

vroooooom

For hours now you have seen nothing but sand around you, the journey in the jeep has exhausted you, the heat is unbearable and the sunlight reflecting on the ground blinds you from all directions.

As you wipe the sweat from your forehead, you glimpse it in the distance, it's not long now, Dahshur.

After years of studies and expedition proposals you finally managed to get the expedition financed, a unique opportunity for an archaeologist like you to reveal the secrets of such a monumental complex.

Once you get out of the jeep you head to the area where the probable entrance was identified.

svrrrrrsh

After a bit of digging and lifting a large stone slab with a jack you find yourself in a room.

After a few steps you hear a thud, the jack breaks and you find yourself inside, with no way out.

Panic starts to attack you, you feel a lump in your throat, it's certainly not pleasant knowing you're locked up alive in there, but after a few moments you manage to calm down. There will certainly be another exit, there always is in a necropolis like the one you are in, and above all there must be in a complex of this size.

1-In front of you there is a room with shiny white sandstone walls, time seems not to have passed, on the ground the sand which has slowly infiltrated over the millennia through the small cracks is accumulating along the edges. The walls are all closed except for a passage in the north wall. The temperature is pleasant, it is certainly a good ten degrees cooler than outside.

2-The atmosphere is definitely different, the dimensions of this room are larger than the previous one. The walls are decorated with bas-reliefs, interrupted only by the small and narrow passages in the south and east walls. You are fascinated by the story they tell, they talk about a certain "Pdor, son of Kmer from the Instar tribe! Of the wasteland of the Sknir! One of the last seven essays! Purvurur, Garen, Pastararin, Giugiar, Taram, Fuscisc and Tarin".

3-This room has a strange shape, the walls are tapered downwards, and each have a passage, the ceilings are very very high and decorated with painted geometric elements, in the center of the room there is a strange hole, surrounded by beautiful painted tiles of bright colors.

4-How long have you been inside? By now it feels like you've been wandering for hours, the air gets heavier and heavier as you get deeper into the necropolis. A room opens before you completely devoid of decorations, the only things you notice are footprints in the sand. You feel a shiver go up your whole body. The only entrance to the room is the one to the north where you entered.

5-When you enter this room you see exactly in the center a huge wooden chest and metal plates, on the walls a series of religious themed frescoes on the "cycle of life and the afterlife". Following the walls with your gaze you notice two other passages in addition to the one you came from. One to the south and one to the north.

(contains key for final door)

(object needed to be opened)

6-*rustling* After the first few steps, you freeze, you hear a sound, a rustling, you hold your breath, there isn't much in the room where you are, but you glimpse a silhouette in one of the corners, hidden in the dim light, you scared, but doesn't seem to move. You try to illuminate the walls of the room, the only passage is the one you came from.

(NPC)

7- You feel surrounded, around you dozens of statues fill the walls, statues of guards, in the center of the room a series of objects stacked one on top of the other, giving the idea of being some gift for the dead or for the divinities, left there for millennia now. This room is a dead end, the only passage is the one you came from.

8-a room totally bare of decorations, on the walls a series of niches contain several papyrus rolls, just by looking at them you can feel them crumbling with age. It's all fossilized in a bygone era, it seems like so little has passed since those scrolls were placed there, but it's just an illusion, you just have to touch them for them to go to dust and with them the idea of a distant era. Follow the walls and notice two passages, the one you came from and an opening to the west.

9- In front of you is an immense black stone door covered in hieroglyphics. The contrast between the light walls and the door is beautiful.

The light from your flashlight struggles to fully illuminate the entire wall.

The room around you is bare, as if to visually underline the importance of the door.

NPC: " A shadow in front of you, you try to illuminate it with the torch and you realize it is a humanoid being, wrapped in bandages and dressed in typical Egyptian funeral clothes, adorned with jewels and fine dyed linen. "

OBJECTS:

- AMULETS:

- djed" (symbol of stability) -> X EVENTUALE VITTORIA PUNTI EXTRA

- "ankh" (symbol of life) ->X APRIRE CASSA

- Jewelry such as necklaces and bracelets.

- COSMETICS and PERFUMES:

- The deceased wanted to look beautiful even in the afterlife. Therefore, the tombs contained cosmetics such as

- kohl (for the eyes)

- myrrh oil (perfume)

- CLOTHES

- linen tunic

- FOOD

- Spirits were believed to need food and drink in the afterlife.

- bread

- meat

- fruit

- wine

- TOOLS

- chisels

- hammers

- brushes

- PERSONAL CARE

- combs

- mirrors

- razors

- STUFFED ANIMALS -> companions in the afterlife. (MACABRO MA EVENTUALMENTE npc animale impagliato)

- Cats

- dogs

- birds

- RELIGION:

- statuettes of deities

- "Book of the Dead" -> papyrus with magical formulas to help the deceased on the journey to the afterlife

- KEY (door)

NOME	PUNTEGGIO	PESO	DESCRIZIONE	DANNO	LOCATION
ankh	10	1	amulet symbol of life	0	8
Key	10	1	a big metal key, extremely decorated with incisions all over the handle and shaft	0	5
djed	20	1	amulet symbol of stability	0	4
kohl	5	1	it kinda looks like a modern eyeliner, it's still used as eye makeup. The small wood object is carved as a deity and fully painted	0	4
myrrh oil	5	5	a small bottle of perfume, it's still full and smells amazing	0	7
linen tunic	10	5	linen tunic, nothing special except for the nice linen used to make it.	1	7
chisels and hammer	1	10	Hammer and chisels, probably left by the last workers that decorated	15	2

			the place		
razor	1	2	Razor with a copper blade and a bone handle	10	4
Book of Dead	20	2	papyrus with magical formulas to help the deceased on the journey to the afterlife	5	8
wine	10	10	a big clay jar full of wine	5	3
meat	1	10	rancid meat inside a clay jar, the smell is slowly leaking from the sealed lid	1	3

9	8	7(3,3)
2	3	5
1(0,0)	4	6

I numeri fanno riferimento alla descrizione sopra indicata per ogni stanza, sono una semplice comodità descrittiva

Aggiungo immagini ascii delle stanza (invio file . java), molto minimal, ma si possono aggiungere dettagli
aggiungo scritta ascii titolo gioco