

## **The Wayward Pyramid**

*An Adventure for 5 Level 3 Characters in Dnd 4<sup>th</sup> Edition  
v0.1 March 14<sup>th</sup> 2009*

**Background:** Recently in a mountain town there have been rumours of people disappearing, strange lights, and stranger sights. People figured it was at best a case of cabin fever and fancy and at worst perhaps a trick or a trap. Recent Investigation have shown a pyramid and surrounding buildings and walls, where there were none before. Not only has an explained pyramid shown up, it looks and feels unspeakably ancient.

### **Plot Hooks:**

**The Town is Worried.** It is not everyday that an Ancient Building mysteriously shows up out of thin air, the village is worried and want the place investigated, and any menace involved with it, ended.

**Missing Children.** Not one night after the pyramid appeared, over a dozen children disappeared from the mountain town. No sign or evidence of foul play was ever discovered, parents simply found their children missing from their beds in the morning. Everyone is convinved that the disappearances have something to do with the pyramids but lack to resources to enter the pyramid itself.

**The Town Watch.** Mountain Folk are used to doing for themselves, and a pyramid appearing out of no where is no different. The Priest of Pelor for this town gathered the town militia and set out to end the pyramid menace once and for all. However they left 2 days ago and have not returned yet.

**All of the Above.** The Town is days from mass hsyteria and only the heroes can solve the mysteries going on, explore the pyramid and save the town.

### **Important Non Player Characters:**

**Hylios, The Priest of Pelor.** A haughty old man, doing what he can and must in trying times. He is well respect in the community and is doing what he can in the light of the Pyramid's arrival

## **Skill Challenge: Getting to the Pyramid**

*The presence of the Pyramid has not changed the layout of the mountain itself. The Pyramid itself is in a inhospitable and hard to get to area of the mountain, and most of the local folk are not volunteering to guide.*

*Level 4 Complexity 3 (8 Successes before 3 Failures)*

### **Primary Skills**

**Diplomacy: (DC 17 )** You attempt to cajole and reason with the town folk to give you a guide. If successful they find someone foolhardy enough to help you. Max 1 Success

**Athletics: (DC 12)** All those years of endurance training pay off. There is nothing here that can't be overcome with a bit of a run and occasional leap.

**Endurance (DC 17)** The Thin Mountain Air and Temperature try to rob your vitality but you continue on unfazed by the elements.

**Nature: (DC 12 )** You are familiar with the land, common tracking signs and the signs of recent passage. This land is like an open book to you and you can lead your teammates to the pyramid.

**Intimidate/Bluff: (Impossible )** The Mountain Folk are stoic and sturdy and do not take kindly to lies or people trying to intimidate them.

**Bribes:** The Mountain Folk can understand the value of having more cash on hand. You gain +1 to your diplomacy checks for every Gold Piece used as a bribe or payment.

**I know the way:** For Everytime that the Heroes have been to the pyramids before they begin with an extra success.

**Success:** You make it to the Pyramids without disturbing any wild life or alerting whatever may lay within the walls of the Pyramid Complex.

**Failure:** You Make it to the Pyramids but not without hardships, you have been scraped, bruised, and bleed out by the tough wildlife, vegetation and harder rocks beneath the mountain.

**Everyone loses a healing surge and a random encounter.**

### **Suggested Encounter**

**Sickly Owlbears x2 (1000xp)** , As Owlbear (MM212) but with -2 Hit -2 AC -2 Defences and -40 hps. Counts are level 6 Elite Brutes.

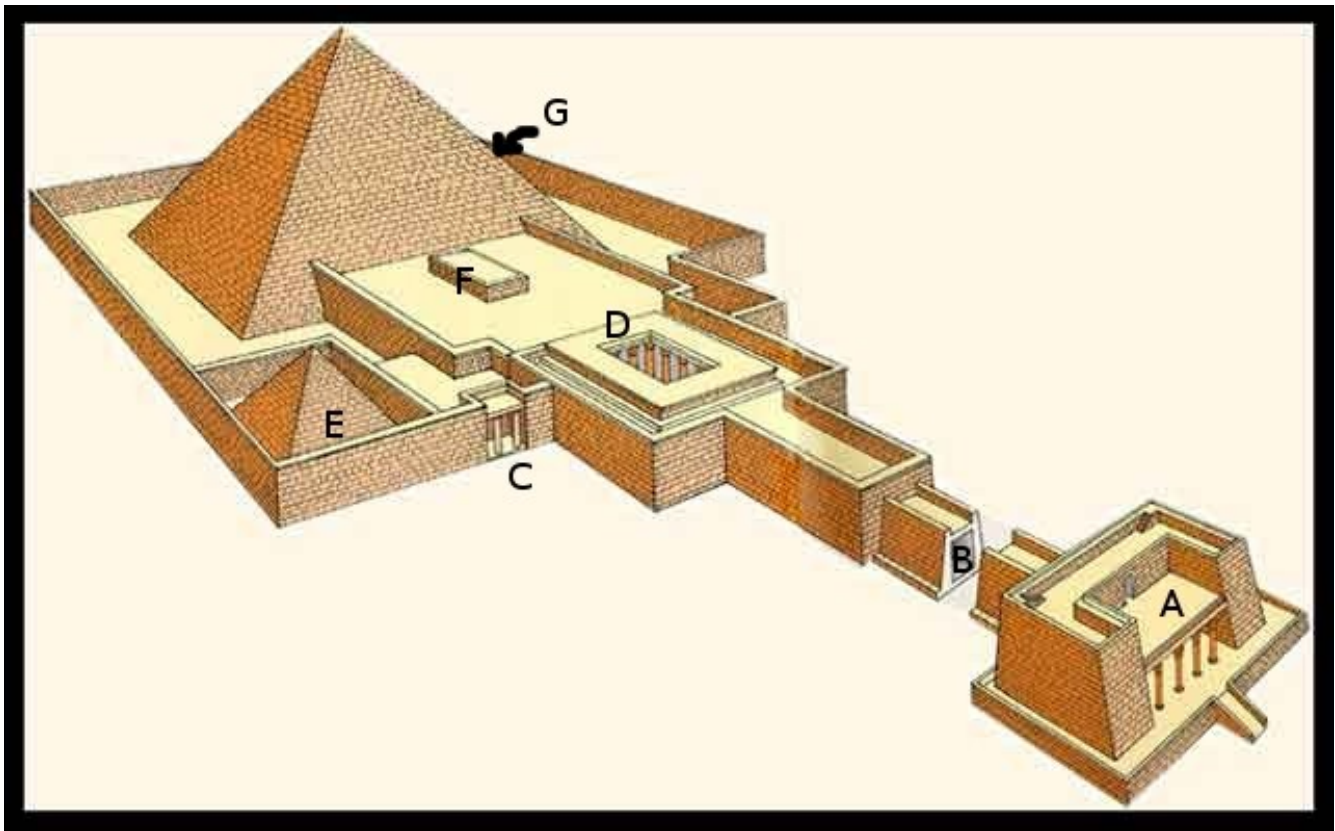
## Introduction: The Pyramids

*The Pyramids lay before you. High Stone Walls surround the Pyramid and other buildings. A Long Hallway can be seen connecting the Complex to what appears to be the entrance foyer ahead of you. The Stone is the colour of Dark Sand, although the Pyramid itself appears to gleam almost white, like bone.*

A DC 17 Perception, Dungeoneering or Nature Check reveals the Priest Entrance

The Walls of the Complex are 10ft tall and Slick with Ice, A DC 22 Climb Check is require to Climb and a DC 35 Strength Check is required to break the walls.

The Doors in the Complex are generally made of Dark Strange Wood are require a DC 16 Strength Check to Burst or Force open.



Key:

A: Main Entrance

B: Causeway

C: Preists Entrance

D: Courtyard

E: Cult Pyramid

F: Temple and Front Entrance to Pyramid

G: Chapel and Side Entrance to Pyramid (Hidden by Pyramid in Image)

*If your players enter at C you may have to rearrange encounters as they explore*

## Encounter A: The Main Entrance

**Connects to:** *Causeway(B)*

*A Ramp Leads up to the 4 Pillars that flank the entrance of the building. The Looming Stone Figures look on disapprovingly with animal heads as you take in the scene.*

### **If 'The Town Watch' Plot Hook was used, add:**

The bodies of the town watch lay strewn about the entrance, their blood vivid on the white frost of the ground. A quick search reveals that they were cut down by armed men, and that several more, including the village priest, are still not accounted for. This could not have happened more than a day ago.

### **If the Heroes succeed on a DC 12 Perception or Insight Check**

*You notice doglike creatures laying among the dead bodies, slowly chewing a human bone, as well as odd shadows inside the hall itself.*

### **If the Heroes notice the guards or get within charging distance**

*Suddenly strange dog like animals and rag wrapped undead warriors charge out from hiding inside the hall and engage you in combat.*

## **The Encounter**

2x Hyena (MM166)

2xZombie (MM274)

4xZombie Rotter (MM274)

*Total: 650xp, easy encounter.*

**Appearance:** The Zombies and Animals both look strange to you. The Zombies are wrapped in white cloth and smell of strange incense. They have no weapons however and could not have been the people who slew the townguard. The Hyena constantly yip and yawl seeming to laugh at times at the heroes misfortune.

**Consequence:** Once the Zombies and Hyenas are defeated the Heroes may investigate further into the complex.

**Rewards:** None

## **Encounter B: Causeway**

**Connects to:** *Main Entrance(A), Courtyard(D)*

*Behind the entrance, a long hallway commences. You can see a light at the end of the hallway. The Hallway itself is made out of strange brownish stone, Sandstone. Detailed Carvings and Runes have been worked into the stone.*

### **If 'The Town Watch' Plot Hook was used, add:**

*Signs of day old blood continue into the building. Either some people survived or they managed to harm their attackers at least.*

### **If the Missing Children Plot Hook was used, add:**

*A Child's Doll covered in dirt lays here in the Causeway. Perhaps the Children came this way.*

### **If the Heroes succeed on a DC 17 Perception Check, add:**

*Every so often, something doesn't look right to your eye. A Shadow out of place or a faint line in an otherwise smooth stoneface. You think there are hidden rooms or worst here.*

### **If the Heroes get Halfway Down the Hallway or attempt to open a hidden room. :**

**Suddenly a menacing laugh can be heard as spectral figures move out from hidden rooms to slay you!**

### **The Encounter**

*4x Phantom Warrior (MM116)*

*1x Trap Haunt (MM116)*

*Total: 1050xp, hard encounter.*

### **If the Heroes succeed a DC 17 Strength or Theivery check:**

you force open a musty hidden room, that is barely 5 feet deep and wide. Inside this room a frail looking urn radiates blue power

**Appearance:** Unreal Blue Figures of Ancient Ghosts arise from the walls and floors to torment you. One larger and more terrifying than the rest slams into you, disappearing inside of you , as your eyes turn an erree blue and you attack your friends.

**Consequence:** The Attack from the Phantom Warriors and the Trap Haunt end as soon as the hallway is left. However unless their containment urns (Located behind Hidden walls ) are destroyed , they reform if defeated, ready to pester the next group that walks their hall.

**Rewards:** The Trap Haunt's Urn contains a Treasure Parcel, its reward for eternal servitude.

**Encounter C: Priest's Entrance****Connects to** *Cultist Pyramid(E), Temple(F)*

*Past the causeway you can see set into the stone wall of the Pyramid walls that a slightly hidden entrance has been set up, presumably to allow workers, priests, and other people who belong in the pyramid the ability to enter without braving the untold perils of the Causeway.*

**If 'The Town Watch' Plot Hook was used, add:**

*Sings of recent movement linger here, but only one or two people at most.*

**If the Missing Children Plot Hook was used, add:**

*A Worn and Tired Child's Shoe lays among the frosted ground here*

**If the Heroes succeed a DC 12 Perception or Theivery check:**

*you uncover an old manuscript, apparently a map of the complex in some strange language you dont understand. You see that the Courtyard however seems traped as does the main entrance to the Pyramid as the big x's and little doodles of dead figures and theives were clearly drawn with glee.*

## Encounter D: Courtyard

Connects to: Temple (F)

*Past the hallway, the weak mountain sunlight seems unnaturally bright to you. It spills in to this open air courtyard, which is surrounded and supported by massive pillars. In the middle of the courtyard a pillar larger than the rest has on top of it, the largest ruby you have ever seen. It glistens in the sunlight.*

### If 'The Town Watch' Plot Hook was used, add:

*Two More Dead Bodies can be seen ahead, they appear burned...*

### If the Heroes succeed on a DC 12 Arcana Check, add:

You can feel the mythical energy in this room, all focused in the center, on the ruby you think.

### If the Heroes move out of the hallway:

The Cracking Sound of Magical Energy Being Released can be heard as the Ruby Powers up in the sunlight and starts shooting death rays at you.

## The Encounter

1x Ruby Blaster Trap (MM116)  
1xSawing Blade Trap (MM116)  
Total: 650xp, hard encounter.

### Ruby Blaster Trap Level 3 Elite Blaster 300xp      Sawing Blade Trap Level 4 Elite Lurker 175xp

*Fiery Doom Shoots from the Sun Powered Ruby Executioner Axes Swing Wildly Blocking Exits*  
**Perceptions:** DC 27, notices the control panel      DC17, notices thing grooves where the blades go  
DC27, notices the control panel

**Initiative:** +3

**Trigger:** When the Heroes enter the room  
and Line of Sight of the Ruby

**Attack :** *Standard Action Ranged 10*

**Target:** 4 Creatures in Line of Sight

**Attack:** +6 vs *Reflex*

**Hit:** 2d8+3 Fire Damage

**Initiative +6**

When the Heroes enter the room  
and Line of Sight of the Ruby

**Standard Action Melee**

All Ceatures in two rows of Squares.

+9 vs *Ac*

2d8+4 Damage and Secondary attack

**Secondary Attack:** +7 vs *Fortitude*

**Hit:** knocked prone and ongoing 5  
damage (Save Ends)

## Counters:

- Characters may cover the crystal in someway (Ac 16, Defences 13) stopping both traps
- Characters may attack the Crystal (AC 16, Defences 13 40hp) destroying the ruby stops both traps.
- Characters may engage in a Skill Challenge to deactivate from the control panel. DC 20 Theivery Checks , Complexity 2 (6 Successes before 3 Failures ). Success deactivates both traps. Failure causes the panel to explode (Close Blast 3 , 2d6+3 Fire Damage) .
- Characters may ready an action to attack a Saw Blade, (Ac 15, Defences 12 Hp 40) which prevents that row from being attacked again.

## Skill Challenge E: Cultist Pyramid

Connects to: Priests Entrance (C), Temple (F)

*This tiny pyramid seems oddly out of place beside the much larger pyramid. Entering the pyramid on the side you enter a strange room, flickering wildly with lights and sounds, but seemingly being empty.*

Level 4 Complexity 5 (12 Successes before 3 Failures)

### Primary Skills

**Arcana:** (DC 12) You attempt to align realities and force the convergent dimension into the present.

**Nature:** (DC 12) You notice the unnatural miasma of this place, and attempt to ward it away

**Religion:** (DC 12) You call upon your god to reveal what is hidden and to give you strength to deal

### After 2 Successes

*a confusing orb collasces into view. It looks like a huge floating crystal ball and inside the ball you can see the most wonderous cites, strange cities, old ancient things, cyclopien towers, your hometown, yourselves looking at this very ball...*

**History:** (DC 12) You attempt to make sense of the disturbing images. This ball is showing the past present and maybe even the future as if it can see them right now.

**Thievery:** (DC 17) You attempt to manipulate the ball with your hands or tools. Doing so seems to make it more real.

**Success:** You cause the ball, and its master, to fully manifest. After a loud and annoying series of squaks and moans and hisses, the master, a hooded creature 8 feet high says.

GREETES WORLD KIN ME MASTER TOLLARX WATCHING PROGRESS AND OBSERVED TIME STATE CONCIOUSNESS. WHAT QUESTIONS HAVE YOU ASKED OF ME?

Tollarx will answer one question per personas per the Consult Mystic Sages Ritual. The Answer will be said by Tollarx and shown on the view screen for everyone to see and hear. After all the questions are answered, Tollarx and his view screen disappear, leaving an empty room and a book of Consult Mystic Sages.

**Failure:** You struggle in vain as the flicking lights and strange voices disappear leaving only a cold empty room.

**Encounter F: Temple**      **Connects to:** Courtyard(D), Cultist Pyramid (E), Chapel (G), Pyramid\*

*Beyond the Courtyard, the Temple Proper sits. The Cramped and Pillared Construction of the rest of the compound is gone. Here a Soaring Roof caked in gold leaf reflects what little light there is onto two huge black stone statues, depicting strange gods with one foot out and one hand up.*

**If 'The Town Watch' Plot Hook was used, add:**

*Between the two Statues stands a mad figure, that you recognize from his blood drenched cloak and posture as the Priest of Pelor, Hyllos. He Stands there, the blood from the last of the town watch dripping off him into the sacrificial bowl as the two gigantic statues come to life.*

**If the Missing Children Plot Hook was used, add:**

*A Clutch of Children stand near the entrance to the pyramid looking fearfully at the figure between the two statues, who back to you , slashes something from which copius amounts of blood flows... The Figure is a man, you recognize him as the priest of pelor who you spoke with in town. The Madness glints in his eyes as he drops the kid, a black baby goat, that he sacrificed as the Two Statues begin grinding to life. He walks towards the entrance, the scared and unsure children taking his hand.*

**If the Heroes succeed on a DC 17 Perception or Arcana Check add:**

*Between the two statues a figure of power stands radiants a Golden aura. The Priest of Pelor looks at you and sneers , shouting “ONLY HE IS THE TRUE SUN GOD” A Sacrificial Bowl lays at his feet, full of blood from his slashed wrists. As the statues grind to life he turns going towards the pyramid*

**Special:**

The Priest of the Sun only attacks if hindered from entering the Pyramid.

The Pyramid Entrance is fake and trapped. Trigger: Weight Effect: Collapses dealing 50 Damage

## Statues of Ra and Geb

**Level 5 Elite Brute**

**Large Natural Animates**

**Initiative:** 4 **Exp:** 400 **Speed** 5

**HP:** 156; **Bloodied:** 78 **Perception** +4 **Darkvision**

**AC:** 20 **Fortitude:** 20 **Reflex:** 17 **Will:** 19

**Bauxite Blow (Standard;At-Will)**

+8 vs. AC: 1d10+4 Damage

**Earth Shattering Stride (Standard;At-Will)**

**Close Burst 3, Thunder Target:**each enemy in burst

+6 vs. **Ref:**1d6+4 Thunder and knocked prone

**Radiant Destruction (Immediate Interrupt)**

**Trigger:** Statue is Destroyed

**Effect:** Both Statues are Destroyed and Deal 3d8+4 Radiant Damage in a Close Burst 5

## Priest of the Sun

**Level 3 Controller**

**Medium Natural Humanoid (Human)**

**Initiative:** 3 **Exp:** 150 **Speed** 5

**HP:** 46; **Bloodied:** 23 **Perception** +9

**AC:** 17 **Fortitude:** 15 **Reflex:** 15 **Will:** 16

**Staff (Standard;At-Will)**

+8 vs Ac: 1d6+3 Damage

**Sun Spot(Encounter;Recharge 6)Ranged 20**

+7 vs Fort, 2d10+3 Radiant Damage and target is Blinded (Save Ends)

## Encounter F: The Chapel

Connects to: *Temple(G)*

*On the Side of the Pyramid, far from the supposedly 'main' entrance. There is a small chapel and entrance into the Pyramid Proper. It is time to find what drove the priest mad and what brought this pyramid to the mountains.*

### If the Heroes succeed on a DC 17 Perception Check, add:

*As you enter deep under the pyramid you can almost feel the weight of all the stone above you. Suddenly you stop noticing a trigger plate and Porticulices cunningly hidden in the ceiling of the passage. A DC 17 Theivery Check will disable them, A DC 23 Theivery Check will allow you to avoid them but still trigger them at will. A DC 23 Strength Check will allow you to force open a sprung porticulus long enough to get past.*

### If the Heroes Continue, Add:

*Suddenly ghostly torches spring to life, illuminating the end of the corridor and the piles of riches around you. The Tall Sarcophogus apparently made of solid Gold rests unceremoniously in the corner*

### The Sarcopogus

*The Sarcophogus is the final resting place of the mummy that this pyramid was build to contain. The Mummy will wait until someone is within one square of the sarcophogus before leaping out, and shoving the unsuspecting pc into the sarcophogus, the sarcophogus of PAIN!*

## The Mummy

Level 5 Solo Brute

Medium Natural Animate Undead

Initiative: 4 Exp: 1000 Speed 5

Senses: Perception +8 Darkvision

HP: 250; Bloodied: 125

AC: 19 Fortitude: 19 Reflex: 19 Will: 20

Resist Necrotic 5 Vulnerable Fire 5

**Rotting Slam (Standard; At-Will)**

+8 vs. AC: 2d8+4 Damage and the target contracts level 8 Mummy Rot (MM 192)

**Despair Aura 5**

Enemies within the aura take -2 to attack the mummy

**Trapped**

All portals, traps, and porticulus within 100' of the mummy trigger or close.

**Action Points: 2**

## Sarcophogus of PAIN!

Level 5 Controller

Medium Natural Animate

Initiative: 0 Exp: 200 Speed 1

Senses: Perception +4 Darkvision

HP: 66; Bloodied: 33

AC: 20 Fortitude: 20 Reflex: 10 Will: 17

**The Lash (Standard; At-Will) Reach 2**

+10 vs AC: 1d6+4 Target is Pulled 1 Square

**Sarcophogus of Pain! (Standard; At-Will)**

+10 vs Ac: Effect. Target is pulled into the **Sarcophogus of Pain!** Any creature already held are released.

**Iron Maiden (Minor; At-Will)**

Held living creatures take 10 damage

Held Undead Creatures Heal 10 Hp

## **The End?**

### **Finishing the Mummy**

The Mummy, while tough should go down in time. If the Heroes attempt to flee however, they will encounter 3 closed porticulus unless they disable or bypassed them on their way in. If the Heroes flee from The Mummy, the Mummy is released into the world, and the Pyramid Disappears. The Mummy possesses above average intelligence and will attempt to set itself up as it researches and studies the Heroes who set it free, before destorying them utterly.

If the Mummy is defeated, after one minute the entire compound begins to shatter and shake as if being ripped apart by giant invisible hands. As long as the Heroes leave after that one minute they will escape. Otherwise they will be moved with the Pyramid to wherever its going next...

If the Heroes successfully completed the Skill Challenge in the Cultist Pyramid, Tollarx will appear after the Mummy is defeated, telling them in his own way that the time for the pyramid to exist in this world is done, and he has delayed things a little so that the Heroes may finish their business. In this case the compound begins to shatter and shake after 11 mins, enough time for a ritual such as Tenser's Floating Disc to help with the treasure.

Heroes who escaped the Pyramid Compound and turn to watch what happens will see an immesurably huge cloaked figure, yes its Tollarx reach down and picking up the pyramid compound raise it to the sky where they both disappear... for now.