





THE GREAT PYRAMID OF KHUFU

ABOUT

•The Great Pyramid of Khufu is the largest of the pyramids of Giza. It was constructed around 2560 BC and, for several thousand years, was the tallest man-made structure on earth.
•This map depicts the pyramid before it was looted long ago, not as it is today. There are two versions: one that depicts the treasures and grave goods that the pyramid probably once contained, and one that does not. In the second version, the burial chamber contains only the sarcophagus, which is still there today.

•A great deal of important information about this map is also included in the annotated version. I recommend looking at that as well for more details about this map.

THE CHAMBERS

•ENTRANCE - A stone slab seals the pyramid here. The stones below look different than they do today because the pyramid was originally covered in "casing stones" made of smooth, white limestone. This outer layer of stones has almost entirely fallen off since then.

•<u>Descending Passage</u> - A short way past the entrance, this hallway intersects with the ascending passage above. From below, only the front of the thick granite block plugging the passage is visible, so it may not be obvious to someone underneath that there is a passage beyond the block.

•<u>Subterranean Chamber</u> - The purpose of this chamber is unknown. It is carved out of the bedrock underneath the pyramid and appears to be unfinished.

*Vertical Shaft - The purpose of this steep, narrow shaft is also unknown. It may have been meant as an escape tunnel for the workers who slid the large granite blocks into the end of the ascending passage to seal it. Afterwards, the lower entrance to the shaft was walled over to conceal it. This is the only way to access the upper chambers of the pyramid without breaking through the stones blocking the ascending passage.

*Grotto - This is a small, natural cave in the bedrock, in a place where it rises up above the base of the pyramid. The vertical shaft passes through here. What this was used for, if

anything, is unknown.

•<u>ASCENDING PASSAGE</u> - This passage is blocked at the lower end by four blocks of granite that fill it completely. Granite is very hard and this would be very difficult to dig through. These stones remain in place today.

•GRAND GALLERY - This steeply rising chamber has a high, corbeled ceiling and small niches along the sides. What they once contained is unknown. At the lower end of the room, a narrow tunnel leads straight ahead to the Queen's Chamber.

*QUEEN'S CHAMBER - Despite the name, this room is not believed to have been meant for a queen. Its purpose is debated, but it may have held the pharaoh's 'ka-statue,' a sculpture of the deceased which was believed to be able to contain their spirit in the event that their mummy was destroyed. Two small tunnels lead off into the walls. Where they go is unknown. Recently, archaeologists sent a robot up the tunnels, eventually running into a small door. Later, another robot was sent to drill a hole in the door to see what was beyond it. It found a second door, just past the first.

Whether or not this was an ancient form of trolling is unclear.

•THE PORTCULLIS - These three granite slabs were once suspended above the entrance to the burial chamber, then lowered into place from outside once the funerary rites were finished. They were not designed with a mechanism to re-open them.

*KING'S CHAMBER - This is the burial chamber of the pyramid. All that remains now is the unornamented stone sarcophagus, which has three holes along one side. These are believed to have once contained pins that held the sarcophagus shut. Two small tunnels in the walls lead outside. Their purpose, like so many other things in this place, is unknown.

NOTES

 There are no engravings, inscriptions, or writing anywhere inside the pyramid. All of the walls are plain and unornamented.

•I'd recommend keeping the fact that this is a map of the Great Pyramid a secret from your players. Then, at the end of the session, tell them what they just looted.











