

# The Great Pyramid of Water

By Morgan Long

In the heart of the desert is the Great Pyramid of Pharaoh-Archmage, and his clerical wife. This pyramid was designed after their deaths to harness the negative energy of the undead, and then used to open portals to the plane of water, which is run through underground canals to nearby towns. These nearby towns have been placing bodies of the wealthy at the entrance, where shabtis can take the bodies inside, and animate them with a magic scarab over the heart. The scarab then drains the negative energy from the undead, and send it into the storage crystals of the pyramid. The recent trouble with mephits has shut the pyramid down, preventing water from flowing out of the pyramid.

Each square is 5 feet. Key : pit traps - P, false doors - □, portals to the Plane of Water - ∩, Secret Door - \$, Door - ■

**1. The Entrance** - The entrance is a well balanced stone door, that takes a basic strength check to open. The hall is fifty feet long, and branches though the pyramid. Each square is 5 feet. These branching hallways appear to contain be defaced murals. There are two pit traps, positioned such that the party will not see the dead ends beyond. The undead can move freely over them, due to their magical nature.

**2. False treasure room** - This room contains nothing of any value, and looks to be looted.

**3. Undead corridors** - Throughout these halls are false doors, which are magical, carved depictions of doors. The undead of this place can see, and walk through them while living beings may not. The undead use them to attack adventures, and quickly retreat. The undead are smart enough to use basic gorilla tactics, and to attack when the party is most vulnerable, and to quickly retreat as necessary. The Pharaoh and his wife retain some of their abilities from life, and use them to great effect.

Greeting party - wizard mummy, cleric mummy, 5 lesser mummies/ ghouls.

**4. Pharaoh's Wife False Tomb** - Looted, with more defaced wall paintings.

**5. Pharaoh's False Tomb** - Contains a (seemingly, yet never contained anything) looted sarcophagus, with more defaced wall paintings.

**6. Animation Chamber** - This room contains two shabtis (as Caryatid columns), who drag corpses from outside here and place the scarab which animates the dead on them. They attack the players if the players disturb the room, or any undead who wander in are attacked. There is a lever here to enable and disable the pit traps.

**7. The Grand Entrance Hall** - This room is covered in murals telling the life story of the ancient empire  
Restless Dead - 8 ghouls/lesser mummies, who aid the other dead as necessary

**8. Grand Treasure Chamber** - This room is contains many items necessary for those traveling to the afterlife. The food has all spoiled, but their are some golden treiser. However, the most valuable object is the flying ship entered with in this room. However, it is impossible to get out at this current time.

**9. Pharaohs Wife's Sarcophagus** - This empty sarcophagus used to contain the Pharaoh's wife, while the murals around the walls depict her accomplishments in more detail.

**10. Pharaoh's Sarcophagus** - As above, but for the Pharaoh. The secret door to the south is closed, and unknown about by the undead. A ladder beyond this door leads up to 11.

**11. The Water Chamber** - Each of the three platforms stands above empty channels where water would flow. Each holds a lever to activate and deactivate the portal to the plane of water, all of which are off.

Troublesome Water spirits - 3 Mephits, 1 Undine rogue

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