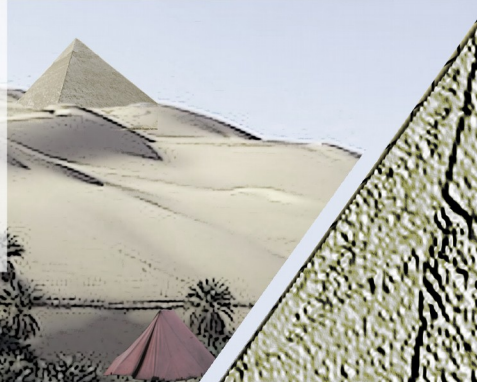


Lost in the desert our heroes stumble across an uncharted oasis, dominated by a foreboding pyramid. There is a small tattered tent.



The tent has clearly been abandoned for years. Inside are a bed roll, a small bottle containing a healing potion and a faded letter.

*Lakam,
If you are reading this you must have escaped somehow. We are going for help and will be back soon for you and the treasure.*

OASIS RANDOM ENCOUNTERS
Fish in the water and Crocodiles to eat them. Wild Camels come at sunset and a Male Lion with a burnt muzzle to hunt them. Giant scorpions come at night and death brings Vultures.

BURIAL CHAMBER
When the column is down, a secret room can be accessed. It contains a sarcophagus holding riches beyond all dreams. And a mummy, of course.

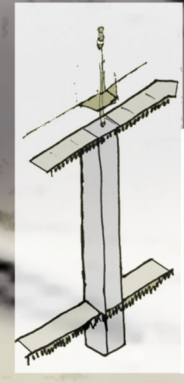
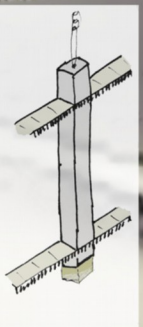
STATUE OF ANUBIS
Careful examination will reveal that his staff acts as a lever. When pulled it releases the column, which falls into the pit making a sound loud enough to wake the dead!

UPPER CHAMBER
The upper chamber contains the undead remains of Lakam. There is also a minor amount of silverware plates and coins, but no treasure worth killing or dying for.

LOWER CHAMBER
The lower chamber was plundered long ago. Now open to the elements it has become the lair of Giant Scorpions. Use one scorpion for every two characters. At the back of the room amongst scattered debris, lie the remains of many previous victims of the scorpions, including a small amount of scattered gold and silver coins.

ENTRANCE
A 5 foot wide and 5 foot high stairway descends into the darkness. A lifeless feeling emanates from below.

THE WINCH
The column can be raised back up by turning the winch. It is hard work and takes all a person's strength. It is too stiff for most magical effects to turn. When the column gets back to the top, Anubis's staff clicks and the column is held again. The two openings are never open at the same time, even for a moment. When the column is half way up, both exits are blocked.



WHEN THE COLUMN IS DOWN
When the column comes down, there is no longer an exit from the pyramid. The upper chamber can now be accessed and anything in there can come out. The first time it falls, when the echoes have died down a disembodied voice whispers: "At last!"

LAKAM
Abandoned by his friends and overcome by the shadows, Lakam is a powerful undead wight who seeks vengeance on the living and then escape from the pyramid. Play him real mean. For me. Anyone he kills turns into a shadow and joins the others in the cracks in the walls.

WHEN SHADOWS FALL
Anyone left alone in the pyramid will start to hear whispering. Then torches and lanterns flicker and undead shadows emerge. There are too many to fight and anyone they slay takes Lakam's place if he has been destroyed.

THE PYRAMID SCHEME
A moral test for a low level party by
Mike O'Regan