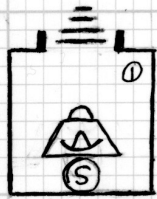
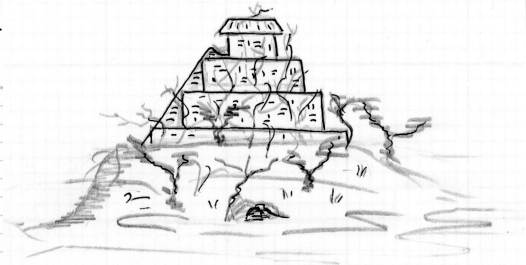


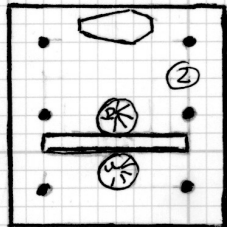
The Pyramid of Esslor, by Vance Atkins (<http://leicestersramble.blogspot.com/>)

The burial shrine of Esslor, a snake cult's priest, has recently been rediscovered. Word has it that Esslor is buried with his loyal wife and companions, as well as a relic of great power that he used to prolong his life (although it cost him his soul in the end).

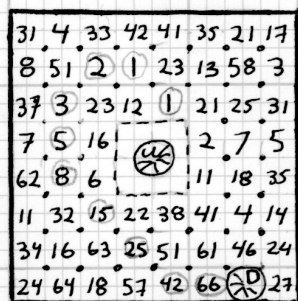


The partially-buried and overgrown step pyramid rises from the jungle floor: PCs may notice one of two entries – an overgrown entrance at the top of the stairs (1), or a recent burrow along the west side of the apparent base of the pyramid (6). Unbeknownst to the PCs, a second party with an ulterior motive is also en route to the pyramid. Will they be allies or antagonists? This party ('Reavers', below) will enter at the opposite entry as the party.

All level passages are narrow spiral stairs or ladders, all corridors are 5' wide.

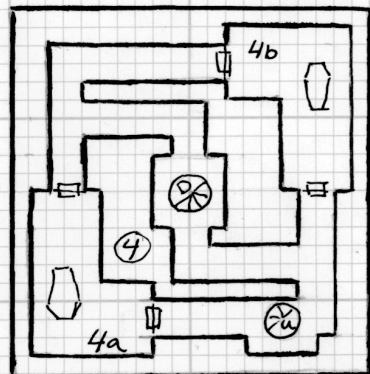


1. Upper Entry and Alter: (Via overgrown steps) Alabaster devotional font before a snake statue with large gem eyes (one ruby, one emerald); Secret door behind alter: Swapping the gemstones in the statue's eyes will expose and open door. (Careful examination of eye-sockets may reveal mechanism) **2. Shrine:** Hieroglyphs and reliefs of Esslor's life events and of his love for his 'Serpent Queen'. Iron-bound false sarcophagus: Iron Cobra (construct, 3HD, AC 2/18, dam: bite (1d6+1)+Acid reservoir with 3 charges (2d8, save for 1/2 dam) (25 gp misc. grave goods, 1 silver dagger, 1 +1 dagger, 100gp sapphire necklace) **3. Number Maze:** Stairway descends to an open room with 5'x5' numbered tiles. A couching metallic figure is seen (Small iron golem, 8HD). Stepping off path will cause

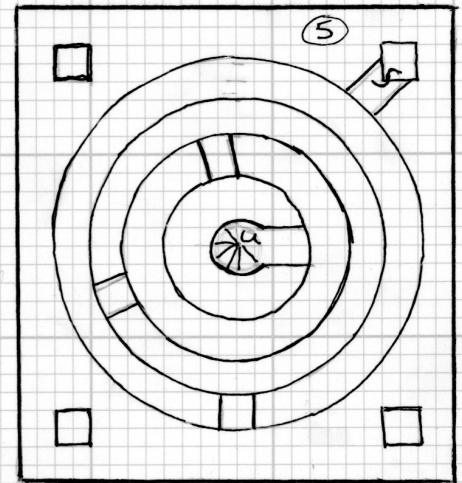


attack. Returning to path and/or maintaining route will immobilize the guardian. Path is Fibonacci sequence, in base-8 (1,1,2,3,5,8,15,25,42,66).

4. Burial Chamber: Inscribed on the walls is 'Entwined in Death, as in Life'. **4a.** Sleeping Serpent Queen: Wight, (3HD, +1 Trident w/ Snake Charm. 300gp crown) and **4b.** Esslor, The Snake King: Wraith (4HD, Feathered Serpent Scepter (1/day: restores level drain 1d4 (no penalty); 1/year: rejuvenates 5d4 years (each use: roll-under Con or be stuck dead and reanimated as wraith); 500gp crown). Disturbing one will wake the 2nd in 2 rounds. Each is also guarded by a Skeletal Champion (2HD, AC 3/17, +1 mace). **5. Rotating Passage:** Aligns for one turn, then will rotate out of alignment, trapping any individuals within chambers. Whole or partial skeletons are in corridor, indicating the need for haste. Any PC making it to the end prior to offset can re-align the chambers by pressing a copper



pressure plate at the center. Anyone trapped within the chambers has a chance of dismemberment or asphyxiation. Any non-destroyed guardians (6.) will recover their gems, offsetting and locking the rotating chambers. **6. Lower Entry and Tree of Life 'labyrinth':** **6a.** Entrance via a branching burrow, dug by immature ankheg (3HD, 50% chance of encounter). **6b.** Secret Door to False Tomb: Sarcophagus will release **Black Rot** spores: 5' radius (1d6 Con&Cha dam/day. Cure: Save on 2 successive days, recover 1 pt per day after) (300gp grave goods) **6c.** Gem Guards: Skeletal Champions (2HD, AC 5/15, 2x sword, 2x +1 spear) in sarcophagi. Each carries a gem on a chain (tetrahedral topaz, cubic ruby, pentagonal emerald, hexagonal diamond).



Lock chambers (6d-g) Ladders (L) lead to dead-end shafts marked with triangle, square, pentagon, hexagon. Gems placed in alcoves at the top of the chambers in order of # of sides will open secret door in Chamber 'f' and align rotating chambers (5).

"Reavers": undead warriors per Yellow Bone Legion (<http://www.sinenomine-pub.com>) are seeking components to a possible cure to their cursed immortality. They have little interest in treasure, but seek the necromancer's relic. They will fight, negotiate, or cooperate for it. Leader 5HD, AC2/18, +1 Axe, 4 Myrmidons 2HD, AC 4/16, Bastard sword, 50% +1 dagger. PCs may identify them or know legend (1 in 4). Any cleric will note the stench of the undead upon the Reavers. Reaction rolls improve the more desperate the situation is...

Options: Reavers arrive 1st but are set upon by K and/or Q. One or more have been injured or dismembered but do not bleed. They are taking damage but not succumbing to other effects (if PCs enter one entrance then circle back to 2nd, Reavers will arrive 1st); PCs arrive 1st, with Reavers following in 2-6 turns. K and/or Q will respond accordingly.; Simultaneous arrival, K and Q not yet awakened. *Etc.*

