

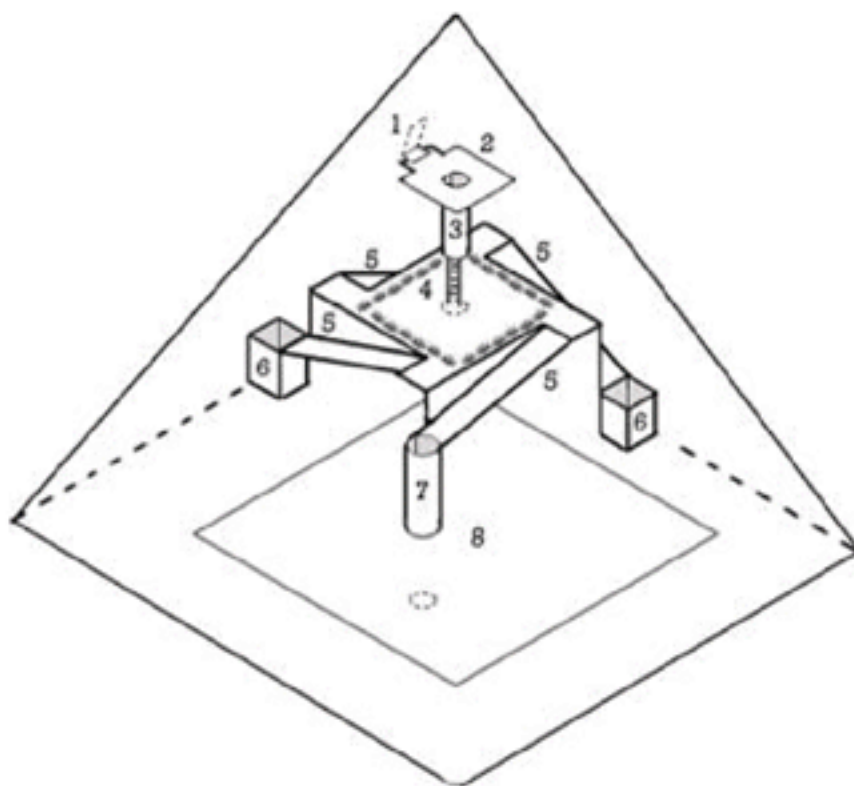
# Forbidden Archaeology: The Sunken Pyramid of Im-Râ-Dis

## A One-Page Dungeon by Sébastien Vallée

When Im-Râ-Dis, Nomarch of the XIIIth Dynasty senses that the end was near, he ordered construction of an impenetrable tomb to hold his remains and his most precious possession: The fabled Cross of Osiris, a powerful artefact reputedly capable of returning one's soul to life! Would you risk your own to get it?

Δ The Pyramid: Built in the Western Desert, at the edge of a quicksand in which it later slides (now somewhat buoyant therein.)

Pitch dark, hard to breath (with 8 game-hour oxygen left inside) and unstable (rocked back and forth about twice per hours by quicksand "currents.")



- 1- High-sealed one-way stone slab.
- 2- The Antechamber.
- 3- Well with ladder.
- 4- Deadly Treasures.
- 5- Chutes with razor-sharp obsidian.
- 6- Stake-lined pits.
- 7- Access well to the tomb.
- 8- Im-Râ-Dis Tomb.

Δ The Antechamber: Paint-covering walls. Release sleep-inducing fumes (1d6x10 minutes) if exposed to heat sources.

Δ The Treasury: Rows of burlap bags lining the walls from floor to ceiling; effectively concealing the chutes (5.) Tears when tampered with; releasing clouds of extremely fine gold powder that will blind and / or choke those within.

Δ The Chutes: Three leads to stake-lined pits (6.) The last one, with a "Ka" (soul) symbol over it, leads to the well (7.)

Δ Im-Râ-Dis Tomb: 50 wheel-mounted sarcophagi with ram-like "heads" at either side. Haphazardly strewn in room. Stampede around, ramming into PCs and / or walls whenever the pyramid moves.

All has mummies inside. 49 are servants or soldiers who volunteered to accompany the Nomarch in the Fields of Ialou. The last one is Im-Râ-Dis himself; although it's impossible to distinguish him from the other unless the gold-laced bandages are removed firsts (takes about 15 minutes per mummy), revealing the Osiris Cross.

Δ The Cross of Osiris: This plain, golden ankh, have the power to returns one's soul from the realm of the dead to inhabit again his or her body (provided said body had been properly mummified or otherwise preserved.) This power is usable only once per individual and require a very long and very demanding ritual involving the fabled Book of the Dead (which might, perhaps, be found in another one-page dungeon...)

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