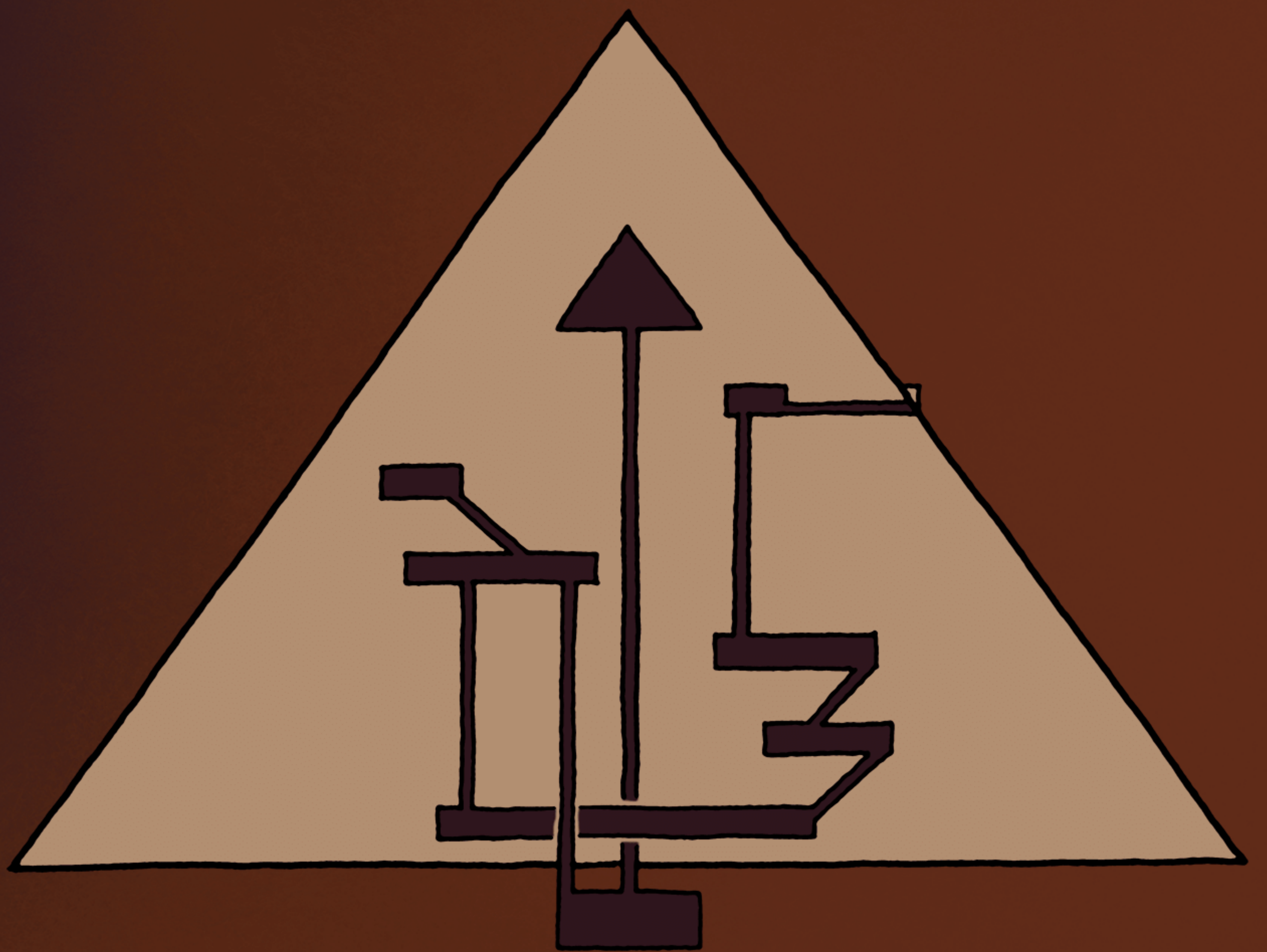


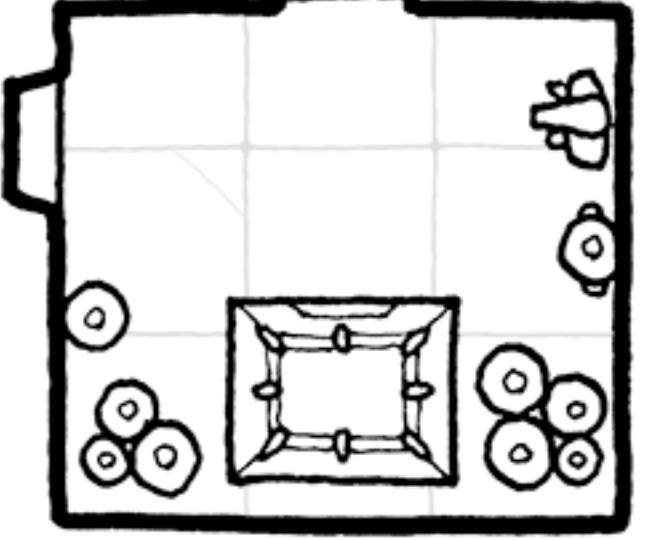
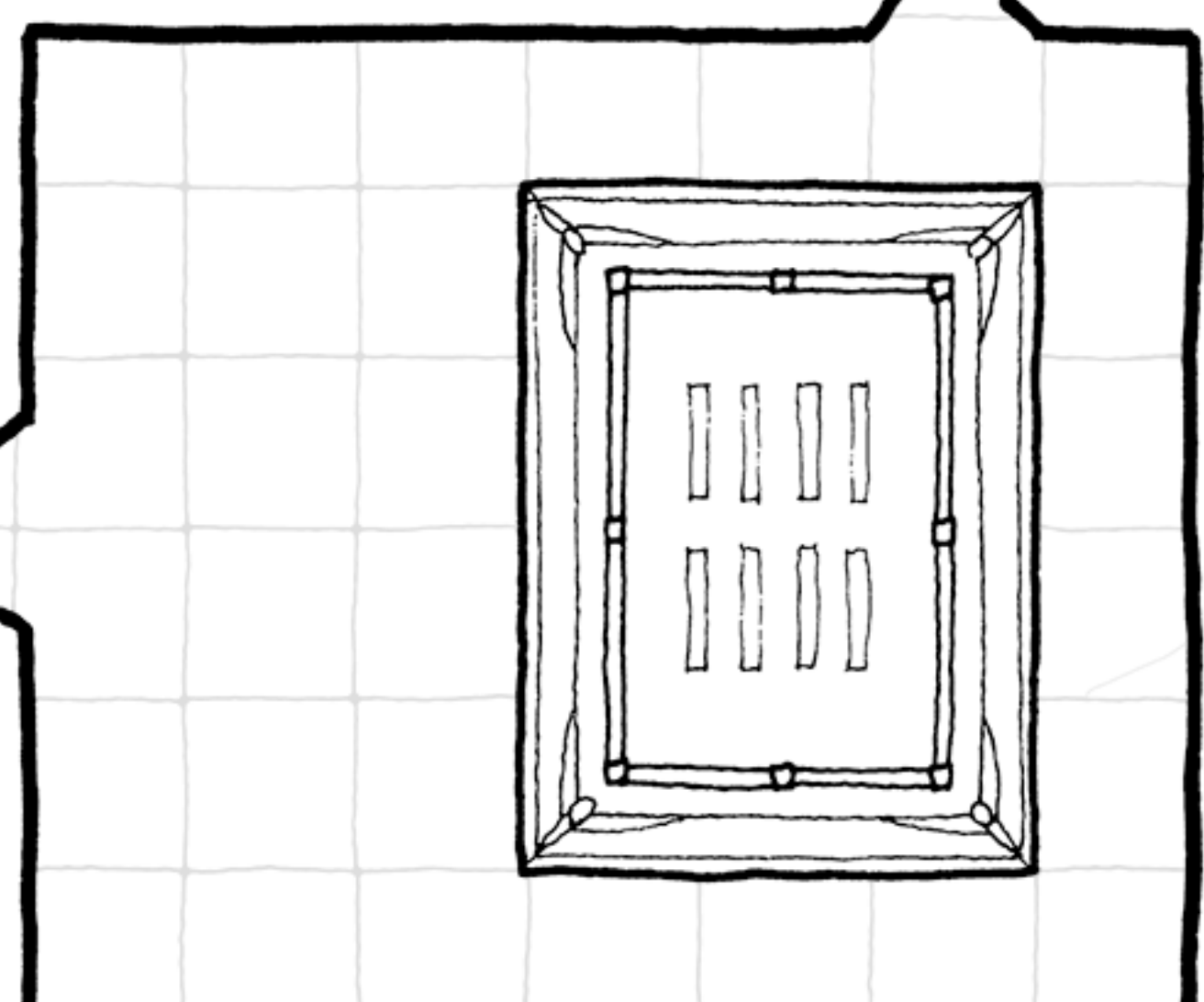
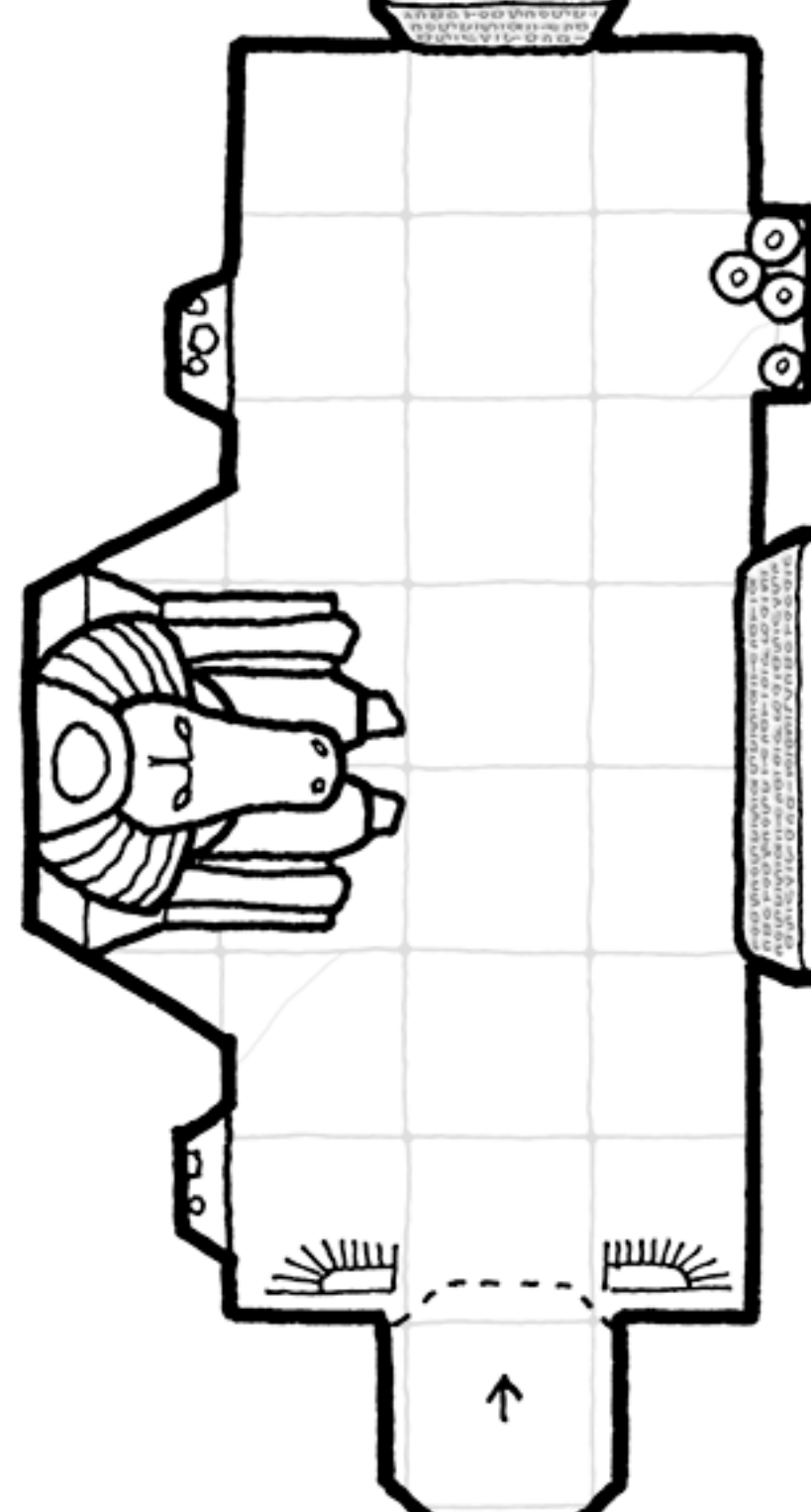
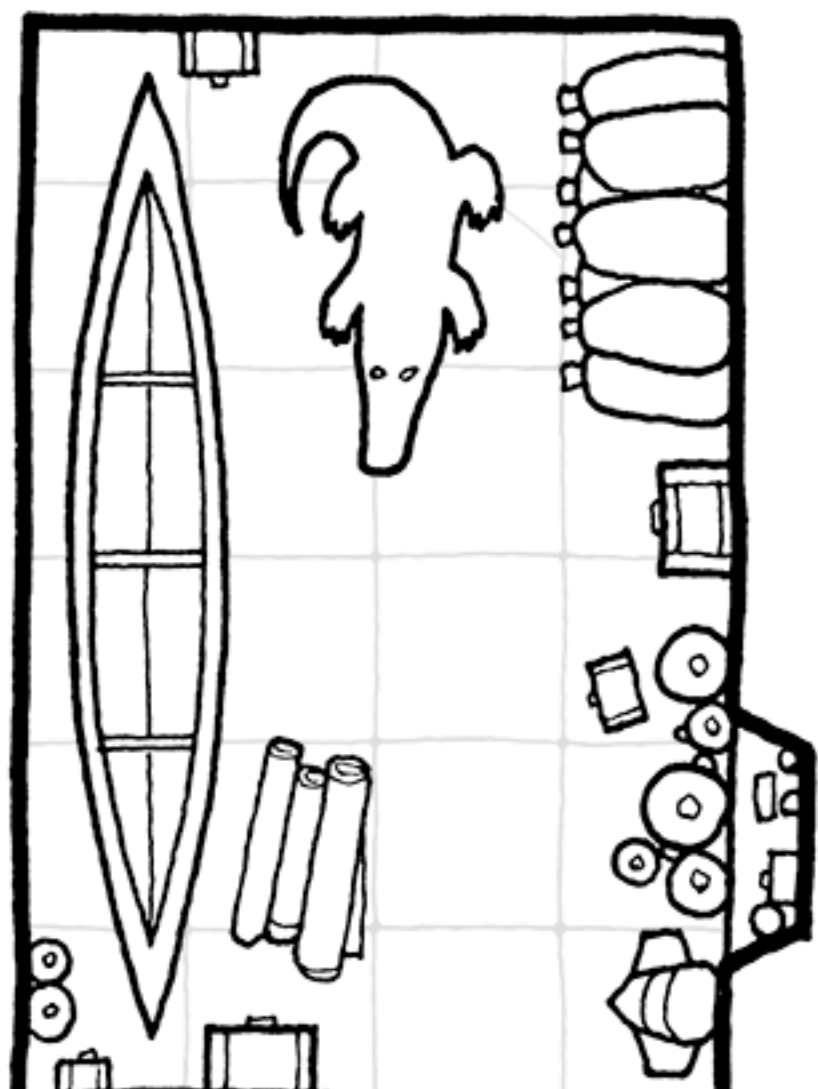
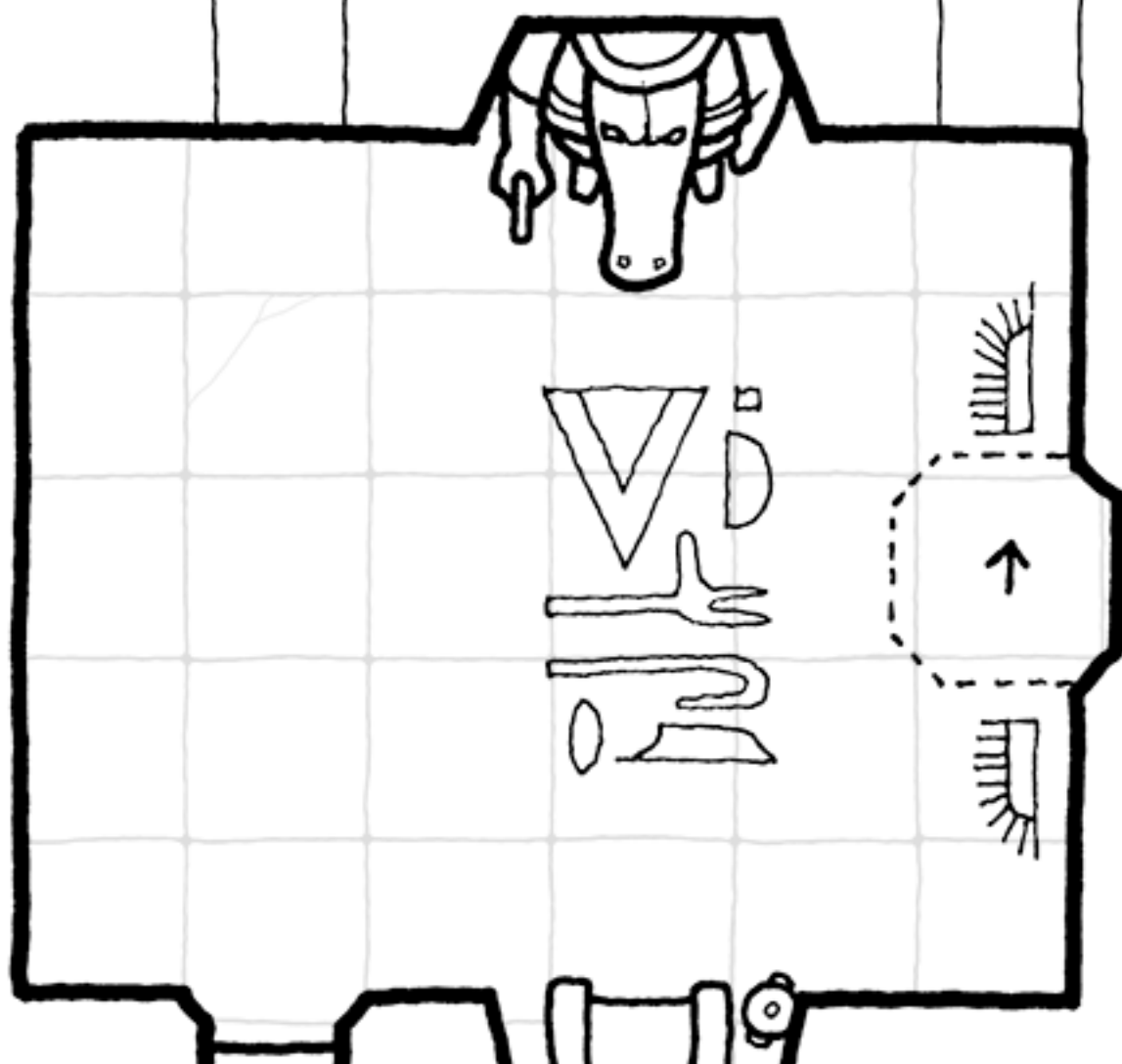
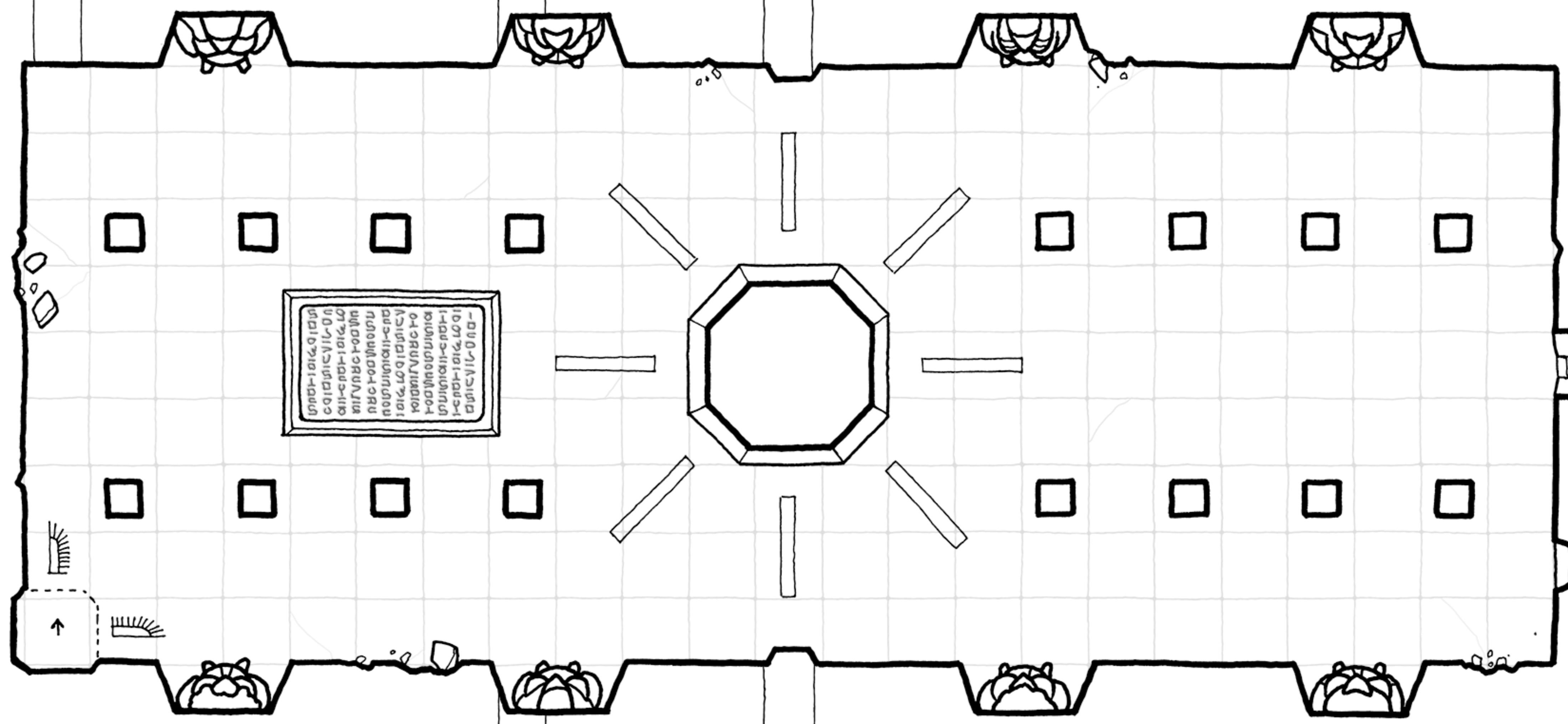
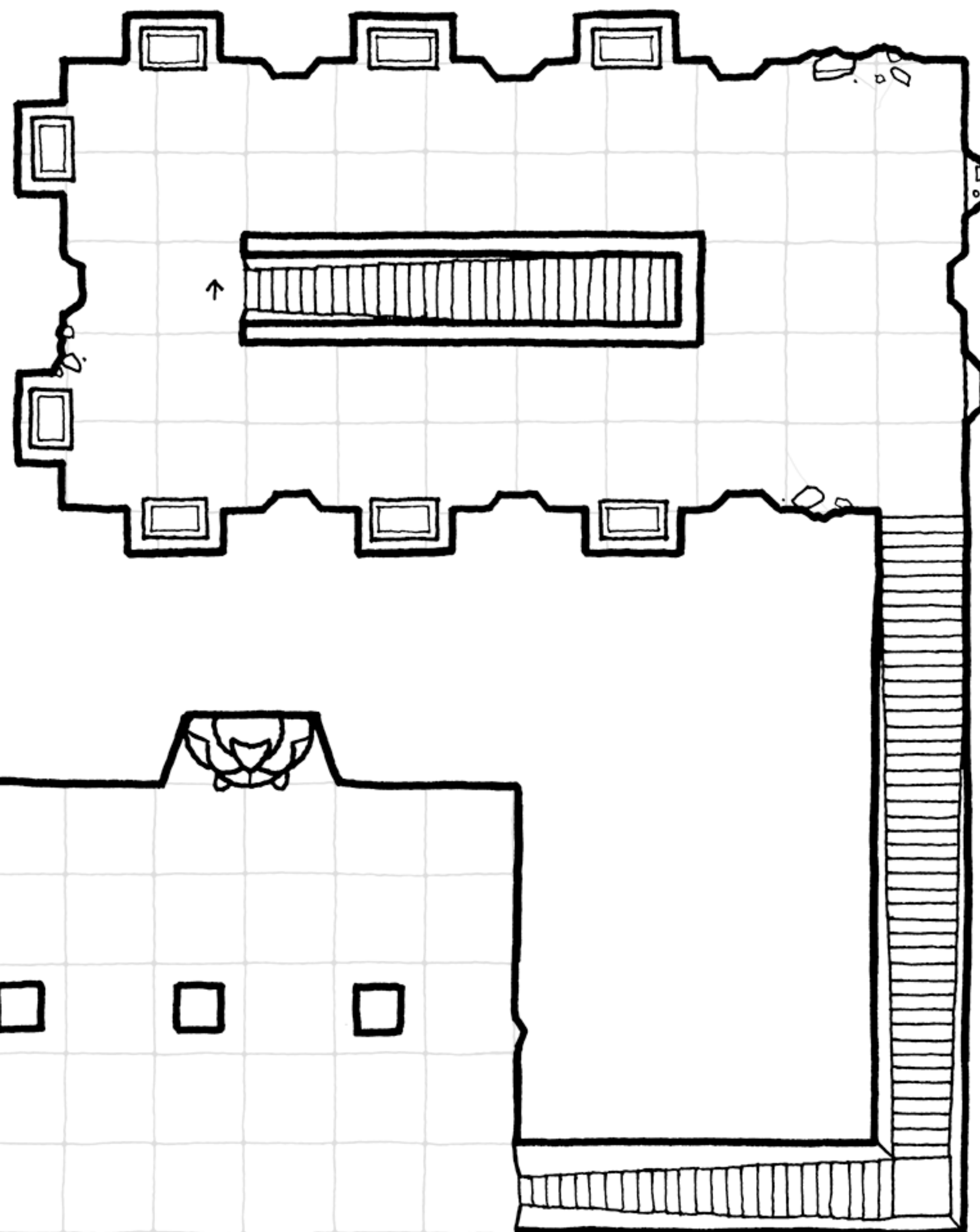
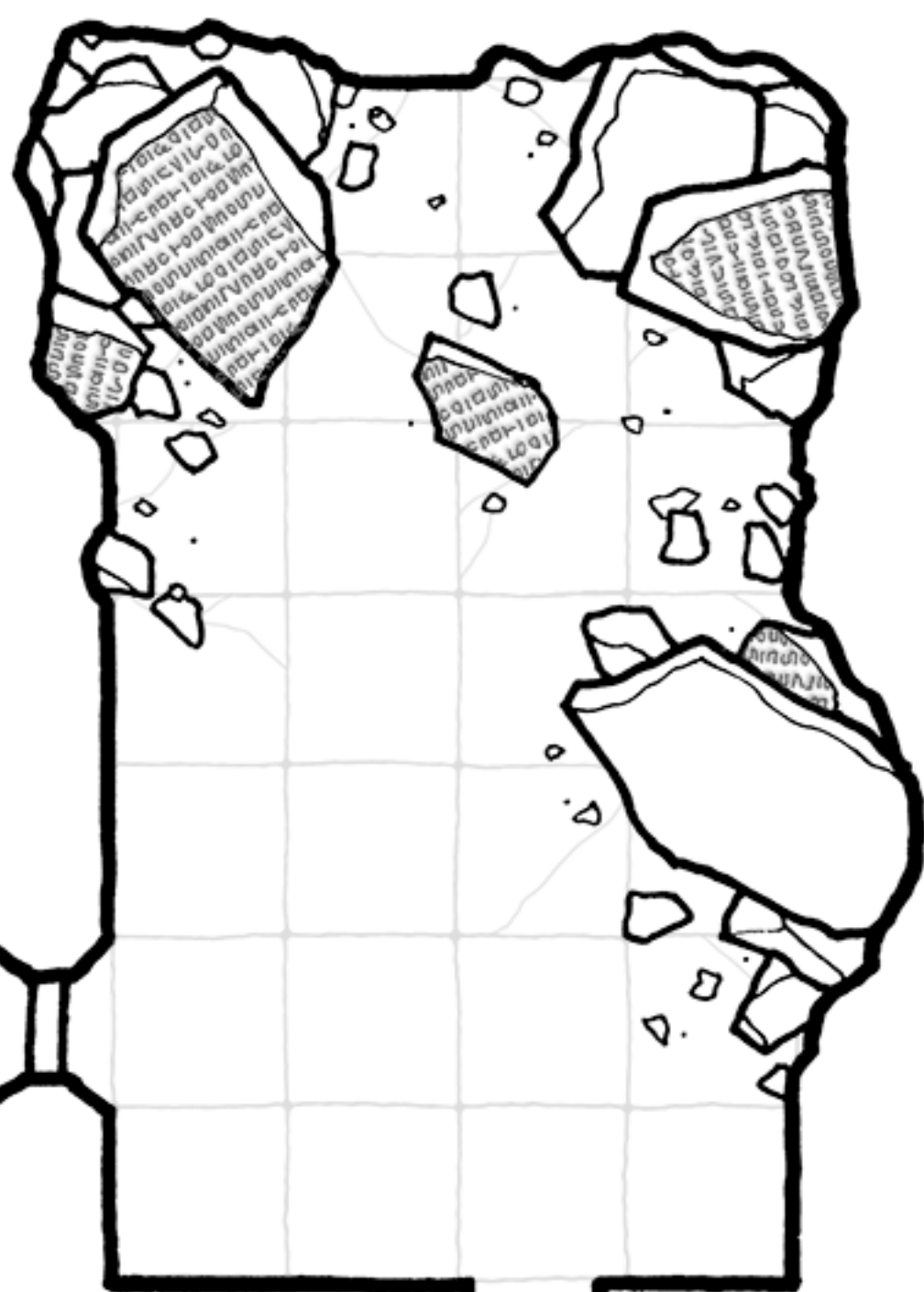
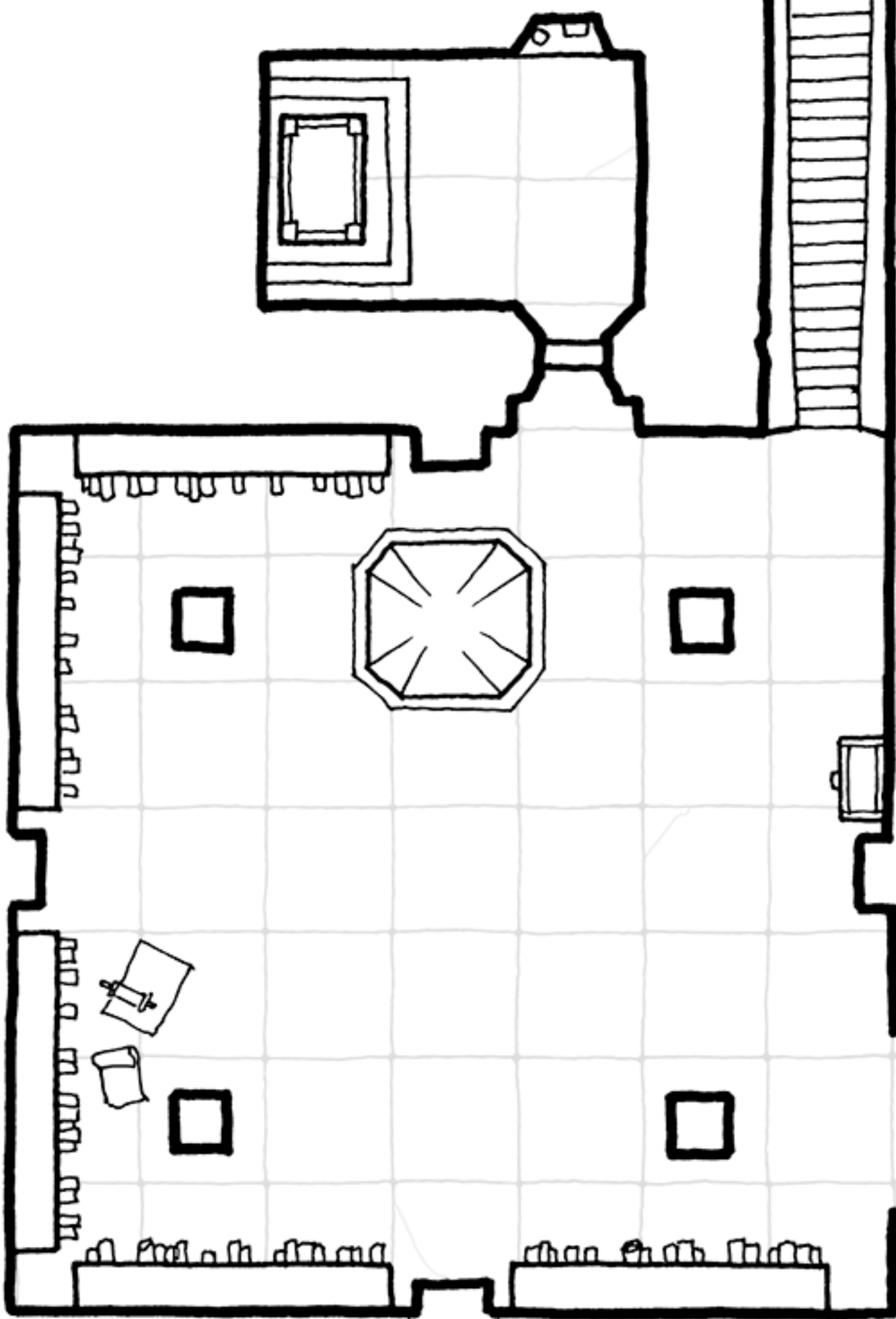
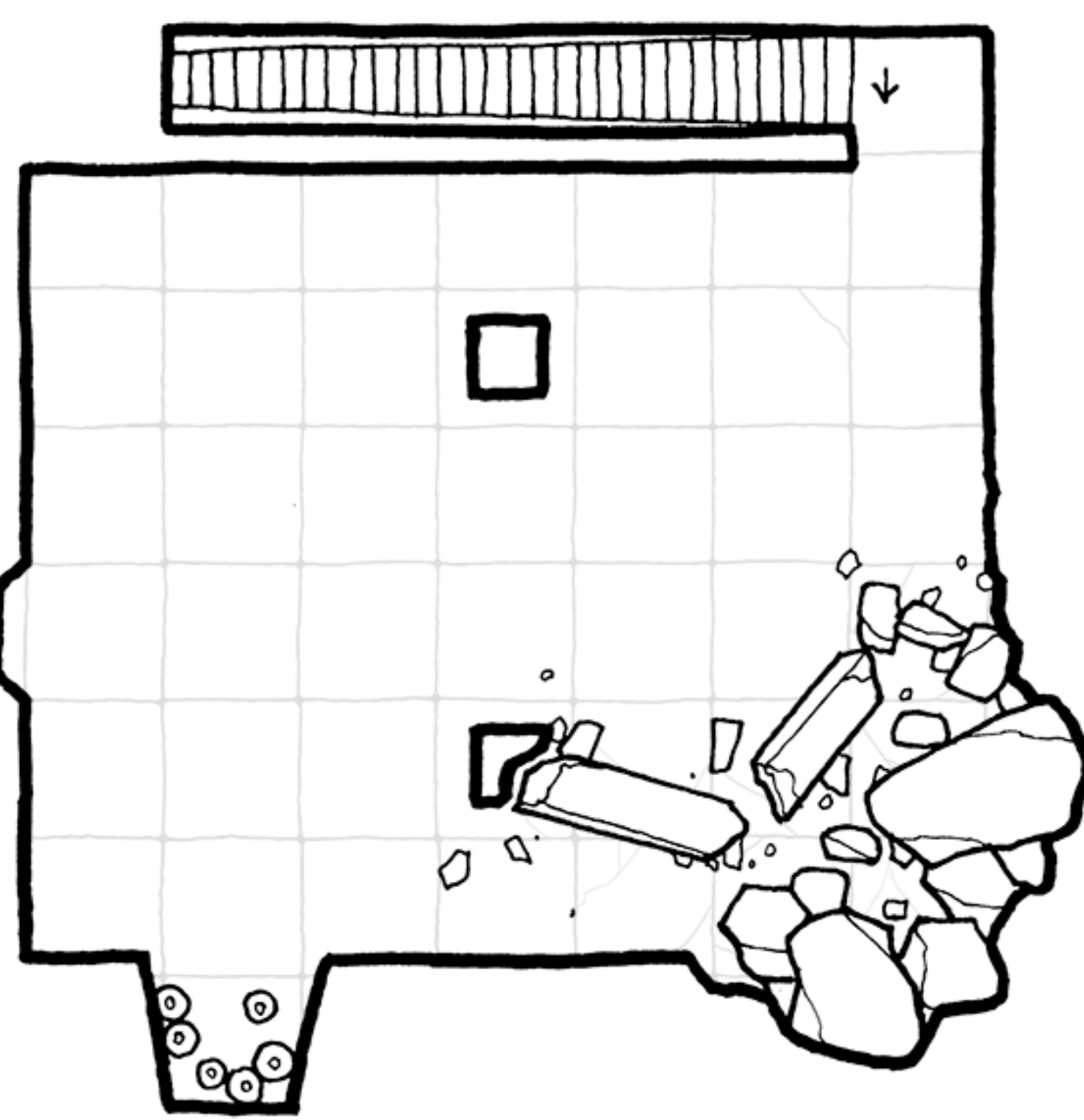
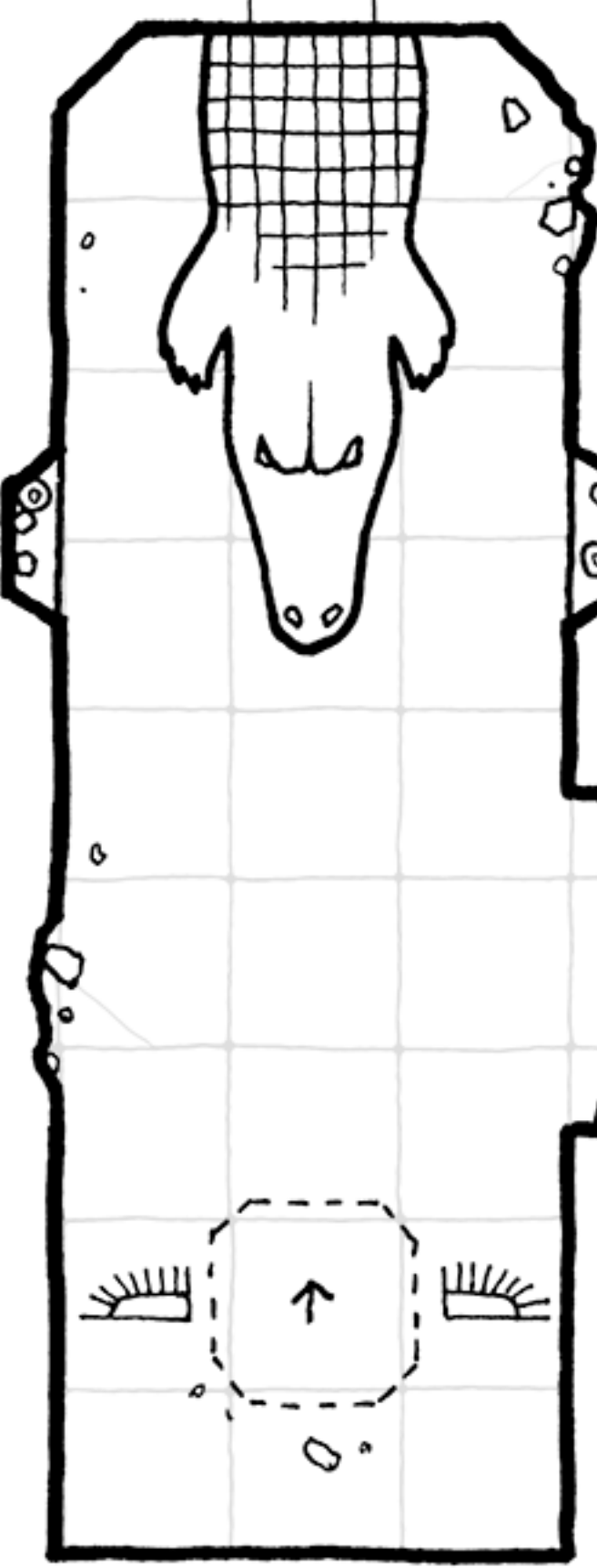
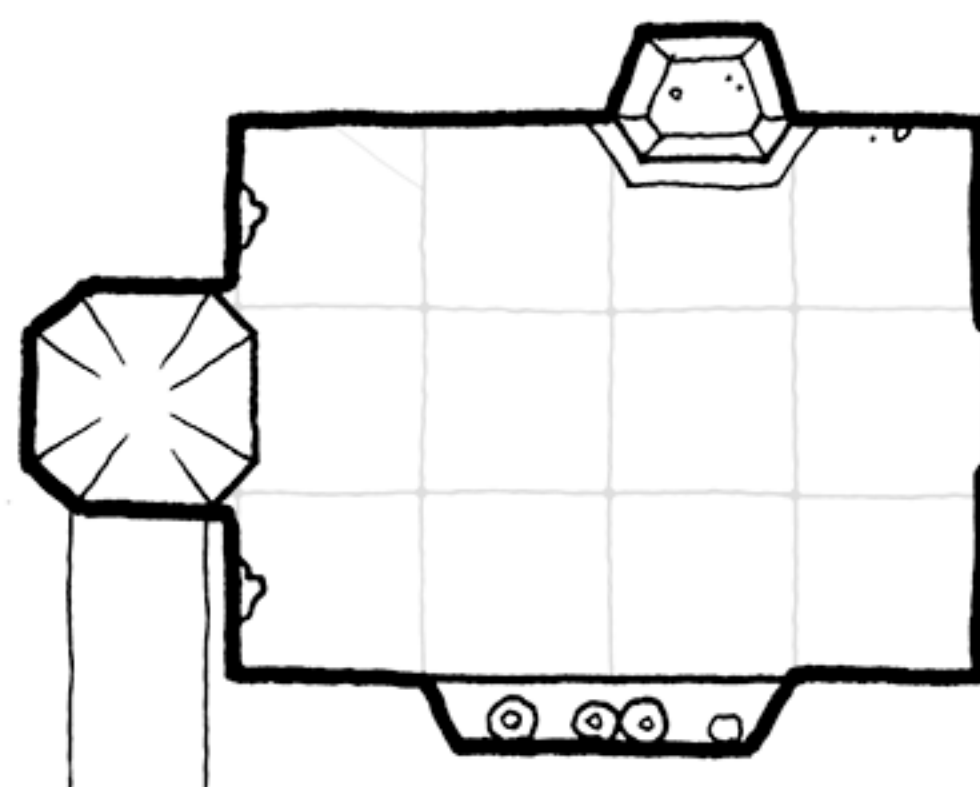
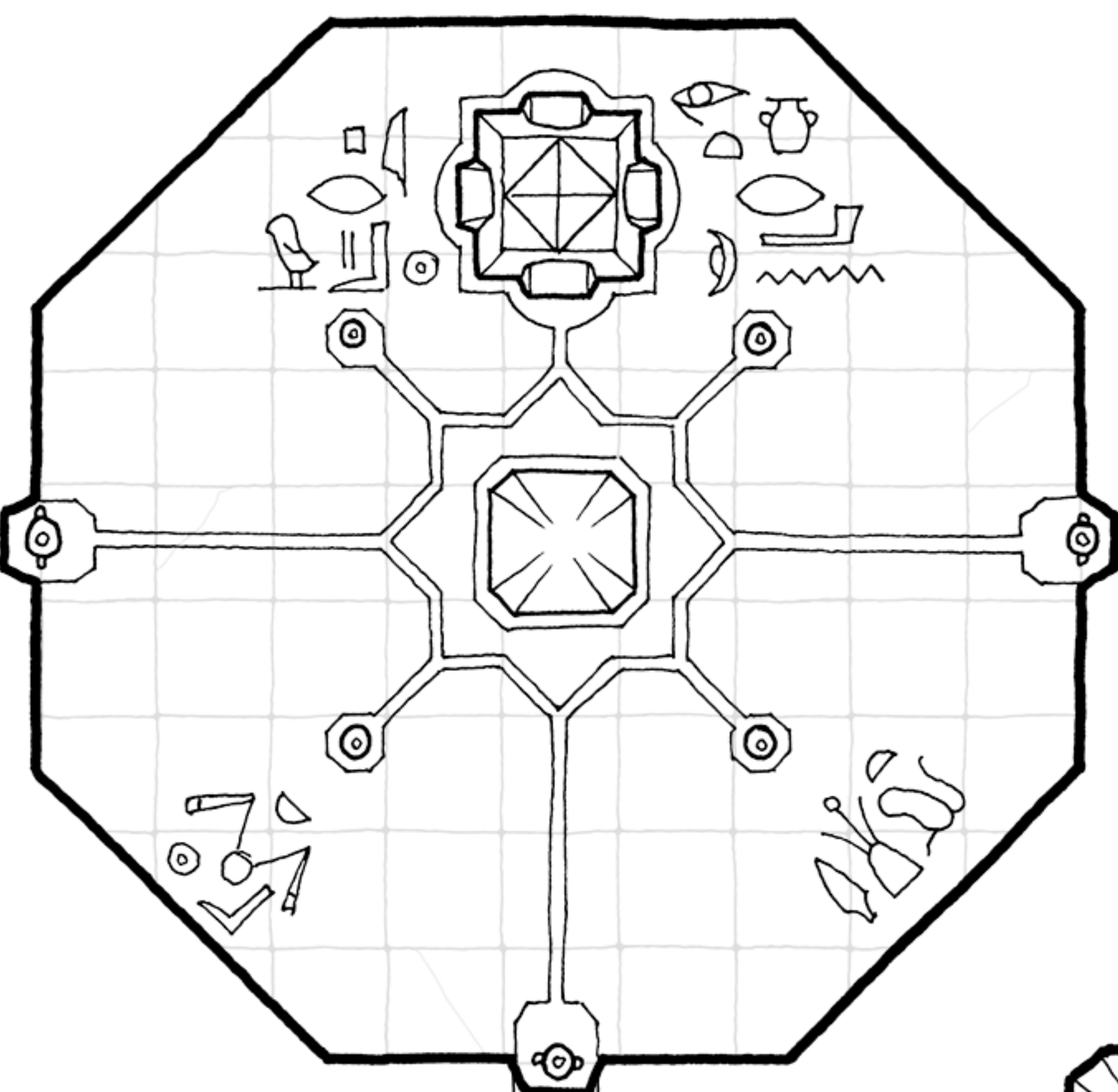






- 1 - Astronomical Chart
- 2 - Divine Beacon
- 3 - Upper Foyer
- 4 - Entrance
- 5 - Archives
- 6 - Crumbled Engravings
- 7 - Lower Foyer
- 8 - Antechamber
- 9 - Queens' Crypt
- 10 - Hall of the Queens
- 11 - Ritual Room
- 12 - Treasure Chamber
- 13 - Antechamber
- 14 - Burial Chamber
- 15 - Canopic Shrine

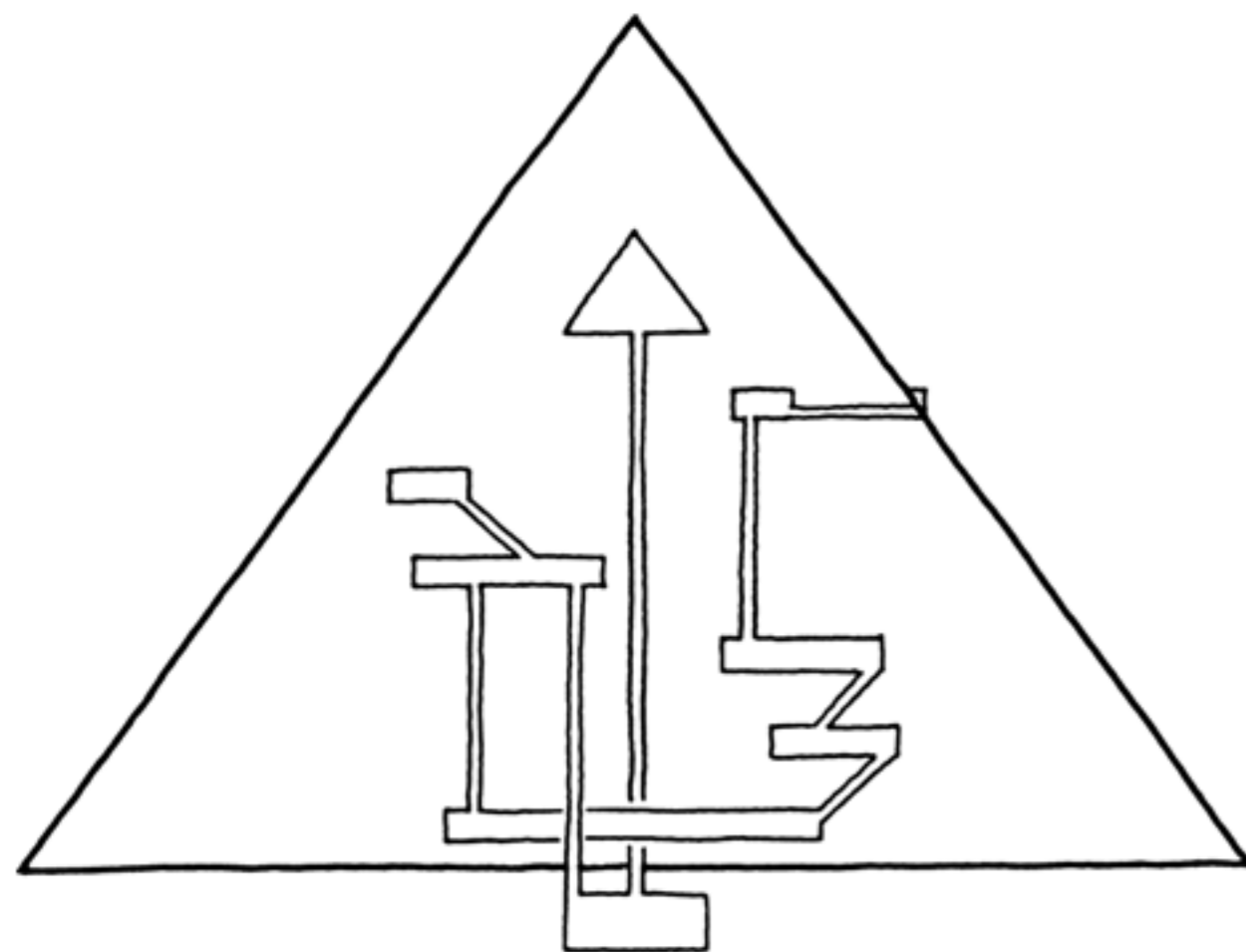




# THE PYRAMID OF SOBEK

## ABOUT

- The pyramid of Sobek is an Egyptian-style pyramid with several statues of Sobek, the crocodile-headed god of the Nile. A room at the top features a strange, possibly magical device.
- An alternate version of this map with the more unusual features removed is available for DMs who need something slightly more down-to-earth.
- Many of the rooms here weren't included with a specific purpose in mind. The uppermost room, in particular, can be anything your story might need it to be.
- Several rooms of the pyramid are connected by vertical shafts. These shafts may have some sort of magical power, allowing those who know how to activate them to levitate up or down. Alternatively, you can just make the players get out the rope and climb.
- The stone slabs at the entrance to the pyramid and on the bottom level are thick blocks of granite, meant to keep the tomb sealed. There may be a magical means of opening them or they may just need to be broken open by force.



## NOTES

- The bottom level of the pyramid is heavily inspired by Tutankhamun's tomb. The burial chamber at (14) contains a large stone sarcophagus, similar to that of Tutankhamun. Inside of his were three ornate coffins, nested inside each other, with the pharaoh's mummy in the innermost one.
- The canopic shrine at (15) is where the canopic jars would be kept. These four ornate jars would contain the preserved organs of the deceased.
- The treasure chamber at (12) contains various expensive goods for the deceased to bring to the afterlife, such as oils, perfumes, silks and various works of art. There's also a boat, as there was in Tutankhamun's tomb. Actually, there were 35 boats in his tomb, but I thought just the one boat would get the idea across. Anyway, the point is, dead Egyptians like boats.
- The room at (1) is meant to depict a star chart, along with a diagram of the planets around that star. This could refer to the planet your game takes place on or a different one.
- The crocodile-headed statues are meant to depict Sobek, god of the Nile. But, in some settings, they might represent a dragonborn, draconian or a member of a dragon cult.
- The crocodile statue at (7) could be a golem, protecting the tomb from intruders.
- If a player sits in the large stone chair in (11), they might receive a vision from the gods or commune with the spirit of the deceased. Alternatively, they might fall victim to a curse or become possessed. Or maybe they just get their pants dusty.
- In some versions of this map, the passage between the bottom and top levels is shown passing through the column in the center of the second level. In other versions, it is not shown. This is just to prevent the players from knowing it's there.

