting shadows that shouldn't exist. The sun hasn't moved in this place for centuries. Always directly overhead. But the shadows move. You watch one for a minute and it's shifted. The obelisks are turning. On purpose.

They're sundials. But there's nothing for a sundial to track in a world of permanent noon. Unless they're tracking something you can't see.

NAVIGATION

East leads to F1.

West leads to F3 (Tilted Obelisk Court inner).

South leads to F4 and F8.

F3 - Tilted Obelisk Court (Inner)

DN NOTE

CRITICAL PUZZLE ROOM. Medium chamber, 30x25 ft. Three obelisks in a triangle. Each casts a shadow intersecting with the others. The intersection point shifts as obelisks rotate.

THE NAVIGATION KEY: Every 30 minutes, all three shadows align pointing northeast toward the maze. Specific symbols illuminate on each obelisk face. These correspond to corridor markers inside the maze.

Decoding: Intelligence Chance Roll TN 15 (with 15+ min observation). Sun marks = go left = forward. Scarab marks = loop. Feather doors (Ma'at) = safe. Jackal doors (Anubis) = seal behind you.

The gods left this not from mercy but sport - they wanted it theoretically solvable, just brutal to apply.

TO PLAYERS

Three obelisks in a triangle, casting shadows that converge on a single point. The point moves. Every half hour, the three shadows intersect exactly. When they do, symbols on the obelisk faces catch the light. Three symbols, glowing for about ten seconds.

If players study the symbols (Intelligence Chance Roll TN 15):

A pattern. The symbols match markings inside the maze. Sun marks. Scarab marks. Feathers. Jackals. Each corresponds to a choice. Left or right. Open or avoid. Forward or loop. The obelisks are teaching you how to read the labyrinth.

STORY DROP

The navigation key is the gods' concession to fairness. They built an impossible maze and left the solution outside it, encoded in astronomy, requiring patience and intelligence. They wanted to know if anyone smart enough to decode the obelisks would be brave enough to enter the maze anyway.

NAVIGATION

East leads to F2 and F1.

South leads to F4.

F4 - Western Corridor**DN NOTE**

Narrow corridor, 15 ft wide, 40 ft long. Connecting F2/F3 south to F5 and F8. Sand ankle-deep. Walls carved with a repeating pattern: a hand pressing downward on a kneeling figure. Same image from Level 4 (D10). Repeats every three feet. Dozens of identical images. The repetition is numbing. That's the point.

No enemies. No traps.

TO PLAYERS

A corridor of repetition. The same carving, every three feet, both walls. A hand pressing down on a kneeling figure. Again. Again. Again. The image doesn't change or evolve. It just repeats until the repetition itself feels like pressure.

NAVIGATION

North leads to F2 and F3.

South leads to F5.

East leads to F8.

F5 - Western Dead End

DN NOTE

Small chamber, 15x15 ft. Dead end. Single stone chair facing a blank wall. Nothing else. No carvings. No treasure. No enemies. The gods put a chair facing nothing in a dead end. The cruelty is that someone will sit in it.

Sitting in the chair: nothing happens. That's the point.

TO PLAYERS

A dead end. A blank wall. And a chair. Stone, facing the wall, positioned as if there were something to see. There isn't. The room exists for no reason except to make you walk to a dead end, find a chair, and wonder what you were supposed to see.

NAVIGATION

Northeast leads to F4. Dead end.

F6 - Statue Graveyard Hall

DN NOTE

MAJOR LORE ROOM. Large chamber, 50x40 ft. Most intact statues in the dungeon, all modified by the gods.

THE PHARAOH: Central, largest. Recarved from standing triumphant to kneeling, weeping. One hand reaches upward. Fresh chisel marks.

THE QUEEN: Facing the wall. Turned away so he could see her but she couldn't see him.

THE GENERALS: Wrong animal heads. Cavalry commander with fish head. Siege engineer with bird skull. Specifically, insultingly wrong.

THE CHILDREN: Two small statues, hand in hand. Untouched. The gods didn't modify the children. They left them perfect. Which is worse.

Intelligence Chance Roll TN 14: the children's statues are the only undamaged figures in the dungeon. Not mercy. Strategy. A weeping father before his untouched children's statues is more punishment than any recarving.

SUGGESTED ENCOUNTER

Animated Statues (x2) - if players try to restore any statue.

15 HP each, AC 15. Stone fist d20+2 vs AC, 1d4+2 bludgeoning. DR 3. Immune to poison, disease, necrotic, psychic. Crumble after 3 rounds. Not designed to kill - designed to say "the gods' edits are final."

TREASURE / MAGIC ITEMS

Base of children's statues: two gold rings, child-sized (15 GP each). Taking them triggers nothing. Just the weight of holding dead children's jewelry.

TO PLAYERS

A graveyard for kings. Statues, every one changed. A man kneels where he once stood, weeping where he once commanded. A woman faces the wall. Generals wear the wrong animal heads. Deliberate. Personal.

Two small statues near the center. Children. A boy and a girl, hand in hand. They haven't been touched. Their faces are intact. Everything around them has been recarved, cracked, mocked. But these two stand exactly as they were made.

That's worse. You understand immediately that it's worse.

STORY DROP

The untouched children prove the gods understand emotional cruelty on a sophisticated level. The contrast creates more anguish than desecrating everything would. This level is about understanding the Pharaoh's jailers are not righteous. They're spiteful.

NAVIGATION

North leads to F4. East leads to F7 and Northeast F9.

F7 - Sandfall Shaft Network (South)

DN NOTE

Chamber, 25x25 ft. Three concealed shafts. Most punishing in the dungeon.

Spotting: Wisdom TN 17. Searching: Intelligence TN 16. Avoiding: DEX Quick Save. Fall: 25 ft. Damage: 1d6 bludgeoning. Deposit back at F1.

One shaft hidden directly between F6 and F9. Players crossing from Statue Graveyard to Sun Altar must cross it. Cruel placement after emotional weight.

INTER-LEVEL CONNECTION: Along the southern wall, partially concealed behind a sand drift, a natural cave passage climbs steeply upward. Wisdom Chance Roll TN 14 to notice. The stone transitions from Level 6's oppressive angular construction to natural cave rock - wet, rough, with handholds. As players ascend, moisture appears on the walls. Then moss. Then the smell of something alive. The passage emerges in E25 on Level 5 (The Lost Necropolis of Akhet-Ra), behind a curtain of hanging moss near the approach to the real oasis.

Strength Chance Roll TN 14 to climb up. Descending from E25 is easier - Dexterity Chance Roll TN 12 to control the steep descent.

TO PLAYERS

The floor feels wrong. After the statue hall, your mind is elsewhere, and that's when the floor reminds you where you are. The sand is deeper here. Some patches dried and cracked. You know what this means. The question is whether you're paying enough attention.

If players notice the cave passage (Wisdom Chance Roll TN 14):

Behind a drift of sand along the south wall, a hole. Not a shaft - a passage. Natural rock, climbing upward at a steep angle. The stone is different here - rough, unworked, with water stains and natural handholds. As you peer upward, the air changes. Humidity. The faintest

green smell, like something growing. After the deliberate cruelty of this level, the passage feels accidental. Like the prison forgot to seal it. Like something alive found a crack.

NAVIGATION

West leads to F6 (Statue Graveyard Hall).

East leads to F9 (Cracked Sun Altar) through shaft zone.

South leads to F11.

North leads to F8.

Internal shafts deposit at F1.

Cave passage climbs to E25 (Level 5 - The Lost Necropolis of Akhet-Ra). Two-way - Strength TN 14 to climb up, Dexterity TN 12 to descend.

F8 - Central Chamber

DN NOTE

Large chamber, 40x30 ft. Hub of Level 6's western half. Deliberately empty. No carvings, no features. After detail everywhere else, the blankness is aggressive. Can't orient. Can't remember which corridor you came from.

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

TO PLAYERS

Nothing. A large room with nothing in it. Sand, walls, ceiling, exits. No carvings. No statues. After everything you've seen, the absolute blankness is jarring. A room designed to give you nothing to hold onto.

NAVIGATION

North leads to F1. West leads to F2 and F4. South leads to F7 and F9. East leads to F23 and F29.

F9 - Cracked Sun Altar

DN NOTE

MAJOR LORE ROOM. Large chamber, 45x40 ft. Darkest version of the Sun Altar. The crack bleeds black sand - fine as cremation ash, pouring endlessly. Pool around base is 6 inches deep and growing.

THE GODS' SIDE OF THE STORY. Carvings tell the gods' perspective.

Panel 1: Gods convene, watching the Pharaoh's ritual from above. From their perspective it looks small. A candle threatening a bonfire.

Panel 2: Deliberation. Some gods advocated mercy. Others demanded annihilation. Not consensus.

Panel 3: One god's hand reaches down. Presses the light into darkness. Others watch. Some turn away. Not a group decision. One god acted.

Panel 4: The same god builds the prison alone. Others are gone. Only one cared enough - or was cruel enough - to finish.

Panel 5: Gods turn away in dismissal. But one god remains in the background. Still watching. The prison is maintained by one god's grudge.

Touching altar: WIS Mind Save. Fail = 6-second vision from gods' perspective. 1d6 psychic (DR does NOT reduce). Stunned 1 round.

TO PLAYERS

The altar is wounded. Black sand pours from the split like blood. It pools around the base in a dark circle that spreads.

The carvings tell a story you haven't seen before. Not the Pharaoh's. The ones who built the prison.

Figures of light, gathered in a circle, watching something small and bright below. Interest. Concern. And fear.

Argument. Some want to extinguish the light. Others hesitate. One figure, larger than the rest, watches.

The large figure reaches down. One gesture. The light goes dark. Others leave. The large figure stays.

The figure builds. Alone. A city. A desert. An eternal sun. A grudge made architecture.

The figure stands alone, watching. After all this time, still watching.

If a player touches the altar (fail):

You see from above. The Pharaoh's ritual is a spark. And you feel what the gods felt. Not anger. Fear. The spark was reaching toward your domain. The boundary between mortal

and divine - it bent. Under the weight of one man's ambition and a million people's faith, it bent. And you pressed him down. Not because he was wrong. Because he was close.

STORY DROP

Three critical truths: 1) The gods were afraid. 2) The punishment was not unanimous - one god built this prison. 3) The prison is maintained by spite, not justice. Players who free the Pharaoh aren't just liberating a sinner. They're defying a deity still watching.

NAVIGATION

West leads to F7. North leads to F8. Southwest leads to F10 and East leads to F24. South leads to F10.

F10 - Southern Junction

DN NOTE

Junction, 20x20 ft. Connects F9 to F11, F24, and F15/F22 corridors. Four identical exits. No landmarks. Wisdom Chance Roll TN 14: one exit has more sand wear - most-traveled path toward F24.

No enemies. No traps.

TO PLAYERS

Four exits. Identical. Same width, height, smooth stone. No signs, no carvings. You're meant to get lost. You're meant to circle back and not realize you've been here before.

NAVIGATION

North/West leads to F9. South leads to F11. East leads to F24 and F15. Northeast leads to F22 and F23.

F11 - Southern Chamber

DN NOTE

Medium chamber, 30x25 ft. Walls covered in tally marks. Not counting days. Counting attempts to navigate the labyrinth. Over ten thousand tallies. Among them, in tiny handwriting: "I almost made it through on attempt 3,247. Then the corridor moved. I'm going to try again. I'm going to try until the sand takes me."

Body against south wall. Skeleton in scholar's robe. Chalk worn to a nub. A citizen trapped in the prison who spent their life trying to solve the maze.

TREASURE / MAGIC ITEMS

Chalk nub (1 use). Scholar's ring (8 GP). Navigation journal - one surviving page with partial outer maze map. Intelligence Chance Roll TN 14. Gives +2 on FIRST Wisdom roll to navigate the maze.

TO PLAYERS

Tally marks. Ten thousand. Not days. Attempts. Someone counted their failures. Near the floor: "I almost made it through on attempt 3,247. Then the corridor moved. I'm going to try again. I'm going to try until the sand takes me."

The body is here. Skeleton in a scholar's robe. Chalk worn to nothing. They weren't an adventurer. A citizen. Trapped alongside the king they served, trying to solve a maze the gods built to be unsolvable. They tried over ten thousand times. They never stopped.

NAVIGATION

North leads to F7 and F10. East leads to F12.

F12 - Southern Passage**DN NOTE**

Long winding passage connecting F11 to F13. 10 ft wide. One section polished smooth from thousands of trips - the scholar's path. No enemies. No traps.

TO PLAYERS

A winding passage worn smooth by thousands of trips. The stone is polished to a mirror sheen. Someone walked this path ten thousand times.

NAVIGATION

West leads to F11. East leads to F13.

F13 - Southeastern Junction

DN NOTE

Junction, 20x15 ft. Carved signpost (gods' work): "FURTHER" north, "NOWHERE" east, "BACK" west. Intelligence Chance Roll TN 12: the labels are accurate. The gods made a helpful sign. That should be terrifying.

TO PLAYERS

A signpost carved by the same hands that built this prison. "FURTHER." "NOWHERE." "BACK." The gods don't always lie. Sometimes the truth is crueler.

NAVIGATION

West leads to F12 and F11. East leads to F14. North leads to F15.

F14 - Eastern Dead End

DN NOTE

Small chamber, 15x15 ft. Dead end. Stone bench. Wall carving: a bird in a cage with the door open. The bird hasn't moved. Intelligence Chance Roll TN 12: it could leave. It's choosing not to. The dungeon's thesis in a single image.

TO PLAYERS

The sign said “NOWHERE.” It was right. A bench. A carving: a bird in a cage with the door open. The door is clearly open. The bird hasn’t moved.

NAVIGATION

West leads to F13. Dead end.

F15 - Central Eastern Chamber

DN NOTE

Medium chamber, 25x20 ft. Tactical room with elevated stone platforms (3 ft) for cover. Designed as a chokepoint. Nothing is here now - the intended encounter is gone. But the architecture remembers violence.

If players spend 10+ minutes: Probability Roll 1-2 on d6 - a wandering Sand-Born enters.

SUGGESTED ENCOUNTER (conditional)

Wandering Sand-Born (x1). 16 HP, AC 13. Sand-claw d20+3 vs AC, 1d6+1 bludgeoning. Reforms in 5 rounds. Drag or burn to prevent.

TO PLAYERS

A room built for fighting. Stone platforms along both walls, clear sight lines, kill zones where corridors funnel. The crossfire isn’t here. Whatever manned these platforms is gone. The room still feels like violence.

NAVIGATION

South leads to F13. East leads to F16. North leads to F22 and Northwest leads to F10. West leads to F10.

F16 - Guard Alcove

DN NOTE

Small, 15x10 ft. Guard post. Stone seat, empty weapon rack, viewing slit into F15. On the seat: a small stone soldier figurine, crudely carved by a bored guard over centuries.

TREASURE / MAGIC ITEMS

Stone soldier figurine (no gold value. A guard trapped by the curse carved their own likeness).

TO PLAYERS

A guard post. Empty weapon rack, viewing slit. On the seat, a small figure. A soldier, crudely carved from stone. Not divine work. Made by someone sitting here for centuries with nothing but time and the need to prove they existed.

NAVIGATION

West leads to F15. North leads to F21.

F17 - Hidden Sand-Slide Deposit

DN NOTE

Small, 15x15 ft. Where the F24 sand-slide deposits players. One exit north. Carved on wall: "AGAIN."

TO PLAYERS

You land. Hard. One exit. One word on the wall: "AGAIN."

NAVIGATION

North leads to F18 and F19. Sand-slide entrance one-way from F24.

F18 - Eastern Passage

DN NOTE

Corridor connecting F17 to F19 and F21. Incline upward. Stairs between F18 and F19. Dexterity Chance Roll TN 10 in heavy armor. No enemies. No traps.

TO PLAYERS

A corridor climbing upward. Stairs cut into stone. You're ascending back toward where you were. The dungeon pushes you down and makes you climb back up. Every time.

NAVIGATION

South leads to F17. North (up stairs) leads to F19. West leads to F21.

F19 - Eastern Junction (Upper)

DN NOTE

Junction, 15x15 ft. Stone pillar with four carved faces - same person: rage, grief, despair, resignation. Wisdom Chance Roll TN 12: the Pharaoh, shown as the gods see him.

TO PLAYERS

A pillar with four faces. The same face, four times. Rage. Grief. Despair. Resignation. Not peace. The face of someone who stopped fighting because fighting stopped mattering. The man who built everything and lost everything. Shown not as a king but as a prisoner cycling through the emotions his jailers planned.

NAVIGATION

South leads to F18. North leads to F20. Southwest leads to F21 and F22.

F20 - Northern Chamber

DN NOTE

Medium, 25x20 ft. Stone table with a sand-formed Senet board game, half-played. Two seats. Divine vs. mortal. Gods winning decisively. The game was never meant to be fair.

Players who continue: roll d20. On 17+ mortal wins. Divine pieces dissolve. Beneath: a stone scarab token providing +2 on next WIS Mind Save in the maze. Single use.

TREASURE / MAGIC ITEMS

Senet scarab token (single use, +2 WIS Mind Save in maze).

TO PLAYERS

A table. Two chairs. A game frozen mid-move. Dark side winning. Badly. Light pieces cornered, nearly eliminated. Two empty chairs. The game waits.

NAVIGATION

South leads to F19. Southwest leads to F21.

F21 - Sandfall Shaft Network (East)

DN NOTE

Chamber, 25x25 ft. Two concealed shafts. Gods' final checkpoint before the labyrinth.

Spotting: Wisdom TN 17. Searching: Intelligence TN 15. Avoiding: DEX Quick Save. Fall: 20 ft. 1d8+1 bludgeoning. Deposit at F17.

One shaft directly before the F22 corridor. Must cross to reach the maze.

TO PLAYERS

The approach to the maze would be straightforward? The sand is too smooth. The corridor beyond leads somewhere important. Which means the floor between you and it is exactly where the prison would place one last trap.

NAVIGATION

Northeast leads to F20 and Southeast leads to F19. East leads to F22 through shaft zone. Shafts deposit at F17.

F22 - Maze Antechamber

DN NOTE

Medium, 25x20 ft. Final room before the Labyrinthine Tomb Cluster. Walls tighten, ceiling drops to 10 ft, corridor ahead narrows to 5 ft. Wisdom Chance Roll TN 12: sand shifting inside - corridors rearranging.

Wall inscription: "The worthy will find the center. The unworthy will find the entrance. Both will find despair."

Players with the F3 navigation key recognize matching symbols on the maze entrance archway.

TO PLAYERS

The corridor narrows. The ceiling drops. Five feet wide, and from inside: sand shifting. The walls rearranging themselves. You can hear the architecture thinking.

"The worthy will find the center. The unworthy will find the entrance. Both will find despair."

NAVIGATION

West leads to F21 and F15. South leads to F10. Northeast enters the Labyrinthine Tomb Cluster.

F23 - Labyrinth Outer Ring

DN NOTE

MAZE BEGINS. Large area, roughly 60x40 ft total. Outer ring of Labyrinthine Tomb Cluster. Corridors 5 ft wide, ceiling 10 ft. Connects F22 to F24, F25, and loops.

MAZE MECHANICS ACTIVE (see Overview).

Without navigation key: Wisdom TN 15 each junction. Failure: loop to F22 after 10 min.

With key: Wisdom TN 12. Sun = left = forward. Scarab = loop. Feather doors = safe. Jackal doors = seal.

Outer ring has 4 junctions. Need 3 correct choices to reach F25.

TOMB CHAMBER A (east side): Three sarcophagi. One Sand-Born (16 HP, AC 13, 1d8+2 bludgeoning, reforms in 3 rounds). Guards bronze war-horn (freezes undead 1 round, single use).

TOMB CHAMBER B (west side): Stone bench with folded cloth. Inside: complete outer ring map by previous adventurer. Intelligence TN 12 to verify. Gives +2 on outer ring Wisdom rolls.

TO PLAYERS

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

The sand on the floor shifts when you're not watching. A corridor you passed two minutes ago might not be there when you turn around. Chalk marks you leave on the walls dissolve into the stone like water into sand. The maze is alive. And it doesn't want to be solved.

Tomb chambers branch off the corridors. Some hold coffins. Some hold nothing. The ones that hold nothing feel worse.

NAVIGATION

Southwest leads to F22 (outer ring entrance).

East leads to F24 (Hidden Sand-Slide area).

North leads deeper into maze toward F25.

F24 - Hidden Sand-Slide

DN NOTE

CRITICAL TRAP AND INTER-LEVEL CONNECTION. Positioned at the maze's outer ring near the deepest navigation point - where players feel closest to breakthrough.

INTERNAL SLIDE: Wisdom Chance Roll TN 16 to spot. Polished stone under thin sand, angled 30 degrees. Triggering: DEX Quick Save or slide 40 ft, depositing at F17. 1d6 bludgeoning + prone. Cruel placement - you've almost solved the outer ring and the floor drops you back to the southern rooms. Can be deliberately used as an exit from the maze.

INTER-LEVEL CONNECTION: At the base of the slide area, a second passage branches upward through a narrow sand-carved tunnel. Wisdom Chance Roll TN 15 to notice (easier to spot than the trap itself because sand flows visibly down from the tunnel mouth). The tunnel climbs steeply through 60 ft of passage where the stone transitions from Level 6's angular oppression to pale sandstone. Players emerge in A2 on Level 1 (The Court of Fallen Monuments), rising through the second sandfall shaft.

Climbing up from F24 to A2: Strength Chance Roll TN 16. The passage is steep and sandy. Descending from A2 is a fall (1d6 bludgeoning, DR on bludgeoning only).

TO PLAYERS

You're deep. Deeper than before. The corridors are thinning, the choices narrowing, and you can feel the maze contracting toward something. A center. Progress. Then the floor tilts. Polished stone under a whisper of sand, and gravity makes the decision for you.

Forty feet. Fast. You tumble out into a small room with one exit and one word on the wall.

If players notice the upward tunnel (Wisdom Chance Roll TN 15):

Near the base of the slide, sand trickles steadily from a hole in the wall. Not a shaft - a tunnel, angled steeply upward, just wide enough to crawl through. The sand flowing from it is different. Finer. Paler. The stone inside the tunnel is pale sandstone, not the dark angular rock of this level. Something scratched into the tunnel mouth - an arrow pointing up, and below it, one word: "MONUMENTS."

NAVIGATION

Internal slide deposits at F17. One-way down.

Upward tunnel climbs to A2 (Level 1 - The Court of Fallen Monuments). Two-way - Strength Chance Roll TN 16 to climb up. Fall down with shaft damage (1d6 bludgeoning).

F25 - Labyrinth Inner Ring

DN NOTE

DEEP MAZE. The inner ring is tighter, more aggressive. Corridors 4 ft wide (single file only). Ceiling 8 ft. Sand trickles continuously from ceiling cracks - passages fill in 10 rounds if players stand still.

Without key: Wisdom TN 16 (harder than outer ring).

With key: Wisdom TN 13.

3 junctions. Need 2 correct choices to reach F28/F29 (maze center).

The inner ring undead are different. They don't shamble. They march. Disciplined skeleton soldiers (same as Level 3's C7) that form up and hold corridors.

SUGGESTED ENCOUNTER

Maze Patrol (x4 skeleton soldiers) - roaming inner ring.

10 HP each, AC 13. Spear d20+3 vs AC, 1d6+1 piercing. DR 1. Formation fighting: front shields protect back rank. Reform from sand in 5 rounds if destroyed inside the maze.

Balance (2 players): Reduce to 2 soldiers. (3-5 players): Challenging. Formation + reformation = resource drain.

TO PLAYERS

The maze contracts. Corridors shrink. Single file only. The ceiling drops. Sand falls from cracks above in thin streams, pooling on the floor. If you stop moving, the sand will catch up.

Then you hear them. Footsteps. Not shuffling. Marching. Disciplined, synchronized, getting louder. Around a corner ahead, movement. Spear tips catching the amber light. They move in formation. Death trained them and they didn't forget.

NAVIGATION

South leads to F23 (outer ring).

North leads to F28 and F29 (maze center).

Connections shift. The inner ring rearranges faster than the outer.

F26 - Maze Guard Post

DN NOTE

Small alcove off the inner ring, 10x8 ft. A guard post identical to F16 but inside the maze. Empty weapon rack. Viewing slit. On the wall, scratched by a previous explorer:

“FEATHERS MEAN SAFE. JACKALS MEAN TRAPPED. I FIGURED IT OUT. I FIGURED IT OUT AND THE CORRIDOR STILL MOVED.”

The message confirms the navigation key works - but isn't enough on its own. The maze fights back even when you know the rules.

TO PLAYERS

A guard post inside the maze. Empty. On the wall, scratched deep: “FEATHERS MEAN SAFE. JACKALS MEAN TRAPPED. I FIGURED IT OUT. I FIGURED IT OUT AND THE CORRIDOR STILL MOVED.” Someone solved the puzzle. And the maze changed the answer.

NAVIGATION

South leads to F25 inner ring corridor. Dead end otherwise.

F27 - Inner Tomb Chamber

DN NOTE

Small chamber, 15x15 ft. Branching off the inner ring. Two sarcophagi. These contain genuine undead - not Sand-Born, not constructs. Real spirits of the Pharaoh's inner court, imprisoned here by the curse, driven mad by millennia of confinement.

SUGGESTED ENCOUNTER

Maddened Spirits (x2) - not evil. Insane.

12 HP each, AC 12. Spectral wail d20+3 vs AC, 1d6 psychic (DR does NOT reduce). On death: they scream a name. One screams “KHET-AM.” One screams a name players don't recognize. Then silence.

Balance: Brief encounter. Not designed as a major fight. The names are the content.

TREASURE / MAGIC ITEMS

Sarcophagi: 20 GP combined. A silver chain (10 GP). A clay tablet with the words “I served faithfully. Why am I still here?” - the question the entire dungeon asks.

TO PLAYERS

Two coffins. The lids are already open. Inside, movement. Not sand - something thinner, colder. Two shapes pull themselves upright, translucent, flickering. Their faces cycle between expressions - confusion, rage, grief - too fast to track. They open their mouths. The sound isn't a scream. It's a question. An endless, inarticulate question that has been asked so many times it's lost its words.

When they fall:

The first screams a name. "KHET-AM." A name you might recognize. The second screams something you don't catch - a name lost to time. Then silence. The kind that follows something that should never have had to happen.

NAVIGATION

South leads to F25 inner ring. Dead end otherwise.

F28 - Maze Threshold**DN NOTE**

Small chamber, 15x10 ft. The transition between inner ring and the maze center (F29). The corridor widens suddenly. The ceiling rises to 15 ft. The sand on the floor settles and goes still. The maze stops moving here. The corridors behind you are still shifting, but ahead - stillness.

A carved archway frames the entrance to F29. Above it: "YOU FOUND THE CENTER. WHAT DID IT COST?"

No enemies. No traps. The relief of reaching this point should be physical.

TO PLAYERS

The maze opens. After hours of pressing walls and five-foot corridors and sand falling from above and dead ends that laugh at you, the passage widens. The ceiling rises. The sand settles. The constant shifting behind you - the grinding, the moving - stops. Ahead, stillness. An archway. And above it: "YOU FOUND THE CENTER. WHAT DID IT COST?"

NAVIGATION

South leads back to F25 inner ring (maze resumes).

North leads to F29 (Maze Center).

F29 - Maze Center

DN NOTE

LEVEL CLIMAX. Medium chamber, 30x25 ft, ceiling 20 ft. The heart of the labyrinth. The maze walls surrounding this room are visible from inside - shifting, rearranging, grinding stone on stone. But inside the chamber, nothing moves. Perfect stillness.

The room contains one object: a stone pedestal holding a carved obsidian sphere. The sphere is 6 inches in diameter, perfectly smooth, and cold to the touch. Looking into it: WIS Mind Save. Fail = a vision of the outside world. The real world. Sunlight. Grass. Wind. Water. The vision lasts 10 seconds and the loss of it when it ends is physically painful - 1d4 psychic damage (DR does NOT reduce). Success = you see the sphere's surface and nothing more.

The sphere is a Window. The gods placed it here as the maze's reward - a glimpse of what exists beyond the prison. Not freedom. A reminder of freedom. The cruelest treasure in the dungeon.

The sphere can be taken. It weighs 5 lbs. While carried, the holder can use it once per day to see 10 seconds of the outside world (same WIS Mind Save, same psychic damage on fail). It does not help escape. It does not show the way out. It shows what you're missing.

HOWEVER: if the sphere is carried outside the prison (after the staff ends the curse), it becomes a genuine scrying device - a powerful magical item worth hundreds of gold. The gods didn't intend for it to ever leave. Its true value is only unlocked by ending the adventure.

If players have already retrieved the staff from Level 5: the sphere's vision changes. Instead of the outside world, it shows the prison from above - all six levels, the sandstorm boundary, and a single bright point of light where the staff currently is. A map. An exit route. The sphere is helping them leave. Not because the gods want them to. Because the sphere wants to leave too.

TREASURE / MAGIC ITEMS

Obsidian Sphere (Window of the Damned). Inside prison: daily vision of outside world, WIS Mind Save or 1d4 psychic. Outside prison: scrying device (Intelligence Chance Roll TN 14 to scry a known location once per day, no psychic damage). Worth 200+ GP to the right buyer. While carrying the staff: shows prison layout and exit route instead.

TO PLAYERS

The center. You're here. The maze walls grind and shift around you, visible through the chamber entrance, never still. But inside this room, nothing moves. The air is still. The sand is flat. One object occupies the room: a pedestal, and on it, a sphere. Black stone. Polished to a mirror finish. Cold when you touch it. Looking into it feels like looking into a well with no bottom.

If a player looks into the sphere (WIS Mind Save fail):

The world. The real one. You see it. Sunlight pouring through trees, grass moving in wind, a river catching light, clouds drifting across a sky that changes. The smell of rain. The sound of birds. Ten seconds of everything this place has taken from you. Then it's gone. The sphere goes dark. The room is stone and sand and amber light. And the loss of those ten seconds hurts worse than anything the dungeon has done to your body.

If players have the staff:

The sphere shows something different. The prison. From above. All six levels laid out like a map, the sandstorm swirling at the edges, the corridors and chambers you've bled through. And a point of light - bright, steady, warm. The staff. Where you are. And radiating from that point, a line. A path. Through the maze, through the corridors, through the surface hub, out to the boundary of the storm. The sphere is showing you the way out. It wants to leave as badly as you do.

STORY DROP

The Obsidian Sphere is the gods' final cruelty and the maze's only reward. It shows freedom but doesn't grant it. However, if players complete the adventure, it becomes a genuinely powerful item - the gods' punishment repurposed as a tool. The sphere wanting to leave (showing the exit route when the staff is present) suggests even divine objects can develop something like desire after millennia of imprisonment. It is the last soul in the dungeon the players can save.

NAVIGATION

South leads to F28 and back into the maze (inner ring resumes).

No other exits. The maze center is a destination, not a passage. Players must navigate the maze again to leave.