

SWORD & SORCERY

GARY GYGAX'S

NECR POLIS



An epic adventure and campaign sourcebook designed
for 4 to 8 characters of 10th to 18th level.

NECROMANCER GAMES

THIRD EDITION RULES, FIRST EDITION FEEL

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20
system

NECR POLIS

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To my special friend, Frank Mentzer. The proof of the pudding is with us, comrade. Also to Mike McCulley, a fine designer and good friend.

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To the Necromancer Games design team, to Wizards of the Coast for their cooperation and most of all to Mr. Gygax himself for creating this game we all love and for this most excellent adventure!

PRODUCT UPDATE PASSWORD FOR NECROPOLIS: KHEMIT
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PREFACE



Necropolis is, in our opinion, one of the finest adventures ever written. It is our distinct pleasure to bring this classic to you!

Within this great tome you will find a complete sourcebook of the lands of Khemit along with a central adventure of epic proportions, with vast amounts of original material scribed by the hand of the master himself, Gary Gygax.

Players who investigate the mysteries of Khemit must use their wits constantly. This is perhaps the most difficult scenario ever produced, and it will bring out the best and brightest ideas from those who participate, else they will surely find themselves withering away as corpses under the blistering desert sun.

Necropolis is best suited for four to eight characters of 10th to 18th level of experience. Obviously, the source material and initial adventures can be used with lower level PCs as well, but no one under 10th level should attempt to enter Rahotep's tomb. Played as an extended

campaign, the material contained herein could easily provide enough experience to propel the players from 10th to 18th level over a year or two of play. Side adventures and other distractions can be added in to provide the necessary advancement as the DM sees fit.

This adventure has been revised and expanded in order to make it clear and playable in Third Edition terms, consistent with the d20 System. Nonetheless, we have taken great pains to maintain the original content and context as formulated by Mr. Gygax when he first published this material over a decade ago.

Therefore — dare we say it — gentle reader, read on, learn the mysteries and challenges of the lands of Khemit, and enjoy the hundreds of hours of play you will glean from this material.

Remember, Orcus watches Rahotep's efforts with glee!

Bill Webb and Clark Peterson

Necromancer Games



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CHAPTER 1. INTRODUCTION

Welcome to the world's greatest kingdom, bold adventurer! As you will no doubt note, the similarities between historical ancient Egypt and the Triple Kingdom of Khemit detailed between the covers of this book are quite intentional. This great land ruled by Pharaoh is a place of mighty magic, many gods, vast treasures, and deadly perils! Would you have it differently? Would the eager player? The brave character? I think not!

The bulk of this volume consists of a series of adventure episodes. The appendices detail the lands themselves, the creatures therein, and various rules material useful for play in this setting. The whole is to instruct DM and players alike in the setting of the land of Khemit, for its culture and perils are unlike those of the pseudo-European lands of the traditional fantasy setting. This land is legendary in the extreme, a fantasy setting within a fantasy setting. In a time when most peasants never leave a 20-mile radius of where they were born, the land of Khemit should feel like a mysterious, far off place. Those returning from the land should bear stories reminiscent of the tales of Marco Polo, when he returned from the Far East to Venice.

THE ADVENTURE

The main of the adventure begins easily enough with arrival in the Village of Aartuat. There the player characters (PCs) become used to the cultural setting, meet the people, and have their first chance to confront the malign forces there and around the Pool of Hapy, the chief deity of all the fresh water rivers. They should have a fairly easy time defeating the evil that is threatening the place, feel assured, and move boldly off to the Gorge of Osiris and the Necropolis, which contains the location of their goal: the tomb of the dreadful Archpriest-Sorcerer, Rahotep. Yet what they meet in the desert will certainly be more of a challenge.

The bandits are there to prevent the likes of the PCs from stumbling into the profaned Temple of Osiris, of course, as the High Priest of Set is working hard to devise a rite that will magically transform the Unliving Rahotep into an immortal deity who will walk the land and ravage all who oppose Set as the principal one of the pantheon. Again, though, the PCs should defeat that opposition and move into the Necropolis' entrance with confident caution. Thus, the "welcome" at the temple will leave them uncertain.

ADDITIONAL MATERIAL

Please note the following elements we have included herein to assist in running this adventure in expert manner:

1. As much in-depth information as possible is given, with plenty of background and cross-references, so you will become knowledgeable and comfortable with the setting and plot in short order. This includes this portion of the scenario, the overview discussing the history of the arch-villain in this story, and numerous other data placed conveniently throughout the work as is pertinent.

2. The format is set to make running this adventure both easier and more fun. For example, material to read aloud to the players includes a fair amount of dialog, so that the DM is an active participant in the role-playing of the scenario. You'll see how this all works as you read through *Necropolis*. Of course, this read aloud material is provided as an example. As DM, you should feel free to use the material verbatim or extemporize as you see fit.

3. There are many descriptions and Khemitian terms sprinkled throughout the text. These are given to bring the setting into vivid life and enhance the "flavor" of this mysterious and exotic kingdom. If the players have trouble with such terms and it confuses their role-playing, simply use English ones, read silver pieces for *dinars*, etc. It is indicative of inexperience, but you'll soon have them seasoned veterans who appreciate realistic theatrical touches.

4. Wherever applicable, a mission statement is provided for an NPC, providing you with an immediate grasp of that individual's part in the skeins of the plot (particularly in the Village of Aartuat and the Temple of Osiris, where there are many NPCs), and with this understanding the capacity to personify that NPC and thus increase the sense of realism in the game.

5. All NPC statistics and profiles are grouped at the end of the scenario, thus easing the task of moving the players through the adventure while at the same time making access to this vital information quick and easy for the DM. Only abbreviated stat blocks, listing basic information, are provided in the chapter text.

6. Meanwhile, we've placed breaks where you will be able to encourage the players by having them talk over what they've accomplished so far, how well they have managed this, and who did what. Then come the awards you bestow upon their PCs as tokens indicating their success and good play up to that point. A little instant gratification not only is appreciated, but in most cases absolutely realistic, too.

INTRODUCTION TO THE LAND OF KHEMIT

The Kingdom of the Southern Deserts has many parallels to a fantastic version of ancient Egypt. A review of such a "fantastic" history of Egypt will help any DM envision the environs in which this adventure is set, although the societies are somewhat similar to those of our own world in the Renaissance, with admixtures of the medieval and ancient here and there. Appendix C details the agriculture and trade types prevalent in this land, as well as the types of wilderness encounters common to the land of Khemit.

Over the tens of centuries, the Pharaohs — good, bad, and indifferent rulers and/or generals though they might have been — have managed to expand their state southwards into the wild lands to the verge of the great northern sea, while setting up the "Sea Peoples" in the barren eastern peninsula to be a protectorate and quasi-Khemitian people with citizen

status and to serve as a bulwark against the aggressions of the wild tribes to the east.

The DM need not worry too much about seemingly incorrect or anachronistic things. Centuries of time, new island continents, and magic account for anything herein, easily so — and anything you care to add, as well.

The "Triple Kingdom" of Khemit has been extant for a bit longer than five millennia. In that period of time, things become pretty well established, and the Pharaoh's land does in fact have some problems with tradition and bureaucracy. This scenario is meant to demonstrate that amply. The historical details of Rahotep's treason, his plans to rule the kingdom, and his foretold certain opportunity to return are recorded somewhere. So too the matter of Entital and Supernatural assistance, the location of the tomb, the need to guard the area, and so forth. Memory is short, and filing systems notoriously inadequate. All the material needed is there, lost somewhere in the archives of a Chief Scribe in some bureau or other.

PANTHEONS AND THE PLAYER CHARACTERS

The multiplicity of pantheons, and thus the multitude of deities considered in this game system, could prove troublesome when the PCs are outside of the territorial area of their own pantheon, save for the cross-association of Ethoi and deities. Necromancer Games has provided an appendix of gods and goddesses (Appendix D) relevant to playing this scenario. We suggest that the DM familiarize himself with these deities. Gods in the Land of Khemit are slightly more "proactive" than in many other lands . . . though often indirectly and in an unobvious way. Clerics of jealous gods may find difficulty in paying homage to the gods of this land.

Veneration of a deity of a different pantheon but of like alignment and like or similar sphere of influence is deemed the same as faithful adherence, even in regards to one under a strict vow — such as a paladin — when the individual in question is outside the bounds of his own Pantheon. In this case, both Pantheons and deities concerned gain as if each were the exclusive recipient of the service of the individual in question.

This means that the PCs can and should ally themselves to some extent with the beneficent deities of the Khemitian Pantheon. Their normal patron deities should not be offended by such an affiliation.

PLAYING THE ROLE

Role-playing is a crucially important part of this adventure. After all, it is a scenario for a role-playing game! Thus, the attention of the DM is drawn especially to those parts of this adventure where the group must travel and interact with strangers on any basis other than a shoot-out. While we can give you lots of details and lines of dialog for set-piece portions, elsewhere it is up to you to bring this to life through your own invention and creativity.

If your campaign, or at least the party, isn't otherwise based in Khemit, you might wish to augment this scenario by preparatory adventuring of your own. You might have the PCs

actually prepare and undergo a sea voyage to the Land of the Great River, then take barges upstream to the city of Thebes, and finally find and travel with the caravan bound for Farnoc, Aartuat, and points west. During the initial passage, there can be storms, encounters at sea, and so forth. Then, in Khemit, you can easily introduce them to the Khemitian temper and have them become familiar with the "do's and don'ts" and the powers of the land. This will be role-playing almost exclusively, and it will prepare the group for interaction with agents of Good — say, the Temple of Thoth, as we'll soon discuss.

In Aartuat, then, if the party makes many firm friends at that hamlet, the locals won't be ready to report them if they do slip a little (blow their cover, so to speak). Yet naked force and defiance will always irritate authority, on that you may rely. The officers and troops at the caravanserai must be a part of things in order to have the group perform splendidly.

While there are many places in this adventure where planning, exploration, and action preempt role-playing, these are meant to be points that highlight the interactions that have gone before, the role-playing sequences! In fact, you will see where even as confrontation takes place and fighting is imminent, there is dialog between the PCs and the evil foes.

THE ORGANIZATION OF EVIL

You need this information only in creating your background, and handling peripheral matters and events after the scenario concludes in something other than a triumph (see Chapter 9).

In the greater context, that of the *Accursed*, Set, his allies, and his forces form simply one of many factions of Evil. Of course, they are a potent one! Set's domain has been removed to a dark star (per actual Egyptian mythology) by the power of the forces of Good. Through Rahotep, he would both expand his territory and return to rule the land of Khemit and hereafter the entire world. The greatest Serpent, Aapep, would share in the gains, as would Sebk and Serqet. Evil would grow, but only insofar as those four prospered.

Thus, there is, at best, no great unity amongst the *Accursed*, no determination to succeed in his plan. It is Set's and Rahotep's, not all of Evil's. In fact, most of the wicked forces would prefer to see failure rather than a growth of Set's power. An Unmortal Rahotep, too, is unpalatable to other Powers and Quasi-deities.

At worst, there is outright opposition to Set and his pawn, Rahotep. If there is later need, perhaps he will make a treaty with the evil ones of the other pantheons, and then most of the states serving these deities will assail Khemit so as to enable Rahotep to succeed without the **Nine Evil Objects** and in co-rule reign over the region with kings of other nations.

In the event of a Triumph by the PCs, there will be no great lessening of evil, no dissolution of the *Accursed*. What will have occurred is merely the severing of one of the heads of the malign hydra of wickedness. Even though two others might not spring forth in its place, those that remain will be as deadly and potent, as determined as before.

Great adventure lies before your players.





CHAPTER 2.

BEGINNING THE SAGA

WHO IS RAHOTEP?

Some centuries ago there lived a man called Rahotep. He was a Priest and Mage, a devotee of evil, and a worshipper of Set from his youth. By his early 30's Rahotep was a Chief Priest, a force in the ranks of those who served the ass-headed one of chaotic evil. Through scheming and treachery, he did away with those above him and became the Grand High Priest of Set in his 40's, taking the name *Sethu Neterankh*. Skilled and unscrupulous, he used his abilities to become a Vizier of Lower Khemit soon thereafter. His ambition was unsatisfied, of course, and he had certain dark Vows to fulfill. Rahotep, now Sethu Neterankh, planned to make the malign deity Set the principal god of the whole of the kingdom. This plotting included more than that, for to assure the matter, he meant to assassinate Pharaoh and take the crown for himself.

Fortunately for the ruler and all the people, this machination was discovered before Rahotep had his apparatus in place. The disloyal military were beaten in a pitched battle, their leaders executed, and the followers of Set throughout Khemit proscribed. All temples of the dark deity were destroyed, and no mention of his name was permitted. Yet Rahotep and a small band of his faithful servants and followers escaped, and his power was such that not even the mighty magic wielded by the wizards and ecclesiastics of Khemit could bring them to bay. Finally, the Uchatu, Pharaoh's secret police, managed to do so — however, through the employment of several who, like Rahotep, were Mage-Priests, the *kheri-heb*.

Although they managed to locate and immobilize their foe, the *kheri-heb* were unable actually to destroy Rahotep and those his great magic protected. He was contained, unable to strike back, yet his power prevented his enemies from physically taking and slaying the outlaw band. For weeks a magical struggle ensued, the *kheri-heb* pressing in, the malign servant of Set resisting. Yet no single mortal, even with such power as he possessed, could last for long against the combined forces arrayed against him. Rahotep sought guidance from his master, gathered his energies, built an "eternal house," and then shut himself and his followers into that tomb. Before the *kheri-heb* assailants could bring death to those within, they took their own lives. Yet this was by no means the conclusion of the matter.

All concerned knew that the act was one of defiance. The hand of Set was there to protect the tomb from violation. Rahotep would be kept therein for a long time, but in the distant future he would have a second chance. Nothing that his opponents could do would prevent this. The burial place that Rahotep selected was in a Necropolis, so that place was abandoned as a site for new internment and immediately a

special Temple of Osiris, the greatest opponent of Set, was erected at the mouth of the gorge in which the tome lay. The temple's ecclesiastics would guard the area, use their magic to keep the vile Rahotep bound in his prison, and thus there would be no opportunity for him to come forth again.

Time was on the side of Evil, of course. Memory is short. Over the years the urgency faded. Wild tribesmen and grave robbers from the desert slipped into the place now called the Gorge of Osiris, and even the Temple of Osiris fell into evil hands, leaving Rahotep unwatched as he worked a plot to escape the tomb.

RAHOTEP'S MISSION

Rather than state what the goal of our arch villain is at that point in the text where he is most active, this information is placed here for the DM's benefit. It is the main theme of the plot of this entire scenario.

This vile creature, a thing somewhere between an Undead and a Quasi-deity, must become Unmortal, a demi-god. In this form, Rahotep will then raise the forces of Evil, attack Khemit, slay its ruler, and seat himself upon the throne as Pharaoh. Set will be the chief deity, Evil will hold sway, and after a period of reorganization and arming, Rahotep will send forth armies to begin conquest of the world. Yet there are few objectives to be accomplished first . . .

To complete the transformation and rise as Unmortal, Rahotep must gain the life forces of a few more very potent people — such as those of the team of PCs soon to enter his "Eternal House." In this regard, Rahotep has always provided opportunities for entrance — and the death and assimilation — of strong but foolish mortals. The lure is wealth and power. The impediments are tests of the abilities of the would be tomb-robbers. Think of all that goes before the final portion as the preparations typically used to ready the bull for the meeting with the matador. The ultimate reward for success has been death and the feeding of the monstrous thing waiting in the tomb. At least up to this point.

Secondarily, Rahotep seeks to have nine ancient devices of dark magical power brought to him and given over willingly. (These are the **Nine Evil Objects** that will be discussed fully later.) So far, only one has reached him personally, with half of the other eight elsewhere within his tomb and the remainder without that place but nearby.

In extremis, Rahotep will accept an objective of lesser sort than the "devouring": the lives of the PCs. If the PCs are too powerful to be slaughtered, but can be converted in the name of Set, to his own service, then Rahotep is that much closer to his goal. Besides, failure is unthinkable! Rahotep will offer anything he

can in order to keep the PCs from triumphing. Harming him is bad enough — destroying him is unthinkable!!! Thus, be sure to add in such blandishments, bribes, and pleading as are appropriate, and in finest Evil form, should such a situation arise. Naturally, even if offered, Rahotep will gladly renege and consume the PCs given the opportunity. After all, there is nothing too foul to gain Unmortal status.

HOW TO USE THIS SCENARIO

Most readers will be familiar with commercial scenarios, and this one is very much the same as others in some regards. The DM is meant to read everything herein. Naturally, nobody is going to recall the full text, so it is expected that you'll re-read as you go. All text to be read aloud will be in boxed text, to be used as you see fit.

The DM needs then to prepare the adventure for use in his campaign play. This step includes altering what doesn't fit his approach to the game and adding those personal details and touches that make the scenario "fit." When this is done properly, the players can hardly tell the work isn't one that the DM devised himself, for it is in the same style as the rest of the campaign, which they have come to know and enjoy.

While all this is fine in principle, in reality the execution is usually lacking. That is, there is limited time and the group demands action now! Thus, often times the harried DM scans the scenario, skims through the main portions of the adventure, and bashes on so as to keep the group happily engaged in role-playing activity. Then again, even when there has been extensive reading and preparation, the material isn't the DM's own. Perusal and familiarization, including those editorial changes mentioned, cannot make up for one of the following two factors:

1. When the DM devises an original scenario, he performs all of the work from plotting the story to outlining the action steps. He draws labyrinths, and challenges are set up and timed to suit his group. The DM places with care each puzzle, foe, trap, and treasure. No amount of reading and reworking is quite the same as this creative process.
2. However, after mastering several parties of PCs through a scenario created by another, commercial or otherwise, and making those on-the-spot changes, additions, and deletions, as suit him, the story and setting become second nature. Then the adventure is indeed almost the DM's own.

You are reading this work, likely for the first time too, so it is now logical to be asking yourself, "How can I possibly make this a successful adventure? After all, I haven't a week's time to spend on personalizing this. My players want me to start yesterday!" So, spend as much time as you can. First, read everything with frequent references to the maps, underlining, scribbling in whatever notes you think appropriate, and so on. And as you go, take a careful look at what we have done to make your job easier so as to make this more like your own scenario.



With all that has been included, there can be no possible way to cover everything. Your campaign is personal and unique. Your player group is similarly individual and creative. Many things will come up during the course of play which could not have been anticipated. This is all to the good for the expert DM. As you become familiar with the scenario, add in your personal touches, places, NPCs, dialog, foes, traps, tricks, booty, and/or anything else that suits you.

Later, as your players have their PCs interact with your customized creation, they'll ask questions, have their PCs say and do things neither you nor we thought of. When this occurs, use your spur-of-the-moment creativity in conjunction with this unexpected player input to devise whatever is suitable to the situation. Thus, if a PC is seeking a secret area, perhaps one does exist there or nearby. A feared trap is likewise present or soon to be sprung. Perhaps a desperately needed thing will be found, too. It is all part of this scenario, even though we didn't happen to anticipate such appearances until after some player suggested it.

There isn't much else to relate. Read the rest of this work, and when you feel ready to run the adventure, assemble your players and begin at the beginning. In fact, that's what we will talk about next!

CHARACTER HOOKS

There are two premises for introduction to this adventure:

The first assumes that primary motivation for the adventure is service on behalf of Good. The PCs will set forth as agents of the wise and benign in order to discover if an ancient and deadly evil lurks in the wastes of a nearly forgotten necropolis. They expect gain, of course, but this is secondary to preventing the wicked from becoming all-powerful in Khemit. In this case, the information they gain beforehand, the *Blemmyish Tribesman's Account* (found in Chapter 10, and on the Necromancer Games website as a free handout), is delivered to them by the Khemitians who recruit the PCs, not acquired outside and used as a device to get the team to Khemit.

The second relates to wealth as motivation. Ancient Khemit was fabulously wealthy. That hordes of treasure were buried with the mummies of the dead in olden days is common knowledge a thousand and more miles from the Kingdom of Pharaoh. Prior to actual play, the group of PCs gains information regarding an untouched tomb, the *Blemmyish Tribesman's Account*, and the appropriate background information. Thus, they learn that this tomb is a thousand years old, must contain masses of valuables, and can be found and looted by them!

In either case, the PCs are brought to the area of the adventure by means as discussed hereafter. Once "in the locale," and that means in place for you to begin to set the actual adventure text, the activity is presented in stages commencing with Chapters 3 and 4. Each successive stage is meant to assist the players toward expertise, while building their PCs' abilities commensurate with the greater demands of the next stage.

See below, under "Getting the Characters to Khemit and Onwards," for more details on how to bring your players into the events detailed in this adventure.

ADVENTURE SUMMARY

Briefly, Chapter 3 is a whirlwind journey to get to know Khemit, something akin to a guided tour of the sort one might take today. Too much to see to really comprehend, expensive too, but lacking in real challenge and non-dangerous. Chapters 4 and 5 leave the PCs outside the "tour group," and the time is spent by them getting to know the natives, understanding more of their culture, and learning about the area and its dangers. Chapters 6 and 7 toss the PCs into the dangers of the wild lands away from the village, alerting them to the organized (and strange) foes that oppose them. Chapter 6 is a channeled activity that really immerses the PCs in danger, and it demands some unusual skills to remain unscathed and victorious. Chapter 7 is a sort of warm-up, an additional practice, which, along with its immediate predecessor, should have the team ready for the last part of the scenario. Up to this point, the whole is relatively relaxed, and the group can return to Aartuat for rest and healing whenever too battered to continue on safely. Chapter 8 is truly a demanding, dungeon-style adventure filled with deadly tricks, traps, and foes. There are places where the team can break off if they must, but beyond a certain point they are committed to "do or die." Unless the players have performed to perfection prior to as well as at this point, they can't actually achieve total success. Here is a more detailed summary:

INITIAL STAGE

The base for the adventure is the Village of Aartuat, detailed in Chapter 3. Here the team gets some familiarity with Khemitians, learns a little about the bad guys, picks up some crucial "helpers" in the form of figurines of Khemitian deities, and meets its first demonic opponent, the demoncroc. Chapter 4, that portion dealing with the area of the Pool of Hapy, is an extension of the village, really, and detailed separately only because of its size and the nature of what could happen there. When the players are ready to have their PCs move on, they should have learned quite a bit and improved their characters likewise.

SECOND STAGE

Chapter 5 deals with planned outdoor movement and tactical combat with bandits. It is meant to alert the players to the power of the foe, and to give them pause: "This might be a bit harder than what occurred in Aartuat." Chapter 5 concludes with a strange encounter at the entrance to the Necropolis area. With its resolution, the players should be suspicious of the seeming appearance of what they encounter and aware that there is some very potent evil around.

And that takes them to Chapter 6, wherein is detailed the Temple of Osiris, a place taken over and run by the servants of Set some time ago. They pretend to be otherwise, the PCs get in trouble, and there is really deadly peril to all. This portion is meant to prepare the





players and the PCs for some of what lies ahead in the Tomb of Rahotep. After success here, they are veterans, and they might be feeling justly cocky if they did particularly well. In truth, this feeling is encouraged in the introductory part of the final portion of the adventure. It is likely to be crucial that characters have statuettes of deities in this stage.

THIRD STAGE

Chapter 7 details the Necropolis itself — the Gorge of Osiris. The abandoned shrines and various sorts of tombs there are meant to mislead the PCs even as they actually learn. There are a few clues to the nature of the challenges in Rahotep's burial place and lots of red herrings. The size of the tombs, the guardians, and evils aren't accurate reflections of what's ahead. In addition, this is also an opportunity for the concerned DM to devise such training sub-scenarios as he thinks needful for the survival of his player's characters. Regardless of exactly how this portion is used, it leads inevitably to the denouement, Rahotep's Tomb.

Chapter 8 — and what a grand chapter it is! — details Rahotep's tomb. This is the most challenging portion of the adventure, and for that matter, one of the most challenging adventures ever scribed. Here, figurines of deities will fade into the background a bit. They will be of some help still, but the player's will have to rely more upon their own ability and those of their PCs, rather than such "outside" forces' assistance in most difficult situations.

There are three sub-stages involved in this last part, a sort of miniature of the adventure whole. After only a bit of the place is explored, the scenario makes it seem that the work is complete. Of course it isn't, but the stage is set for the next scene in the act, so to speak. This occurs again about midway through the tomb. After both false conclusions, there is opportunity for the players to discuss their progress and analyze their play.

When all is finished, the team will have attained one of four levels of completion of their goal. Toward providing a "Triumph" against a foe who must otherwise be too powerful for even a team of PCs to defeat, this scenario has provided a magical aid. This device consists of nine separate items that must be found, retained, and eventually utilized properly by the PCs.

THE NINE EVIL OBJECTS

As noted, the Nine Evil Objects are critical to the total success of the PCs in this scenario. Four can be acquired with relative ease outside the Tomb of Rahotep. The other five are within its confines and more difficult to discover and acquire. A complete exploration of the tomb is necessary to get all nine.

These objects are:

- The first, the *Serpent Ankh*, is found in the Village of Aartuat.
- The second, the *Bloodied Moon*, is with the desert bandits.

The third and fourth are in the Temple of Osiris:

- The *Cleaver of Set* is with the High Priest of that Evil one.
- The *Book of Eternity* is in the island shrine of the Osirium.

Within the tomb proper are the remaining five:

- The *Scepter of Set* lies in Area 6 of the Tomb of Rahotep.
- The *Blackened Sun* rests hidden in the altar in Area 12 of the Tomb of Rahotep.
- The *Netherladder* is in the crypt in Area 17 of the Tomb of Rahotep.
- The *Seal of Shadow* is in the hands of Utat-nebbu, Area 22 of the Tomb of Rahotep.
- The *Cursed Star* (a representation of Set's own domicile) lies upon the crypt in which is the mummified body and preserved heart of Rahotep.

If all nine of these objects are held by the PCs, taken into Rahotep's hidden tomb area beneath the Mortuary Palace, and properly destroyed in the Hall of Pillars as is detailed in that portion of this scenario, then the group can actually destroy Rahotep totally, once and for all. If they fail to do this, they can at best check his progress toward arising as Unmortal.

If they bring all **Nine Evil Objects** into the place but allow them to fall into Rahotep's grasp, then it is disaster, and the Unmortal Rahotep wields the powers of a minor deity!

GETTING THE CHARACTERS TO KHEMIT AND ONWARDS

If your players' characters are not in Khemit already, then refer to the Casual Method of how to get them there. If action in your campaign has moved into Pharaoh's kingdom, then skip ahead to the Direct Mission portion.

CASUAL METHOD

The characters have discovered the "Blemmyish Tribesman's Account" (see below) and accompanying map (Players' Overview Map of the Gorge of Osiris Area). Investigation in their locale uncovers some or all of the story of Rahotep (as determined by the DM, but revealing his vile purpose and the legend of his return one day certainly), save his current state and the dreadful power he will wield if he is brought to Unmortal status. The PCs are thus compelled to journey to the "Triple Kingdom" to seek vast riches and to destroy the lurking evil that guards this wealth. Stress that Khemit is the most magic-potent of lands, and because of this still the wealthiest too, but in ancient times there were such vast riches as to make modern royal treasuries pale by comparison. How much might be buried in this lost tomb? Enough to buy a whole kingdom perhaps!

Travel Arrangements: Assuming the prior acquisition of the information needed to locate the treasure site, the journey to Khemit must certainly cost the characters plenty (5,000 gp each should suffice). This cost assumes on-world travel. Think of the whole process. The story, the map, and all sorts of back-



ground data must be gathered. Sure, you'll feed that to the players, but those portions of this work subsume the active research of the PCs. Put another way, after you have read this scenario, it is quite possible to set the stage personally for the adventures herein by conducting a whole series of actions for your players to undertake with their characters.

How do they get the basic information? From whom, and why? Where must they be to get it? What parts do they find in those locations? How much does the information cost? Or can they obtain it by means other than payment?

One example of how this could be accomplished is provided on the **Necromancer Games** website (www.necromancergames.com) as a free download to support this material. If you have the time, and if your players are active and capable, this scenario becomes the terminal segment of a far greater adventure. Getting to Khemit can be quite a trick for the PCs to accomplish if the DM so desires. Your time and the temper of the group are the main determinants of how this should occur.

The simplest method is to have the PCs approached by a mysterious informant (possibly an agent of some group opposed to the *Accursed*) willing to divulge information for a price. The PCs investigate, find it is true, buy, and then make a speedy and relatively uneventful journey to that place where you can begin using this material.

If you wish to spin it out, have the adventurers find clues to this scenario during the course of a prior one. Then have them hunt down the specifics, using sages, *legend lore* spells, etc. Finally, they determine how to get to Khemit. Thereafter, they must of course actually make the passage to the place. The complexity of all that is entirely dependent upon your creative input; the work could well fill another scenario such as this. Although you need only prepare as much as is needed for the upcoming episode of play, that's still a lot of work. In any event, think about the matter carefully, then choose the option that best suits you and your players. Then, according to your style, you have them arrive in Rosetta and move on to the **Player's Background** Information section below. That places them into the stream of action according to the plot. The text will carry them all the way to the **Village of Aartuat** before you know it, with whatever stops along the way you might choose to liven things up.

DIRECT MISSION

If the campaign is based in or play has brought the PCs to Khemit, then the DM will use a different approach. They must be brought to some city near — or actually to — the city of Thebes by whatever clever ploys you devise. That should be no problem, as it is the royal capitol and a teeming metropolis and should suffice. However you manage it, it is done well. Turn next to the appropriate part of the section immediately hereafter.

PLAYERS' BACKGROUND

In the case of the campaign being set in Khemit, or where the PCs are in the land for some reason, there is little need for any special introductory material for the players, save the actual foreword. The Direct Mission approach can be used, so the disguised Superior Priest of Thoth, Tehi-neken (Clr12), meets them and gives them the appropriate Background Information (see below).

CASUAL APPROACH

For the Casual Mission approach, though, you need to read the following material to the players prior to their receiving the Background details:

As far as the rest of the world is concerned, there is no forgotten tomb in the Necropolis within the area known as the Gorge of Osiris. In fact, it's likely that most Khemitians haven't even heard of that place! To the world, the site is lost forever, but you and your associates know otherwise, and you even have a map that shows the general location of the place.

The map's acquisition and a translation of the ancient hieroglyphs and its arcane code have cost you dearly, but now you are certain that your party will strike what can only be likened to the mother lode of treasures, an untouched tomb sealed up a thousand years ago after it was filled with riches and magical devices suitable to the interment of a great Archpriest of all Khemit.

The one buried, Rahotep, was possibly a pretender to the throne, a virtual Pharaoh for a brief period in any event. That you are sure of. Thus, his burial place will reflect his power and position when he lived and was the first ecclesiastic in the mighty kingdom of Khemit. No question, the effort, time, and money expended was a worthwhile investment . . . you hope.

This is a good point for you to break and hand the players a copy of the Overview Map for their perusal as you read on.

Thus having already spent a huge sum of treasure, more has had to be paid over to get your group all the way to Thebes, a city not too distant from the location of the gorge and its lost tomb. Arriving in the Triple Kingdom, and in the guise of noble and wealthy folk bent on seeing the wonders of this land, you have managed to progress inland all the way up the Great River to the metropolis of Thebes, the capitol city of the Middle Kingdom, seat of many of the temples of the deities of Khemit, and the "Palace of Pharaoh," the place from which all the empire is ruled.

In keeping with your roles, you have stayed in the finest inns, eaten in the most expensive restaurants, entertained lavishly, visited the famous places, and seen all the sights including the four great pyramids and twin sphinxes. Hunting, fishing, luxurious accommodations, entertainment, the grand barge, and

more have brought your purses to low condition by the time you reached Thebes.

Such news there! A recent proclamation by Pharaoh Tuthmosis IX announced that anyone caught desecrating an ancient grave (let alone despoiling a noble's tomb) is subject to summary execution on the spot, without trial! What coincidence triggered this decree you can't guess, and you dare not query any native on the subject. So, knowing that there is official concern over old burial sites, speculative that there will be watchfulness, and certain that if you are caught robbing such a place your end will be death, things no longer seem quite as rosy as they did. Tough and capable as you are, the repute of the Priests, Wizards, and Warriors of Khemit makes it unlikely that force will prevail in case your true purpose for being here is discovered.

Knowing that once alerted the minions of Pharaoh will be able to carry out their duty, you determined to be even more cautious and circumspect as you proceeded. Thebes is, as noted, not too far from the location you ultimately seek. Getting to the town of Farnoc and on to the village of Aartuat is not likely to be a challenge. Penetrating the Gorge of Osiris without alerting any of the local population might be more difficult. The village is only some five miles distant from the Necropolis. Furthermore, there is a temple, a place of Osiris, in the Gorge. It might still be tenanted by clerics of that deity.

The greater difficulty is at the other end, so to speak, that time when you've finished and are loaded down with wealth. You could not be seen carrying such spoils from the desert Necropolis back through Khemit. Some route of exit other than a retracing of your journey to the place needs to be found. Then you had an inspiration.

Nomad raiders manage to get through the western barrens all the time. Your party could do the same! However, that requires someone to guide you through the wastes there, and who better than the raiders, the nomads of the deserts of the west? None, of course. By careful, seemingly casual inquiries, you managed to get in touch with certain tribesmen. For a price, these men put you in contact with other nomads, the Tuareg Warriors. Again, for a fee now and a larger one later, they agreed to assist your party.

There are ways through the Harkh-Attura, the range of old mountains, hills, and badlands on whose eastern verge is located the Gorge of Osiris known to the Tuareg. In one month's time, they promise, they will be waiting for you near where the hidden track to the Dakhla-Amun oasis meets the main route. They will wait for "two hands of moon-rises, no more," for otherwise "Pharaoh's Soldiers will come in 20 times our number and attack us and even Warriors so great as Tuaregs can't defeat that many enemies." They will have extra horses, water, food, and everything needed for an escape all the way across the desert to the lands around the sea. Of course, you will have to give them a quarter share of

your loot then, but that is small price to pay. Merchants, while thieves, will pay you handsomely for ancient goods, antique items, old coins, and jewelry. Millions, millions each, are the prospect there!!!

The 50 desert fighters promised should likewise serve as sufficient deterrent to other brigands too, whether Blemmyish, Bedouin, or Tuareg. Yet the matter is one that requires precise timing. You have sufficient time to manage it all, but not much to spare. Become familiar with the locale, get in solidly with the natives, and make them think you are mere explorers and tourists, not tomb-robbers. Then find the lost burial place, break in, gather up the wealth, and follow the track whose location is shown on your map to the rendezvous.

At last, all that accomplished, you returned to the matter of traveling to the caravanserai in Aartuat. Buying a place in a train of camels, mules, and horses carrying goods westwards to the deserts was not difficult. Your route will carry you about 200 miles from the river to the outpost town of Farnoc, and again almost straight on an equal distance to the village and its way station. There you will leave the caravan, remaining to "see the land, hunt, and learn about the ways of the Khemitian barrens."

DIRECT MISSION

For the Direct Mission, you may devise such preamble as you deem best for your particular campaign situation. The account of the Blemmyish nomad and the Overview Map (see end of scenario) will have come into the possession of the PCs in the course of their sojourn in Khemit. Thus, they will have some interest in this area already, albeit one dampened by the knowledge that tomb pilfering is a capital offense punishable on the spot.

The Archpriest of Khemit, Shensi Neteru-f, a devotee of Thoth, is concerned. He has magically ascertained that something is afoot, for such dweomers as cloak the facts must rouse the suspicion of the one unable to penetrate the dark mists. Pharaoh Tuthmosis, however, is indifferent to such matters, and his closest confidant and companion is the Set-worshipping Marshal Ahau-ahtibek. Could the king be under the influence of darkness? Could he not be! Therefore, the prime cleric, Shensi Neteru-f, contacts secretly his fellows in the greater Temple of Thoth organization in the city of Khemunen (sometimes called Khmun) . . .

The High Priest of this group then begins a careful inquiry, and as he discovers details that point toward the worst, this priest sends out his agents to find suitable candidates for a certain mission. That mission is, obviously, one to the Gorge of Osiris to gain first-hand information. Eventually, the PCs come to the attention of the Temple of Thoth, or appear on the scene, and a Superior Priest of Thoth, Tehi-neken, disguised appropriately and finding them of a nature suitable to the task, contacts them. After appropriate preamble devised by you, this one asks:

"Will you undertake a mission?"

As foreigners, the PCs will be violating no ethical or moral tenets, as reliable minions of Khemitian nationality would fear to do, by entering the proscribed Gorge and doing one of two things asked by this ecclesiastic:

"If possible, remove the evil ones we are certain lurk there. Make no errors, though, and bring proofs of the wickedness and malign deeds done by any you slay in the process. That done, rest assured that Pharaoh will regard all of your acts as deeds he approves. Not only will you be allowed to retain such prize wealth as you might take in this process, but the Royal Tutmosis will grant you honors as well. At worst, you will be made not only citizens of Khemit but Chiefs of Pharaoh . . . and you might be granted positions as Warriors of Pharaoh or even Scribes." He sees you are uncertain and adds, "the honors I speak of are great. Being made a Chief is something similar to knighthood bestowed by sovereigns in other kingdoms, while the ranks of Warrior and Scribe are more prestigious still, and bear grants of land."

"That is the optimum. If you find the foe too powerful to contest, you must gather all the information — proofs are mandatory — and bring it here to me. For this my organization will pay your expenses, at least a gold drachma (100 gp) for each bit of proof turned over, plus three gold atens (3000 gp) apiece for your personal service. You will have the friendship of Thoth's temple, too, and if all goes well, thereafter the freedom to go where you will in Pharaoh's lands as honored guests."

Doing a quick bit of mental calculation, the latter offer comes out to 3,000 gp clear for each of you, no expenses. Any sort of solid evidence could push that up to 4,000 gp or more. Not bad for a bit of nosing around as you sightsee in new places!

Thinking your hesitation is from uncertainty, the cleric takes something from his robe, and as he offers it to you, says:

"Here is a purse of silver, 100 crescents (100 sp) total, as an advance against expenses. Take it, and the bargain is sealed."

You wonder how you will reach the place, so you query the fellow. The cleric assures you that will be no problem. Travel up the Great River will be arranged, your party going as explorers come to view the mighty stretches of the Triple Kingdom. Nearer to your destination there will be horses and all necessary gear waiting. He will furnish you with all necessary papers, but until you succeed to such extent as possible and return to him, you will otherwise be on your own. If there is trouble, the Temple of Thoth will deny all knowledge or connection.

Khemunen is the seat of the Temple of Thoth, as noted, but Abydos also has a major temple. From these two places agents will be in contact with Thebes, Farnoc, and so forth, and with the PCs, or their agent with that group.

TO AND FROM FARNOC TO AARTUAT

CASUAL APPROACH

No matter how the PCs get to their jumping off point (Thebes, where they will join the caravan headed west), the following will occur:

In the nameless jumble of mud dwellings across the river from the Theban metropolis, you come to the little bazaar to which you have been directed. There is indeed a caravan readying to head to Farnoc and westwards.

Getting back can be by any means, including the escape to the west.

DIRECT MISSION

Assuming that the PCs are on a **Direct Mission**, read the material below. (If not, do your utmost as DM to see that they have no better armor than what is provided for hereafter in the direct mission material.)

Your contact is there, and he has news that impacts you gravely. He tells you:

"In order to pass without delay and undue attention from officials, none of you can wear foreign armor. Here, I have good Khemitian armor for you, fine crocodile and hippo leather, boiled and set with plates of polished horn as reinforcement! See, I also have camels for you to ride. You do ride camels, no? Horses are not advisable beyond Farnoc, you know. Sometimes there are sandstorms, and those poor animals do not survive them."

The protection he has provided is equal to a chain shirt. If the PCs have better protection, and if there is hesitation, read:

"Come, come! To be seen in other than this will mean being detained, questions, and possibly an investigation. The foes might learn of you! Do not worry. Your property will be awaiting your return."

Nothing of interest then occurs, unless perhaps it pertains to riding camelback. The caravan leaves for Farnoc, a town of some 10,000 souls, about 60 miles by road and track from the Nylle. From there it is about the same distance to the little village, although as the crow flies it is closer to 50 miles. For those without the ability to ride camels, check twice per day for a fall (Ride DC 10); failure means 1d3 damage is taken from a fall.

Nobody pays much attention to the group, and they manage the trip quite handily. It requires a total of six days to reach Farnoc.

Special Note: Although this introductory material assumes that Khemit will be found in the DM's campaign world, it is certainly not difficult to manage the scenario on an entirely different basis. If this location can't be found in your regular milieu, then add it to the whole, even if the addition is just the little piece herein.

After all, what else are Demiurges and Wizards Guilds and the like for? Naturally, the individual or group responsible for sending the party to Khemit will expect results. The party's failure is sufficient material upon which to plot a whole series of adventures after this one.

If you use the above means, then at a set point in the adventure — say, after the group has done all it seems likely to be able to accomplish — utilize a similar one to retrieve the PCs. As you read this work and prepare for play, it will be necessary to add certain items, Portals, etc. (into areas of your own selection) that will enable the PCs to return to their own world.

PLAYERS' STARTING INFORMATION

CASUAL APPROACH

Now that you are well along your way to the Village of Aartuat, you have time after the end of each day's trek to discuss what you expect, how you will behave, what actions and reactions might be needed to succeed. Thus, the time passes swiftly.

Have the players actually take some time to do what is related above, making final plans and preparations for the adventure ahead. Then move on.

DIRECT MISSION

No question, all of you feel confident of doing right, even if you are uncertain of exactly how to deal with those natives with whom you will have to interact, how well you manage the investigation, and what you will encounter and have to overcome. You know why, have purpose, and are sure of your capabilities. Some more discussion and thorough preparation will be helpful, though. Careful planning is a prerequisite to success, even though you are fully aware that most planning goes out the proverbial window once the action begins.

And here have your players do just so. Thereafter, turn to Chapter 3.

Also, please see the comments below for you, the DM, regarding the *Blemmyish Tribesman's Account* (also see Chapter 10 of this scenario for a complete copy of this "document"), which is other information needed by the PCs that you will furnish them with before this point when the action of adventuring commences.

BLEMMYISH TRIBESMAN'S ACCOUNT

The "account" is what gets the PCs started off for Khemit and the Gorge of Osiris in the first place when the *Casual Approach* is used. If it isn't key to their being there, it is a part of their background information nonetheless. Because they need this, we have included the material as a separate page in the back of the work. If you do not choose to photocopy and hand it to your players, please turn to Chapter 10 and read it aloud for them.



CHAPTER 3.

AARTUAT VILLAGE

ARRIVAL AT AARTUAT

The true beginning of this adventure is this moment, the time when the player characters arrive by caravan at Aartuat. They have come along the Farnoc Road for three days, and the sight of the bright green vegetation and resting place should gladden their hearts. Yet several of the denizens of Aartuat — as well as the demonic crocodile that now resides in the mill pond — have other ideas for the PCs.

The caravan winds through the rock and sand all day, but near sunset it finally arrives at the place that you plan to make your initial base of operations, the Village of Aartuat. It is a welcome sight to all. Tall palms and a variety of lower vegetation glow with lush verdancy before you. There is water ahead and thick-walled buildings to keep out the chill of the desert night and the heat of the day's blazing sun. A bath with any luck, a proper meal, and a good rest are all you really need right now.

The distance you've covered since leaving Farnoc is nearly 60 miles, your route heading generally west from that town to bring you to Aartuat. Your destination isn't much of a place, but it is better than the wastes you've passed through! The village is a collection of small buildings of mud brick or stone surrounding a large caravanserai strengthened so as to serve as a fort. Nomad raiders certainly abound in this region, as that construction testifies.

Tomorrow, the hundred camels, mules, and asses that bear the burdens carried by the Farnoc caravan will depart at dawn. Amidst a great uproar of yelling and shouting — dromedaries groan and spit, mules and asses bray as they are whipped, pushed, and pulled to start them westwards once again — the train will be on its way. By sun-up they will be gone, wending their way toward the Dakhala Amum oasis, Aartuat being the half-way point on this leg of the endless caravan routes that crisscross deserts and barrens.

According to your rough map, this unprepossessing collection of habitations is very near to the Necropolis hidden in the Gorge of Osiris. Certainly the villagers will wonder why you stayed in Aartuat instead of leaving with the caravan, but you have a story prepared that should suffice to cover that matter.

The master of the train has informed you that your group can stay in the caravanserai for an indefinite time without charge. "Our Great Pharaoh thus provides comfort and safety for all travelers within the boundaries of his mighty kingdom," the fellow related to you with pride. Yet you have heard of such wayside rest houses elsewhere. If those of Khemit are similar, there will be a big dormitory room or two with wooden benches for beds, much noise and commotion, and sand fleas — the permanent tenants — by the score to give you glad welcome.



There is a little stream running across the track, bisecting the village.

You see that it flows generally northwards out into the waste, tangled rush at the edge of Aartuat giving way to scrubby growth that marks its course as it stretches on into the desert. You know that the sand will swallow the trickle before a few miles' further travel. However, before it disappears, the water makes many little fields and garden plots grow, and you see domestic ducks and geese in numbers here.

As you come near to the square construction of the caravanserai, you see uniformed men bearing arms. There are soldiers here, and that's good news in one way at least. With military present, thievery will be kept to a minimum. You'll need but a single member of your team on watch through the night to assure that no one steals your belongings while the rest slumber.

If the team is on the Direct Mission, then continue on with the following:

Somewhere in this village is the person who is your contact, and you will have to begin searching for him or her tomorrow. Considering the size of this place, it shouldn't be much of a chore.

Then there's the matter of the camels. It would be far better if you could manage to trade those things for good horses!

No question about it, you'll have plenty to do tomorrow, checking out this place, getting to know how things operate here, and trying to find decent animals to ride!

DM'S NOTES

The PCs thus arrive at Aartuat Village in the evening, seeking the Gorge of Osiris, for purposes based on the adventure premise selected. The PCs should, even if casually come to Aartuat (as opposed to being directed here by the Temple of Thoth), remain in the environs of the village for a few days to learn the lay of the land and to get to know the Khemitian culture a little better.

Note on NPC Statistics: Because Aartuat is home to a large number of NPCs, listing their statistics in full within this chapter would be cumbersome and interfere with the ease of using the information contained here. Rather, this chapter focuses on the motivations and actions of the NPCs. Major NPCs mentioned in the chapter will have their alignment, class, and level listed in parentheses. Their full statistics are compiled in the NPC Appendix at the end of this adventure. NPCs of lesser importance (such as Mastuti the dancer at Area 4, for example) are detailed in abbreviated format below with relevant stats and skills, and do not appear in the NPC Appendix.

LOCATING KHONSU-KHAIBET

Khonsu-khaibet is the contact the PCs are seeking, and finding him should be their first order of business once they are registered in the village. Depending on the actions of the PCs and the ability of the players, have the team meet Khonsu' in one of the following ways:

- In the caravanserai (Area 1), where he strolls in to see and talk to the folk passing through.

- At the local tavern (Area 4), where he is sitting alone drinking a pot of beer.
- In the trader's place (Area 5), where he comes in to ask about when his next lesson on the foreign gods is to be.
- At his own place (Area 17).

Even if the DM has not used the Direct Mission, it is best to direct the PCs toward making contact with this valuable NPC.

THE DEMONCROC

Shenau, one of the major agents of Evil in Aartuat, has summoned a demon creature of great power—the demoncroc. It currently resides in the Mill Pond (see Area 18, below). Though originally summoned to devour villagers and aid the Evil NPCs in gaining control of the town, the arrival of the PCs has changed that plan.

If the PCs come near the pond, to the banks of the stream running north to it, or to the Pool of Hapy (Chapter 4, hereafter) at any time after their first day in the village, the demoncroc will attack them. If it has no opportunity, then on the third night after the PCs' arrival, the demoncroc will crawl from the water and seek out the party. It has cunning in its crocodilian form, so not only is the thing clever but it can smash through regular doors, though stairs are impassable to it.

See Area 18, below, for more details on the demoncroc.

OVERVIEW OF ACTION IN AARTUAT

In truth, there is plenty to learn, acquire, and do in Aartuat. Obviously the PCs need to meet Khonsu-khaibet as well as Merha-aptut, the elderly ecclesiastic and Atmu-thoth-rahah, who can supply the PCs with figurines that will be of great use later on (see Area 5, below). They should also destroy the demoncroc sent to slay the villagers or frighten them off so as to make the place suitable for yet more evil folk to inhabit: bandits, rogues, the faithful of Sebk and Set. There are minions of Rahotep in Aartuat, and they have been telling fearsome tales, stories aimed at ridding good folk from the locale. If the PCs get to know the villagers, become friendly with Atmu-thoth-rahah and some of the regular people, as well as Khonsu' and the priest Merha', all will be well. Should thereafter they become embroiled with the wicked ones there—Hept-f-hra's group and the malign trio of Peasant brothers in the small dwelling at Area 13—the villagers will side with the PCs, and this will sway the troop commander to report favorably. Then again, all of what the PCs say and do will eventually get back to someone of importance.

THE VILLAGERS OF AARTUAT

Because of Aartuat's location, the villagers all know at least a smattering of Common. Most have a fair command of the language, so the PCs should have little trouble, save in trying to read hieroglyphic writing. Both the ancient and newer forms are used indiscriminately in Aartuat.

Although the common folk of the village will be suspicious, they will not shun the player characters but treat them with a show of respect as long as they pay in good coin! Remember, the people here love to bargain a little, so prices will be initially inflated to about twice the expected amount. The Khemitians haggle as well as anyone. It isn't dishonesty, but if the PCs agree to pay more than they should, then they are "cheated" out of the extra cash. That's the way of the land and in no way immoral.



LODGING

The Caravanserai: The characters begin this scenario at the caravanserai (see Area 1, below). The caravanserai is both a hostel for passing travelers and a small military post. It is a relatively busy place, the east-west trade being active and a caravan from each direction stopping at least once per week. Combined with the soldiers, this brings a fair income to Aartuat, and the folk are content thus. They have water, plants, fields and livestock, income from passersby, and protection from their king's troops.

If the PCs do not immediately report to the Administration Building at Area 1F to register their presence, a guardsman fetches them to do so.

Naturally, the train master exaggerated when he spoke of the hospitality of the caravanserai. After two nights, nobody is allowed to remain longer, save in emergency such as storm or attack. Thus, if they haven't already decided to move to more comfortable and private quarters, the PCs will be forced to take lodgings at the tavern. This has benefits.

While the PCs remain in the caravanserai, the guards there will keep a suspicious eye on them, for these troops have no love for foreigners. Most they've encountered have been either raiders bent on killing them or else merchants and traders desirous of fleecing them of their pay.

At the Tavern: If the group decides to stay at the tavern, all is well and good. Their property will be left untouched. Stealing isn't permitted in this establishment — bad for business!

Camping Outside Aartuat: Should the PCs think it better not to stay here but to camp out near Aartuat, then local folk will pay nightly "visits" to their place in order to see if there is anything they can "find." Again, remember that societies and cultures differ. Here, strangers are fair game as far as theft is concerned. Compared to the poor residents of the village, the player characters possess considerable wealth. Taking things from outsiders is accepted practice, not a crime or evil, and anyone not attempting to do so would be considered either wealthy or crazy.

So, each night a few locals will creep into the encampment and see what they can pilfer. Once per night, make a Listen check against DC 12 for the PC with the highest Listen skill. Add +2 to the check for each PC present and on watch. If this roll fails, then the PCs have lost something belonging to them. You must decide what this is, based on where they keep their animals and belongings. Succeeding at the check means that the characters "hear something near their camp, but whatever it was must have been frightened off." If you wish to allow the PCs a chance to apprehend one of these "thieves," feel free to create such an encounter.

FOLLOWERS OF SET AND THE GORGE OF OSIRIS

Of even greater import is the contact with the village folk and others too. Besides getting to know the honest villagers and possibly meeting Khonsu-khaibet here, the PCs might run into some of Set's followers incognito, come from the Temple of Osiris to buy provisions in Aartuat, or else a handful of similarly disguised bandits.

There is some commerce with the residents of the Temple of Osiris and their minions. Nobody in the village will speak of that, nor will they identify anyone as being associated with that place. It is as much superstition as any intransigence. The

forbidden nature of the Gorge has been ingrained into these folk from earliest childhood, just as it was in their parents, grandparents, and so on. Some suspect that the new servants of the temple in the forbidden place aren't "right," but that makes them all the more uneasy and silent. Only the priest, Merha-aptut, is certain that they are of dark nature, but that matter is covered later on.

If the locals like the PCs, they will learn that these new servants of the temple that they have observed are in fact seen regularly:

"Strangers come here from the north once every few days or so. We seldom see the same faces twice, although after a while you can recognize them. This has happened for almost one An (Year) now. They buy food from us, get much from that viper Hept-f-hra, eat and drink here, and then disappear back to wherever they came from."

The PCs won't be able to find and capture/question any of these individuals (unless you wish to expand and allow such contact), but the information gained here should be invaluable to their planning.

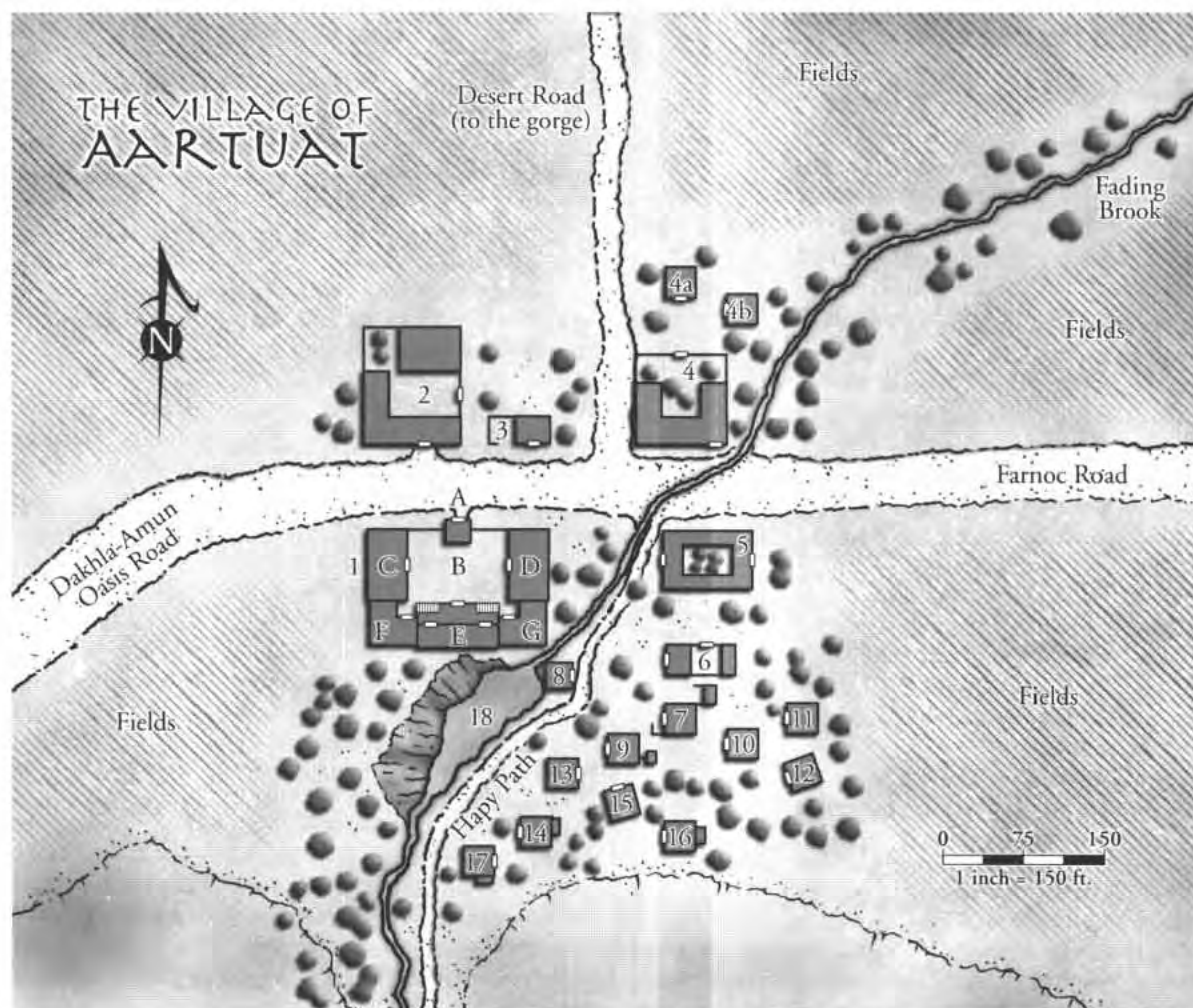
GAINING THE TRUST OF THE VILLAGERS

Let's be positive and assume that the characters are played intelligently and that they show themselves to be tough but honest folk, not all that different from the villagers despite their strange appearance, speech, and dress. They make friends, do useful things, and slay the demoncroc (Area 18), possibly even uncover and deal with those who caused it to manifest itself in Aartuat, and then (after further adventuring) actually bring back evidence of the malign ones and the evil infesting the Gorge and Temple of Osiris! Then soldiers and civilians alike will turn a blind eye to all else the PCs do, within reasonable parameters, of course. Even higher ranking authorities coming to investigate what is going on will be prone to favor the characters, moving carefully and cautiously, giving them time, and possibly overlooking transgressions that are legally wrong but harm the baneful. After all, not many Khemitians, outside the narrow cult of true wickedness, want an Unliving thing of monstrous sort and a sect of vilest Evil flourishing in the neighborhood, let alone ruling their nation!

CAUSING TROUBLE IN AARTUAT

What happens if the PCs cause trouble in the village? Perish the very thought! The soldiers and villagers will combine to redress the matter with all due haste, of course. The troops are neither stupid nor rash. They will assault the PCs only if they must do so in the course of their duty. Murder, unexplained disappearance, robbery, burglary, and the rest will point in but one direction, straight at the newcomers! The first thing to occur will be the sending of a message reporting what has occurred. This communication will be by carrier pigeon (about 3 hours flying time) and a galloper (about 12 hours riding time) as well to ensure that headquarters in Farnoc knows the situation: *Foreigners in Aartuat. Serious crimes being committed.*

From receipt of such intelligence, Farnoc will use both magical and mundane means to learn more and investigate. A team of police investigators, a troop of horsemen, both, or even a full-scale rescue mission will arrive in two or three days after receiving such an alerting message. In a worst-case (for the offending PCs) scenario, a full regiment of 500 cavalry,



with a priest-mage or two along as special investigators, will show up in three days' time. These men will be there to take the offenders back "dead or alive." There will be no aid from the Temple of Thoth. Even the servants of evil will shun them, for the strangers will have brought unwanted attention to the area.

Behavior of the "least undesirable" sort will rouse the ire of the local commander, not to mention making the villagers hostile. One of two situations will then follow:

- A normal message reporting suspicious strangers in the area of Aartuat and the Gorge of Osiris will be sent to Farnoc by carrier pigeon. This will bring a priest-mage and several warrior-clerics to the scene in three days, and the former will have the authority to arrest the group if he believes them to be criminals. If the offenders have left, they will follow.
- A troop of cavalry consisting of 2 officers (Ftr5), 1 medial Grade Priest (Clr7), 5 NCOs (Ftr2), and 40 men (War1s) come riding into the village in 1d4 days time after the above group has arrived. They take note of all that has occurred, and then they seek to set matters right. Alone, or in conjunction with the *kheri-heb* and his men, they seek to take the offenders by the heels, as it were.

Meantime, naturally, those residents of Aartuat able to be of service do just that, volunteering assistance in whatever manner they are able. The Priest of Hapy and Khonsu-khaibet lend the soldiers considerably more force, too!

In short, instead of an adventure to defeat evil, any situation like those cited above makes the PCs troublemakers and puts them in a position leagued with the forces of wickedness and corruption. This ruins the scenario. Prevent rowdy behavior and criminal activities by the PCs by whatever means are apropos to the campaign, your style of DMing, and the players' capacity for reason.

AIDING THE PARTY

Khonsu-khaibet is a valuable friend and ally to the PCs and could even join the party. If, even with the addition of Khonsu, you are still concerned about the viability of the player characters (due to player inexperience or character ability development), the village provides you with the ability to insert one or more mercenary NPCs into the party. The man or group of men will be "passing through," seeking to join up with a caravan in order to earn some money by serving as guards. It is up to the DM to devise the information for such individuals, but using the stats for the Guards of Hept-f-hra or the bandits (see Chapter 5) as a base and altering them a bit works very well. It is inadvisable to bring in more than four or so. If need be, this can be done first after any encounter, or more can be hired later, say after the encounter with the outlaws on the way to the Gorge of Osiris and/or after completing the adventure in the Temple of Osiris. Remember, though, this is a measure that indicates a definite lack on the part of the players and the player characters.

ENCOUNTER KEY FOR AARTUAT VILLAGE

The following entries are descriptions of the numbered buildings and areas indicated on the Map of the Village of Aartuat. All structures shown without number keys are miscellaneous little dwellings, shops, agricultural storage buildings, and the like. They contain no one or nothing of significance.

1. THE CARAVANSERAI OF AARTUAT

The contact, **Khonsu-kaibet**, can be met here (see Area 17, below).

Observant characters note that the sandstone walls of the structure are some 30 feet high and about 4 feet thick at the base. The buildings inside the place are 25 feet high, the rooftops providing space both for normal activities such as evening cooking, eating, and sleeping, and for fighting in time of attack.

The exterior dimensions of the place are 180 feet east and west, 120 feet north and south.

This place has a contingent of soldiers, of course, as the PCs will soon learn.

Military Presence: The military is present at the Aartuat Caravanserai to keep the peace in it and the village, as well as to see that commerce flows smoothly and that traders and merchants and their animals and goods are secure and unmolested. Thus, they are anti-crime and are present to prevent raiders from attacking this place or caravans moving nearby. To a lesser extent, they watch to see that no large force of nomads penetrates the kingdom undetected. The communications system with Farnoc, pigeons and riders both, is aimed at bringing this sort of intelligence to higher headquarters. They garrison the strong point, too, keeping it as a threat while they await reinforcement. It is 95% certain that their messages will get through to Farnoc!

1.A. GATEHOUSE ENTRYWAY

The line of men and animals approaches the caravanserai. A high tower situated in the central portion of the north wall serves as the gatehouse. The entrance is 10 feet wide and some 15 feet high. A soldier on either side of the gates watches the newly arrived train with keen eyes.

There are **2 soldiers** here on guard duty at the time of the arrival of the caravan. Both soldiers at the gate wear leather armor and carry longspears; sheathed short swords are at their waist. They have small shields resting against the wall behind them, beside which are their unstrung short composite bows and cases holding 12 arrows each. They wear knee-length white smocks belted at the waist, over which their armor is fitted. A white cloth likewise covers their leather caps. For night and desert wear, each has a long, cowed cape of pale yellow with narrow stripes of brick red. In addition to the 2 soldiers on guard duty, there are at the time of the caravan's arrival **11 soldiers** sleeping on the second floor barracks room.

The tower is 30 by 30 feet square, 40 feet high (including a 5-foot high, crenellated battlement), and has 5-foot thick walls. A narrow passage flanking both sides of the entry passage enables archery through slits. Stairs from these side

passages lead upwards to the two upper floors of the tower. There are arrow slits piercing the side and outer walls of both stories, and shuttered windows on the wall that overlooks the inner yard to the south.

These two chambers are barracks for the enlisted men of the infantry platoon assigned to this post. Thus, each floor houses a squad of **10 soldiers** and **2 corporals**.

If there is an attack, the two guards defend as they shout the alarm. If there is an alarm, each of these men will don their armor and be armed in 5 rounds. Any commotion brings their fellows running. There are other guards in Area 1D, below, and also sleeping in the tower.

NPC INTERACTION AND MOTIVATION

Soldiers (N War1): These are average regular soldiers — tough, hard drinking, and with a love for gambling. They are suspicious of outsiders and strangers, and not particularly friendly to anyone they don't know and respect. None of them like brigands and all hate nomad raiders, even those of the unit who are themselves of like background.

These soldiers are neither fanatics nor fools. They will fight when they must, retreat in situations where they face certain death and there is hope if they get away. They are disciplined and respectful, even like their sergeant, Hetet-f, and their commanding officer, Hamephat (see Area 1F, below). They will fight to the last man if these two are there and so order.

Corporals (N War2): The corporals are veteran soldiers promoted to minor command because they are a bit more able than the rank and file, but they are otherwise not much different from the ordinary privates. They are more concerned with seeing that everything is in order — otherwise they lose their rank and extra pay and privileges.

For full details of these men and all the soldiers in the place, see the NPC Appendix.

1.B. INNER YARD

There are structures built to either side and against the south wall so as to make the open space here some 110 feet east and west, 75 feet deep. The main building seems to be the one to the south, directly opposite the gate tower.

The yard is open, dusty, and dirty. How many thousands of pack animals have left their wastes on the dry ground here can't be guessed. It smells like a farm yard, of course, even though there seems to be a fellow ready to clear any dung dropped by your caravan's beasts of burden. Besides the cot of doves, some rabbit cages, and a score of chickens wandering about, there are a dozen people in the yard, including another pair of armed soldiers lounging at the entrance of the big place that is the chief building of the caravanserai.

The courtyard is busy with activity. If any PCs asks for details of the people in the courtyard, then read:

A quick count reveals 10 civilians. One is the sweeper with wheelbarrow and shovel ready to collect droppings. The others appear to be as follows:

A bald ecclesiastic of some sort asking alms of the caravan.

A food cooker with brazier and skewers of meat and vegetables.

A small urchin begging for coins.

An old man selling things that might be amulets, charms, and the like.

A woman with baskets of bread she is selling.

A grubby lad who seems to be offering to assist with the animals — a stable boy, most likely.

Another woman selling her wares, being some fairly nice looking pottery.

A fellow sitting on the ground beckoning to the new arrivals.

A man with a cart and baskets of various fresh fruits and vegetables.

The courtyard is busy with activity. If any PCs asks for details of the people in the courtyard, then read:

The folk here are villagers. They will be around every day, save for the peddlers who come only when there is a caravan. Two villagers are of special interest, but each is detailed in brief:

Dustman: The dustman is an NPC of very ordinary sort whose job is to clear the refuse from the caravanserai. He gets only copper pieces a day for this, but the garbage and waste he removes is used to help feed his animals and fertilize his little garden plots, so he is content and well enough off.

Bald Priest: The bald priest is **Merha-aptut** (NG Clr7/Sor4), servant of the deity of all fresh waters of Khemit, Hapy. Merha' is a plump and smiling fellow, good, honest, and kind to all. Any donation will be welcomed. If a PC gives more than 10 sp, he will receive warm thanks. If one PC or the group in toto contributes 20 gp or more and demonstrates any interest in his deity, Merha' will offer to take them to the shrine in his dwelling place to pay respects to Hapy and learn about him. See Chapter 4, Areas 8—10, hereafter, for details.

Merha-aptut has a dagger, but will not usually attack another human with this weapon, preferring instead to utilize his spells and magic items if he is attacked. Merha-aptut hopes one day to build a small temple to Hapy in the village. If the demoncroc has been active and slain any villagers, then Merha-aptut will be prone to assist the PCs if they come to him and ask advice and seek help.

Food Cooker: The food cooker's kebabs have a wonderful aroma when they are cooked sizzling over the fire. They are quite tasty, too. One little wooden skewer of mixed ingredients costs 1 sp. Two or three will satisfy a light eater. The man lives in one of the little huts nearby.

Beggar Boy: The urchin beggar is a shifty little chap who will filch anything from strangers, especially those who don't treat him well! When watched, he is smart enough to do nothing more than ask for a few small coins, though if given 5 sp or more, he will disappear for the day and trouble nobody. If not bought off and unwatched, the boy will attempt to steal some small and valuable item (Pick Pocket +8). This small villain is **Hep-thait** (CE Rog1), the son of Gerhit, one of the two Evil men located at Area 13, below. He is a spy for Evil and will relate the actions of the PCs to his father and to Shenau, their master. The DM is referred to the text accompanying that area for more information.

Amulet Seller: The amulet seller offers worthless little trinkets that have no value at all, even those he intimates are good to protect against poisonous animals, wild beasts, etc. He

asks from 5 gp to 40 gp for his trinkets, but he will take about one-fifth that price, which is the real value of the stuff.

Bread Woman: The woman purveying bread sells small loaves for 5 cp. A loaf is round, flat, about 2 inches high, and nearly 1 pound in weight. The bread is nothing special, but it is nutritious.

Stable Hand: The stable boy is a "volunteer." He hopes to get a few coins for helping to unload, feed, water, rub down, and otherwise care for the pack animals. The soldiers put up with him, but if he gets in their way they give him a kick, as do most members of the caravan. If a PC treats him well and gives him more than 10 sp, he will warn that individual about Hep-thait the beggar boy's stealing.

Pottery Woman: The woman with pottery is from the Area 7, below. She comes to sell excess wares to the passersby. The plates, bowls, jugs, pots, cups, etc. are rather well made and nicely colored. Prices range from a few coppers for something small to several sp for larger ones.

Greeter: The sitting man is a local storyteller. He first asks all newcomers for news, tales, and so forth. Natives, of course, know what he does, and they usually come readily to his presence. When he has a good group assembled and their talking has brought him all the news and gossip, he launches into his work. All who stay and listen to him are expected to give him money (a reasonable fee is 5-10 sp) for a tale well told and liked.

Fruit Peddler: The fruit and vegetable peddler brings the produce of the local gardens and groves to the caravanserai. The stuff he offers is fresh. He grows some himself, buys surplus from other farmers of the village, and sells it to caravans. The Provisioner, Hept-f-hra (see Area 2, below), used to sell here as well, but the competition drove him away, for this fellow doesn't gouge! Fruit or vegetables cost about 1-5 cp for a large serving for one or two persons, or a nibble for each of a half-dozen or so, say. The people of the caravan buy his produce for their evening meal, breakfast, and the trek ahead. Small melons, oranges, onions, leeks, carrots, and big radishes seem the favorites.

This is a long building with large wooden doors in the center of its east wall, one facing the yard.

If the PCs happen to go inside:

The interior is about 70 feet in length and 25 feet deep. It is all open, with brick pillars supporting the ceiling. To the south there is a narrow flight of steps going upwards. The ceiling overhead is about 10 feet, and there are openings in it and ladders going through them. This is the place where camels are kept. There is room for some 20 such animals herein. If there are more animals than this, they simply stay outside in the yard. A flight of steps inside leads to an upper storage area and quarters for 4 civilian laborers attached to the caravanserai.

If the PCs venture to the second story, they find nothing of interest there save some odd bits of camel tack, fodder, empty sacks, and pallets and personal belongings of the two workers. There are steps and two wooden ladders as well leading to the flat roof above.

1.D. EAST STABLE (EL VARIABLE)

There is a long building with large wooden doors in the center of its west wall, the one facing the yard.

If the PCs happen to go inside:

The interior is about 70 feet in length and 25 feet deep. There are eight box stalls to the north, and the remainder of the area is open, save for occasional brick pillars supporting the ceiling. To the south there is a narrow flight of steps going upwards. The ceiling overhead is about 10 feet, and there are openings in it and ladders going through them.

This is the place where horses, mules, and asses are kept. The stalls hold the light warhorses belonging to the 5th Lieutenant (CO), his Subaltern, the Platoon Sergeant, and the cavalry squad attached to the infantry platoon: 9 total warhorses.

Above are storage for fodder; equipment for the troopers; and the quarters for the 5 cavalrymen and their Sergeant, **Nemekh**. In case of an alarm, these men will be armored and armed, their steeds saddled, and ready to fight afoot or mounted in 1d6+2 minutes. They wear belted smocks of pale mustard hue and have protection equal to a chain shirt, and carry scimitars, short bows, arrows, and throwing axes.

See the NPC Appendix for the full statistics on these soldiers.

NPC INTERACTION AND MOTIVATION

Cavalrymen (N Ftr2): These are average cavalry troopers, not always chummy with the regular infantrymen — except when outsiders threaten them.

Nemekh (N Ftr7): Nemekh is normally found in Area 1F, below, and is detailed there.

1.E. MAIN BUILDING

There is a big, rectangular building taking up the better portion of the south third of the caravanserai. A pair of big, barn-like doors opens outwards in the center front of it, and there are no ground floor windows at all. There are numbers of windows higher up, each with stout shutters. There are open steps at either side of the front of the place. They lead up to a walkway and a pair of regular doorways there.

If a PC scrutinizes the exterior, he will note:

This sandstone construction is centered on the south wall, almost 90 feet long east to west, and 40 feet from front to back. It has a parapet and crenellations on its roof, so its inner height is about the same as the wall's 30 feet.

The incoming caravans store their goods in the lower portion of this place, and they are safe from theft herein. The big doors are locked, and the soldiers guard the place with some care. The civilian laborers assist in the work of unloading and repacking merchandise if the train master pays them 10-15 cp.

Above, the interior is about 80 by 35 feet. This floor is where the caravaneers spend the night. In the center is a dormitory room of roughly square shape, about 35 feet square. It has 20

narrow wooden pallets with straw (and vermin) filled mattresses. The ordinary working men of a caravan sleep here, first come, first choice of pallet. To the east and west are a total of eight mirror-image rooms. The bigger two south corner rooms are about 15 feet square, the other six are some 10 by 15 feet. The beds here are double-sized, but they are likewise straw-mattressed and louse infested. The master of the train, merchants, and Freeman stay in these rooms, if they are empty.

In short, whoever gets to a bed or a room first has it for the night.

1.F. ADMINISTRATION BUILDING (EL 11)

In the southwest corner of the yard is an L-shaped building set back a bit further than its fellows. This gives it a little patio-like area some 30 feet wide by 15 feet deep. A door facing north enters it. Narrow windows with shutters face the little courtyard.

If a PC scrutinizes the exterior, he will note:

The southern portion of the place is 50 or so feet long and 30 deep, while that part angled northwards is 15 feet long and 30 feet deep. You see the master of the train go in, and a soldier also entering, then another leave, so you conclude this is the caravanserai's command post.

Immediately upon entering, there is a sort of waiting room in which the Platoon Sergeant, **Hetet-f**, has a small desk and a soldier serves as orderly. A civilian scribe, **Tcharqu** (the lowest of the non-hereditary Aristocracy, and a true bureaucrat), sits at a table. Each arriving caravan must register here with this functionary, stating the name of its master, number of persons and animals in the train, and if there are non-Khemitians present. Such individuals must also be registered by name, nationality, and purpose for being at Aartuat.

If the PCs do not come here within a short time after entering the caravanserai, a guardsman will come to fetch them to do this. The PCs should be cooperative and use their cover story, of course. If the guardsman learns anything, he gossips it to the Subaltern, **Bas-f-py** (see below), rather than reporting the matter to the Commanding Officer, **Hamephat**.

Further in is a conference area in which the Subaltern, **Bas-f-py**, has a desk, and two separate rooms. The Scribe's little records office is to the west. In the north is the office of the 5th Lieutenant and commander of the post, **Hamephat**. There are stairs in the interior leading up to the second story. There are four rooms: That of the Scribe, that of the Lieutenant, one for his Subaltern, and that shared by the Platoon and cavalry Sergeants, **Hetet-f** and **Nemekh**.

For full details of the individuals in the place, see the NPC Appendix.

NPC INTERACTION AND MOTIVATION

Platoon Sergeant Hetet-f (N Ftr6/Rog1): Hetet-f is 28 years old and a military veteran of 13 years. He is strong, wily, tough, and able in a lot of different areas not entirely approved of by the government. He is very orderly in his habits and demands likewise of others under his command. He is currently courting Mastuti (see Area 4, below), and will be hostile to anyone whom he perceives to be doing the same.

Tcharqu the Scribe (LN Com3/Ari1): Tcharqu is a young man, the model of bureaucracy. He is more concerned with paperwork than with results, and if crossed or treated roughly he could cause "administrative delays" for the PCs.

Sulbaltern Bas-f-py (CN Ari6/War2): The subaltern is a younger son of a petty baron sent off to make his way in the military because he isn't suited for much else — certainly not the priesthood or scholarly life. Recognizing his overall talents, higher authority sent him to this post to keep him out of the way. Because he is not particularly able, and has no promising future, he yearns to do something important to make his name. He is just smart enough to be dangerous. He can be a lot of trouble or a big help to those who approach him correctly. Bas-f-py is a follower of Khnemu.

Fifth Lieutenant Hamephat (LN Clr1/Ftr6): Hamephat is 23 years old and the only son of a free farmer. His abilities allowed him to attend school without cost to his family — something they hadn't the funds for. He first entered the priesthood, but soon realized he wasn't meant for that, and so joined the army. After only one year, he was promoted from Subaltern to 5th Lieutenant — all at the age of 21. His rise was too rapid and a jealous 1st Lieutenant had him posted to Aartuat, realizing that with opportunity for learning and performance this fellow would be a rival in just a few years. Now age 23, having been stuck here for some time, Hamephat is itching to do something — anything. Hamephat is a devotee of Herakhty (Horus).

Cavalry Sergeant Nemekeh (N Ftr7): Nemekeh is the best buddy and continual rival of Hetet-f, even though he is 10 years older than the other and regards him as a younger brother (or almost a son). While bragging up their respective branches, each secretly wishes the other were in the same one with him or vice versa. These two got into some trouble in Farnoc, and that's why they are posted to Aartuat, and might remain here for many more years before getting better duty. Each wants to remove the blot on his record by doing something noteworthy (but not through hard work or great danger).

1.G. REFECTORY (EL 8)

In the southeast corner of the yard is an L-shaped building set back a bit further than its fellows. This gives it a little patio-like area some 30 feet wide by 15 feet deep. A door facing north enters it. Narrow windows with shutters face the little courtyard.

If a PC scrutinizes the exterior, he will note:

The southern portion of the place is 50 or so feet long and 30 deep, while that part angled northwards is 15 feet long and 30 feet deep. You see several persons entering, and the odor of food wafts from this place.

This is the military mess hall and where the civilians and visitors attached to the caravanserai can eat. A morning and evening meal are served. The food is pretty bad, and visitors are charged 1 sp per meal, so most folks buy ready-to-eat stuff or fresh food and cook it for themselves in the yard.

The interior is open and its dimensions are the same as the Administration Building. Above is a dormitory for two squads of 20 men and 4 Corporals total. They are armed and armored as are the entire regular military here.

Any inquiries seeking a clue as to who the PCs' contact might be brings only blank looks or hard stares from officers or men alike. For full details of the soldiers in the place, see the NPC Appendix.

NPC INTERACTION AND MOTIVATION

See Area 1A, above.

2. MERCHANT & PROVISIONER, HEPT-F-HRA (EL 12)

You see a building of mixed construction, stone from the ground to the upper story and mud-brick thereafter. It is about 20 feet high. It has a stone wall running from it to enclose some interior space and include a separate structure of stone to the northeast. There is a sign painted in the classic hieroglyphs of ancient Khemit hanging above the big entry door.

If anyone can read this writing, or if a translator/guide is present, the sign says:

House of Hept-f-hra. Honest Merchants for 1,000 Ans (years)

It is a lie, of course, for Hept' started this enterprise about 6 years ago. The main building is L-shaped, 90 feet by 3 feet east-west, the northern running portion being 60 feet by 20 feet. The trading portion is the whole southern part (90 x 30 feet). The residence is in the northern part. To the northeast is a barn 60 feet by 45 feet. The whole forms a rectangle connected by stone walls, as shown on the map.

With the traffic through Aartuat, this establishment does a brisk business in sales and trade, and its proprietor thrives accordingly. **Hept-f-hra** is a follower of Sebk, and so has been recruited by the servants of Set in the locale to assist them as a spy.

The total population of this place is 10 persons: Hept-f-Hra; his wife, **Fa-t-tep**; eldest son, **Sba-bennu** (age 19); beautiful daughter, **Nektinefar** (age 18); middle son, **Pansbek** (age 16); youngest son, **Afu-abtem** (age 13); and two guards, **Nehsi** (a Nubian) and **Maq-t** the nomad warrior. There are also two elderly slaves: the husband, **Tefu-tep**, and his wife, **Hunitper**.

The entry room is packed full of goods that are useful to caravan traders. This includes camel, mule, and ass pack frames, various saddles and tack, and below average quality weapons and armor. To the right of the entry are (worthless) amulets, charms, etc., and various religious items and trinkets. Off to the west side are provisions and other things.

In the barn are those animals for sale that are stated hereafter. All asking prices are three times normal, though successful haggling can reduce this to twice normal prices. Hept' buys goods for 25-50% of book prices. The establishment sells anything found in the **PHB** that costs 50 gp or less. Other, or more exotic, items can be had at the DM's discretion. It is suggested that no metal armor heavier than a breastplate is available.

NPC MOTIVATIONS

All except the youngest boy and the two slaves are dedicated to chaotic evil. See the NPC Appendix for full statistics.





If confronted, the males use hand weapons while wife and daughter ply light crossbows. Note that all the evil NPCs in the village wear necklaces of *aura shielding*, and thus if evil or chaos are detected for, the NPCs give off the aura of Good. See the sidebar for more details.

Hept-f-Hra (CE Exp7): At age 43, Hept-f-hra is as thoroughly sunk in Evil as possible. This man will always attempt to kill a foe, especially when he has an advantage. He is not a coward, but he certainly has no death wish. If he can talk or buy his way out of a situation, he will do so. He has no real love for any family members, except his daughter, whom he dotes on.

Hept-f-hra will happily see his superior, Gerhit (see Area 13, below), disgraced or dead, as long as his own life isn't threatened in the process. Likewise, he will abandon the two hired thugs or any of his family, save his daughter, Nektinefar.

Hept-f-Hra has several missions: primarily, to assist in the return of Rahotep, and in the course of this to spy on and hinder those opposed to this end, and to assist those dedicated to Set and his agent, Rahotep; and secondarily, to gain wealth by cheating others, particularly foreigners!

Nehsi (CE War4/Rog4): Nehsi is an ugly but falsely smiling person of husky build. He is a very cruel and evil person of less than reputable nature. In a tight situation, he will run away as quick as he can to save his own neck.

Maq-t (CE War6/Rog4): Maq-t is a lanky fellow with pale blue eyes, a renegade from another land pretending to be Khemitian. He is a very cruel and evil person of less than reputable nature. In a tight situation, he will run away as quick as he can to save his own neck.

Fa-t-tep, Wife of Hept-f-hra (CE Rog6): Fa-t-tep is still nice looking, and one wouldn't think her old enough to be — and actually be — the mother of four children, two of which

are fully grown. She is selfish, demanding, bossy, avaricious, and depraved.

Nektinefar, Daughter of Hept-f-hra (CE Rog6): Nektinefar, age 18, is bad through and through. She is also very good looking, and she uses this as a weapon to control and gain what she wants. She enjoys going to the tavern, or elsewhere, and leading on several of the soldiers to see them fight over her. She will use her looks to charm and try to subvert those around her.

In most respects, she is the same as her mother, though perhaps a bit more clever and ruthless. Because Hept-f-hra dotes on her, she is hated by the rest of the family. She doesn't mind at all, for she is the virtual mistress of the place.

Sba-bennu, Son of Hept-f-hra (CE Rog4): Sba-bennu, age 19, hates everyone, especially his parents, sister, and brothers. In addition to the hatred for his family, he has scorn and contempt for those outside his family. He is an able enough student of dishonesty (having learned such traits from his parents). He is not bad looking, but already he evidences his inner wickedness, so that as people come to know him, he is disliked.

NECKLACE OF AURA SHIELDING

The evil NPCs in the village all wear a strange necklace made of bones beneath their clothing. This necklace, crafted by Shenau at Area 13, conceals the wearer's alignment as if by an *undetectable alignment* spell and also blocks all attempts to *detect thoughts*. An attempt to detect the wearer's alignment or to detect evil or chaos causes the wearer to appear to be good-aligned. Any attempts to *detect thoughts* are met with failure. See the Class, Spell, and Item Appendix.

Pansbek, Son of Hept-f-hra (CE Exp6): Pansbek, age 16, is like his brother Sba-benny, sharing a hatred of his family and those outside his family.

Afu-abtem (NG Com2/Rog1): Afu-abtem, the youngest, knows of his father's vile purposes and hates his family for what they do. He speaks out and is beaten, derided, and made to work as a slave. Thus, he and the two servants have become a family. He will seek to aid the PCs (see "Afu-abtem Intervenes," below).

Tefu-tep (N Com3) and Hunitper (N Com3): Poorly treated and dominated into submission, Tefu-tep and his wife, Hunitper, have come to form a bond with Afu-abtem, the good son of Hept-f-hra, and will aid him if they can, though they will not aid PCs unless so doing would aid Afu'.

INITIAL ENCOUNTERS WITH HEPT-F-HRA

Upon entering the place, Hept-f-hra will appear to greet the party:

"You honor my unworthy establishment with your august presence," says a large Khemitian as he steps from behind a pile of leather saddles and tack. "I am Hept-f-hra, proprietor of this place of wonderful bargains. Please do not take too much advantage of my unhappy condition, for I am forced to sell goods at such ridiculously low prices here that I lose shaker with each purchase!"

If any player has his PC observe the merchant and the interior in a careful manner, read the following:

He is a fellow of about 40, but seems in excellent physical condition, if a rifle beefy. He smiles ingratiatingly, but his eyes are crafty, measuring you. As you scan the place you also see that he has a pair of brawny assistants or guards watching you, one off to the left, the other on the right, each about 30 feet distant. One looks to be a desert nomad, the other is a black.

They are unobtrusive, nearly unnoticeable, but are armed with daggers, and each has a weapon near at hand: the Nubian a morningstar, the nomad a heavy war axe.

Any hint that the PCs are here to investigate the gorge area and any query aimed at seeing if this man is their contact will rouse Hept-f-hra's suspicions almost as if they had asked about the Temple of Osiris. The merchant will engage them in conversation, pumping them, while pretending unctuous interest and concern by suggesting that they refrain from going near such a dangerous place! A Sense Motive check (DC 20) detects an underlying purpose to the merchant's questions.

He, or one of his sons or guards, will contact the chief agents of Evil (see Area 13, below) as soon as seems warranted by what is learned from observing and talking with the PCs. This might mean that even as they shop someone is heading for help, and they will be attacked in the place in short order. In most cases, a first visit will not be sufficient, and only after the PCs have been around for a time will Hept-f-hra be instructed as to how to get rid of them, success bringing a 1,000 gp reward from his superior, Shenau (see Area 13, below).

AFU-ABTEM INTERVENES

At some time, Afu-abtem, the youngest son of this villain, will see what is happening and attempt to speak to the PCs. When you believe it is appropriate in the course of play, use some or all of the following:

A boy of about 12 comes shyly into the area. He has large, dark eyes that stare into yours as if he is trying to read your soul. When he comes closer, Hept-f-hra notices. He cuffs the lad soundly, boxing his ear and kicking him off toward a bead-curtained doorway. "Forgive me, masters, but the child is . . . touched." He makes a circling motion with a finger pointed at his temple and gives you an oily smile, looking carefully at each of you to see what is your reaction.

At such time as he can, as determined by the DM, the boy will seek out a PC and attempt to warn him:

You see the merchant's youngest boy. He comes near, stares at you with a strange gleam in his eyes, and speaks. "Beware!" hisses the lad. "My father and others are part of a wicked plot." He looks afraid. He stares at you again, then turns and darts off.

HEPT-F-HRA'S POISON

At such time as the merchant believes it is necessary, or has been so instructed by the agents of Evil at Area 13, Hept' will offer wine to the PCs almost as soon as they enter his establishment. Note that he (as do all members of the Rahotep cult) has a bone necklace that is enchanted to foil any attempt at alignment reading. The device causes the wearer's aura to appear fuzzy and vaguely warm-friendly in color. However, there is nothing preventing a scan of the drink.

The wine is drugged with a sleep drug. Treat this as poison that causes unconsciousness. A person drinking the wine must succeed at a Fortitude save (DC 18) or fall unconscious for 1d6+10 minutes. If the save succeeds, the victim is dazed for 1d6+10 rounds.

The merchant and the others will have weapons nearby. Wife and daughter will have crossbows ready too, of course. Then, Hept', his two older sons, and the guards will see to the beating into unconsciousness of those still on their feet, tying up and gagging their victims and tossing them into the little root cellar under the dwelling portion of the place until it is midnight. At that time, they will drag the bound persons to the millpond, slip them into the water, and give the demoncroc the snack he loves most! See Area 18, below, for more details on the demoncroc.

Alternately, these fellows will aid the leaders (Area 13, below) in a nighttime ambush of the party, if that can be arranged.

If defeated, any and all survivors will attempt to mount a horse and flee into the desert, joining the bandits there. See Chapter 5.

SEARCHING HEPT-F-HRA'S RESIDENCE

In the event of a search of the establishment, the PCs discover that the cashbox just inside the entry to the dwelling portion of the place contains from 2,000-4,000 gp. Under questioning, all will swear that this is the wealth of the house. If the dwelling portion is ransacked, each 5 minutes of time so spent will produce 10-100 gp in additional coin, up to a maximum of 2,000 gp.

A small room off the main chamber in the dwelling area has a ledge, and this is a shrine:

Upon a wooden shelf projecting from the wall, you see a statue of a deity in mummiform, green-visaged, about 2 feet tall. This is certainly Osiris. Beside it are two empty vases. Before it is a lamp that is not burning and an empty wooden bowl.

This is a decoy, of course, which conceals a secret door (1 in. thick stone; Hardness 8; hp 20; Break DC 22, Open Lock DC 20, Search DC 20). By pushing down on the ledge and pulling, a 6- by 4-foot section of the wall swings out and opens the real household shrine.

Shrine and Statue: Inside a gilded wood shrine is a malachite statue of Shok (5,000 gp value), his crocodile-head set with two brilliant rubies worth 2,000 gp each! The statue, however, is **trapped**. Hidden on the statue is a pair of poisoned needles beside each gem-eye.

Bloodroot Poison Needle Trap: CR 4; +8 ranged (1 plus bloodroot poison [initial damage 0, secondary damage 1d4 Con plus 1d3 Wis]); Search (DC 22); Disable Device (DC 20). See page 80 in the *DMG* for the description of bloodroot poison.

Altar: There are various malachite and copper service pieces worth 300 gp total on the stone slab altar. The top of this can be slid sideways and then lifted off. Inside are all sorts of coins (1d100+200 cp, 1d100+100 sp, 1d10+20 gp, 1d4+2 pp) and two deadly **black scorpions**.

Tiny Black Scorpions (2): CR 1/2; hp 1 each. Poison deals 1d8/1d8 temporary Con damage unless a Fortitude save (DC 18) is made.

If the PCs give this wealth to the boy, Afu-abtem, as they should, for it is rightfully his, he will thank them profusely. They can have all incidental monies found elsewhere as a "reward," and he will ask them to remove the shrine to Sebk as well. This can be disposed of for the value indicated at Atmu's the Trader's (Area 5, below), or elsewhere for half that value. If the party "does the right thing" as indicated, award them a story award of 1000 XP.

3. SMITHY & HARNESS REPAIR (ELO)

Adjacent to the Merchant's, on the east, is a long but flat construction from which clanging comes. An open gate in the walled portion of the place enables the PCs to see that it is indeed a smith's establishment.

The man, **Uptupi** (Exp6; AL N; hp 24; +6 melee with hammer; Craft [weaponsmithing] +8, Profession [blacksmith] +8; Str 16), his wife, and 3 children who live and work here do metal forging and repair, as well as saddle, harness, and tack repair. He is a quiet fellow, peaceful, he and his family venerating Ptah. Uptupi isn't very bright, and he will merely shrug during the whole of most conversations not connected with his work.

4. TAVERN & BREWERY, "THE HOUSE OF HORUS' FORTUNE"

The PCs' contact, **Khonsu-kaibet**, can be met here. See Area 17, below.

This is where the PCs will make their headquarters if they are wise. It stands in plain sight and is the place where well-

off traveler's lodge, knowing all too well the discomforts and noise of the caravanserai!

This mud-brick place is built in a square of about 90 feet per side. The backside, the north portion, is simply a walled-off compound. That portion facing the road appears to be a pair of adjoining buildings forming a U-shape. These structures are some 25 feet tall and flat-roofed.

Signs on both walls of the southwest corner are written in both Khemitian and Common. They proclaim the place as "The House of Horus' Fortune." Although there are barn-like doors on the easternmost building facing south overlooking the road to Dakhla-Auun Oasis, the entrance is on the west side. By the traffic in and out, the odors, and the sounds coming from within, you are certain that this is a tavern.

Inside is a big common room (running east) with tables, wall benches of brick with mats to soften them, and a scattering of chairs. A plain board serves as the bar, and usually the owner, **Abfernehu** (Com6; AL N; hp 19; AC 13 [leather and small steel shield]; +4 melee [1d6, club]; Str 12, Wis 12; Listen +10, Profession [bartender] +10, Spot +10; Alertness, Toughness), or his wife, **Behutt-aa** (Com2; AL N; hp 6; Profession [innkeeper] +4), will be there to serve passable beer and date wine brewed by them right here. They are approaching middle age, and their two young children and one small slave boy help in serving, cooking, etc. The family lives in the northwestern wing. Cooking is done in the open kitchen near the entrance. A stairway at the east end of the place leads to the sleeping rooms above. In the evenings when a caravan is in the village, a bartender named **Rutat-om** (Com4; AL N; hp 14; AC 13 [leather and small steel shield]; +3 melee [1d6, club]; Str 13; Listen +8, Profession [bartender] +6, Spot +8; Alertness, Toughness) comes to assist.

Each evening after dinner, a trio of musicians and two dancing girls — **Mastuti** (Exp5; AL N; hp 17; Profession [dancer] +8; Perform [chant, dance, exotic dance, harp, melody, ode, drama, ballad] +11; Dex 17, Cha 12; dagger, pouch with 2d4 gp) and **Khepifar** (Exp2; AL N; hp 7; Profession [dancer] +5, Perform [dance, exotic dance, melody, drama, ballad] +6; Dex 13, Cha 14; dagger, pouch with 2d10 sp) — perform for a half hour every hour, from around eight until midnight. As there is nothing else to do, whenever any villager wants entertainment (has money, and can get out), he comes here. The musicians live free at Area 4A, and the dancers too, at Area 4B. They receive meals at the tavern but depend on gratuities for their money.

NPC INTERACTION

If and when the PCs seek lodgings here, read the following:

The owner tells the PCs that there are seven large rooms over the stable building, and three smaller ones above the common room. You have your choice of any five you wish. Unlike many other places in this land, the prices here are stated for all to see. Rather than bargain, he simply points to the sign, it likewise being done in hieroglyphs and Common with the prices in sp:

- Large Room, daily 35, by the week 200
- Small room, daily 25, by the week 150
- Stabling horse or camel, daily 10, by the week 60
- Morning or Noon meal as prepared, 4 – 6
- Evening meal as prepared, 8 – 10

Coffee or tea (sugared & minted), 1
 Beer, pot or date wine, cup, 2
 Ouzo or raki, shot, 2
 Bread or bowl of dates, figs, fresh vegetables, etc., 2
 Whole roast rabbit or chicken, 10
 Whole roast duck (advance order), 12
 Whole roast goose (advance order), 80
 (Please be generous to our servants and entertainers.
 Thank you.)

Alignment Shielding: Because this is the place where the Evil plotters often meet, they have taken care to conceal a number of the enchanted objects in the tavern. Thus, anyone attempting to read the auras of the patrons herein will find the rosy glow of uncertain and benign nature that typifies all of the Evil ones encountered in Aartuat.

Trouble: In case of trouble in the tavern, both Abfernehu and Rutat-om will wade in to quell things. They usually employ a small blackjack or bludgeon to assure quieting things down in a hurry.

Gathering Information: If the dancing girls are approached by a male PC to find out if one or the other is their contact, each will be positively evasive, leading the inquirer on and in the meantime hinting that some coins must change hands first. After all, a girl must make a living.

If the tavern owner and/or the barman are approached likewise, they will listen attentively, respond in a non-committal way, and keep pushing beer and wine, ouzo and raki. They aren't really hearing what is being said, simply doing their work!

Be sure and refer to the **DM Notes** at the beginning of this Chapter as to the PCs getting information regarding "strangers." Also, aid in the form of mercenary (warrior) NPCs can be found in this place.

5. TRADER'S ESTABLISHMENT (EL VARIABLE)

The contact, Khonsu-kaibet, can be met here. See Area 17, below.

This is the only other all-sandstone building in Aartuat. It is as tall as the caravanserai, 30 feet or so, although there is no battlement atop it. The whole appears to be a rectangle 90 feet long east and west, 60 feet north and south. Above each of the three doors you have seen there is a sign painted on the wall, the writing done in beautifully drawn and colored hieroglyphs. Beside each entrance there is painted a figure of a lioness-headed goddess crowned with a solar disc.

The PCs will probably have to find someone to tell them what the sign says. If they do, read the following:

The sign proclaims the place to be "The House of All Neteru," the term for gods in Khemitian. The ferocious deity flanking each door is called Sekhmet.

The place is open from just after sunrise to just before sunset. If the PCs enter, read this:

This is certainly the most unusual place you have seen in many a day. The whole ground floor of the building is literally bulging with religious statuary and associated materials! There is an inner courtyard of about 30 by 40 feet, and sunlight from there comes in through flat-arched openings leading to it. There are also glowing, magically burning candles of all sizes and shapes, lamps, and braziers and burners from which tiny wisps of incense smoke arise.

The plastered interior walls are filled with shelves or niches, or else hidden by racks and cases or things hanging on them. There are tables and stands, too, crowding the floor upon which stand a company of big idols. Everywhere you look, you see statues and statuettes of animals, animal-headed deities, gods, and strange idols and figures.

Just inside the east entrance stand a flanking pair of big lions carved from some soft, reddish-hued stone. In fact, lions and lionesses along with lion- and lioness-headed statues must make up at least a tenth of all that are herein.

You note that there are a fair number of ibis-headed ones, as well as figures of jackals and jackal-headed men. In fact, you can find just about every sort of thing represented in one form or another: sphinxes with all manner of visages; human-bodied figures with such heads as those of an ass, bull, cat, cobra, cow, crocodile, dog, falcon, frog, hawk, hippopotamus, owl, ram, and so forth. Some are of blue or green-skinned humanlike forms, others of mummiform. A leering dwarf with a cap of feathers stands next to a strikingly beautiful woman.

These forms are of cast metal, carved stone, pottery, wood, ivory, and bone. Some few are as high as the 10-foot tall ceiling, while most are but little figurines that would fit in the palm of your hand.

There are censers, boxes, alters, screens, shrines, paintings of deities, tablets of strange writing, candle sticks and candelabra, ewers, plates, bowls, and all sorts of service implements of religious use.

This is the establishment of **Atmu-thoth-rahata**, a philosopher, pantheologist, and mystic who serves under Vow to Sekhmet — the lioness-headed Greater deity of retribution, consort of Ptah, one of the chief powers of Good in Khemit. This place is dedicated to her in particular and to all deities generally. This will be evidenced by the profusion of lion statues and idols, the many figures of Sekhmet, throughout his place. The whole lower floor is a shop filled with Atmu's wares.

NPC INTERACTION AND MOTIVATION

After a moment, the PCs are approached by Atmu'.

An elderly man approaches. Two cats weave around his feet as he walks. You note he wears unusual dress: a long white gown and a headdress of yellow and orange striped linen bound with a torc showing a lionesses' head in its front. He bows and smiles:

"Greetings travelers," he intones in a soft but resonant voice. "Welcome to the House of All Gods and may they watch over you always. I am Atmu-thoth-rahata, the owner of the establishment. Have you come to look? Buying or selling, I am at your service."

Atmu' is a dealer in all things having to do with religion. He supplies statuettes and other similar items to passersby. He likewise buys from any who come with such things for sale. Atmu' is a noble, a Chief Scribe, and reasonably wealthy. He doesn't depend on this business for income. He purveys and collects because of his deep faith in the Pantheon of Khemit and his fascination with all other Pantheons.

Thus, he is willing to purchase any figure of deity or demon, any and all service pieces, and all things dedicated to religious purposes from anyone. He usually buys at 60% of full value, but will pay up to 90% for very old, rare, or strange items. This is all detailed under Buying and Selling below.

There are cases and shelves, nooks and crannies, filled with deital statuettes of 3 or 4 inches in height. Assume there are over 600 different figurines of this nature, about 200 of 1 to 3 feet in height, and over 50 of medium or larger size scattered here and there in the shop. 90% are of the Khemitian sort, but the remainder are of various pantheons from outside of Khemit and various minor pantheons. Intermixed with these are paintings and mosaics depicting still more deities, altar pieces, censers, ewers, fonts, jars, and devotional objects and symbols such as ankhs, beads, and the like. One whole section of the eastern part of the establishment is given over to books, scrolls, papyri, and other written Religious material. There are prayers for the living, dying, and dead, funerary ones and whatever can be imagined.

Atmu-thoth-rahath (CG Exp6): Atmu is a widower, his wife having died a few years ago. He has a family of slaves, a young couple with two children, who take care of the house, gardens, and his few wants. In fact, the male slave is very much devoted to Atmu and loves the shop, often assisting customers. The four slaves are currently outside somewhere looking after the garden and taking care of the small livestock the old man keeps.

When Atmu dies, the slave family will be manumitted and become the owners of this place. Of course, they don't know this, for their master has a son, **Heru Nebtcheru**, whom they assume will inherit them and the property in Aartuat. This son is a Rekh-khet, a Scribe and Sage. Heru lives in his father's villa in Memphis, being employed by the Royal Court there. Heru is a devotee of Thoth, and because of this, and his abilities and position, he is aware of what is happening with the PCs.

If this is a **Direct Mission**, it is Heru Nebtcheru who has arranged for a contact in Aartuat to assist the PCs come to investigate. (See Area 17, below.)

Obviously, the old man loves his merchandise. His apartment on the upper floor of this place is filled with his personal collection of like goods — the most ancient, rare, exotic, and unique of that which he has acquired over the decades.

For full details of Atmu-thoth-rahath and the rest, see the NPC Appendix.

Treasure: Atmu-thoth-rahath has in a table drawer a little box filled with various coins from copper to gold, as follows: 125 cp, 216 sp, 1327 gp. The upper chambers strongbox has 6d10 gp, 5d6 cp, 5d6 sp in it. Loose jewelry and gemstones total 3,200 gp.

ALTERCATIONS WITH ATMU

The PCs will surely get into serious trouble if they are so foolish as to molest and/or harm anyone here! The trader has a pair of domestic cats as his constant companions. Both animals are sorts of Fetishes, and they serve as spirit receptacles for the presence of Sekhmet. If Atmu-thoth-rahath is ever harmed, each cat will transform into a huge lioness (treat as **dire lions**; see the **MM**, page 57) and viciously attack the old fellow's assailants.

This isn't the worst to happen, however. Atmu will also curse his assailants with the following:



"May every god I have pleased in my life now reject you!"

See the NPC Appendix for a description of Atmu's power to call down the wrath of the gods of Khemit.

Naturally, no Khemitian deity, save those of chaotic evil, will ever aid the guilty ones thereafter. However, if such individuals should reconsider, humbly apologize, and beg for forgiveness, the fellow will be lenient if they do some service in atonement (DM's discretion), and when that is completed to his satisfaction, Atmu will withdraw his curse.

Should this man ever be slain, the whole of the village (save the evil ones), the garrison, and Merha-aptut (see Chapter 4) will combine to bring the felons to a swift and speedy justice. Khonsu-khaibet reveres this old fellow, being a pupil and a friend of Atmu's now-absent son. He will swear vengeance upon the criminals, and he will then dedicate himself to hunting down the killer or killers.

Likewise, Atmu's son, Heru Nebtcheru, will seek out any that escape such punishment, and nowhere in or near Khemit will be safe for such persons.

BUYING AND SELLING FIGURINES

First and foremost, if the PCs evidence no interest in acquiring a statuette or figurine, Atmu-thoth-rhat will suggest that having such would be of benefit, for they are in the land of Khemit. Second, he will sell no one more than a single statuette or figurine. If any person insists on buying another, the trader will open a case in which there are various little sphinxes.

"Chose one of these, if you must, and then that is enough for you," he will say, and nothing more will he sell to that individual. The DM is referred to Chapter 5 for a listing of some of the types of sphinxes available. Others can be added as desired.

If the PCs desire anything other than the little figures, the DM will have to decide how best to handle things. There could be a magical or useful charm among the thousands of written works. Handle the matter as you see fit.

If a Khemitian deity is named (by a player), Atmu will have a little figure of that god. Each and every figurine the player characters choose to examine will have a dim radiance of magic. However, there will be no clue as to what purpose that energy has. Nothing will happen if they are experimented with, for these little figures have no enchantment upon them.

Figurines: The PCs should be encouraged to obtain several of these figurines as some of these statuettes have special

benefits at a later time (in the Temple of Osiris or the Tomb of Rahotep)—for the wise or lucky enough to have purchased them! Certainly Khonsu-khaibet would suggest doing so.

About half the value of any item is in its material (ivory, metal, rare wood, inlays) and the remainder in its craftsmanship, age, and rarity. A lower priced one is of wood or soapstone and relatively common, and so on, so the DM should have no trouble inventing descriptions based on the die roll.

Selection: If the PC in question asks for a figurine but doesn't name a deity or otherwise select a statuette, Atmu will select one (the DM rolls for a random pick) for examination and approval by the individual who is the prospective purchaser. The table below provides deity names, alignment, and a brief description. Note that this table is by no means exhaustive and contemplates the forms of these deities as they are in Khemit, not necessarily the same as their ancient counterparts of Earth. The old trader tends to favor chaotic good and neutral good deities for casual foreign customers (he being of lawful good alignment), much to the PCs' advantage! Thus, if asked, he will suggest figures of those groupings in the order shown. He dislikes chaotic evil and neutral evil deities. He will not favor any selection from those deities, suggesting that the person might be better advised to choose some other figurine.

Benefits: Note that size has no bearing, save that for practical purposes a PC should select only what he can carry with ease, i.e., the little things!

At such time as a purchase is made, the player should record the information on his character sheet, and the DM should keep note on a separate sheet of paper.

As previously mentioned, there will be times during the course of play in other portions of this scenario when certain figurines will be of benefit. Each such instance is noted in the text, of course. In a few cases, placing a figurine on a shrine altar will bring a benefit to the PC so doing. In other cases, possession of a figurine will be key.

6. BRICK MAKER

This is a typical house with a low wall and shed just behind the trader's establishment. All round it are stacks of mud-bricks, while in the front of the place are ones laid out singularly. This household of nine venerates Ra and his son Herakhty. The family brings clay and mud from the nearby stream and millpond bank (thus enlarging the reservoir as all in the village desire). This stuff, mixed with some straw, is

MERCHANDISE

Item	Price (sp)
Khemitian figure, large (4 ft. - 10 ft. tall)	5,000 - 50,000
Khemitian figure, medium (1 ft. - 3 ft. tall)	1,000 - 10,000
Khemitian figurine* (1 in. - 3 in. tall)	200 - 1,200
Foreign figure, large (4 ft. - 10 ft. tall)	7,000 - 70,000
Foreign figure, medium (1 ft. - 3 ft. tall)	2,000 - 12,000
Foreign figurine	300 - 1,800
Service pieces, Khemitian	500 - 5,000
Service pieces, foreign	1,000 - 6,000
Artistic pieces	500 - 50,000
Written work, Khemitian	100 - 10,000
Written work, foreign	200 - 20,000

*Including the miniature sphinx statuettes.

RANDOMLY SELECTED FIGURINES

First, generate the alignment of the randomly selected figurine deity. Then roll on the accompanying alignment-specific table to determine the figurine chosen.

Neutral	01 - 10
Chaotic Evil/Neutral Evil	11 - 15
Chaotic Good/Neutral Good	16 - 60
Lawful Neutral/Lawful Evil	61 - 85
Lawful Good	86 - 00

then placed into forms, semi-dried, then taken out and sun-baked for a week or so to turn each brick into a good hardness.

The eldest son has built a kiln and is experimenting with pure-clay bricks fired in it — a new technique that is growing popular in the big cities! Most of his family is skeptical.

7. POTTER'S DWELLING

Just behind (south of) the brick maker's place is the potter's house. These two families — the potter and the brick maker — are friends, naturally. The potter wife and husband have three children. They are poor, hardworking, and not unfriendly to strangers. They venerate Kanum and Ra equally.

FIGURINE BY ALIGNMENT

NEUTRAL

Die Roll	God/Goddess, description
01 - 05	Anhert, man with four plumes, spear
06 - 10	Anqet, woman with feather crow
11 - 15	Apethippo, green hippopotamus
16 - 20	Apisbull, black bull with gold horns
21 - 30	Bes, leering dwarf with club
31 - 35	Buto, cobra-headed woman
36 - 40	Apshi, mantis with old eyes
41 - 45	Geb, goose-headed man
46 - 50	Hapy, fat man with lotus & papyrus
51 - 55	Hamehit, fish-headed woman
56 - 60	Horus, hawk-headed youth
61 - 65	Maat, woman with ostrich plume
66 - 70	Mert, cobra with human head
71 - 75	Nefertem, man crowned by lotus
76 - 80	Nekhbet, vulture-headed woman
81 - 85	Renenet, woman with hand up/down
86 - 90	Shu, bearded man with plumes
91 - 00	Tefnut, lion-headed woman with disc

CHAOTIC EVIL/NEUTRAL EVIL

Die Roll	God/Goddess, description
01 - 10	Aapep, multi-legged, winged snake
11 - 15	Iubeni, fiend/demon-faced, animal-man
16 - 30	Sebk, crocodile-headed man
31 - 35	Seker, man with nighthawk-head
36 - 40	Serqet, mummiform, scorpion-headed woman
41 - 60	Set, ass-headed man
61 - 75	Set, warthog-headed man
76 - 90	Set, okapi-headed man
91 - 00	Fiend: various horrid, malformed things

CHAOTIC/NEUTRAL GOOD

Die Roll	God/Goddess, description
01 - 05	Amun, bearded, capped man
06 - 10	Apuat, wolf-headed man

11 - 15	Bast, cat-headed woman
16 - 45	Chons, young man with crescent
46 - 55	Heru, owl-headed man
56 - 60	Khnemu, flat-horned ram-headed man
61 - 65	Min, mummiform, bearded man
66 - 70	Neith, woman with bow & arrows
71 - 75	Nephthys, woman wearing tall hat
76 - 80	Nut, beautiful, winged woman
91 - 00	Thoth, ibis-headed man

LAWFUL NEUTRAL/EVIL

Die Roll	God/Goddess, description
01 - 05	Amemt, lion-hippo-croc-monster
06 - 10	Amset, mummiform man
11 - 25	Anubis, jackel-headed man
26 - 30	Duamutef, mummiform jackal-headed man
31 - 35	Hapy, mummiform, baboon-headed man
36 - 45	Isis, woman with L-shaped crown
46 - 50	Kekit, woman of black
51 - 55	Khebsenef, mummiform, owl-headed man
56 - 60	Maftet, woman with 20 clawed fingers
61 - 85	Osiris, mummiform man with green face
86 - 90	Par, mummiform man of dark blue
91 - 95	Ptah, bearded bald man with scepter
96 - 00	Ra-heru-kuti, mummiform man with reeds

LAWFUL GOOD

Die Roll	God/Goddess, description
01 - 10	Akerlion, male lion, black mane
11 - 15	Aten, winged solar disc
16 - 20	Herakhty, falcon-headed man
21 - 25	Hathor, cow-headed woman
26 - 30	Menu, falcon crowned by solar disc
31 - 40	Pakhut, leopard-headed woman
41 - 50	Ra, hawk-headed man
51 - 60	Sept, man crowned by two plumes
61 - 85	Sekhmet, lioness-headed woman
86 - 90	Seshat, woman with ink pallet & pen
91 - 00	Tuart, white hippopotamus

The smoke and the lines of various sorts of earthenware around the place to the south of the brickyard indicate clearly that the family dwelling in this house are potters. The woman displaying the goods from the caravanserai where she was peddling small items is here.

The plates, bowls, jugs, pots, cups, etc. are rather well made and nicely colored. Prices range from 5 cp for something small to about 5 gp for larger ones.

8. MILL

There is a small stone construction beside the water. It appears to be a mill, and through the open door to the east the PCs can see empty sacks, several full ones, and a snowy dusting of flour everywhere within.

This little place is a stone house built so that it takes advantage of the flow of water from the nearby pond to turn a small millstone. The miller grinds all the village grain and has a comfortable income. There is flour everywhere in the low-ceilinged ground floor room, and even some up on the floor above where he, his wife, and four children dwell. The family serves Isis and Nepri (goddess of the harvest).

9-12. SMALL DWELLINGS

There are a handful of typically flat-roofed cottages that appear to be the residences of the majority of the few folk who dwell in Aartuat. Most have rabbit pens, dovecots, and sheds around them and a few goats nearby. Many have little flocks of ducks and geese they drive into pens at night to avoid having these birds taken by foxes and other predators. Two of the eight are a bit different from the others.

The one just south of the mill is in need of whitewash, and its garden is weedy. There is also a hut well south of the potters that has animal horns, skulls, and hides decorating it.

These are various flat-roofed buildings in which live villagers. Each is around 900 square feet in size (30 x 30 feet square, or thereabouts in rectangular form), one-floored, with the roof used as a patio. Little vegetable and fruit plots are scattered throughout this area. These folk raise a bit of grain in fields nearby; maintain gardens (vegetables, berries, and even a few flowers); keep goats and small livestock, maybe a couple of cows; hunt; and fish. Excess produce is sold to passing caravans.

13. HUT OF GERHIT & SHENAU (EL 12+)

The shabby house is evidentially the place of a widower and another man, for you see two cheerful-looking fellows lounging on the pond-side of the place. With them is a boy who looks familiar.

The lankier of the two men waves casually at you and grins. "Buy our fish if we catch any?" he calls out.

Gerhit and his son, the boy rogue Hep-thait, are subject to the orders of Shenau, a second-rate wizard aspiring to become a powerful demonurgist (see the new prestige class in the Class, Spell, and Item Appendix) who is the chief of all Evil in the vicinity that lies outside the gorge itself (see Chapter 6, hereafter, and the NPC Appendix for more details on Shenau). Shenau is "allied" to Tu-t, "Lord of Evil in Serpent Form," serves the Seven Powers of Evil, and is thus a devotee of Set. He directs the others, so the combined mission of these three is to see that nobody discovers what is going on and to eliminate anyone who is aware of the plot.

Of course, they are simply dupes in a general sense, for their superiors assume that any truly able group will pass or eliminate those in Aartuat (thus the bandits in the desert and the trap waiting at the Temple).

Anything as powerful as is happening in the locale can't be hidden, not even by the strongest of malign magic. Ergo, there will be investigators, and the ablest will get all the way to Rahotep himself. But we move ahead of ourselves . . .

NPC BACKGROUNDS

See the NPC Appendix for full stats on these important Evil NPCs. **Note:** each of these Evil NPCs wears a *necklace of aura shielding* (see the previous sidebar regarding these items) and thus any attempts to detect their alignment, detect evil or chaos, or to detect their thoughts are fruitless.

Gerhit (CE Rog8): Gerhit is a follower of Sebk. Because he provides an excuse for Shenau to be in the village, and his son serves as a useful spy, Gerhit gets a fair sum from the chief. He has no love for anyone other than himself, including his own son, Hep-thait, whom he finds annoying at best, but useful as a tool. Gerhit is rather cowardly, and in a tight situation will either run away or surrender — if he thinks that by doing so he'll save his skin. He has a magical necklace of bones hidden under his garment, so that no aura reading can detect his malign nature (see the sidebar accompanying Area 2, above, regarding the *necklace of aura shielding*).

Hep-thait (CE Rog1): A sneaky and vile lad of 11 years, he is the son of Gerhit, but he scorns his parent, toadying to Shenau. It does no good, as both men treat him badly — which this little swine deserves. He lies and cheats whenever possible, and enjoys it, along with petty cruelty too. If he is convinced it will avoid torture or death, he will talk readily about Shenau and his father, Gerhit; however, Hep-thait would rather lie or use a trick to get free than to reveal things. Speaking is thus his last resort, unless perhaps he was given a large amount of money, a mount, and some gear to get him safely out of Aartuat. He is a dedicated criminal, a follower of Sebk, and eager to advance in his wickedness through serving Set and aiding in the return of Rahotep. If he suspects anything, he will tell his father, and he, in turn, will



relate the matter to Shenau. Hep' wears a necklace of *aura shielding* like the others.

Shenau (CE Sor10/Demonurgist2): Shenau is a devotee of Set. He is chief of all Evil in the vicinity that lies outside the gorge itself. He would gladly become master of the temple, but not being a priest is a bit of a drawback, though he thinks somehow to overcome that factor. There is friction between Shenau and the high priest of the temple of Osiris. There is also tension between him and Hept-f-hra, and his family as well. He would gladly slay all save the merchant's daughter, whom he would make his concubine.

He dares not surrender to any foes, for his punishment would be terrible indeed. Shenau will attempt to succeed through treachery and trickery, flee to the bandits in the wastes, or otherwise fight to the death. Shenau is the originator of the amulets preventing detection of alignment on the evil NPCs in the village. He wears one of the bone necklaces of *aura shielding* under his clothing. Shenau also possesses the *Serpent Ankh*, the first of the **Nine Evil Items**. See "The *Serpent Ankh*," below.

Pretending to be Gerhit's "brother-in-law," Shenau came to live with him in Aartuat about two years ago, just a year after Gerhit himself came to the village. This was the same time the old hedge-practitioner in Aartuat died suddenly. The folk were glad then that Shenau was there, for he too could wield magic so as to keep out destructive wild animals, reduce rodent depredations, and generally serve to assist in the care and well being of the community. However, this newcomer soon became unpopular, for he charged too much gold for his services and was slow in answering calls for assistance. When the Priest (see Chapter 4, Areas 7 - 11) appeared shortly thereafter, there was non-too-secret rejoicing in Aartuat, for Merha-aptut was a *kheri-heb*, a priest-mage, able to do all that was necessary to maintain the folk and their land too!

Even though Shenau lowered his fees thereafter, he got little custom, and the folk have wondered to themselves since why he lingers here, for he does nothing most of the time.

THE SERPENT ANKH

Shenau possesses the *Serpent Ankh* — a magical object in the form of Serpent so twisted and looped as to resemble an upside-down ankh. This is the first of the **Nine Evil Objects** that the PCs should acquire in the course of the adventure. (See the Introduction for a summary of the Nine Evil Items.)

At first, the *Serpent Ankh* neither aids nor hinders the possessor who is not chaotic evil, but in the Tomb of Rahotep it becomes active as you will note when reading Chapter 8. This object radiates evil if detected for, and detects as magic, however faintly. When touched, a chill of negative energy strikes the character! The PCs should certainly take this object to old Atmu-rthoth-rahah!

Identifying the Item: If taken to Atmu', the trader will recognize this as something of divine power and suggest that the possessor "keep it hidden from sight, guarded closely, for this thing has a purpose beyond my ken but which seems fated to be linked to you by the

neteru [Khemitian gods]." If this advice is followed, it will be of great benefit to the possessor too, for Shenau used this device to conjure the sanddevil (see Chapter 5). The individual with this object is unassailable by the thing.

INTERACTIONS WITH SHENAU, GERHIT, AND HEP-THAIT

Shenau and Gerhit are naturally suspicious of everyone, including each other. Strangers are doubly alarming to the pair, so as soon as they become aware that the PCs are in Aartuat, these two will have discussed them and begun to plot and scheme.

Demonroc: If any of the PCs comes to speak with them, Shenau will invite one or all to "Come with us and try your luck at fishing in the mill pond." Once at the mill pond (see Area 18, below), a little shove and perhaps the demonroc will have a hearty repast of a hapless stranger!

USING HEP-THAIT AS A SPY

Once the two adults are aware of the PCs, they will use the boy to advance their Evil aims. Hep-thait is given one or more of the following tasks:

Spying: He will be told to stay close to and report on all that the group of foreigners do.

Stealing: The little thief will be ordered to steal all he can from the strangers, paying special attention to papers (papyri, scrolls, maps, documents, etc.), seals, badges, etc.

Joining: Hep-thait will be instructed to ingratiate himself to the group. He will then return something they have had stolen from them and/or volunteer to "serve" as an interpreter and guide:

"I am just a poor village boy, Masters, but I know everyone and everything in and around Aartuat. Why, I can even show you a place where the ancient ones hid their Eternal Houses — it's in a big ravine, and I sometimes sneak in there, because there are little antique things to be found and sometimes even old coins. That's how I live, you know. I am an orphan and have to fend for myself."

If he is caught stealing or lying, Hep-thait will use a story like this:

"Forgive me, Masters, please! (Whine, snivel, sob!) I am like a slave, my dear mother is dead, and my father beats me; he even allows his friend to strike and kick me if I don't bring them money for strong drink. I have to lie and steal or he will kill me! I don't like it, and I want to live like other children do. Please help me by making me your slave!

I can show you how to get to the old necropolis where there are treasures. I can even make it so the greenfaces don't —

Oh, greenfaces is . . . a slang name for the priests who serve Osiris. They don't let outsiders into the ravine. I think they want all the riches for themselves."

Of course, he lies still. He will always keep his father informed, and if the team accepts any of his offers, he will attempt to guide them into ambush by the bandits

lurking in the wastes outside the gorge (see Chapter 5, The Road to the Gorge, hereafter).

MORE DRASTIC MEASURES . . .

If the merchant (Area 2, above) can't get rid of the strangers, and the boy's efforts come to naught, Gerhit and Shenau will use all forces at hand to ambush and slay the party at night. The DM must handle this as he deems best. However, if the merchant and his guards are slain, Gerhit and Shenau will lure the PCs into the desert themselves, by "guiding" or running off with the PCs in pursuit, so as to have the bandits attack and kill them.

If defeated, any and all survivors will attempt to mount a horse and flee into the desert, joining the bandits there. See Chapter 5.

For full details of the individuals in the place, see the NPC Appendix.

14-16. SMALL DWELLINGS

Various flat-roofed buildings in which live villagers. Descriptive text to read to the players is covered in part 9—12, above. As with the others, these folk raise a bit of grain; garden; keep goats and small livestock, maybe a couple of cows; hunt; and fish. Excess produce is sold to passing caravans.

This trophy decorated house is probably one in which only a single hunter dwells. He is a skilled hunter, no doubt, for you see that he has bagged all manner of animals, and there seems to be none found in this locale that he hasn't brought in.

17. KHONSU-KHAIBET'S DWELLING

This is the dwelling of **Khonsu-khaibet**, the contact for the party!

Under normal circumstances, this individual has no other special purpose save that his friend, Heru Nebtcheru, has contacted him. See the information about Heru Nebtcheru in the description of Atmu-thoth-rah at Area 5, above. Khonsu' is to pass on a message to a group of strangers, but only when he is sure of their association with the Temple of Thoth. Thereafter, Khonsu will return to learning and living the sort of life he believes most suitable and enjoyable.

NPC BACKGROUND

Khonsu-khaibet (NG Rgr9/C1r4): This man is the only son of a free farmer, but his abilities enabled him to attend school at the Temple of Thoth without cost to his family — something they couldn't have afforded. Khonsu' was then "adopted" by the High Priest there, raised as if he were the son of an aristocratic Khemitian, and thus gained accordingly, more so if he is to assume the role of an agent for the Temple of Thoth.

Khonsu-khaibet means, literally, Chons' (or Khonsu's) shadow; he is thus the Shadow of Chons. This fellow is unusual for a villager in that his skin complexion is a paler red than the usual Khemitian, he is taller than average (over 6 ft. 3 in.), and big-boned and muscular — reflecting his mixed ancestry on his





mother's side. His physique, dark brown hair, and gray eyes both set him apart and make him attractive. He is popular with the men and chased by young women, including Hept-f-hra's daughter, Nektinefar, whom he doesn't like at all!

Whether or not an agent, Khonsu' is a great fellow and will, if the PCs are well-intentioned, friendly, and of good alignment, assist them as he sees correct in light of their behavior and communications with him. If they gain his trust and friendship, Khonsu' will certainly be a solid assistant to them while they are in Aartuat. If the DM deems that the PCs need more, then this is the NPC provided! As noted, he will become a friendly NPC, go with the party, and do all he can. He will then go with the PCs and assist them in all ways. The DM is to play this person with all the cleverness and expertise at his command!

INTERACTION WITH KHONSU-KHAIBET

When encountered for the first time, read the following:

A big, muscular young man appears. He is not a typical Khemitian, from his looks. He nods in a not-unfriendly fashion, asking, "To what do I owe the honor of a visit from outland lords?"

Khonsu' now engages in general conversation, judging the PCs, and if they are positive, open, honest, etc., he will become friendly. If the team is on a mission, he will inform them he is their contact.

Otherwise, Khonsu will be agreeable to hearing about the group's purpose in Aartuat, and when asked, agree to assist.

In any case, the young hunter will be able to do any or all of the following:

- Be an interpreter, for he reads even ancient hieroglyphics well.
- Serve as a guide to the Necropolis in the gorge.
- Engage in combat as a full member of the team.
- Locate the Tomb of Rahotep and warn of its demonic nature.
- Assist in the exploration of the tomb.
- Cover for the party as need be.
- Assist them in settling in some part of the land.
- Go with them to strange countries.

Khonsu-khaibet will not attack anyone not a proven enemy, of course. How long it takes for him to determine who is friend and who is foe depends on whether he is a casual acquaintance or an agent of the Temple of Thoth. He is intelligent, so if the PCs state the facts, demonstrate them, prove the evil nature of things, and so forth, then Khonsu will quickly become a partner, as it were.

Note that Khonsu is a follower of Chons (Khonsu), a chaotic good deity and a demon-slayer. He already possesses a devotional figurine of Chons, of course, and will gain from this accordingly if he participates in further activity later on in this scenario. Anyone who follows Chons, or Thoth (Greater deity, Alignment: Neutral, domains including Knowledge and Magic), or is sympathetic to him, attracts Khonsu-khaibet as a comrade.

From the mill building a pond runs southwest some 150 feet to where the stream that feeds it enters. It is around 60 feet wide at the mill-caravan-serai end, tapering to but 20 feet at its head. The east bank is grassy and drops cleanly into the water. Toward the west, the shore is flatter and muddy.

Reeds and marsh plants grow in abundance there. Beyond are fruit trees, bushes, and vegetable plots.

The water is full of little particles and algae, but it seems clean enough for people despite this. Of course, magic is probably used to make sure dangerous sicknesses don't spring from here.

For full details of Khonsu-khaibet, see the NPC Appendix.

18. MILL POND (EL O OR 9)

The mill pond is the current home of the **demoncroc** — a monstrous abomination summoned by Shenau.

There are lots of ducks and geese around the water and swimming in the pond too. Obviously, this resource is shared by the whole village.

If you determine the demoncroc is lurking in the water when the PCs have come this far, or if someone having seen it before is passing by and the monstrous thing is waiting, then the party may note that, oddly, there are ducks and geese all round the edge, but none are swimming in the water.

Otherwise continue on thus:

You are told that it is only three feet deep to the far side, but along the pathway the bottom is 5 or 6 feet down. In the middle, where the moving water works away, the pond is over 10 feet deep.

Someone should be on hand to tell the PCs about the water, for it is muddy, and it is hard to tell how deep the mill pond is.

The village grew up around the caravanserai because there was water here. Brick makers took the clay-rich soil from the banks of the stream to provide building material for themselves and others. As the village grew, the pond developed, and then the mill was constructed, a dam being built to cause the water to flow rapidly enough for the wheel to turn the millstone. As the pond grew even larger, its service to the community increased. Small channels for irrigation were run from it, more domestic waterfowl could be kept, and fish and crustaceans from its waters added a pleasant variety to the diet of the folk there by its banks. The underground stream continues to pour forth its torrent, the brick maker's work expands the pond, and its aquatic life flourishes.

Insects, minnows, frogs, crayfish, turtles, and fish make their home in the pond. However, just before the PCs arrived, something most sinister appeared in the millpond.

THE DEMONCROC

Through the sorcerous conjuration of Shenau (see Area 13, above), a daimotherion crocodile — an evil spirit beast, seemingly a natural animal that is actually a form created (not merely possessed) by a powerful evil being (a minor demon of Sebk) — came to the little body of water. It is a demoncroc, a massive, reptilian thing 30 feet long, its body over 5 feet broad, and sprawling legs protruding another foot or so on either side when it isn't erect and running.

Its original purpose was to begin with Merha-aptur and then continue devouring the villagers, frightening off those not eaten and enabling the minions of Rahotep to then take over the place, eventually replacing the garrison with soldiers of evil sort and making Aartuat their own. But this purpose is now altered. The foreigners, our PCs, have come, so now the demoncroc has been given another mission.

If the PCs have come to his attention, Shenau instructs the demoncroc to seek out and devour the PCs. At any time after their first day in the village they come near the pond, to the banks of the stream running north to it, or the Pool of Hapy (Chapter 4, hereafter), the thing will attack. If it has no opportunity, then on the third night it will crawl from the water and seek out the party. It has cunning in its crocodilian form, so not only is the thing clever but it can smash through regular doors, though stairs are impassable to it.

Tactics: If reduced to below 70 % of its normal hit points, it changes itself into a huge carp (6 feet long) that can swim as fast as a human runs. The demoncroc will then attempt to swim off and hide upstream, down, or in the depths of the pool or the muddy bottom of the pond. In this form it is subject to normal weapons, but its armor protection is unchanged.

Special Note: If Khonsu-khaibet is engaged in combat against the monstrous daimotherion, the god Chons will aid him by bestowing a temporary bonus. Because of this, he will strike as if using an enchanted weapon, with a +5 holy bonus on all his die rolls for the duration of the combat. If the demoncroc is killed in this process, then Khonsu-khaibet will retain a +1 holy bonus forever after!

Demoncroc: CR 9; SZ H Outsider [Aquatic] (30 ft. long); HD 12d8+60; hp 108; Init +5 (Dex, Improved Initiative); Spd 20 ft., swim 30 ft.; AC 19 (-2 size, +1 Dex, +10 natural); Atk +19 melee (2d8+12, bite) and +14 melee (1d12+12, tail slap); Face/Reach 10 ft. by 20 ft./10 ft.; SA improved grab; SQ darkvision 60 ft., alternate form, fast healing 5, damage reduction (20/+2), SR 15, resistances (cold, electricity, acid 20), immunities (poison, fire); AL CE; SV Fort +13, Ref +9, Will +9; Str 27, Dex 12, Con 20, Int 12, Wis 12, Cha 8.

Skills: Hide +8*, Knowledge (any one) +13, Listen +16, Move Silently +13, Search +16, Sense Motive +13, Spot +16, Swim +28. **Feats:** Improved Initiative, Power Attack, Weapon Focus (bite).

For full details of the **Demoncroc** see the Monster Appendix.

AFTERMATH

If the PCs kill the demoncroc, and should they be wise enough to cut it open, they will find three figurines in its stomach:

- A statuette of Aapep, the greater deity and master of all evil Serpents, Draco-serpents, monsters, etc. On it, in red, is the crocodile hieroglyph, the reptilian head looking back, indicating a wrathful and dangerous form.



- One of Set in boar-headed form. Inscribed in red upon this little statue is the rectangular hieroglyph for a body of ornamental water (or a pond and the like). Incidentally, the mark "sh" is also the first in the name of Shenau.
- A figurine of Sebk, upon which is also the "sh" hieroglyph noted above.

Identifying the Items: If the PCs take these statuettes to Atmu-thoth-rahut, and Khonsu' will encourage this, he will note the following:

"Hmmm, I believe that these three ushabtu were used to conjure a spirit crocodile, a daimotherion. The hieroglyph on the figures of the Evil one and his ally seem to be implorations of the one conjuring the monstrous thing into being here, although I can't be certain. It is literally the phoneme 'sh.' The crocodile drawn on the vile serpent lord's form surely indicates the shape the fiend was to take.

"The figurine of Aapep should be broken and destroyed in fire, for otherwise it will draw the attention of all manner of evil things to the vicinity of he who retains it!

"The other two might have some use in the future, provided that they are separately encased in gold containers, properly blessed to imprison malign influences from them, the metal shielding their nature from any observation.

"I believe that I have a pair of reliquaries which will do for this purpose, although they are somewhat costly. I will let you have them 1,500 gold pieces.

"In case you do decide to do so, I am certain Merha-aptut, the Priest of Hapy, dwelling in the cave behind the pool, will gladly assist you with spells.

"As to my interest in these two, I find them interesting for they are both very old and especially well crafted. If you choose to sell them, I will pay 500 gp each."

In fact, for the very low fee of 30 gp, Merha' will be happy especially to consecrate and lay blessings on the containers, thus ensuring they are safely kept. The person carrying such a cased figurine gains the following benisons from the deities ranked against Evil:

Chaotic Good/Chaotic Neutral: Any weapon wielded will be as if enchanted to +1, and if already so, the benison confers a +1 holy bonus in addition to the normal weapon enchantment.

Neutral Good/Neutral: the bearer gains darkvision 60 ft. for as long as the figurine is possessed.

Lawful Good: The statuette functions as a ring of wizardry II.

INTERIM EXPERIENCE AWARDS

When the PCs have exhausted all activities in the Aartuat locale, or whenever they leave from Aartuat to

pass through the desert to the George of Osiris or to the Pool of Hapy, you should halt play for an analysis of performance, award experience ("XP") for various story accomplishments, and allow for character advancement.

STORY AWARDS

Per the *DMG*, you may award the following XP for certain story accomplishments. While peril lurks at every turn, there is more to this adventure than combat, and the PCs should be rewarded for their actions and interactions in Aartuat!

Locating and befriending Khonsu-khaibet: 200 XP.

Befriending Merha-aptut: 150 XP.

Being invited to the temple of Hapy by Merha-aptut: 100 XP.

Befriending Atmu-thoth-rahut: 200 XP.

Obtaining figurines from Atmu': 300 XP.

Significant Interaction with any of the other major non-Evil NPCs (Nemekh, Hetet-f, Bas-f-py, Hamephat, Mastuti, Khepifar): 250 XP.

Befriending or aiding Afu-abtem: 200 XP.

Discovering any of the three Evil leaders (Shenau, Gerhit, and Hept-f-hra): 300 XP per Evil NPC discovered.

Defeating any one of the three Evil leaders: 300 XP per Evil NPC defeated (beyond the XP for the combat encounter).

Obtaining the Serpent Ankh: 500 XP.

Getting rid of any of the associated Evil NPCs (Hept-f-hra's wife, 2 sons, daughter, 2 guards, or Hep-thait the boy-thief): 200 XP per associated Evil NPC eliminated.

Overcoming the demoncroc: 500 XP.

Locating the statuettes inside the demoncroc: 500 XP.

Taking the statuettes to Atmu' for his analysis: 300 XP.

Causing trouble in Aartuat: -200 XP.

Stealing from any non-Evil NPC: -400 XP.

Harming any non-Evil NPC: -400 XP.

ADDITIONAL AWARDS

Use your discretion and award XP for the exceptional use of skills, for outstanding interpersonal exchanges with the NPCs, and for excellent roleplaying. For these, you should award a bonus of 200 XP to the particular player.

In addition, you should decide if there was an exemplary player, one whose character carried the day, as it were, constantly acting quickly and intelligently, discouraging bad actions and illogical courses, being stalwart at all times. To this player, you should award him or her character an additional bonus of 300 XP.

WHERE TO GO FROM AARTUAT

Before the PCs set out for the Gorge of Osiris, they should investigate the Pool of Hapy, of course. The story so far directs them thus pretty strongly, but if they somehow manage to bypass the pool, it isn't a fatal thing. They will probably return to the village,

and you can then get them to visit the priest. If not, well, that's the way it goes! There is nothing to prevent them from riding off through the desert without further ado.

If they ride around in the desert, be sure to consult the **Outdoors Random Encounters** section in the Appendix. If they leave Aartuat by the road north, then move ahead to Chapter 5, the Desert Road to the Gorge of Osiris.



CHAPTER 4.

THE POOL OF HAPY

The folk of the village have taken to calling the well worn track beside the stream running from the south, the "Hapy Path." This is for Hapy, of course, the god of the River, and thus also for all waters of a lesser sort, precious and life giving in this desert land. For the same reason, the large pond to the south from which the stream emanates bears the name, the "Pool of Hapy."

The watercourse is from 3 to 8 feet deep and 7 to 12 feet wide as it flows to form the millpond. Note that it is already losing a fair amount of its volume because of irrigation channels and evaporation by the time it exits the dell to flow into the open where Aartuat is sited.

Although measurable rain falls here only about 15 to 20 times annually, this precipitation — along with night dew, ground water seepage, the pools and streams, and irrigation — enables the villagers to live well. There are palms and other trees and bushes bearing fruit. Flowers grow, and abundant vegetable crops are watered, tended with care in this small valley.

Scrub grows up the gently sloping hillsides to the east and west, for the only abrupt and rocky rise is directly to the south, from whence the freshest of water comes forth from the cave that it has carved there. Game animals come here at night, and a place for them has been left in the magical "fences" surrounding the farmers' trees, bushes, and plots. These creatures, too, may share the precious water, grazing a little on the reeds and grasses and other foliage not protected by magic.

DM'S NOTES

This place is not likely to be the scene of sustained activity. The PCs will probably explore here, visit the priest, and possibly engage the demoncroc. Thus, you will probably be returning from this portion of the adventure to Chapter 3 several times. Whenever the PCs leave here for the gorge, move ahead to Chapter 5, the Desert Road to the Gorge of Osiris.

Should the PCs express a desire to hunt, the area beyond the dell is undulating, barren, with scrub and many steep ravines and cuts. This is perfect terrain for the antelopes, gazelles, and other game. See the Appendix for what sorts of animals the PCs might encounter.

Finally, if there is combat and a pursuit of the demoncroc, be sure and note the depth of the Pool of Hapy. Even though its waters are clear, beyond 12 feet or so one cannot see into greater depths. This probably means some swimming and underwater activities, enabling the characters involved to search out and assail the 'croc or its fish carp form.

ENCOUNTER KEY

1. VALLEY ENTRANCE

From the village, the characters pass along the course of the stream to get to the dell in which the Pool of Hapy lies. Attack by the **demoncroc** is possible in several places in this area (See Area 4, below). Consult the map.

The path beside the mill pond continues on along the eastern verge of the stream. In 120 feet, it enters a shallow-sided and gentle cut in the hill just south of Aartuat. Its flat portion is about 90 feet wide; it then inclines upwards another 60 feet on each side. This rise continues more steeply thereafter, and you can catch glimpses of rocky outcroppings and scrubby vegetation. This is certainly a gully washed into the higher ground by water and weather over centuries. Its bottom and near sides are verdant, the villagers growing all manner of bushes and vegetable to either hand. You walk through this miniature valley for about 200 feet. Then you enter a beautiful dell, a bowl-shaped valley with a lovely pool of blue water in its southern portion.

The general conformation of the place is as follows:

North to South: 1000 feet of level land, the southern portion being taken up by the Pool of Hapy, which is roughly 300 feet in diameter, 16 feet or so deep on average, and 32 feet deep in its central portion, a "hole" about 90 feet in diameter. The place is bisected by the pool and the stream, dividing it into an eastern two-thirds and a western third.

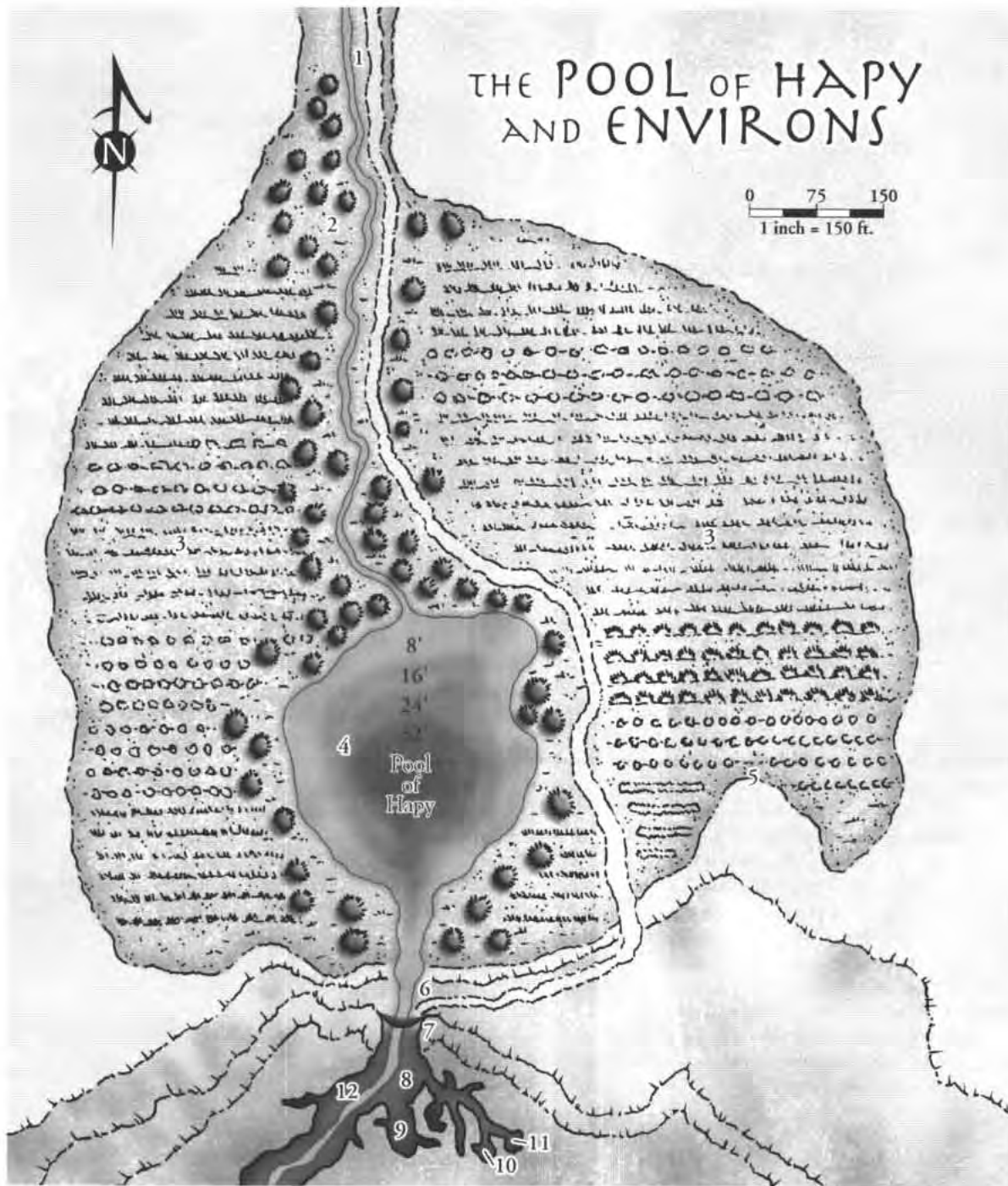
East to West: 600 feet level, then 300 feet to either hand of inward sloping land.

Almost all of the area consists of cultivated palms, trees, and bushes or in vegetable plots. The southeastern verge is hedged off by magic. The foliage is natural, and the animals come through this portion to drink and find food in the driest and most difficult times. Then, the priest will also employ magic to ensure sufficient growth.

Having led the PC group thus far, have them "observe" still more as they continue on into the little vale.

2. PALMS, TREES, AND SHRUBBERY

There are tall date palms and smaller banana ones. There are few figs here, most being cultivated in the village area. The pathway winds through these palms and other trees, their foliage providing relief from the hot daytime sun.



3. GARDEN PLOTS

As they get this far so as to be able to make the following observations, the PCs will be walking near to the stream for about 300 feet. This is an opportunity for the **demonroc** (see Area 4, below) to surge from the water in an explosion of spray, jaws agape, teeth flashing . . .

As you go, it is plain that the folk come here and expend considerable effort in cultivation. All manner of vegetables grow in neat plots: here onions and leeks; there garlic and scallions; various kinds of lettuce everywhere; and all manner of things such as carrots, potatoes, beans, tomatoes, cucumbers, and melons.

The beds are neat, well worked, and watered by little trenches that interlace the whole area. Along the rising slope of the dell, you see grape vines and berry bushes.

And with that, the observers come to the lower part of the dell in which the big pond lies.

4. POOL OF HAPY (ELO OR 9)

This could be one of the storied oases of the desert, for the brightly shining body of clear water seems a marvel. Of course, it isn't fed from an underground source, so it is a pool rather than an oasis. No matter.

It is about a half-bowshot (400 feet, if they must ask) in diameter, and from the looks of it, the water is very deep.



The southern half's banks are marshy. It seems a perfect place for fishing.

There is an abundance of fish in this big pond. The demoncroc might well be lurking here, too. However, the water here is clearer, so anyone making a Spot check (DC 10) will spot a "crocodile." The DM will have to play the matter of the **demoncroc** as the situation develops. The thing can't get to Merha-aptut's cave, of course, and it won't be able to slay him either, for its priority is now the PCs.

Demoncroc: CR 9; H Outsider [Aquatic] (30 ft. long); HD 12d8+35; hp 89; Init +5 (Dex, Improved Initiative); Spd 20 ft. swim 30 ft.; AC 19 (-2 size, +1 Dex, +10 natural); Atk +19 melee (2d8+12, bite), +14 melee (1d12+12, tail slap); Reach 10 ft. by 20 ft./10 ft.; SA improved grab; SQ darkvision 60 ft., alternate form, fast healing 5, damage reduction (20/+2), SR 15, resistances (cold, electricity, acid 20), immunities (poison, fire); AL CE; SV Fort +13, Ref +9, Will +9; Str 27, Dex 12, Con 20, Int 12, Wis 12, Cha 8.

Skills: Hide +8*, Knowledge (any one) +13, Listen +16, Move Silently +13, Search +16, Sense Motive +13, Spot +16, Swim +28. **Feats:** Improved Initiative, Power Attack, Weapon Focus (bite).

5. STEEP HILLSIDE RISE

The path leads away from the Pool of Hapy, heading straight south through the vegetable gardens. You are heading for a steep hillside. While the ground all round the little bowl of this dale rises in a generally gentle slope, at the southern end is a near precipice that crests at 60 feet above the water to its north. From about halfway up this

The path leads away from the Pool of Hapy, heading straight south through the vegetable gardens. You are heading for a steep hillside. While the ground all round the little bowl of this dale rises in a generally gentle slope, at the southern end is a near precipice that crests at 60 feet above the water to its north. From about halfway up this rocky hill cliff flows a stream of silvery water, dropping in a bright waterfall.

There the track begins zigzagging up the rise, climbing some 30 feet, then it right-angles west toward where there is the cave mouth, from which the water pours forth to the pool below.

Naturally, the players will want their characters to observe this interesting place, so . . .

6. WATERFALL

As you get nearer, you see that the water actually rushes down a steep slope of about 30 feet in length before it shoots over a ledge to drop the remainder of the distance to the basin and course that flows on into the pool some 100 feet further north. There is a fair amount of noise, of course, and a mist of spray from the force of the stream of cool water impacting the smooth rocks below.

In fact, the area near the waterfall's base must be a popular spot on a hot Khemitian afternoon, for the mist and spray serve as a refreshing shower, no doubt!

True, and anyone familiar with the village will tell the PCs just so. You might have some workers there "cooling off" if time and circumstances are appropriate.

7. CAVE MOUTH

The emerging underground stream has cut a fairly large exit in the stone here 40 or more feet above the valley's floor. The water comes forth in a bed 15 feet wide, leaving ample room on either side to enter the cave it has carved. The path divides here, one part shading on up the steep hillside, as much an animal track as one for humans, the other a well trod footpath entering the eastern side of the cave.

This is the place where the Priest of Hapy, **Merha-aptut**, has taken up his solitary residence. It seems a very fine spot indeed, considering the beauty of the view, the abundance of good water, and the cool current of air that comes wafting forth from the cave mouth. Obviously from the tracks, the holy man leaves here frequently and many others come to see him.

The team should be here to pay their respects to Merha' and Hapy too. Whether or not the priest is here leading them, or the PCs are "dropping in," the next part follows automatically.

8. COOL ENTRANCE CAVE

The front portion of the initial cave in the little hillside complex is reserved for the public, as it were. The area extends some 150 feet south, although the end portion is obscured in darkness and is almost 30 feet wide. The work done by water has been augmented by Merha', so the whole place is free of rubble. At the far end is a collection of foodstuffs in containers brought as payment for ecclesiastical services. These clay vessels of beer and wine, containers filled with dried fruits, root vegetables, and so forth are here for the Priest's use or to give to anyone in need.

Villagers have brought some rough chairs here as a token of their appreciation for Merha-aptut and the good he does. The

furniture is just inside the entrance, so placed as to be far enough away from the waterfall as to allow for normal talk, to get the cool of the subterranean place, and yet to have light filtering in to provide dim illumination in daytime.

As your eyes adjust from the brightness of the light outside to the dimness herein, you see that the cave you have entered is about 5 feet broad to either hand, extending back to the south beyond 80 or 90 feet as far as you can see.

There are some typical Khemitian country chairs of palmwood just a few paces inside the entrance, and they are obviously placed there for the comfort of callers.

As the situation demands, the group should then call out that they have come to visit, await Merha's invitation to be seated, have Khonsu or whomever else is a native of the village that is with them handle things, and so forth. In no case should the party go further without leave to so do. If it is possible, the Priest will come forth from his own area (Area 10, below) or otherwise, and after hearing the PCs initial statements and observing them carefully, speak in this general fashion:

"So, you're welcome to my humble place of dwelling, one and all. This place is fine for ordinary conversation and the folk here, but I suggest it might be wise for us to remove to my personal chamber. Please come this way."

9. MERHA-APTUT'S CAVE QUARTERS (EL VARIABLE)

This priest might have climbed far higher in the ranks, save for the fact that he was more concerned with nature and the well being of living things than with organization and place. He is not an activist, nor is he a fighter.

While Merha-aptut is generally a benign and peaceful fellow, he has a dagger, but he will not usually attack another





human with this weapon, preferring instead to utilize his spells and magic items if he is attacked. Naturally, he will not initiate any violence against any normal creature or fellow human. If attacked in his own dwelling place, he gains a +6 divine bonus to his armor class from Hapy's fetish nearby, this protection continuing for as long as needed without cost to Merha-aptut or negation of any sort by his foes.

Merha-aptut generally requires a service for his fees, for he is constantly helping the needy in Aartuat and hopes one day to build a small temple to Hapy in the village. If the demoncroc has been active and slain any villagers, then Merha-aptut will be prone to assist the characters if they come to him and ask advice and seek help.

NPC MOTIVATIONS

Merha-aptut (NG Clr7/Sor4): This quiet and dedicated cleric has as his mission the spreading of appreciation for the role of Hapy in the scheme of things, particularly here in the barren west so far from the great Nylle. He has come here to escape the crowded cities and to dwell in relative isolation, yet so placed as to assist all the villagers with his abilities and counsel too. Merha-aptut is not simple, but he has relatively rigid ways and fixed views. He will remain distant and not become involved in things unless the player characters have done some outstanding service.

This includes the revealing of the malign nature and schemes of Hept-f-hra and his family and associates while aiding the decent youngest child of the merchant; uncovering Gerhit and Shenau for what they are and getting rid of them and/or destroying the daimotherion demoncroc; and having Khonsu-kaibet as a friend and ally, as well as being generally friendly and kind to the normal village folk in the process.

In the latter case, Merha-aptut will not leave the area of his domicile and Aartuat, but he will provide all things he is able to with spells or otherwise assist the team to achieve success. In this regard, he has a special weapon he will give, as detailed in Area 10.

While this ecclesiastic is by no means mercenary, he will absolutely charge high but fair prices for his services. The foreigners have the wherewithal, and the villagers are not wealthy. Sums collected will be used to help the needy, the poor, etc.

SIDE CAVE

At about 70 feet in, there is a side passage some 4 or 5 feet wide on the east wall of the main cave. This branch slants south by southeast for about 20 or 25 paces, and then opens to a cul-de-sac cave, a chamber of 15 feet in width and 25 feet in length.

This small cave is illuminated in a deep and wonderful blue-green light from a *continual flame* spell. A pair of fish of carved crystal emanates the light, one glowing a soft, emerald green, the other aqua blue. Each is about a foot long and is suspended in mid-air, almost as if swimming there. The radiance enables the PCs to see the whole contents of this place quite well.

At the far end of the cave is a figure of Hapy in a shrine of gilded wood, before it a shell, bowl of water in which floats a lotus flower, an offertory dish of lapis lazuli, and many little figurines of the animals and plants that flourish in the Nylle. The wall round this area is covered with paintings of scenes of



life in and along the banks of the great river, as well as prayers written in the ancient hieroglyphics of the land.

On the west wall is a pallet, a stool, a little writing table, and a small trunk. Opposite this are three pegs with Merha's garments hung on them, a wicker hamper, several woven baskets of varying sizes, a shelf holding personal hygiene items (towels, razor, tweezers, soap, unguent, etc.), a leather bag, and the wooden alms bowl used by the ecclesiastic with when he is in Aartuat.

SPEAKING WITH MERHA-APTUT

Assuming that the team is here with the priest, this sort of dialog from Merha-aptut is appropriate:

"It is good to see outsiders so concerned with our gods, our ways, our people. Your deportment is such that I will assist as I am able."

And/or:

"Do you wish to pay your homage to the Beneficent Hapy? Then come with me to the special place . . ."

The cleric will then escort the PCs back a few paces along the entrance passage, where, obscured by the rock formation of the cave, there is a narrow passage eastwards. The way is but a bit over 1 foot wide, and it twists southeast, then south to end in the area described below under Area 10.

And/or:

"The wisdom of Atmu-thoth-rahath will certainly stand you in good stead: follow it!"

And/or:

"Khonsu-khaibet is an upright and good young man. You are blessed indeed to have gained him as an ally."

As was noted above, for 20 gp Merha' will be happy to consecrate and lay blessings especially on the containers in which the statuettes of Sebk and Set will be hidden, thus assuring they are kept safely.

He will recognize the *Serpent Ankh* for the vile, perverted object of Evil that it is, saying something like this to the party:

"Keep that thing concealed, for any of the servants of the wicked who see it will lust after it. Have no fear otherwise, though, for it has no power over those of good heart and clean mind! That you came upon it in this little village bodes ill for Aartuat and for all our beloved Pharaoh's kingdom, too. You must have been sent to Khemit by great powers indeed, and I will pray that your mission succeeds, even though my own lord is a neutral deity and must remain neutral in this struggle."

Fees for any spells are based on the rules for spellcasters charging for spells in the *DMG*. Of course, in dire necessity, there will be no question of fee or payment. Healing, arresting and cure of poison or disease, removal of a curse, etc. is done without hesitation. Naturally, donation thereafter is appreciated but never asked for!

10. SHRINE CAVE

In the event this place is entered without the express permission and attendance of the ecclesiastic, Merha-aptut will, if he discovers the sacrilege, consider it to be an assault upon him of the deadliest sort. Thus, if no harm was done and nothing was taken, he will order the trespassers out and never again speak to or assist them thereafter. If anything was defiled or stolen, this is the same as an attack upon his person, and the priest will fight back with all the



abilities at his command, just as if he were faced by threat of imminent death from the player characters!

However, if they are otherwise come here, the PCs are being honored by the cleric. If they are without Merha', the place is absolutely dark, save for whatever illumination the team provides. Here is the descriptive text, the first paragraph assuming that the ecclesiastic is guiding the PCs:

At a word from the Priest of Hapy, the two glowing crystal fish figures seem to come to life. "Abtu, Ant, swim after me," he calls, and the mineral forms suddenly seem like fat perch disporting themselves in the current of the river. Their co-mingled radiance lights your way as you go to the place where Merha-aptut's hidden shrine awaits.

You see another small cave about the same proportions as that in which the Priest dwells, but this one has a much higher ceiling. The stone here is striated in a mixture of minerals, so that the walls seem to be water! There are bands of blue and green and milky quartz too, all glazed over with ancient deposits of a clear sort from the stream that now flows lower down and westwards many yards off.

Upon a rock in the middle of the place is an elaborate shrine and encasing shell. Both are carved and painted so as to resemble the waterweeds of the great river. Upon opening the doors, a 3-foot tall statue of Hapy stands. This is carved of lapis lazuli, with gems of peridot inset for eyes, a gold lotus crown, a papyrus scepter, and a water jar worn and held. Before this figure are arrayed three vessels of beaten gold: a tray, bowl, and ewer. On the tray are solid gold replicas of the fish of the Nylle and things that grow from its waters.

If this stuff is broken up and sold for its metal and the gem's value, the stuff will fetch 5,000-10,000 gp, no questions asked. Intact, and disposed of well outside Khemit, the value of the lot is 10 times that!!! However, the statue is a fetish of sorts, sacred, consecrated, and with an awareness. If it is taken from the cave, the water of the stream will rise suddenly, gushing forth as the criminals leave the cave complex's mouth. Each character must make a Reflex save (DC 22) or fall into the pool, taking 6d6 falling damage and 4d6 damage along the way for bumping the rocks and tumbling out of the falling torrent of the stream (now shooting forth in tons from the cave mouth). Anyone unable to swim because of armor will certainly drown.

Lastly, if the materials taken should fall into the pool, Hapy will reclaim his own. The items will vanish, as a greater deity uses his powers to good effect.

All round the place are various religious items that the ecclesiastic keeps here: ceremonial garments, lamps, scrolls and papyri, carved wood that shows scenes of water and its flora and fauna, and so forth. Merha-aptut has his many books of scholarly interest and of minor magical formulas. Those which are specific being not particularly useful — e.g., the formula to make the fish figurines levitate permanently in the air and move by command.

II. HIDDEN PASSAGE & SECRET CAVE (EL VARIABLE)

In the passage just outside the shrine cave, there is a boulder that can be rolled aside. Doing so reveals a "pipe," a crawl-space that winds into the rock for many feet, then ends in a bubble-like area about 8 feet in diameter. This is where the priest has placed the weapons and armor he doesn't approve of, but will give over to the player characters as detailed in Area 9, above. If the PCs discover this area themselves, skip the text of Merha-aptut's speaking to be read aloud and go directly to the portion thereafter.

The cleric beckons to you to follow as he takes a few paces back along the route of entry to the shrine area. Then Merha-aptut bends, shoves a boulder aside, and points to the small tunnel in the rock thus revealed: "I will not go, but one of you can crawl in and get from the place beyond certain things of battle that will be of use to you in that which lies before you. And, no, do not ask what each does, for I am a man of peace, and I have no answers for you."

A long crawl, then some effort, and back you come with weapons and armor. From this hiding place you bring forth the following:

A trident that has a cord of silvery material fastened to its end. An axe of a two-handed sort, obviously made for warfare. It has a golden blade! This is a complete contradiction. A mace of shining copper, also of a two-handed sort. A pair of golden boots, a cuirass, and an old-style Khemitian helmet with a flowing neck protector of silvery mesh and a crest of sun and silver moon crescent atop it.

The cord attached to the trident is unbreakable and the trident is a +1 *dancing bane [evil outsiders] trident*. The axe is a +2 *ghost touch battle-axe*. The mace acts as a +3 *mace of shattering* (identical to the *hammer of shattering* detailed in *Relics & Rituals* by Sword and Sorcery Studios). The boots, armor, and helmet are the *boots of Hapy*, *cuirass of Hapy*, and *helm of Hapy*, respectively. See the Item Appendix for more details on these powerful items.

12. WATER COURSE TUNNEL

There is sufficient room for curious characters to walk into the hillside, following the watercourse for many furlongs' distance. However, it will be arduous, requiring immersion at times, clambering over obstructions, and so forth. In any case, after about 1-2 miles traveled thus, the way ends.

The way is dangerous, and some incidental harm might be incurred by the rash or hapless in the process of wasting time here. The DM knows best how to handle such situations!

There can be a number of fissures and side passages if you wish. Getting lost might be a real possibility, or a cave-in, sinkhole, or the like threaten the explorers. While this is absolutely extraneous to the adventure at hand, the DM might wish to develop the place for some later scenario of his own devising. Passages could lead to the local subterranean realms, an underground lake, some forgotten sort of place, or anything else that is desired.

INTERIM EXPERIENCE AWARDS

Following interactions with Merha-aptut or combat with the demoncroc, such that the primary activities at the Pool have been accomplished, you should halt play for an analysis of performance, award experience ("XP") for various story accomplishments, and allow for character advancement.

STORYAWARDS

Per the *DMG*, you may award the following XP for certain story accomplishments. The following are suggested awards;

as always, your sound discretion controls. Note that PCs should only be rewarded for overcoming the demoncroc if they defeated it here.

Interacting appropriately with Merha-aptut: 200 XP.

Allowing Merha' to examine the Serpent Ankh: 300 XP.

Entering the shrine cave without permission: -200 XP.

Desecrating the shrine or harming Merha': -600 XP.

Overcoming the demoncroc: 500 XP.

Locating the statuettes inside the demoncroc: 500 XP.

Having Merha' consecrate the containers from the demoncroc: 200 XP.





CHAPTER 5.

THE ROAD TO THE GORGE

DM'S NOTES

Of all the sections of this scenario, this one is meant to be the shortest and the sharpest too. That is, the player characters, hopefully with Khonsu-khaibet as an NPC, ride on horseback from the village on as direct a line as possible, following the faint track, from there to the entrance to the Gorge of Osiris. The bandits lying in wait will assault them; the PCs will fight back and, when the outlaws are defeated, move on as is appropriate.

AREAS OF AMBUSH

Take a look at the overview map, and you will see the screening positions the bandits have set up. Each potential encounter area with these rovers is indicated by a 5A. You will note seven such places. The area marked 5B is separate and detailed a little later on. Each is singular, of course, and once the bandits have been encountered some decision will probably have been reached. That is, either the PCs will have defeated or been defeated by this group. Only in the case of a standoff will the bandits appear again at the indicated spots.

Assume that there are a sprinkling of scouts out, and when the PCs leave Aartuat headed in the general direction of the Gorge of Osiris, these observers will ride at a gallop back to inform their leader, and an ambush will be set up in the marked position appropriate to the team's line of advance. For example, if they follow the Khenn Shurr (Fading Brook) down from the plateau of Aartuat into the sands of the desert, then turn north and hook westwards onto the higher elevation again, one of the second line of three locations or the final fall-back position near the entrance to the gorge is where the attackers lurk in wait.

The 5B area is the rocky hill in which the bandits have their lair. This is described in detail in the appropriate place. In most cases, this place will not be encountered. Should the PCs pursue defeated and fleeing survivors of the robber band, they will be led back to this place. There is also a slight chance that the team simply ventures northwards and stumbles upon the bandit's lair.

THE BLOODIED MOON

The second of the **Nine Evil Objects**, the *Bloodied Moon*, is with the chief of the desert bandits. If he is killed or captured, and this device taken thus, then the PCs need not concern themselves with any pursuit.

If the leader escapes, stress his position as the chief of the robbers and his flight in total rout accordingly, for the players should have the opportunity to send their characters after him. In this situation, such a chase is not a diversion from the mission. However, don't make too much of it, so that the decision will be one from the players, not the DM!

ENCOUNTER KEY FOR THE GENERAL AREA OF THE GORGE OF OSIRIS MAP

We can't give you much in the way of scripted text here, for the party will be moving freely, without direction from this scenario or the DM either.

Here is the opening that you can read as the PCs depart Aartuat:

You leave the caravanserai and its little collection of buildings headed northwards. Looking back, the vegetation stands out as would an emerald in a copper setting. The soil and stone here is of such reddish-orange as to make that comparison appropriate, and most of the desert scrub is brown and sere so as to blend with the mineral. The foliage that marks the course of the stream flowing from Aartuat is a string of gem-like green. A mile or so from Aartuat it becomes a tangled jungle near the banks of the waterway, a thorny hedge at its verge a few score paces from the stream. All else is harsh and stark.

To your left (the west) the land rises in step-like tiers and massive hills of stone. The elevations tend to have precipitous sides, flattish tops, and then rise again. Here and there, sand-weathered peaks are thrust skyward, crags jut, and ravines cut deep into old rock.

A relatively level tableland runs northwards from the village. It is the same as that east-west portion of the plateau upon which the caravan route from Famoc on to the oasis of Dahla Amun follows. There is, in fact, a faint path that heads off toward the Gorge of Osiris area.

This flat ground is hard packed red clay, sandy in places, and rocky more often than not. From its bulk rise great and small mounds of stone, weathered into odd shapes by wind-driven sand.

The sand stretches out to your right (the east), a sea of the stuff between you and the Nylle River far distant now. The sand, in fact, seems to lap at the plateau as if it were water, the rock rising 20 or 30 feet above its level. Of course, the sands

are not level. The stuff rises in ridges and dunes, shaped into new forms each time a strong breeze crosses its surface. Many bits of stone can be seen scattered in this waste, and a few big hills of solid stone stand as lonely sentinels to announce the rising of the old mountains to the west.

5A. BANDIT AMBUSH (EL 15 OR 16)

Note: Remember that the evil folk from Aartuat might be here with the desert raiders: i.e., Hept-f-hra and his family and guards, Gerhit and his son, Hep-thait, and/or Shenau.

Again, unless there is a confrontation without fighting, the seven possible locales for this encounter are meaningful only with respect to that singular one where the battle occurs. Once that is finished, the places are deserted. Either the bandits will be dispersed and gone, or (perish the thought) the PCs defeated and dead. Whenever the team passes near or through these locales thereafter, there will be nobody present.

Shenau (see Chapter 3, Area 13, above) has assembled this band of outlaw Khemitians and servants of Set under their chief, Turpur, stiffened them with wild tribesmen of the desert who care for no Khemitian deity whatsoever, and prepared them to keep everyone not a part of the dark plot out of the gorge area. Then the head of the temple sent his own watchdog—Hu Benti—to keep track of what Shenau's men were doing. Of course, the more successful Shenau is, the higher his status in the time to come. So when the team of foreigners comes to Aartuat, the rovers waiting in the desert will be ready to fall upon it! Naturally, the bandit leader is playing his own hand, as is typical with those of Evil. Shenau rides the fence between Setem-nefer, the High Priest (see Chapter 6 for details), and his surrogate, Hu Benti, the Priest of Set, by trying to curry favor with the latter – though he is ready to “serve loyally” under whichever man emerges as the more powerful.

NPC BACKGROUNDS AND MOTIVATIONS

Turpur, Bandit Leader (CE Rog13): Just as the soldiers are in the Aartuat caravanserai, this fellow and his men are posted outside the Gorge of Osiris to see that nobody stumbles upon the overthrown Temple of Osiris (now of Set) or otherwise troubles Shenau in Aartuat. Dead men, as is said, tell no tales when fed to an insatiably hungry devil! Turpur likes his work, too, and he collects pay from both Setem-nefer and his theoretical superior, Shenau, supplementing these sums with what can be pillaged from small caravans foolish enough to come this way rather than along the main (Farnoc-westwards) route. Note that unlike the military detachment, these men will not risk their lives for “duty,” the latter term meaningless when it comes to saving their own hides.

Hu Benti (CE Clr13): This priest isn't bright, but he is rigid in his outlook and follows instructions from his master, Setem-nefer, to the letter. He is to make

sure that the bandits do not reveal any secrets. In the fray ahead, this means that Hu Benti will fight!

AMBUSH!

The stage thus set, we ride with the PCs into the wasteland towards the gorge . . .

As the party reaches an ambush site, the foremost one, two, or three (maximum) members need to make a Spot check (DC 28) to notice the bandits in hiding. If the group has advanced scouts who are hiding or are invisible, or the whole party is invisible, then a Spot check (DC 20) allows them to gain surprise over the bandits. On a failed roll, the PCs fail to notice the bandits.

Situation One: If the PCs' Spot check is 38 or higher, the bandits will be unmounted, bows unstrung, and if the team charges to attack, all combat will be at close range with melee weapons.

You see a group of a couple of dozen ragged men, bandits for sure! Their horses, which seem skinny but appear to be light horses, are tethered, and you see bows in cases on their saddles. All have hand weapons, lances, and a few have crossbows, too. They seem to be lurking as if prepared for ambush, but aren't aware of your approach! While you might get a few missiles off from where you are, that will give the majority of them the opportunity to mount up, ready their own bows, and shoot back while they ride into you in at a gallop.

Situation Two: If all of those able to discover the ambush succeed in their checks (Spot DC 28), then they have surprised the ambushers. However, the bandits will be able both to mount and ready their missile weapons before the party can close, so one round of missile fire will have to be undergone as the PCs ride into the fray.

You see a villainous group, a score or more of men, running frantically to where their horses are tethered. They have swords, lances, crossbows, and bows. They must have been waiting here, planning to ambush you, but your careful scouting prevented their plan from succeeding. They are a bowshot distant now, but it is certain the whole party will ride their horses into you at the charge.

Situation Three: If any observer fails, but others succeed in their Spot checks, then the bandits are mounted, bows ready, and will then commence their attack as follows:

There are 20 or more armed and horsed men about 600 feet distant. They have cocked crossbows ready, bows with arrows nocked, lances leveled, and swords unsheathed. In a heartbeat or two they will surely discharge a volley of missiles and charge at you!

Situation Four: In the case of failure by all members of the party, the bandits achieve surprise. Assume each member of the party is struck by an arrow (1-5) or bolt (6), (roll 1d6 with a roll of 1-5 indicating an arrow and a roll of 6 indicating a bolt), while each mount has a 50% chance of being struck likewise. Before the PCs can do anything, there will be a like volley of missiles, but only one, for the bandits will be charging to attack with lance and sword. In the interval, however, a spell or two might well strike them!





Even in this case, armor and ability should give the PCs a far better than equal chance to defeat their attackers, killing most and sending the survivors off in flight. The spellcasters in the bandit party will use a single spell only before likewise falling on the strangers. They seriously underestimate the power of their enemy, of course. The undisciplined attackers will disregard missiles to fight with lance and sword. One or two will leap from their horse to fall upon a prone foe, seeking to loot him then and there.

Stats for the bandits are detailed below for convenience. Spells likely to be employed by the priest and Shenau the magician are listed, but the DM can manage these matters in any way he sees fit.

Bandits (Khemitian ex-Soldiers), Male Human War1 (10): CR 1/2; SZ M; HD 1d8+3; hp 11; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +2 leather, +1 small steel shield); Atk +2 melee (1d6+1, scimitar, 18-20/x2) or +2 melee (1d6+1, light lance, crit x3) or +2 ranged (1d8, longbow, crit x3, range 100 ft.); AL CE; SV Fort +2, Ref +0, Will +0; Str 12, Dex 12, Con 10, Int 10, Wis 10, Cha 11.

Skills: Climb +3, Intimidate +4, Jump +3. **Feats:** Endurance, Toughness.

Possessions: Leather armor, small steel shield, longbow, 20 arrows, light lance, scimitar, light warhorse, pouch with 25 sp.

Bandits (Tribal Warriors), Male Human War3 (8): CR 2; Size M; HD 3d8+6; hp 26; Init +2 (Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +2 leather, +1 shield); Atk +5 melee (1d6+2, scimitar, 18-20/x2) or +4 ranged (1d8, longbow, crit x3, range 100 ft.); AL CE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 11.

Skills: Handle Animal +6, Intimidate +6, Ride +7. **Feats:** Improved Initiative, Power Attack, Toughness.

Possessions: Leather armor, small steel shield, longbow, 20 arrows, scimitar, light warhorse, pouch with 25 sp.

Bandits (Riff-Raff), Male Human Rog2 (4): CR 2; Size M; HD 2d6; hp 9; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); Atk +3 melee (1d6+1, short sword, 19-20/x2) or +2 melee (1d8+1, shortspear, crit x3) or +3 ranged (1d8, light crossbow, 19-20/x2) or +2 ranged (1d8+1, shortspear, crit x3, range 20 ft.); SA sneak attack (+1d6); SQ evasion; AL CE; SV Fort +0, Ref +3, Will +0; Str 13, Dex 12, Con 11, Int 11, Wis 11, Cha 10.

Skills: Climb +6, Disable Device +5, Disguise +5, Forgery +6, Hide +5, Listen +5, Move Silently +5, Open Lock +6, Ride +2, Spot +5. **Feats:** Mounted Combat, Simple Weapon Proficiency (shortspear).

Possessions: Masterwork leather armor, masterwork short sword, shortspear, masterwork light crossbow, 20 bolts, dagger, light warhorse, pouch containing 75 sp and 25 gp.

Captain Turpur, Male Human Rog13: CR 13; Size M; HD 13d6+26; hp 71; Init +3 (Dex); Spd 30 ft.; AC 22 (+3 Dex, +4 armor, +3 shield, +2 ring of protection); Atk +13/+8 melee (1d6+4, +2 scimitar, 15-20/x2) or +14/+9 ranged (1d6+3, +1 mighty composite shortbow, crit x3); SA sneak attack (+7d6), crippling strike (sneak attack deals 1 point temp Str damage); SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps), slippery mind; AL CE; SV Fort +6, Ref +11, Will +6; Str 15, Dex 16, Con 15, Int 14, Wis 14, Cha 10.

Skills: Appraise +12, Balance +13, Bluff +12, Climb +8, Disguise +10, Forgery +13, Gather Information +10, Hide +15, Intuit Direction +8, Listen +10, Move Silently +15, Open Lock +11, Picket Pocket +11, Ride +11, Search +12, Sense Motive +9, Spot +10, Tumble +13. **Feats:** Blind-Fight, Combat Reflexes, Improved Critical (scimitar), Improved Unarmed Strike, Martial Weapon Proficiency (scimitar), Weapon Focus (scimitar)

Possessions: *The Bloodied Moon* (one of the Nine Evil Objects), +2 scimitar, +2 buckler, +1 studded leather armor, +1 mighty composite shortbow (+2 Str bonus), ring of protection +2, 2 potions of haste, potion of cure light wounds, 20 masterwork arrows, gold bracelet (200 gp), light warhorse, pouch with 3 pieces of amber (50 gp each) and 200 gp, 4,500 gp (stashed away in a secret location known only to him).

Priest Hu Benti, Male Human Clr13: CR 13; Size M; HD 13d8+13; hp 77; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +6 armor, +1 amulet of natural armor); Atk +12/+7 melee (1d8+3, +1 heavy mace) or +12/+7 (1d4+2, masterwork dagger, 19-20/x2) or +11/+6 ranged (1d8, masterwork light crossbow, 19-20/x2); SA smite good (1/day, +4 attack, +13 damage); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +9, Ref +7, Will +12; Str 15, Dex 13, Con 13, Int 13, Wis 19, Cha 14.

Skills: Concentration +11, Craft (woodworking) +5, Diplomacy +10, Knowledge (religion) +13, Scry +7, Spellcraft +9. **Feats:** Combat Casting, Craft Rod, Craft Wondrous Item, Empower Spell, Heighten Spell, Lightning Reflexes.

Spells Prepared (6/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC 14 + spell level): 0—detect magic, inflict minor wounds, light, mending, read magic, resistance; 1st—bane, detect good, doom, inflict light wounds (x2), protection from good*, remove fear; 2nd—desecrate*, endurance, hold person, inflict moderate wounds, silence, spiritual weapon, zone of truth; 3rd—animate dead, contagion*, deeper darkness, dispel magic, invisibility purge, protection from elements; 4th—divine power, greater magic weapon, inflict critical wounds*, lesser planar ally, poison, spell immunity; 5th—circle of doom*, ethereal jaunt, slay living, unhallow; 6th—animate objects, harm*, planar ally; 7th—blasphemy*, control weather.

***Domain Spell.** Deity: Set. Domains: Destruction (1/day, smite good, +4 attack, +13 damage); Evil (cast evil spells at +1 caster level).

Possessions: +2 scale mail armor, +1 heavy mace, 10 +1 bolts, amulet of natural armor +1, wand of inflict light wounds (19 charges), divine scroll of 3 spells (slay living, implosion, and flame strike), masterwork light crossbow, masterwork dagger, light warhorse, unholy symbol, pouch with 200 gp.

Note: If Shenau (below) is not encountered and defeated earlier in the adventure, he will be here as well; his statistical information is repeated for convenience.

Shenau, Male Human Sor12: CR 12; Size M; HD 12d4+3; hp 36; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 bracers of armor); Attack +6/+1 melee (1d4-1, dagger, 19-20/x2, range 10 ft.), or +9/+4 ranged (1d4-

1, dagger, 19-20/x2, range 10 ft.); AL CE; SV Fort +4, Ref +6, Will +9; Str 8, Dex 15, Con 11, Int 14, Wis 13, Cha 19.

Skills: Alchemy +17, Concentration +12, Knowledge (arcana) +6, Knowledge (the planes) +8, Knowledge (religion) +5, Profession (herbalist) +7, Scry +7, Spellcraft +14. **Feats:** Brew Potion, Craft Wondrous Item, Extend Spell, Maximize Spell, Spell Focus (Necromancy), Toughness.

Spells Known (Cast per day: 6/7/7/7/5/3; base DC 14 + spell level, base DC for Necromancy spells is 16 + spell level): 0—arcane mark, dancing lights, detect magic, detect poison, ghost sound, light, mage hand, mending, read magic; 1st—charm person, chill touch*, feather fall, magic missile, sleep; 2nd—cat's grace, ghoul touch*, invisibility, scare*, web; 3rd—dispel magic, fireball, invisibility sphere, summon monster III; 4th—enervation*, minor globe of invulnerability, polymorph other; 5th—animate dead*, teleport; 6th—acid fog.

*Because of Spell Focus (Necromancy), the base DC against these spells is 16 + spell level.

Possessions: *Necklace of aura shielding* (immune to detect thoughts and detect evil/chaos; aura appears good), bracers of armor +3, wand of lightning bolt (21 charges; 9th-level caster), arcane scroll of 2 spells (fear and teleport), *Serpent Ankh*, masterwork dagger, 3 vials of giant wasp poison (injury DC 18, initial and secondary 1d6 Dex), heavy horse (secretly stabled at Hept-fhra's), pouch with 50 gp, 10,000 gp (in trapped and magically protected coffer at residence).

CONCLUDING THE BATTLE

Route: Despite the possibility of the magician, Shenau, being present, and the Priest of Set, Hu Benti, certainly being there, Turpur, the captain of the band of fighters, will flee for his life as soon as he sees the battle is going to be carried by the player characters and their allies. He will blame one or the other of the high-ranking ones there with him for the defeat. Just as certainly as Turpur runs, his surviving men will follow. If he isn't brought down, then the chase should be on! The one **Evil Object** he possesses, the *Bloodied Moon*, enables Turpur to pass the **sanddevil** (see below), and the other bandits know they must be with him to gain the hoped for safety of the cave at 5B.

Captured Bandits: If somehow taken alive, the chief of the outlaws will confess only that he is a "poor tool of the wicked Shenau," but if he thinks it means his life, he will finally reveal that "someone in the Temple of Osiris" is leagued with the magician; to reveal all is certain doom for Turpur, so he will speak no further. Note that Hu Benti, the priest, is a fanatic. He will die fighting if possible, rather than surrender. If he is somehow taken alive, he will never speak freely about any association with the Temple of Osiris. None of the others are aware of such a connection. They can say only that their leader took instructions from Shenau, the Magician of Aartuat.

Warning the Temple: If the rover band is defeated, those at the temple in the gorge will receive news of this, and they will be prepared to receive "guests" (see Chapter 6). Nobody there will ever admit to associa-



tion with the bandits! Regardless of information or suspicions, the assault upon them should alert the PCs to like duplicity, and what has occurred makes any NPCs accompanying them ready to side with the foreigners against fellow Khemitians.

EXPERIENCE AWARDS

Immediately after defeat of the bandits, regardless of whether or not the PC group is in pursuit of the fleeing foes, have the players pause for a moment and award experience based on the combat. Do not distribute story awards at this time, reserve that for the end of this Chapter (see below)!

5B. BANDIT LAIR (EL VARIABLE)

If the ambush detailed in 5A hasn't occurred elsewhere, the outlaw band will attempt to manage it here, of course. Go to that portion of the text as needed.

You will note that this site is in the upper northeast portion of your overview map, the location conveniently near the desert track which heads to the city of Tantere, another forking off to the Ahar-Ptah Oasis—the most likely way from which some unexpected visit might occur.

THE SANDDEVIL (EL 10)

The cave entrance to the bandit lair is partially obscured by a hummock of sand about 15 feet high at its center and 30 feet in diameter. If there was a battle and the bandits were defeated, the leader will possibly be hiding in this place, along with any of his men who

were able to keep up and get inside as well. All others will continue riding off along the desert track, for without the power of the *Bloodied Moon*, they dare not go near the sanddevil.

The hummock of "sand" is this horrid thing. It lies in wait there, ready to assail anyone who approaches. To notice that the supposed dune is not normal, a PC must make a Spot check (DC 20) or a Wilderness Lore check (DC 25). Otherwise, the sanddevil will attack the PC group with total surprise. The sanddevil is a demonically possessed earth elemental. Its body is sand and gravel, and it can expel portions of itself, replacing this material with like desert substances.

Figurines: Should any of the PCs be carrying a Khemitian figurine of a chaotic or neutral evil deity, the brute will single out such individuals for preference in its attacks, being drawn to the dichotomy of a non-servant of Set bearing such a token.

Sanddevil: CR 10; SZ H Elemental (Earth); HD 16d8+64; hp 136; Init +0; Spd 20 ft.; AC 21 (+11 natural); Atk +17 melee (2d6+10, slam); Face/Reach 10 ft. by 30 ft./10 ft.; SA sand blast (30 ft., Reflex save DC 22, 6d6 damage), sand screen (15 ft. by 2 ft. by 30 ft., for 16 rounds, creatures within 5 ft. gain one-half concealment, creatures further away gain total concealment), quicksand; SQ elemental, damage reduction (10/+1), natural state (invisible until it attacks), tremorsense, immunity to piercing weapons, vulnerabilities; AL N (evil tendencies); SV Fort +14, Ref +5, Will +5; Str 24, Dex 10, Con 18, Int 6, Wis 11, Cha 11.

Skills: Hide +14, Listen +16. **Feats:** Alertness, Cleave, Power Attack, Sunder.

Note: See the Monster Appendix for more details on this demonic creature.

The sanddevil is most easily defeated by blowing it away with a gale of wind or washing it away with a downpour of water. It can also be defeated by fusing it into a glassy lump through intense heat or fire or by making it into stone through petrification or by turning it to flesh. See its special vulnerabilities as detailed in the Monster Appendix.

THE CAVE

There is a small fore-portion about 8 feet wide by 17 feet deep. A fairly high opening to the east leads into a big cave in which mounts are kept. A low passage to the west lies about 8 feet distance from the entrance. The ante-portion of this sandstone cave is about 9 by 18 feet in size. At the end is an opening to the west that is big enough for a camel to pass through. To the east, about halfway along the wall, is a low passage of about 4 feet in height and 3 feet in width.

When the PCs look into the big passage, read the following:

In about 3 or 4 feet you see a big cave. This chamber is pierced by several openings high up, so light filters in and there is air movement. It is about 60 feet long and half as wide. Dung litters the floor, and there are piles of the coarse fodder typically used to maintain horses in the place. There is a little trickle of water coming down the stone wall in the south. It fills a natural rock basin there, then washes over the edge to be absorbed by the sandstone of the cave's floor.

And, if appropriate:

The leather rope tied across the mouth of this cave is meant to keep animals within. There are [the same number of mounts as there are bandits hiding elsewhere] horses, unsaddled but sweaty, standing calmly in the area, munching the dry fodder, and stopping now and then to suck up water from the nearby pool.

On the western wall of the entry is a low passage. One must stoop and then crawl to traverse its 15-foot length. Here is where any surviving bandits will attempt to hide. This passage then gives onto the gallery cave in which the bandits have their quarters. The gallery rises to about 20 feet in height, is tapered from 10 feet in width at the entrance to 40 feet in the mid-portion, then back to about 10 feet at the far western end. It has numerous ledges and niches along its walls, and on and in these places the common robbers have their own personal areas, bedding, etc. Two finger-like extensions to the south at the western terminus of the area are sufficiently large for the private accommodations of the chief bandit, Turpur, and the Priest of Set, Hu Benti. These extensions are about 5 feet high and wide, some 9 feet or so long.

Whenever the sanddevil devours a victim, it emits a high-pitched whistling sound. Unless they hear a whole chorus of such whistles, nobody herein will even peek out! There are dates, bread, beer, wine, dried meat, and water aplenty stored in the place. In a week, the survivors might venture forth, but not sooner. The

bandits will pile rubble in front of the entrance to make it look as if the crawl-way passage dead ends:

A look down the small passage reveals that its ceiling tapers downwards to about 2 feet in height and width. It ends in a pile of rock debris, as if the end might have collapsed.

Bandit Survivors: Bandits that were routed or fled from the earlier encounter will be found here. If there are four or more, they will set up a guard at the entrance and attempt to ambush any intruders. Bows or swords will be plied as a foe attempts to come crawling through the low entry! If there are three or fewer, they will simply cower here, hoping nobody will come looking for them.

Treasure: There is a fair amount of stolen loot stored in the two terminal areas of this cave. Here is the suggested inventory, although the DM might well wish to adjust this to suit his campaign:

- **Leather pouches:** 6 pouches each containing the following: 1000-6000 sp, 1000-6000 gp, and 1000-4000 pp.
- **Armor, weapons, and gems:** 5 small bucklers, 5 chain shirts, 3 suits of leather armor, 4 daggers, 6 longswords, 4 scimitars, 1 light crossbow, 4 small composite shortbows; 1 emerald (3,000 gp), 4 pieces of pearl (150 gp each), 2 red spinels (310 gp each), 1 violet garnet (650 gp), and 5 lapis lazuli (12 gp each).
- **Ancient funerary objects:** 12 objects of small size, total value is 15,000 gp. In a civilized state outside the area, these will fetch 10 times that price, minimum. These should be returned to the Khemitian authorities. Simply taking them to the military commander in Aartuat will suffice.
- **Scroll:** made of ancient papyrus is a scroll with a *magic circle against evil spell* inscribed on it (caster level 9). When read, this spell fades from the papyrus. At dawn of the following day, it returns, and may be used again indefinitely (once per day of course).
- **Potions:** At the DM's option, 1d6 potions of the DM's choosing (possibly, *potions of cure serious wounds*) may be added to this loot in the event the party needs a "boost" to recover before its next task.

5C. THE ENTRY PYLON OF THE DUAT

Read the following as the PCs approach the mouth of the Gorge where the entrance pylon is located:

Steep and rocky cliffs can be seen rising starkly to the west all along the way to the Gorge. The low spots are but 40-50 feet above the ground, very quickly jutting to heights of 80 feet and more. Spires and whole ridges reach double that altitude just a little way into this hard and barren waste. No wonder the caravanserai is a popular place, for routes through these stony badlands must be rare indeed.

About 5 miles from Aartuat, a shoulder juts from the high wall of rock. This could only be the southern arm of the Gorge of Osiris. Rounding the elevation, you can see immediately that the rise did indeed mask the entrance to the gorge. About a half-mile distant is a similar arm of rock,



the northern one. The level ground narrows between these elevations, funneling down to a quarter-mile width in a little distance, then to only a bowshot wide as the cliffs rise to either hand. The rest is a gloomy canyon indeed. There is, however, something more ominous and demanding than the gorge proper. There, stoppering the mouth of the place, is a square fortress. This must be the great tower through which entrants must pass to gain the Temple of Osiris and the Necropolis beyond!

A terrible jumble of boulders, detritus, and thorn scrub makes it impossible to take mounts, even mules, into the gorge save through the massive pylon. You notice a nearly dry streambed, but this has little boulders and even worse scrub than elsewhere tangling its verges. Again, the tower seems to be the sole safe entry point.

The Pylon of the Duat is the transitory area between the "outside world" and the deadly dangers of the burial ground in the gorge. The group must pass this pylon to get to the entrance to the Necropolis area. Encourage the group to return to Aartuat for a time to regroup, heal wounds, and so forth, as they will likely need such aid after encountering the bandits (with or without exploration of location 5B).

Maps: You will actually need several different maps to handle this comfortably. The overview map, the General Area of the Gorge of Osiris, shows the relative location in large scale, indicated by 5C. If the players are bent on learning specific details of the area around the entrance Pylon in small scale, then you will have to refer to the Map of the Gorge of Osiris. The pylon is indicated on this map at Area 1. Finally, the Map of the Entrance Pylon proper is shown immediately hereafter.

The encounter suggested for this place is a bizarre one and quite likely to be too strong for a less-than-expert group with non-veteran player characters, so be careful in your management of things even though the area seems relatively inconsequential in regards to the overall plot and what lies ahead.

If there is a major battle here, gently urge the PCs to fall back to the village once more so they can repair things and venture forth whole and sound a bit later. If they have been good visitors, they will gain sympathy and greater admiration from soldiers and villagers alike, further ensuring their safety with respect to the authorities of Pharaoh.

SKIRTING THE PYLON

Clever PCs can avoid the encounter with "Anubis" and his minions in several ways:

Climbing over the Pylon: Climbing over the pylon requires a Climb check (DC 20). Characters failing the Climb check fall from the pylon to the ground, taking 2d6 points of damage.

Flying over or navigating around the Pylon (EL 9): Natural or magical flight over or around the pylon attracts the attention of 3 shadow demons lurking nearby. They attack immediately if the PCs attempt to fly over or move around the pylon. They do not attack "Anubis," nor do they enter the pylon. If the PCs attempt to skirt the pylon in this fashion during daylight hours, the demons—lurking in nearby shadowy

caves—cast *darkness* on the flying PCs and attack them while enshrouded in the darkness, attempting to merge with them using their malevolence ability. Keep in mind, however, that the demons can only take partial actions in daylight due to their sunlight powerlessness quality. In this place the powers of light still hold some sway over the darkness of Rahotep, though that is soon to change.

Shadow Demons (3): CR 6; SZ M Outsider [Chaotic, Evil, Incorporeal]; HD 7d8+21; hp 52; Init +6 (Dex, Improved Initiative); Spd 30 ft. (perfect); AC 15 (+2 Dex, +3 deflection); Atk +9 melee (1d6, incorporeal touch) and +4 melee (1d8, incorporeal bite); SA spell-like abilities, malevolence; SQ shadow blend, incorporeal, darkvision 60 ft., immunities (poison, electricity), resistances (cold, fire, acid 20), sunlight powerlessness; AL CE; SV Fort +8, Ref +7, Will +6; Str –, Dex 15, Con 17, Int 14, Wis 13, Cha 16.

Skills: Hide +12, Intuit Direction +7, Jump +12, Listen +7, Search +7, Sense Motive +8, Spot +8. **Feats:** Dodge, Improved Initiative.

SA—Spell-like Abilities: At will—*detect magic*; 1/day—*darkness* and *fear*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

SA—Malevolence (Su): Once per day, a shadow demon can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the shadow demon's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 16). A creature that successfully saves is immune to that shadow demon's malevolence for one day.

Teleporting (or other interdimensional travel): Using spells such as *teleport* or *dimension door* to reach the other side of the pylon is possible, though the PCs run the risk of encountering the shadow demons detailed above. The demons use their detect magic ability and use Spot and/or Listen checks to detect such travel, as they are on constant alert. DCs for these checks will depend on the actions of your players.

ENTERING THE GORGE AND TEMPLE

Once safely through the Entry Pylon, the PCs will be led inexorably to the Temple of Osiris, Chapter 6, hereafter. See Chapter 7, the Gorge of Osiris, for a more detailed map of the gorge. But we get ahead of ourselves. There is still the Pylon to negotiate...

ENTERING THE PYLON OF THE DUAT

You see a pylon, its tapering top towering more than 70 feet above the ground. Its square base must be 150 feet across, and the great entryway is a Khemitian arch, with tapering sides and a flat lintel forming a trapezoid about 30 feet across at the bottom, 20 feet high, and 10 feet across the

top. The whole structure is painted in large, often huge pictures and glyphs, now much worn and faded.

The whole of the outer surface of the pylon is also covered with bas-relief carvings of Osiris, Anubis, and others of the deities associated with the afterlife of the Khemitian pantheon, their colors likewise faded into near invisibility.

Any PC able to read hieroglyphs or the script writing of Khemit will note that it proclaims this to be the Entry Pylon of the Duat. An astute observer (Knowledge [Religion or Local History] check DC 15) might also note how the entry path proceeds through the pylon from east to west. As the sun's course, so too the course of life; the Duat is in the spiritual west of darkness.

You peer into the shadowy tunnel that pierces the massive edifice east to west. Great plinths are spotted every 20 feet or thereabouts down its length, their tops supporting stone beams, these lintels certainly helping to support the tons of stone above. Interior walls are also carved or painted to show such scenes.

Most of the writing is of a religious nature, but there are also imprecations to those entering, warning that only the dead and those who mourn them or come to offer to them may enter without fear of terrible curses.

AREAS WITHIN THE PYLON

Except for Anubis and his companions (or the creatures from the Alternate Encounter, below), the Pylon

is unoccupied, though still intact. The following areas are detailed on the map:

- A: Arrow slits.
- B: The eastern entrance passage, from the desert.
- C: The location of "Anubis"; see below.
- D: Western exit from the passage through the pylon, leading to the Gorge and the Necropolis.
- E: An empty side chamber, occupied by bandits if the Alternate Encounter is used. The large stone doors are unlocked.
- F: As "E," above. Anubis' companion creatures reside here. They have no treasure.

Second Level: "Anubis" has made his lair here. There are a few items of creature comfort, though little in the way of treasure other than his spell books, which detail all the spells he knows.

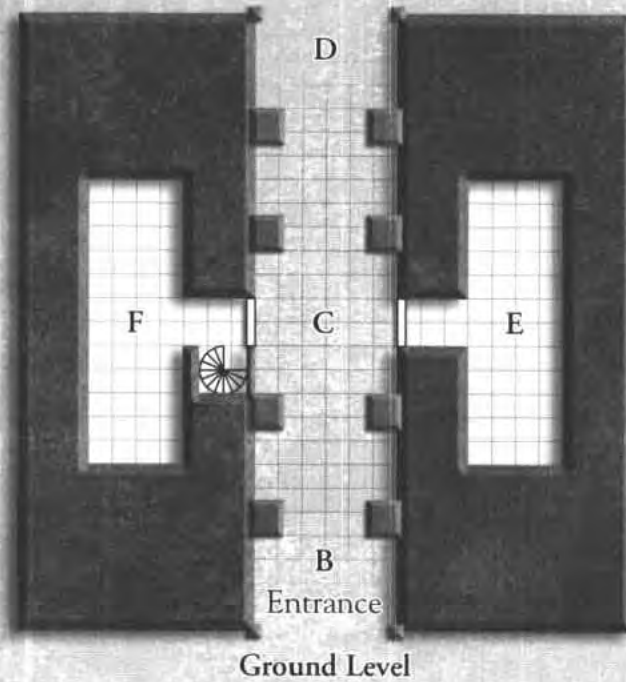
Third and Fourth Level: Empty.

ENCOUNTER WITH "ANUBIS" (EL 22)

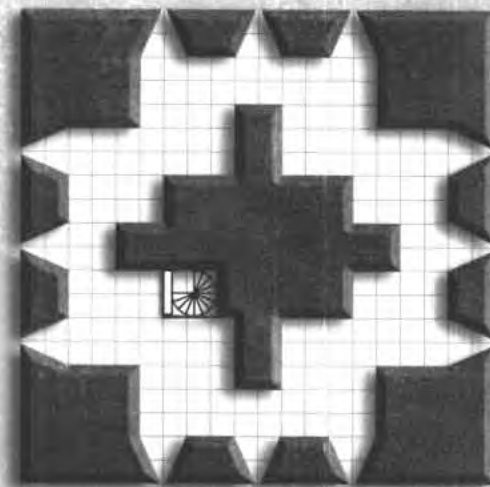
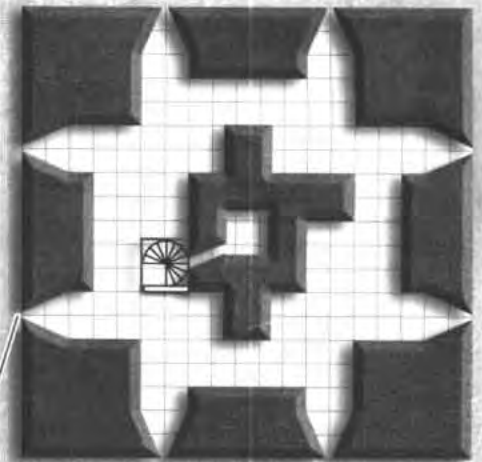
Lurking within the pylon at area C (at the doors to F) is an old and insane mage-priest, a *kheri-heb*, that believes himself to be Anubis because of a curse laid on him by the High Priest of Set. With his jackal-headed mask and a strong magical illusion, this fellow appears indeed to be Anubis — especially considering his asso-



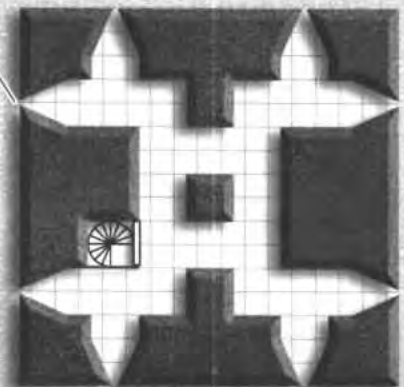
PYLON OF THE DUAT



East-West Erection

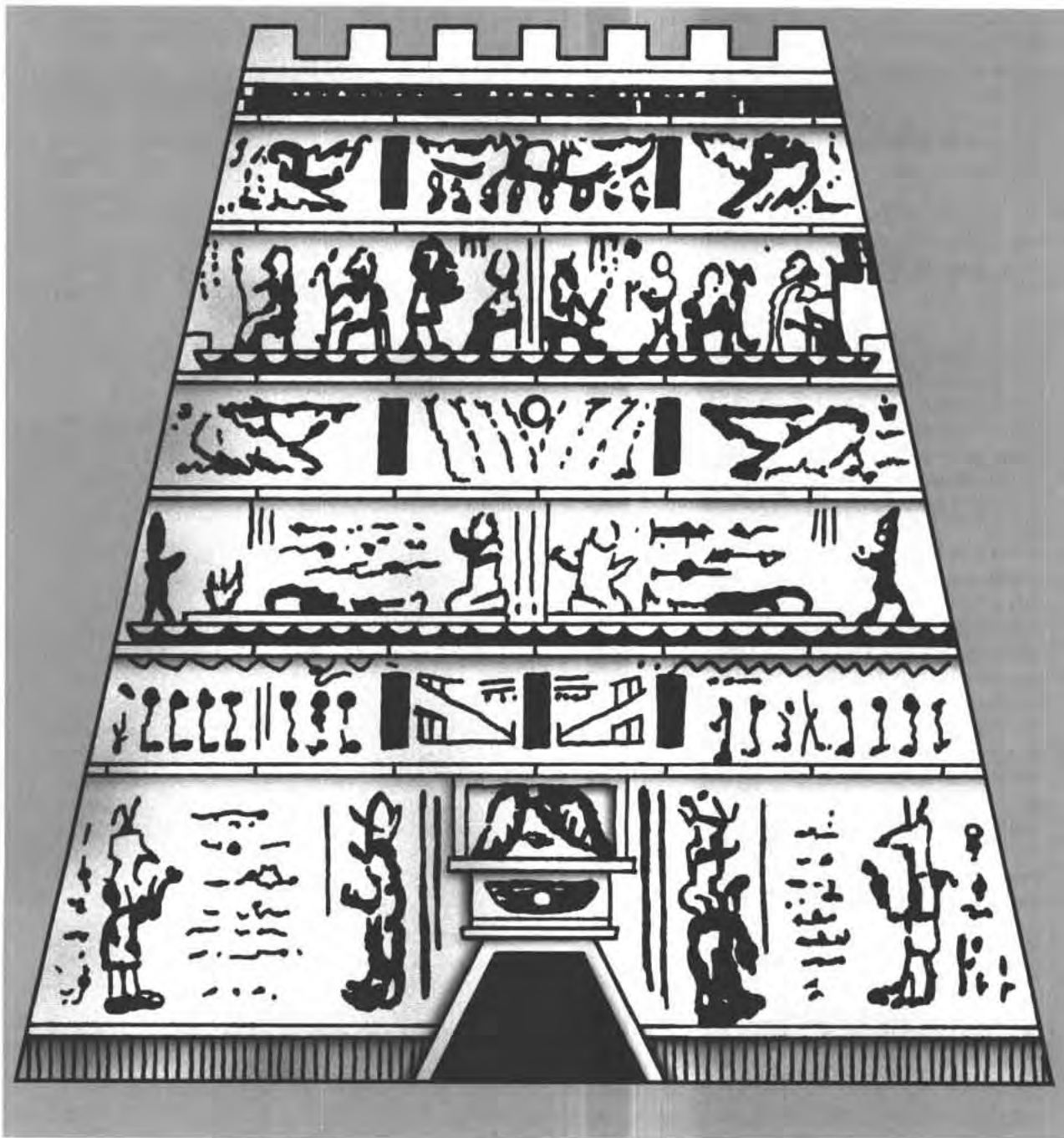


A. Arrow Slits



1 square = 5 ft.





ciates. They are malign creatures who use the crazy man's delusions to their own ends.

Accompanying this demented one are various **weretherios**, evil animals able to take human form, which the mage-priest believes to be as follows:

- Apuat the Wolf-headed (a wolfwere) helper;
- The Four Sons of Heru (a baboonwere, jackalwere, owlwere, and one wolfwere), guardians of the body of the deceased;
- Isis and Nephthys (two female lionweres), who assist the dead into the afterlife; and

- The Two "Upnats" (male wolfweres) who watch for malign ones who would devour the deceased.

Encounter Modification: If the party is strong, and if a major encounter is desired, add another baboonwere, wolfwere, and jackalwere on the second level of the pylon who rush to the aid of their evil brethren to make this a real challenge. See the Monster Appendix for their statistics.

You are near the mid-point of the long passage through the massive pylon when a shadowy form appears before you. It has a jackal's head and speaks loudly:

"Identify yourselves, dead ones, so that I might answer to Osiris in the Hall of Judgment as to whom I bring into his realms!"

Should the adventurers come up with some prompt and strange answer to the madman's queries, there might be no immediate attack. Eventually, however, the mage-priest's evil and hungry comrades will try something. Of course, if the PCs somehow convince "Anubis" that they are Good and just ones, show him respect, and behave well, the fellow will assail his "companions" with spells, damning them for attacking those under his care!

Since this priest-mage is insane, he believes himself to be totally immune to magical attacks, including his own spells directed at the intruders at close range.

Anubis (false Anubis), Male Human Clr14/Sor6: CR 20; SZ M; HD 14d8+14 plus 6d4+6; hp 93; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +5 bracers of armor, +2 ring of protection); Atk +11/+6 melee (1d6+1/1d6+1, +1 quarterstaff) or +10/+5 melee (1d4, dagger, 19-20/x2); SA spells, death touch (domain power); SQ turn undead, protective ward (domain power); AL CN; SV Fort +12, Ref +7, Will +15; Str 11, Dex 12, Con 12, Int 10, Wis 19, Cha 15.

Skills: Concentration +18, Craft (bookbinding) +6, Diplomacy +6, Heal +5, Knowledge (arcana) +10, Knowledge (religion) +10, Scry +6, Spellcraft +9. **Feats:** Combat Casting, Craft Wondrous Item, Extra Turning, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell.

Divine Spells Prepared (6/6+1/6+1/5+1/5+1/3+1/3+1/2+1; base DC 14 + spell level): 0—create water, cure minor wounds, detect magic, guidance, light, mending; 1st—bless, cause fear, command, divine favor, magic weapon, random action, sanctuary*; 2nd—bull's strength, darkness, death knell, hold person, shield other*, sound burst, spiritual weapon; 3rd—animate dead, bestow curse, continual flame, dispel magic, protection from elements*, speak with dead; 4th—death ward, divine power, freedom of movement, greater magic weapon, giant vermin, spell immunity*; 5th—circle of doom, greater command, raise dead, slay living*; 6th—antimagic field*, blade barrier, etherealness, summon monster VI; 7th—destruction*, repulsion, word of chaos.

Arcane Spells Known (cast per day: 6/7/6/3; base DC 12 + spell level): 0—daze, detect magic, disrupt undead, light, ghost sound, ray of frost, read magic; 1st—chill touch, magic missile, true strike, shocking grasp; 2nd—see invisibility, spectral hand; 3rd—hold person.

***Domain Spell.** **Deity:** Anubis. **Domains:** Death (1/day, death touch deals 1d6 damage per cleric level); Protection (1/day, protective ward grants creature touched resistance bonus on next save equal to cleric level).

Possessions: +1 quarterstaff, bracers of armor +5, ring of protection +2, bead of force, periapt of wisdom +2, rod of absorption (11 spell levels), cloak of resistance +2, divine scroll of 3 spells (heal, harm,

and spell resistance), arcane scroll of fireball, dagger, pouch with 100 sp and 25 pp, and holy symbol.

Apuat, Male Wolfwere Adp7: CR 10; SZ M Shapechanger; HD 5d8+10 plus 7d6+14; hp 71; Init +6 (Dex, Improved Initiative); Spd 30 ft. (50 ft. in wolf form); AC 17 (+2 Dex, +5 natural); Atk +8 melee (1d6+2, bite) or +9/+4 melee (1d10+2, bastard sword, 19-20/x2); SA spells, song of lethargy (60-foot spread, slowed for 1d4+5 rounds, Will save at DC 14 negates for one day); SQ damage reduction (10/+1), SR 13, alternate form, darkvision 60 ft.; AL NE; SV Fort +7, Ref +8, Will +12; Str 14, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills: Concentration +9, Disguise +8, Heal +8, Hide +5, Knowledge (religion) +9, Listen +8, Move Silently +5, Perform (ballad, flute, harp, lute, mandolin, melody, ode) +7, Spellcraft +9, Spot +8, Wilderness Lore +5. **Feats:** Alertness, Empower Spell, Improved Initiative, Quicken Spell, Track, Weapon Finesse (bite), Weapon Focus (bastard sword).

Spells Prepared (3/4/2; base DC 11 + spell level): 0—detect magic, ghost sound, light; 1st—cause fear, detect good, protection from good, sleep; 2nd—bull's strength, web.

Nebkau (Son of Heru), Male Wolfwere Ftr4: CR 8; SZ M Shapechanger; HD 5d8+10 plus 4d10+8; hp 68; Init +6 (Dex, Improved Initiative); Spd 30 ft. (50 ft. in wolf form); AC 17 (+2 Dex, +5 natural); Atk +5 melee (1d6+2, bite) or +11/+6 melee (1d10+4, masterwork bastard sword, 19-20/x2); SA song of lethargy (60-ft. spread, slowed for 1d4+5 rounds, Will save at DC 14 negates for one day); SQ damage reduction (10/+1), SR 13, alternate form, darkvision 60 ft.; AL NE; SV Fort +9, Ref +7, Will +8; Str 14, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills: Climb +6, Disguise +8, Hide +6, Jump +6, Listen +8, Move Silently +6, Perform (ballad, flute, harp, lute, mandolin, melody, ode) +7, Spot +8, Swim +6, Wilderness Lore +5. **Feats:** Alertness, Cleave, Improved Initiative, Power Attack, Quickdraw, Track, Weapon Finesse (bite), Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Mabheri (Son of Heru), Male Owlwere Rog3: CR 6; SZ S Shapechanger; HD 3d8 plus 3d6; hp 24; Init +6 (Dex, Improved Initiative); Spd 20 ft. (10 ft., fly 40 ft. [average] in owl form); AC 15 (+1 size, +2 Dex, +2 natural); Atk +7 melee (1d3 [x2], claws) or +5 melee (1d6, short sword, 19-20/x2); SA weakness gaze (2/day, 30 feet; Fortitude save DC 14 negates 1d4+1 temp Dex damage), silence (2/day, 15-ft. radius for 5 minutes, Will save DC 12 negates), sneak attack (+2d6); SQ alternate form, damage reduction (10/+1), darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +6, Ref +8, Will +5; Str 10, Dex 15, Con 10, Int 12, Wis 12, Cha 12.

Skills: Bluff +8, Gather Information +8, Hide +12, Listen +13, Move Silently +15, Search +6, Sense



Motive +7, Spot +10*. *Feats*: Dodge, Great Fortitude, Improved Initiative, Weapon Finesse (claws).

Sebtef (Son of Heru), Male Jackalwere Ftr3: CR 6; SZ M Shapechanger; HD 4d8+4 plus 3d10+3; hp 45; Init +6 (Dex, Improved Initiative); Spd 30 ft. (50 ft. in jackal form); AC 16 (+2 Dex, +4 natural); Atk +8 melee (2d4+1, bite) or +8/+3 melee (1d8+1, longsword, 19-20/x2); SA sleep gaze (30 ft., Will save DC 13, sleep for 12 minutes, no HD limit); SQ alternate form, damage reduction (10/+1), darkvision 60 ft.; AL CE; SV Fort +8, Ref +7, Will +6; Str 13, Dex 15, Con 13, Int 12, Wis 14, Cha 12.

Skills: Bluff +5, Climb +6, Disguise +4, Hide +8, Jump +5, Listen +4, Move Silently +6, Spot +6, Wilderness Lore +3. *Feats*: Combat Reflexes, Dodge, Improved Initiative, Track, Weapon Finesse (bite), Weapon Focus (longsword).

Amikhat (Son of Heru), Male Baboonwere Bbn3: CR 5; SZ M Shapechanger; HD 3d8+3 plus 3d12+3; hp 48; Init +2 (Dex); Spd 40 ft., climb 30 ft. (40 ft., climb 30 ft. in baboon form); AC 15 (+2 Dex, +3 natural); Atk +6 melee (1d6+1, bite) or +7 melee (1d8+1, longsword, 19-20/x2); SA rage; SQ damage reduction (10/+1), displacement, alternate form, voice mimicry (Will save DC 12 to detect ruse), scent, darkvision 60 ft., fast movement, uncanny dodge; AL NE; SV Fort +7, Ref +6, Will +5; Str 13, Dex 14, Con 13, Int 10, Wis 12, Cha 12.

Skills: Climb +15, Hide +7, Jump +6, Move Silently +7, Listen +8, Spot +8. *Feats*: Alertness, Cleave, Spring Attack, Weapon Focus (longsword).

Nephthys, Female Lionwere Clr9: CR 15; SZ L Shapechanger; HD 7d8+14 plus 9d8+18; hp 96; Init +2 (Dex); Spd 30 ft. (40 ft. in lion form); AC 17 (-1 size, +2 Dex, +6 natural); Atk +15 melee (1d6+5 [x2], claws) and +11 melee (1d8+2, bite) or +17/+12/+7 melee (1d8+5, longsword, 19-20/x2); Reach 10 ft.; SA weakness gaze (2/day, 30 ft.; Fortitude save DC 14 negates 1d4+1 temp Str damage), roar (300-ft. spread, Will save DC 14 negates for one day, panicked 2d4 rounds), pounce, improved grab, rake (1d6+2), spells, rebuke undead; SQ alternate form, damage reduction (15/+1), scent, darkvision 60 ft.; AL NE; SV Fort +14, Ref +10, Will +14; Str 21, Dex 15, Con 13, Int 14, Wis 16, Cha 12.

Skills: Balance +8, Concentration +10, Heal +12, Hide +3, Jump +10, Knowledge (religion) +11, Listen +9, Move Silently +8, Spellcraft +11, Spot +8. *Feats*: Blind-Fight, Cleave, Great Fortitude, Maximize Spell, Power Attack, Quicken Spell, Weapon Focus (bite), Weapon Focus (longsword).

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC 13 + spell level): 0—detect magic, guidance, inflict minor wounds, light, read magic, resistance; 1st—bane, doom, cause fear, inflict light wounds, protection from good*, random action; 2nd—darkness, death knell, desecrate, enthrall, silence, shatter*; 3rd—animate dead, blindness/deafness,

contagion*, inflict serious wounds, magic circle against good; 4th—giant vermin, poison, unholy blight*; 5th—circle of doom*, slay living.

**Domain Spell. Deity: Set. Domains: Destruction* (1/day, smite good, +4 attack and +9 damage); *Evil* (cast evil spells at +1 caster level).

Isis, Female Lionwere Sor6: CR 12; SZ L Shapechanger; HD 7d8+7 plus 6d4+6; hp 60; Init +2 (Dex); Spd 30 ft. (40 ft. in lion form); AC 17 (-1 size, +2 Dex, +6 natural); Atk +12 melee (1d6+5 [x2], claws) and +8 melee (1d8+2, bite) or +12/+7 melee (1d8+5, longsword, 19-20/x2); Reach 10 ft; SA weakness gaze (2/day, 30 feet; Fortitude save DC 14 negates 1d4+1 temp Str damage), roar (300-ft. spread, Will save DC 15 negates for one day, panicked 2d4 rounds), pounce, improved grab, rake (1d6+2), spells; SQ alternate form, damage reduction (15/+1), scent, darkvision 60 ft.; AL NE; SV Fort +10, Ref +9, Will +11; Str 21, Dex 15, Con 13, Int 14, Wis 13, Cha 14.

Skills: Balance +8, Concentration +9, Hide +3, Jump +10, Knowledge (arcana) +10, Listen +7, Move Silently +8, Spellcraft +10, Spot +6. *Feats:* Blind-Fight, Combat Casting, Empower Spell, Great Fortitude, Maximize Spell, Power Attack, Weapon Focus (bite).

Spells Known (cast per day: 6/7/6/3; base DC 12 + spell level): 0—daze, detect magic, flare, ghost sound, light, mage hand, read magic; 1st—chill touch, enlarge, ray of enfeeblement, spider climb; 2nd—ghoul touch, web; 3rd—lightning bolt.

Gebir (Upnat 1), Male Wolfwere Rog5: CR 9; SZ M Shapechanger; HD 5d8+10 plus 5d6+10; hp 61; Init +7 (Dex, Improved Initiative); Spd 30 ft. (50 ft. in wolf form); AC 18 (+3 Dex, +5 natural); Atk +9 melee (1d6+1, bite) or +7/+2 melee (1d10+1, bastard sword, 19-20/x2); SA song of lethargy (60-ft. spread, *slowed* for 1d4+5 rounds, Will save at DC 14 negates for one day), sneak attack (+3d6); SQ damage reduction (10/+1), SR 13, alternate form, darkvision 60 ft., uncanny dodge (Dex bonus to AC), evasion; AL NE; SV Fort +6, Ref +11, Will +8; Str 13, Dex 16, Con 14, Int 14, Wis 13, Cha 14.

Skills: Bluff +8, Disguise +12, Escape Artist +8, Hide +10, Intimidate +7, Listen +10, Move Silently +10, Perform (ballad, flute, harp, lute, mandolin, melody, ode) +9, Search +7, Sense Motive +6, Spot +10, Tumble +9, Wilderness Lore +5. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Track, Weapon Finesse (bite).

Afabu (Upnat 2), Male Wolfwere Rog3/Ftr2: CR 9; SZ M Shapechanger; HD 5d8+10 plus 3d6+6 plus 2d10+4; hp 74; Init +6 (Dex, Improved Initiative); Spd 30 ft. (50 ft. in wolf form); AC 17 (+2 Dex, +5 natural); Atk +9 melee (1d6+2, bite) or +10/+5 melee (1d10+2, bastard sword, 19-20/x2); SA song of lethargy (60-ft. spread, *slowed* for 1d4+5 rounds, Will save DC 14 negates for one day),

sneak attack (+2d6); SQ damage reduction (10/+1), SR 13, alternate form, darkvision 60 ft., evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +9, Ref +9, Will +8; Str 14, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills: Climb +9, Disguise +9, Gather Information +7, Hide +6, Intimidate +7, Jump +8, Listen +8, Move Silently +7, Perform (ballad, flute, harp, lute, mandolin, melody, ode) +8, Spot +8, Swim +10, Wilderness Lore +5. *Feats:* Alertness, Cleave, Dodge, Improved Initiative, Power Attack, Track, Weapon Finesse (bite), Weapon Focus (bastard sword).

Note: See the Monster Appendix for full descriptions of the powers and abilities of these creatures.

Blessing of Anubis: If the PCs manage somehow to save the crazy ecclesiastic while destroying the evil creatures with him, and then proceed to cure him of his madness, the real Anubis will bestow a +1 luck bonus on all die rolls for all members of the party. This bonus lasts for 1 month!

ALTERNATE ENCOUNTER

This place is ideal for an ambush by the robber band. If the PCs somehow managed to evade the encounter with the bandits, then have them meet that group here. The outlaw chief will set up a trap in the pylon. For instance, when those in the front of the party are just beyond C (on the B-D axis), going west, the double doors leading to areas E and F open suddenly, a half-dozen bandits coming from each side. A stopper force of six bowmen then appears in the tunnel west of the party, while others attack the flanks from E/F and yet another group of six works its way from area B and inwards.

INTERIM EXPERIENCE AWARDS

As the characters pass through the pylon into the darkened west, they experience a sense of foreboding. Even though they may not rest here, feeling it is not safe, it would be appropriate to take a pause or break and award experience. The PCs have certainly earned it!

Intelligent play may save the PCs a great deal of heartache in this phase of the adventure. Many opportunities to avoid combat with truly dangerous opponents, even in fact gain a powerful ally in the form of an insane wizard present themselves. Hence, a wise party should be rewarded as well as a strong one.

STORY AWARDS

Per the *DMG*, you may award the following XP for certain story accomplishments.

Avoiding the bandit ambush and killing or capturing the bandit leaders: 500 XP.

Recovery of the evil object (the bloodied moon): 500 XP.

Using the Bloodied Moon to avoid combat with the sanddevil: 1000 XP.

NECROPOLIS

Curing or otherwise converting "Anubis" to Good: 5000 XP, and gain a powerful NPC ally for the duration of the adventure.

Allowing bandit leaders to escape: -200 XP each .

Killing "Anubis": Only one-half experience is awarded for defeating him.

The Gorge of Osiris, his temple and the many dangers of the Necropolis now lie before the characters!



CHAPTER 6. THE TEMPLE OF OSIRIS

DM'S NOTES

As mentioned above, you might need to refer to the Map of the Gorge of Osiris as the PCs exit the Entrance Pylon and head for the Temple of Osiris, marked as "Temple" on the detail map of the gorge near its mouth. The temple and its immediate environs are given on the map immediately hereafter.

Be sure to read with care the material regarding how the party approaches and enters this place. The scenario is set up to force them to come in as would actual personas in such a situation, not as ninja-commandos assailing the stronghold of a known foe!

Inside the Temple are many hints about what is to come, and the characters can pick up useful information here if they investigate. If they try to go around the Temple or otherwise avoid it, the priests therein will spot them and attack. The only way the party can proceed in peace to the Necropolis is to stop and deal with the challenges here first.

Nine Evil Objects: Keep in mind that one of the **Nine Evil Objects**, the *Cleaver of Set*, is with the Chief Priest of that Evil one, and the *Book of Eternity* is in the island shrine of the Osirium. The players most likely have previously acquired the *Serpent Ankh* and the *Bloodied Moon*.

Benefits from Figurines: Note that in many places within the Temple, the figurines or statuettes from Atmu-thoth-ratat in Aartuat (see Chapter 3, Area 5) may give an advantage or clue to the PCs who possess them. In such situations, that additional information will be noted by a "Figurines" entry.

ENTERING THE GORGE

When through the pylon and outside to the west, then the following must be read aloud:

You exit the tall tower and stare into the area beyond. Before you is a huge and forbidding edifice, the Temple of Osiris. It blocks the mouth of the gorge that is the next objective in your quest.

Before it is possible to enter the place where the dark tomb and its treasures await, this Temple must be investigated. To do otherwise — ignoring it, for instance, and going past to explore the places beyond — would invite disaster. What if there are clerics and their warrior guards in the temple? Yes, there might be worse problems awaiting within this place. What if it is active and filled with good, well-meaning ecclesiastics and their folk? They might not know about the threat of Evil and attempt to stop your party. Or what if it was abandoned to Demons? Other problems are possible too, but now it can't be ignored. If anyone is within, the party has been observed. There is only one method of dealing with the situation: you must go up to the place and see what is there.

MAIN LEVEL ENCOUNTER KEY

As the PCs approach closer, read or paraphrase the following:

The Duat is Osiris' realm, wherein the departed can dwell much as they did in Khemit . . . if they pass the Judgment. That Osiris is stern and powerful there can be no doubt. The temple ahead is both stern-looking and stout, a fitting place in which to revere an entity such as Osiris. It is built to repel invaders and resembles a castle or fortress.

The Temple is about 300 feet square and is placed so that the land to either hand is within archery range. The twin pylons flanking the gate tower are 60 feet high and each is covered with heroic scenes in bas-relief depicting the epics of the Khemitian deities and of some ancient pharaoh. These towers are stout, and they slant inward a little as they rise; even so, their bases are splayed to foil battering attacks.

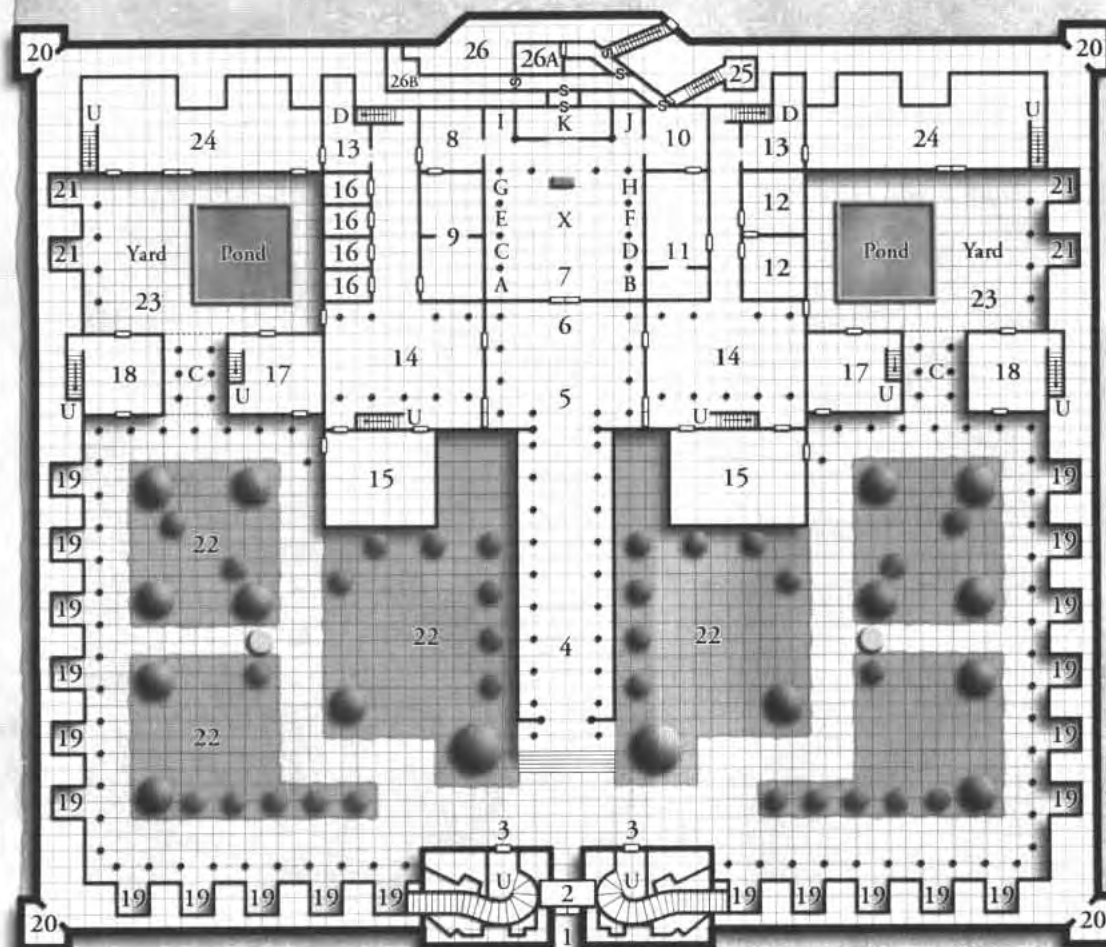
The wall around the place is 30 feet high. Bartizans rise 10 feet above it at each corner, and the wall section beneath each is rounded and splayed. Inside is a central edifice that is higher than the walls, but lower by a bit than the great entrance pylons. There is no banner flying; no person is visible on the battlements. Yet the gates are closed.

The approach to the place is most remarkable. An avenue, 50 long paces across, runs off east into the barrens and west directly to the gate of the citadel. The paving stones are large, hard blocks of gneiss or granite, probably meant to last for thousands of years.

Strange things flank the roadway ahead. Beginning about 10 feet before the pylons and extending 100 feet eastwards are two rows of stone statues, placed to the left and right of the walkway. Assorted Sphinxes — long creatures with lion bodies, each having a different kind of head — rest upon high pedestals at 10-foot intervals, watching over the entrance to the Temple of Osiris. Each plinth is a rectangle about 10 feet deep and tall and 5 feet wide.

To approach the place other than in direct fashion along the road would be tantamount to declaring yourselves hostile. You have means of becoming invisible to normal sight, surely, but the inhabitants of the Temple are not simple villagers. Should men or monsters dwell within, either will detect even such invisibility and react accordingly. And perhaps the fortress is abandoned after all; nobody in Aartuat mentioned folk from here. It might be that the Temple of Osiris is now maintained by friar-like clerics as inoffensive as Merha-aptut, the priest of Hapy back in the village. Whatever the answer, good sense dictates that you proceed westward toward the gate in an open and non-hostile fashion. Soon enough the truth of things will be discovered.

TEMPLE OF OSIRIS MAIN LEVEL MAP



Path to the Necropolis

1 square = 5 ft.

U = Stairs Up
D = Stairs Down
C = Portico

Avenue of the Sphinxes



OUTER AREA

Any sort of magical movement within or through the walls of the Temple of Osiris might end in disaster for the person attempting it. Consider the type of spell and caster level, roll d%, and consult the following table. Note that this does not apply to magical aids to normal movement, nor the like (including magical flight). If the PCs make any sort of divinatory determination prior to an attempt at this sort of entry, the result will give them advice to the effect that it bodes ill indeed to try.

Normal Entry: If the party proceeds up the Avenue of Sphinxes, well and good; skip to that section (below). Otherwise, study the following information carefully.

Covert Entry: Should Khonsu-khaibet be along, he (being Khemitian) becomes angry if the party members suggest anything other than approaching the gate. "Unless one is a thief, one does not approach the rear of a dwelling, nor seek to enter through a window," he states indignantly.

Figurines: If any of the PCs has an amulet, charm, talisman, etc., of the right sort—an object that would give warning, or a statuette of any Khemitian deity of non-chaotic or neutral



MAGICAL ENTRY INTO THE TEMPLE

Depending on the type of entry attempted, roll d% on the relevant table below.

WALKTHRU WALL, STEP FROM DIMENSION-TO-DIMENSION

- 01 – 15 Attempt succeeds
 16 – 70 Attempt fails
 71 – 90 Attempt fails, and take 6d6 damage (no save)
 91 – 00 Meet **Boar-Demon** in Ethereal Plane
 Enter via the Ethereal Realm
 01 – 10 Attempt succeeds
 11 – 55 Attempt fails
 56 – 85 Attempt fails, and take 6d6+6 damage (no save)
 86 – 00 Meet ethereally and be surprised by **Boar-Demon**
Teleportation, moving astrally
 01 – 05 Attempt succeeds
 06 – 45 Attempt fails
 46 – 80 Attempt fails, and take 6d10 damage (no save)
 81 – 00 Meet Quasi-deity serpent (see Area U9, below) on Astral Plane

evil—the thing will grow icy at the suggestion of entering covertly.

Occupants Aware of Intruders: The auras and activity of the adventurers make it absolutely impossible for them to approach the Temple unnoticed. The inhabitants are fully aware of the PCs and are not pleased about their presence, either. One main reason is fear that the true nature of the place (malign and evil) will be discovered and exposed. The other is obvious: the approaching foreigners are plainly tough and powerful! The ecclesiastics of the temple hope either to dupe or slay the intruders, depending on how wary and strong they prove to be.

Divination Magic: As was noted above, any augury or divinatory questioning will give a strongly unfavorable result for sneak entry, over-flight, or invisible spying. Magical movement into or within the temple can be positively disastrous, as noted above. Conversely, the reading for direct entry by the gate is not adverse; there are tokens of some darkness, but there is no dire immediacy.

Response to Covert Entry: If in your role as DM you can't artfully dissuade your players from attempts at covert action, assemble the information on the Temple's personnel and armament (given in the section on NPCs) and proceed to demolish the PCs fairly but remorselessly. If the party tries to assail the place by coming over the walls (whether climbing or flying), that is the same as declaring hostilities, and a full-scale confrontation will begin then and there. In any event, every man and beast able to fight will either meet the party or come as quickly as possible. They will be reinforced in 2d6 rounds by a number of **boar demons** (see the Monster Appendix) equal to the number of party members (or 12 at most). These servants of Set will fight to the death.

AVENUE OF THE SPHINXES

At one time, these statues were active guardians of the Temple of Osiris, and the High Priest of that deity had the power to bring them to life. They are but statues, although each houses a minute vestige of energy from the past.

Detections: The aura of the whole area is strained, weak, and uncertain. No evil can be detected, but is there good? (Not much longer; the clerics within are working to drive it away.) The sense of ancient, god-like magic is faintly discernable after much concentration.

Passing Between the Sphinxes: If the PCs pass boldly between these statues, they are each given two gifts from these greater ones opposing evil who are observing them:

- One re-roll of a single die roll chosen by the PC while in the Temple area; and
- +2 on the next Will save attempted.

If the PCs are timid, suspicious, and/or hostile as they pass, each is affected exactly in reverse. The first die roll that they make inside the temple is rolled twice, and the worst result taken, and they are –2 on their next Will save. This penalty is also applied if they deface or mock the Sphinxes. If any attitude other than those mentioned is shown (even reverence or respect), neither a benefit nor a penalty applies.

Treasure and Curse: The eyes of the sphinxes are fancy and ornamental stones each worth about 500 gp, though to remove the eyes brings about the curse described above. It may also bring enmity as well at some future time, so bear such desecration in mind as a bad thing if it actually occurs.

APPROACHING THE SPHINXES

As the characters approach to within 50 feet or so of the first pair of sphinxes, read the following:

The great sphinx statues are now discernible to you. The nearest on the left is man-headed and painted green, and that on the right is bull-headed and black. Both are in fairly good condition, although the paint is much faded now. The next two, again left and right, appear as a gray owl and dark-brown jackal, respectively.

When the party has moved another 30 feet closer, continue as follows:

Now you can see that special "eyes" have been set into these sphinxes. These false oculars are made from polished serpentine, agate, and so forth, ranging from green to brown and gray in color, with yellow, amber, and bluish shades too. You see a hippo-headed and an ibis-headed Sphinx to the left and right, and as you proceed along the avenue, you'll be able to examine the rest.

The sphinxes along the avenue are as noted on the table below. The statues are of hard, yellow sandstone, very skillfully carved. The painting is quite old and hasn't been renewed for 10 or more years. That should warn the alert player as things progress. The plinth upon which each statue rests is carved with a scene depicting that sphinx accompanying a Pharaoh in some sort of combat. Hieroglyphs and script writing describe the exploit, but they use the term Osiris for the king, rather than his actual name. If persistent examination of each plinth occurs (Decipher Script DC 30), the name of the Pharaoh Herkhamose V is discovered.



STATUES ALONG THE AVENUE OF SPHINXES

Left Side		Right Side	
Sphinx	Color	Sphinx	Color
Ibex	orange-tawny	woman	white
Scorpion	black	falcon	golden yellow
Vulture	black-brown	goat	red-tan
Cobra	olive-pale yellow	scarab	red-brown
Ram	black	crocodile	dark green
Heron	blue-gray	baboon	gray-brown
Wolf	red-brown	frog	bright green
Hippo	deep gray	ibis	yellow-white
Owl	gray	jackal	rusty brown
Man	green-black lights	bull	black-white

The engraved writing also contains warnings for anyone capable of deciphering the hieroglyphs or script (Decipher Script DC 25):

O Mortal, Beware!

Approach not with haughty spirit or heart set upon wrongdoing.

Great is the Power of Asar and His Brother.

Even mountains must obey them!

Notes: Asar is a name for Osiris; his brother is Pharaoh Herkhamose V. The stone statues are implied in this last line, of course.

STATUES ALONG THE AVENUE OF SPHINXES

If the PCs examine the ground behind the statues to either side of the avenue, they find little shreds and bits of bone. These are but the bleached bits left from a long-past war when bandits and thieves invading the Necropolis didn't heed the warning of the Sphinxes. Possibly this information can be discovered by employment of magic.

MAIN FLOOR

Keyed areas on the Temple's main floor are designated with numbers; locations in other parts of the temple have been given letter/number codes. All area designations beginning with a U are in the Underworld section; N and S areas are in the cellars (north and south, respectively). The other maps for the Temple of Osiris Cellars and Underworld appear on a page following this section, just prior to the appropriate Encounter Key, of course.

1. GATE

All of the following events will occur as given, whether the PCs seek entrance in the daytime or at night. Once the PCs realize the situation herein, they may withdraw and return at daylight. Otherwise, continue with whatever modifications are necessary due to their restricted sight, if applicable.

When the party nears a position where it can examine the pylons and gates carefully, guards signal its approach to the folk within the temple.

There is the usual spate of writing upon the twin pylons and the studded, iron-bound wooden gates. From here you can see narrow slits for missile discharge, but each such aperture is shut fast by some inner covering. Each of the gates is about 5 feet wide and fully 20 feet high. The narrow way between the towers is certainly designed to defend the entrance from assault, for you see slits and murder holes in the bridge that connects the pylons above the tall portal.

Some writings extol the glories of Osiris, and of the Pharaohs Herkhamose V and Omnubisu I; others give certain prayerful sayings and tell of historical events. The guards peer out through spy-holes.

As soon as any person acts to gain entry with a call, a knock, or an attempt to open the gate, the doors open and the party can and may enter. Read the following:

The tall gates swing silently inward and out comes the scent of growing things and the perfume of flowers! A narrow walkway runs uphill to the Temple's interior. About 20 feet from your position, the entryway opens into a courtyard. Even from here you can see an interior structure of bright marble adorned by gilt and vivid paintings on lotus-topped columns. This temple cannot possibly be abandoned.

No persons are in sight. The interior ground past the upslope at the entrance is about 5 to 10 feet higher than the terrain outside.

No guards are at the gate (Area 1), but 20 guards are nearby, 4 in the bridge above (Area 2) and 8 in each pylon (Area 3). There are 3 more posted in each bartizan (Area 20), and 20 others sleep in the third floor area above Area 24. Some of each group are corporals and sergeants, and their combat ability reflects this. All the guards can be commanded by any Priest or Priestess of the temple.

2. UPPER BRIDGE (EL 6)

The 4 guards (noted above) posted here have crossbows and are within this bridge between the pylons. Two watch with ready weapons while the other pair operates the gate-opening mechanism — a simple but well-greased system of pulleys and levers — to raise the inner portcullis, withdraw bars, and pull the gates inward.

Temple Guards, Male Human War1 (3): CR 1/2; SZ M; HD 1d8+3; hp 11; Init +0; Spd 30 ft.; AC 12 (+2 leather); Atk +2 melee (1d6+1, handaxe, crit x3) or +2 melee (2d4+1, guisarme, crit x3) or +1 ranged (1d6+1, throwing axe, range 10 ft.) or +1 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); AL LE; SV Fort +2, Ref +0, Will +0; Str 12, Dex 11, Con 10, Int 10, Wis 10, Cha 11.

Skills: Climb +4, Intimidate +4, Jump +4. **Feats:** Endurance, Toughness.

Possessions: Leather armor, light crossbow, 20 bolts, guisarme, handaxe, throwing axe, pouch with 10 sp.

Rahtu the Temple Guard Sergeant, Male Human Ftr6: CR 6; Size M; HD 6d10+12; hp 48; Init +2 (Dex); Spd 30 ft.; AC 19 (+2 Dex, +5 masterwork chainmail, +2 buckler); Atk +10/+5 melee (1d8+4, masterwork longsword, 19-20/x2) or +9/+4 melee (1d6+2, masterwork handaxe, crit x3) or +9 ranged (1d6+2, masterwork throwing axe, range 10 ft.); AL

AMULETS OF DARKVISION

Note that each person in the Temple has a magical talisman that enables *darkvision* and so can see in darkness as though it were twilight.

LE; SV Fort +7, Ref +4, Will +2; Str 15, Dex 14, Con 15, Int 13, Wis 10, Cha 11.

Skills: Climb +8, Craft (weaponsmithing) +7, Handle Animal +6, Jump +8, Profession (soldier) +3, Ride +8. **Feats:** Blind-Fight, Cleave, Combat Reflexes, Endurance, Leadership, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 buckler, 2 potions of cure moderate wounds, masterwork chainmail, masterwork longsword, masterwork handaxe, masterwork throwing axe, pouch with 100 gp and pearl (250 gp).

3. STEEL DOORS (EL 5)

These block the courtyard entrances to the twin pylons. They are barred on the inside (2 inches thick; Hardness 10; hp 60; Break DC 28), and 2 of the 8 guards are within each pylon (noted above). Steep, narrow steps spiral upward within each pylon, with small alcoves where there are archery slits. The steps lead to the bridge (Area 2) between the towers, more archery slits, the wall battlements, and the roofs that serve as walkways.

Temple Guards, Male Human War1 (8): hp 11; see Area 2, above.

4. HYPOSTYLE

Two broad steps, each only a foot high, lead up to the brightly painted and gilt length of this long entryway. Palms stand to either side of the open entrance to the hall, and two massive columns support the stone lintel. The hypostyle is roofed in the Grecian mode that has been common in Khemit for the last two millennia, though the top is peaked in the modern fashion. (The ancient folk preferred flat roofs.) This structure is made of hard, neutral-hued sandstone, as are all the buildings herein.

You see a peaked stone roof overhead, supported by lintels resting on columns. At the place where the roof joins the walls, about 20 feet above, there are long, narrow openings (clerestory windows) for daylight. The floor is made of dull green marble blocks. The walls and ceiling are adorned by hieroglyphs, hieratic script, and paintings and frescoes of heroic scenes.

Ten brightly-painted pillars line each side of the hallway. Each has been carved to resemble a man or woman, although these are more-than-life-sized and crowned by a papyrus or lotus. Each is made to seem about 10 feet tall. The columns all stand on a 4-foot high plinth. The total height of each pillar is about 16 feet. The first one to the left is a brightly-clothed male holding a blue-and-gilt spear. His skin has been painted black. Opposite him stands a blue-skinned female in white robes; she holds a black net and silver dagger.

When you move forward, you see that the columns alternate thus for the entire length of the passage. All the carved figures seem to look directly at you, although their

eyes are plainly nothing more than pigments of white, green, and black applied to the stone.

All the paintings on the ceiling and walls depict religious scenes, featuring Osiris, Isis, Nephthys, Anubis, etc. A Pharaoh is with them, doing various heroic things against Evil, dealing with other entities, dwelling happily in the Duat (the Underworld, a high Nether Plane with many Spheres), and so forth. Close inspection will reveal that these frescoes are dull and need work, for they have been neglected and even defaced here and there. There are also hieroglyphs and hieratic script writing, which caption the deeds shown and name various parties thereto.

The 20 columns are alternating caryatids and telamons (painted blue and black, respectively), starting with a male to the left and a female to the right, as noted. These pillars are brightly painted and gilded, and each is armed as given above. They have obviously been maintained recently. Floral aromas are faintly detectable under the scent of strong incense.

Observations: Astute PCs may also notice that there is a deep droning chant, faintly accompanied by reeds and gong (Listen DC 20) and that portions of the hieroglyphic script read: "Let only the truly faithful approach along the way." (Search DC 10 to find, Decipher Script DC 15 to read)

Detections: The whole area is uncertain and dimly ominous. There is a cloud of strong and uncertain magic (everywhere), but no specific magic is discernible.

AGREETING

Three ecclesiastics appear suddenly at the west end of the hall, standing in the entryway to the Outer Sanctum (Area 5). The middle figure is male, clad in black. The two flanking him are women. The one on the left wears a red gown, the other a blue one.

Any character with Knowledge (religion) becomes immediately suspicious, for all ecclesiastical garb is supposed to be pure white or possibly green in the case of those serving Osiris. A Knowledge (religion) check (DC 12) brings this to mind. The priest says:

"If you come to pay homage to Osiris, outlanders, then you are welcome to advance. If you do but seek curiosities, return now from whence you came. If you carry aggression in your hearts, beware! No enemy can pass by here."

The main priest is using *dominate person* to control the actions of the ecclesiastics, but unless someone is checking actively for magic, this will go completely unnoticed. The magical effects can be detected by the successful casting of a *detect magic* spell. A Spellcraft check (DC 19) can determine that the priests are currently under the influence of an enchantment-type spell. If *protection from evil* is cast on one of the ecclesiastics, the Priest temporarily loses control of that lesser priest for the *protection from evil* duration. Control is regained when the *protection* spell ends. If the ecclesiastics enter an area warded by a *magic circle against evil*, the Priest temporarily loses control of each priest in the area until they leave the affected area or the *magic circle* ends.

You know the temper of your players. At this point estimate what they intend for their PCs.

PCs Timid: If they are timid, encourage them subtly to get outside.

PCs Friendly: If the PCs are not tense, cautious, or aggressive, then encourage them to go on into the heart of the

temple, as invited. The fellow's voice sounds sincere and non-hostile, and the two priestesses are shapely and apparently unarmed.

If the party enters, the temple residents will be somewhat stand-offish and lordly, but they will eventually take the characters to the Osirium and show them the vast and unending riches stored up for those who are the true agents of the Lord of the Duat.

PCs Hostile: If the party is ready to fight, however, the following occurs. The Priest's words trigger suspicion in anyone intent on finding foes. A seeming motion, slight but discernible (Spot DC 20), will be noted to one side: "Did a spear move? Was that a ripple in a net?"

Then, as the PCs watch, they see:

The supposed stone columns are breathing creatures with glowing eyes of emerald hue. The blue hafts of the males' spears shimmer, and the spearheads crackle with the fires of a lightning stroke. Cold seems to radiate from the black nets held by the females; the deep chill of outer space is in them, and the long daggers they hold are filled with energy as bright as the stars. No longer do these figures resemble painted stone — they are as living rock!

ILLUSORY ATTACK (EL 13)

The columns are not doing any of that, of course. They are simply stone columns holding up the heavy slabs of the roof. The Priest's words and PCs' attitudes have combined to trigger an illusion, one that cannot be disbelieved without knowledge of its cause. There is a strong radiance of magic there. The phantasm is not of a usual magical sort, being imbued divinely into the columns themselves, so any attempt to dispel the magic will fail. Any person with the special visual ability to see invisible or hidden things will see the same things as the others, though perhaps even more clearly. *True sight* foils the Priest's illusion, however.

In the following, note carefully the attitude of the first PC struck by the animated columns. If he or she is concerned about severe physical damage or destruction from the attack, that person will seem to die the instant the weapons strike. The others see lightning, flames, and bolts of flashing energy bringing terrible destruction. Everyone then experiences the same fate. Yet if the first individual is stalwart, self-assured, and generally unworried, then there will be no effect from the illusory attacks, neither on that person nor on anyone else.

The phantasm created by the emotions of the PCs and the desire of the Priest "animates" the columns. When the first PC is successfully struck, he must succeed at a Fortitude save (DC 23) or "die" in a flash of lightning, fire, and bolts of white energy. Each character hit in turn must succeed at a Fortitude save (same DC) or experience the same fate. If one PC succeeds at his save, the illusion is broken and no further effects are felt by that PC or any other. A "dead" PC remains so for the next 2d6 hours.

PCs "Killed": If and when all the PCs are "killed," they will be stripped of weapons and armor (even most clothing) and locked away in the North Cellar (beneath Area 13). Any figurines of Khemitian entities will not be taken from them, but rings, neck chains, etc. will be removed. All of their possessions are stored for safekeeping in the *reed boat* (Area 7, below), hidden under a tarpaulin in the bottom of the vessel. The captives must then devise and execute a plan of escape,

and they should have a few harrowing times until they manage to find their gear.

PCs Not Affected: If the attacks have no effect upon the party, the following occurs. Seeing the failure, the two priestesses bow low, shouting forth cries of amazement. The priest speaks:

"Hail, Chosen Ones of the Duat! We did not know that Osiris Himself had directed you here to His house. The whole of the Temple is yours to command!"

ESCORTING THE PCs

If the PCs did not trigger the *illusion* in the hypostyle, the trio of priests will escort them to Area 5. If, on the other hand, they survived an illusionary attack, they are taken directly to either Area 7 or Area 12 (via Area 14). In either case, the High Priest will be on hand to welcome and assure them of their mastery of the whole place.

The priest, Tcheripep, identifying himself as a *Khenu* (a "prophet" or officiating cleric), asks permission to introduce the party to the High Priest, the *Hem-neter-tepi*. The persons are feted and will eventually be taken to the Underworld of the Osirium, i.e., virtually the same result as if they had not triggered the illusion. The only difference from the former case is that they are here given deep respect and obedient service (fawning and more evasions) while the temple inhabitants prepare them for their doom. If the party faced and survived the illusion of the hypostyle, just don the appropriately submissive attitude and add some overly awed words.

NPC INTERACTIONS AND MOTIVATIONS

Priest Tcheripep (CE Clr12): The priest is robed so as to conceal his full plate mail armor and weapons. He has fully

prepared spells and will employ them readily and most intelligently. The Priest's fellow "prophet," Hu Benti, was traveling with the bandits (see Chapter 5, Area 5A). If Hu Benti has not yet been encountered, then he is at Area 5, below, ready to assist.

"Isis" and "Nephthys" (CE Clr9): Each priestess has a poisoned (Small) dagger hidden in her girdle, and each is able to use physical attack or poison for an assassination attempt. However, neither priestess will attack unless ordered to do so by the High Priest (or unless attacked), or possibly in defense of the Temple. Both of these women are very shapely, highly attractive, well spoken, and vivacious in conversation. They are *Hem-t* (attendant priestesses), jokingly called Isis and Nephthys, purporting their devotion to Osiris (though actually serving Set).

Priest Tcheripep, Male Human Clr12: CR 12; Size M; HD 12d8+12; hp 82; Init +1 (Dex); Spd 30 ft.; AC 21 (+1 Dex, +9 armor, *amulet of natural armor* +1); Atk +11/+6 melee (1d8+2, +1 *heavy mace*) or +9/+4 ranged (1d4+1, dagger, 19-20/x2, 10 ft.); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +9, Ref +7, Will +11; Str 13, Dex 12, Con 13, Int 10, Wis 16, Cha 14.

Skills: Bluff +9, Concentration +12, Disguise +6, Hide +6, Knowledge (religion) +10, Spellcraft +8. **Feats:** Brew Potion, Dodge, Craft Wand, Lightning Reflexes, Power Attack, Scribe Scroll.

Spells Prepared (6/6+1/5+1/5+1/3+1/3+1/2+1; base DC 13 + spell level): 0—create water, detect magic, guidance, light, read magic, virtue; 1st—cause fear, change self*, cure light wounds, endure elements, obscuring mist, random action, summon monster I; 2nd—cure moderate wounds, endurance, invisibility*, resist elements, summon monster II, zone of truth; 3rd—bestow curse, blindness/deafness, daylight, inflict



serious wounds, magic vestment, nondetection*; 4th—divine power, greater magic weapon, summon monster IV, unholy blight*; 5th—commune, dispel good*, true seeing, wall of stone; 6th—antilife shell, heal, mislead*.

**Domain Spell. Deity:* Set. *Domains:* Evil (cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 full plate armor, +1 heavy mace, *potion of spider climb*, *wand of hold person* (15 charges), *amulet of natural armor* +1, *potion of blur*, *scroll of 3 divine spells* (neutralize poison, slay living, and cure serious wounds), dagger, unholy symbol, pouch with 3 pieces of tourmaline (150 gp each), gold pendant with fire opal (700 gp), and 200 gp.

Isis (Priestess), Female Human Clr9: CR 9; Size M; HD 9d8+3; hp 54; Init +0; Spd 30 ft.; AC 14 (*amulet of Set* +4); Atk +7/+2 melee (1d4+1 and deathblade poison, +1 dagger, 19-20/x2); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; AL CE; SV Fort +6, Ref +3, Will +9; Str 11, Dex 10, Con 10, Int 13, Wis 17, Cha 15.

Skills: Concentration +8, Diplomacy +9, Knowledge (arcana) +7, Knowledge (religion) +12, Listen +6, Spellcraft +7, Spot +6. *Feats:* Alertness, Maximize Spell, Scribe Scroll, Silent Spell, Toughness.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC 13 + spell level): 0—cure minor wounds (x2), detect magic, guidance, light, read magic; 1st—bane, curse water, cure light wounds (x2), protection from law*, obscuring mist; 2nd—bull's strength, darkness, desecrate*, inflict moderate wounds, resist elements, spiritual weapon; 3rd—animate dead, cure serious wounds (x2), magic circle against good*, summon monster III; 4th—chaos hammer*, divination, summon monster IV; 5th—dispel good*, wall of stone.

**Domain Spell. Deity:* Set. *Domains:* Chaos (cast chaos spells at +1 caster level); Evil (cast evil spells at +1 caster level).

Possessions: *Amulet of Set* (functions as *bracers of armor* +4), +1 dagger, *wand of inflict light wounds* (20 charges), *scroll of 2 divine spells* (cure critical wounds and divine favor), *lens of detection*, *potion of fly*, unholy symbol, 3 doses of deathblade poison, platinum bracelet (200 gp).

Nephthys (Priestess), Female Human Clr9: CR 9; Size M; HD 9d8+9; hp 62; Init +0; Spd 30 ft.; AC 16 (*amulet of Set* +4, *ring of protection* +2); Attack +7/+2 melee (1d4+1 and deathblade poison, +1 dagger, 19-20/x2); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead AL CE; SV Fort +7, Ref +3, Will +9; Str 10, Dex 11, Con 12, Int 13, Wis 16, Cha 17.

Skills: Concentration +9, Diplomacy +10, Knowledge (arcana) +7, Knowledge (religion) +10, Listen +6, Spellcraft +7, Spot +6. *Feats:* Alertness, Brew Potion, Expertise, Scribe Scroll, Silent Spell.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC 13 + spell level): 0—cure minor wounds (x2), guidance, light, read magic, resistance; 1st—bless, cause fear, command, doom, protection from good*, shield of faith; 2nd—cure moderate wounds (x2), death knell, desecrate*, hold person; 3rd—contagion, dispel magic, magic circle against good*, vestment, protection from elements; 4th—chaos hammer*, dismissal, divine power; 5th—dispel good*, slay living.

**Domain Spell. Deity:* Set. *Domains:* Chaos (cast chaos spells at +1 caster level); Evil (cast evil spells at +1 caster level).

Possessions: *Amulet of Set* (functions as *bracers of armor* +4), +1 dagger, *ring of protection* +2, *potion of cure moderate wounds*, *potion of*

endurance, *potion of haste*, unholy symbol, 3 doses of deathblade poison, silver necklace (400 gp).

5. THE OUTER SANCTUM (EL13)

The ceiling, once light green, is now darkened with the smoke of time. The walls depict scenes of Osiris and the other deities of the Duat, and various panels also show several pharaohs being welcomed there. The west wall represents the entrance to the Mansion of Osiris. The floor is made of green and black marble squares. There are 6 pillars north and south, 4 east, and 6 forming the west wall. The columns are all shaped as papyri, painted brightly, gilded, and so forth. Just before the bronze doors (Area 6) is a group of clerics: 4 Assistant Priestesses (*Stem-t*) singing, 8 Attendant Priests (*Hem-neter*) playing instruments, and 12 novice warriors (priest-aspirant warriors) carrying censers and chanting. You can see dim flashes from column-mounted oil lamps.

If the bandits have not been encountered, the Priest Hu Benti, a *Khenu*, (see Chapter 5, Area 5A for his statistics) is also present, heading up the group of musicians.

The eight Attendant Priests are lodged in Area 13, and if allowed they will go there, armor themselves, get shields and maces, and fight with those weapons as warriors. Similarly, the 12 priestling-warriors keep their equipment in their lodgings (Area 18); such includes leather armor and tower shields, plus spears, heavy maces, scimitars, handaxes, and crossbows (light). Furthermore, another dozen priestling-warriors are in those quarters.

Chanting: The clerics are arrayed before the entrance to the Inner Shrine, seemingly giving voice to their respect for their deities. They are joined to bring into play, through a ceremonial chant, favorable forces for themselves and disfavor for the PCs, and to utilize their combined powers, if needed, in other ways that you can best decide as play progresses. In no event should any PC be able to gain any inkling of what they are actually doing.

SEQUENCE OF EVENTS

The sequence of events now varies by the party's demeanor, as follows:

Respectful: The musicians stay in the Outer Sanctum for some 10 minutes or so. The force of the invocational ritual magic will then place the Temple inhabitants at a slight advantage in all of their activities (+1 on all evil characters rolls, -1 on all good characters rolls for 2d6 hours, no effect on neutral players). The party is then escorted into Area 14 (north) where they will be given audience by the High Priest. (See Areas 7 and 14 for details.)

Those persons with statuettes of deities directly related to Osiris (except Sebku and Seker; see Area 7 for listing) are not so disadvantaged; i.e., they do not receive any penalty.

Honored: The PCs are greeted here by the High Priest, Setem-nefer, who says that he is now ready to show them the secret of the Temple, the place where only the truly enlightened may go: the great underground Osirium. He then leads them into Area 7.

Demanding: Upon their insistence, the personas are ushered into Area 14 north by the ecclesiastics, and the High Priest will greet them there. Note that in this case, the

invocation above is not completed, and no advantage or disadvantage takes effect.

Assistant Priests, Male Human Clr7 (4): CR 7; Size M; HD 7d8+14; hp 51; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +7 armor); Atk +8 melee (1d8+3, +1 heavy mace) or +8 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; AL CE; SV Fort +7, Ref +5, Will +8; Str 14, Dex 12, Con 14, Int 13, Wis 16, Cha 11.

Skills: Concentration +8, Diplomacy +6, Knowledge (arcana) +7, Knowledge (religion) +9, Ride +5, Spellcraft +7. **Feats:** Combat Casting, Extend Spell, Maximize Spell, Power Attack.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC 13 + spell level): 0—cure minor wounds (x2), guidance (x2), resistance (x2); 1st—bane, cure light wounds (x2), doom, protection from good*, shield of faith; 2nd—bull's strength, hold person, lesser restoration, shatter*, silence; 3rd—contagion, cure serious wounds (x2), magic circle against good*; 4th—chaos hammer*, divine power.

***Domain Spell, Deity:** Set. Domains: Chaos (cast chaos spells at +1 caster level); Evil (cast evil spells at +1 caster level).

Possessions: +1 heavy mace, 2 potions of cure moderate wounds, scroll of divine spell (darkness), wand of cure light wounds (19 charges), +2 chainmail, masterwork light crossbow, 20 masterwork bolts, pouch with 150 gp.

Lesser Attendant Priests, Male Human Clr5 (8): CR 5; Size M; HD 5d8+5; hp 30; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +5 chainmail, +1 shield); Atk +6 melee (1d8+3, masterwork heavy mace); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; AL CE; SV Fort +5, Ref +4, Will +6; Str 14, Dex 13, Con 13, Int 13, Wis 15, Cha 13.

Skills: Concentration +8, Diplomacy +7, Knowledge (religion) +8, Scry +7, Spellcraft +7. **Feats:** Expertise, Lightning Reflexes, Scribe Scroll.

Spells Prepared (5/4+1/3+1/1+1; base DC 12 + spell level): 0—cure minor wounds (x2), light, resistance (x2); 1st—bane, cause fear, cure light wounds, protection from good*, sanctuary; 2nd—hold person, sound burst, shatter*, zone of truth; 3rd—blindness/deafness, magic circle against good*.

***Domain Spell, Deity:** Set. Domains: Chaos (cast chaos spells at +1 caster level); Evil (cast evil spells at +1 caster level).

Possessions: Potion of levitation, scroll of 3 divine spells (cure light wounds [x2] and hold person), scroll of 2 divine spells (cure light wounds [x2]), masterwork chainmail, small steel shield, pouch with 100 gp.

Novice Priests, Male/Female Human Clr2/Ftr1 (12): CR 3; Size M; HD 2d8+2 plus 1d10+1; hp 21; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +2 studded leather, +1 shield); Atk +3 melee (1d8+1, heavy mace) or +3 melee (1d8+1, shortspear, crit x3) or +3 ranged (1d6+1, throwing axe, range 10 ft.) or +3 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; AL CE; SV Fort +8, Ref +1, Will +5; Str 13, Dex 12, Con 13, Int 12, Wis 14, Cha 12.

Skills: Climb +3, Concentration +6, Diplomacy +6, Knowledge (religion) +6, Ride +3, Spellcraft +6. **Feats:** Great Fortitude, Martial Weapon Proficiency (throwing axe), Power Attack, Quicken Spell.

Spells Prepared (4/3; base DC 12 + spell level): 0—detect magic, guidance, resistance (x2); 1st—bane, cure light wounds, protection from law*.

***Domain Spell, Deity:** Set. Domains: Chaos (cast chaos spells at +1 caster level); Evil (cast evil spells at +1 caster level).

Possessions: Studded leather armor, small steel shield, shortspear, throwing axe, heavy mace, light crossbow, 20 bolts.

6. BRONZE DOORSTO DUAT

The relief cast on these large bronze gates is of scenes of the Duat, the Realm of Osiris. In most cases, the assembly of clerics noted in Area 5 is present. At all other times there will be either 2 or 4 novice warrior-priestlings and 1 other priest or priestess nearby.

Novice Priests, Male/Female Human Clr2/Ftr1 (12): hp 21; see Area 5, above.

These doors are too large and thick to batter down, and they are enchanted to resist physical force. Each is 21 feet high, 7 feet wide, and 1 foot thick.

Bronze Doors: 12 in. thick; Hardness 8; hp 120; Break DC 35.

The following message in hieroglyphs is inscribed upon them (Decipher Script DC 20):

*The Sacred Region of Osiris
can be Entered by
His Servants, by the Dead,
or by the Gods Themselves.
Let Others beware Transgression.*

7. INNER SANCTUM

This is the place where only specially dedicated ones are usually allowed to come. You might hint at this after reading the following:

The ceiling of this very large chamber is lost in darkness. As you enter, light springs suddenly from many eyes within! This rosy illumination is faint, but seems to emanate from the figures of coiled Serpents (draco-snakes) and hideous monsters hewn into the 12 great columns that stand left, right, and ahead. Their eyes seem to glow.

In the center of the area before you is a large boat with high bow and stern, a craft seemingly made of reeds in typical Khemitian fashion. In this dimness it is difficult to see exactly, but it appears to be about mid-sized, 24 feet or so long and about 10 feet wide amidships. Beyond it to the west is a large block that might be an altar.

Various pieces of furniture stand between the columns to either hand, and those nearest to you appear to be of religious sorts. You assume that there are shrines along the walls, for what else would be likely in such a place as this? And there is a deeper darkness beyond the west columns. It is probable that the chamber extends farther in that direction, and there is probably a sort of sanctum sanatorium there.

Evil Glow: Observant characters (Intelligence check DC 20) note that the reddish glow of the statues eyes is notably different from the greenish ones observed elsewhere in the Temple.

Altar: See Area 7K, below, for details of this vessel.

Boat: For details on the boat (Point "X" on the map), see Area 7X.

Hush Effect: Only prayers and the like are heard normally; due to a permanent enchantment of *hush* (see the Class, Spells, and Items Appendix), all other sounds (even shouts) are muted and sound as if they were whispers.

Pillars: Each pillar is a Door to the Evil portion of the Khemitian underworld; any Mages or Priests able to summon forces will trigger one or more portals with any summoning spells cast in their vicinity (a radius of 50 feet), bringing a boar demon instead of what was intended. See the "Pillars and Boar Demons" section, below.

MEETING THE HIGH PRIEST (EL16+)

If the characters are escorted here, they will probably have to interact with the High Priest before examining the room in detail, so he is presented first.

As heretofore noted, the **High Priest Setem-nefer** may, and will probably, meet the party in this room. Although he might first encounter the characters in any of several locations, he is described here for convenience. As with many of the others who live in this place, you might wish to note these details, along with your own additions, on a separate sheet for easy reference and usage from time to time. That will obviate the need for continual reference here or back to the NPC portion of this scenario.

The High Priest's abode is Area 11, and a set of secret rooms accessible only by him is located in Areas 25 and 26. If he is not encountered in a previous Area or here, Setem-nefer will be found in Area 11.

NPC MOTIVATIONS AND INTERACTION

Setem-nefer (CECIr16): The *Hem-neter-tepi*'s name translates literally into "Set's works are beautiful." His goal is to glorify Set, increase the power of Evil, and thus have greater respect and power himself. He is active in the politics, and, at the DM's option, there can be evidence that he subverted and converted several Sepat Governors, nobles, bureaucrats, and military officers. However, that is almost an aside, for his chief purpose is this:

The long predicted return of Rahotep can be accomplished only under certain conditions and through certain events. Setem-nefer regularly sacrifices to Set, his obedience and offerings aimed at climbing higher once Rahotep is the Unmortal Pharaoh of Khemit. Set himself will appoint the ArchPriest of the kingdom, and Setem-nefer would be that left hand.

Of course, this means that the appearance of the PCs in the temple is a double opportunity. First, their sacrifice will be the greatest offering the High Priest has ever accomplished. Second, their removal eliminates direct threat to the plan to bring Rahotep back. Pleasing service to Set, ingratiating favor to Rahotep: how can he go wrong? Of course, poor Setem' doesn't know all of the prophecy regarding the return, and it is only those able to avoid sacrificial death at his hand who are able to bring Rahotep that which he requires to attain his Unmortal status! But, again, we move ahead of ourselves. Let us return to the High Priest.

If Setem-nefer encounters the adventurers here, he will try to lure them into the depths below, where they can be slain and totally disposed of without harming anything above.

If the characters come with reverence, the *Hem-neter-tepi*, Great Father of the God, will be kind and generous and ask for assistance from them. If they come carefully and/or with

suspicion and aggression, he will grudgingly and reluctantly agree to show them the place of power in the Temple. And if necessary, he will use the pillars (see below).

If the adventurers prove potent indeed and can be persuaded (duped) into listening, Setem-nefer will tell them this:

"I have divined that you are those mighty ones who slew the vile demoncroc which threatened my brother, Merhaput, and all the good folk of the village. Such a monstrous thing has somehow managed to find its way to the blessed Osirium beneath this sacred place! It desecrates the venerable place." His face is cut by lines of concern, and he wrings his hands as he continues: "I have tried, but I am unable to exorcise the wicked thing—not even with the assistance of my loyal Priests and Priestesses! I dare not risk their lives further, and soon I fear more of these bad things will come, overrun the holy waters, and possibly come above to slay us all and make this a place of darkness! Can you, will you help?"

"Those who destroy the abomination defiling the waters of Osiris will have a great reward of gold from my own treasury, and the triple blessings of the Father of the Duat."

If this works, and the PCs agree to go, the High Priest will operate the Reed Boat (see below at Area 7X), personally taking the party down to the Osirium (see "The Osirium and Environs," below) and abandon them there the instant he sees them inexorably on their way into the jaws of the netherlife waiting for their arrival.

Setem-nefer (High Priest), Male Human CIIr16: CR 16; Size M; HD 16d8+16; hp 104; Init +2 (+2 Dex); Spd 30 ft.; AC 20 (+2 Dex, *bracers of armor* +6, *ring of protection* +2); Atk +13/+8/+3 melee (1d6+1, *uas rod*); SA smite good (1/day, +4 attack, +16 damage); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +13, Ref +9, Will +17; Str 13, Dex 15¹, Con 12, Int 14, Wis 21, Cha 15.

Skills: Concentration +15, Diplomacy +16, Knowledge (arcana) +15, Knowledge (religion) +16, Listen +13, Spellcraft +14, Spot +13. **Feats:** Alertness, Combat Casting, Extend Spell, Leadership, Maximize Spell, Quicken Spell, Silent Spell.

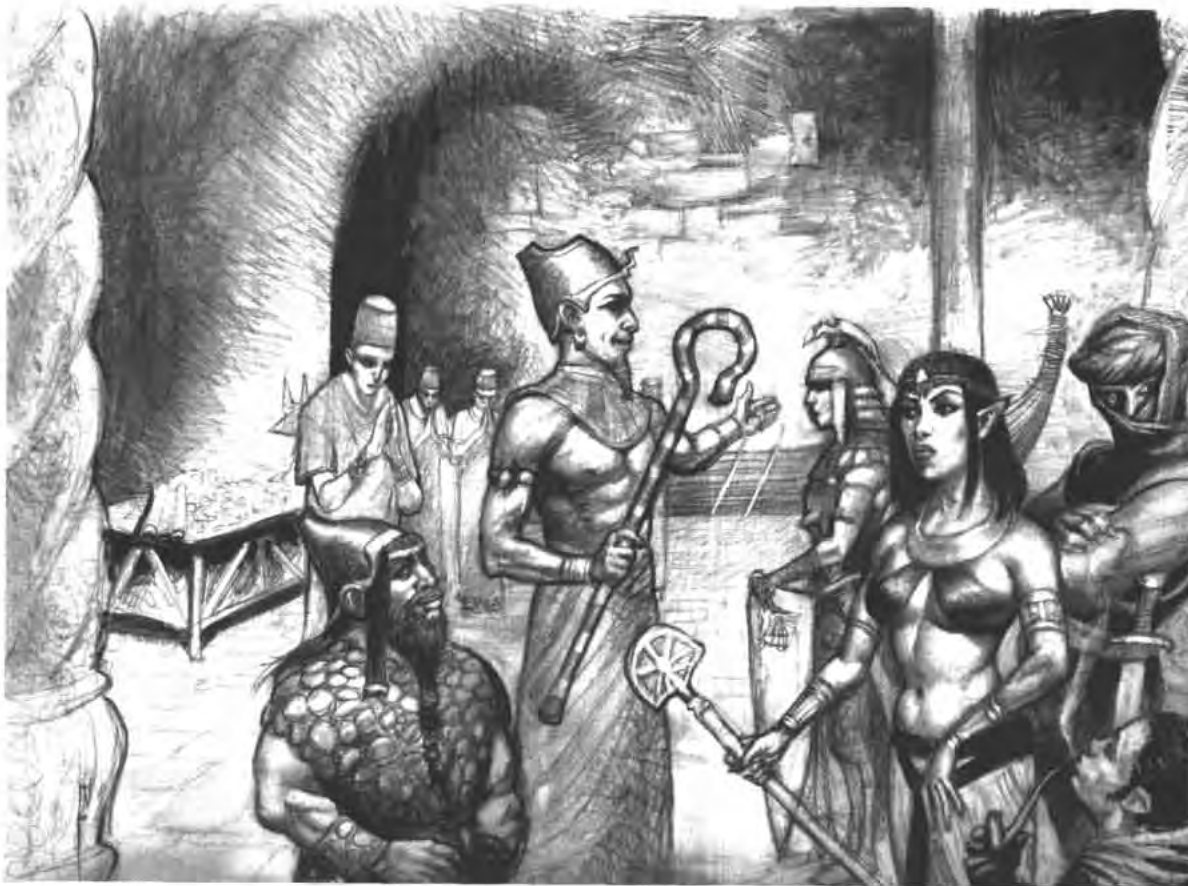
¹Dex 13, raised to 15 by *adder sandals*.

Spells Prepared (6/7+1/6+1/6+1/5+1/5+1/3+1/3+1/2+1; base DC 15 + spell level): 0—cure minor wounds (x2), detect magic, inflict minor wounds, resistance, virtue; 1st—bane, cause fear, cure light wounds, curse water², detect good, divine favor, doom², entropic shield², inflict light wounds*, protection from good, protection from law², random action, sanctuary²; 2nd—bull's strength, darkness, death knell, hold person (x2), shatter*, undetectable alignment; 3rd—contagion, cure serious wounds, dispel magic, magic circle against good*, meld into stone, protection from elements, wind wall; 4th—divine power, freedom of movement, inflict critical wounds*, poison, restoration, spell immunity; 5th—dispel good*, flame strike, greater command, righteous might, slay living (x2); 6th—create undead, create undead*, geas/quest, heal; 7th—dictum, disintegrate*, resurrection, word of chaos; 8th—cloak of chaos, symbol, unholy aura*.

*Domain Spell. Deity: Set. Domains: Destruction (1/day, smite good, +4 attack +16 damage); Evil (cast evil spells at +1 caster level).

²Bonus spell from *black star ruby*.

Possessions: *Bracers of armor* +6, *adder sandals* +2 (similar to *gloves of Dexterity*, but worn on feet), *uas rod* (club, functions as a +2 weapon to penetrate damage reduction; only functions in the hands of priest of a Khemitian god), *talisman of recall* (1/



day, word of recall), black star ruby (functions similarly to ring of wizardry I, but doubles divine spells of 1st level), ring of protection +2, divine scroll of 2 spells (resurrection and raise dead), potion of haste, cloak of resistance +2, unholy symbol.

Treasure: In addition to the items listed above, he carries a Talisman and an amulet-like object. The former enables him to escape from Area U5 (page 45). The latter item is one of the **Nine Evil Objects**, the *Cleaver of Set*, worn about his waist as if it were a ceremonial instrument or perhaps a weapon. It radiates the same uncertain evil and magic as all eight of the others; the object also works as a key that unlocks the door to his secret rooms.

PILLARS AND BOAR DEMONS

The carved creatures on the columns are depictions of the Savage-Faced Servants of Osiris. Though these beings are scarcely more benign than the Demons who serve Set, they are not prone to wanton slaughter. But all that is irrelevant, for the moment; the usurping of the temple has closed the Portals that would have allowed the entry of these beings. Until the columns are restored by those ecclesiastics who serve Osiris, the pillars will never function as intended.

These carvings were originally here to indicate the horrors of the Duat's underworld with which Osiris punished sinners. At that time, mother-of-emerald orbs were inset carving for eyes. Now the eyes are reddish quartzite, for in that light can evil be manifested. (The benign powers of the Khemitian pantheon are green-eyed and manifest in light of such hue).

Each of the 12 pillars is now a stable portal to the evil realms of the Duat. On each column is a chimerical monster (crocodile-hippopotamus-lion-warthog-ibex-scorpion in some

combination, possibly with insect or bat wings included). Serpents are crocodile-headed or dragon-headed, with and without multiple legs and/or wings. Decide the appearance of each and note it if you wish.

The High Priest can summon 1 **boar demon** (see below and the Monster Appendix also) from each column. Certain persons can do so as well, for trying to conjure or summon any sort of creature or being (even an elemental) will activate one of these doors and bring a **boar demon**. Yet whoever does the summoning, only 1 such demon will come from each pillar.

When in Area 7, the High Priest can call up 1 **boar demon** each round. He needs only shout a command word, and 2 rounds later the demon steps forth from behind the column, acting on its own accord without any direction.

Except as previously noted, the High Priest will not summon these things unless he finds it necessary (twixt life or death), or unless the party appears so weak that the addition of the demons should overcome them quickly before any considerable damage can be done to his forces and the temple.

Boar Demon: CR 16; SZ H Outsider [Chaotic, Evil]; HD 12d8+48; hp 102; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 29 (-2 size, +1 Dex, +20 natural); Atk +18 melee (1d8+6 each, 2 longswords, 19-20/x2) or +13 melee (2d4+3, bite); Face/Reach 10 ft. by 10 ft./15 ft.; SA spell-like abilities, fear aura (5 ft., 13th-level, Will save DC 19), gaze weapons; SQ damage reduction (20/+2), SR 24, immunities (poison, electricity), resistances (cold, fire, acid 20), telepathy (100 ft.); AL CE; SV Fort +12, Ref +9, Will +11; Str 23, Dex 13, Con 19, Int 16, Wis 16, Cha 16.

Skills: Bluff +15, Concentration +16, Diplomacy +15, Hide +5, Knowledge (arcana) +15, Listen +23, Move Silently +13,



Search +15, Sense Motive +15, Spellcraft +15, Spot +23.
Feats: Ambidexterity, Blind-Fight, Cleave, Improved Initiative, Power Attack, Two-Weapon Fighting.

Figurines: Any persona possessing a talisman or statuette of Chons Heru or Osiris will be able to combat these demons as if they had no gaze effect at all. Any weapon wielded by this individual inflicts normal damage for that weapon, even if non-magical.

OUTER SHRINES (A-H)

Figurines: Whenever a person bearing a statuette of one of the deities here represented comes within 4 feet of the shrine dedicated to that entity, the lamp(s) there ignite automatically, giving off a strange, silvery light, which extends only to the immediate area. However, the presence of the High Priest within 6 feet will extinguish that illumination almost immediately after its combustion. This is a clue to the enmity between the priests and the lingering powers still within these figures.

Setem-nefer will simply say something like, "The light should be made for homage only," pretending to have extinguished the source on purpose. However, if he moves out of range (the 6-foot radius of the shrine) and the PC does not, the lamp(s) will rekindle.

Offerings: Should anyone make a small offering at any of these shrines, a mental voice will whisper a warning to the individual, saying:

"Beware treachery and deceit. Brother has replaced brother . . ."

If the offering is made to an entity of more powerful sort (Ptah, Apuat, Thoth, or Anubis), and if the person has a figurine of that one, then the message will continue:

"Below is the Underworld of Evil, and there is no easy return for the unprepared."

As the PCs examine these places, read the appropriate details of the shrine area.

7A. SHRINE OF PTAH

A man-sized figure of dark red stone stands here. It is done in mummiform with legs formed together, unseparated, and the head is bald and unadorned by headdress or crown. There is a beard on the chin, and both hands hold a weighty item a scepter or rod. Before the figure is a carved wooden table with an ewer, cup, bowl, and platter of copper (worth 3,000 gp total). To either side of the low table are small lamps in iron stands.

7B. SHRINE OF SEKER

Here is a man-sized obsidian statue adorned by an atef crown. The crown is white, as always depicted, and the plumes are of various coloration. The head of the figure is that of a bird, possibly a nighthawk, and the hands hold a scepter similar to that seen opposite (Shrine 7A), but of somewhat smaller shape and less complex form. Before the statue is a wooden, sarcophagus-shaped stand, upon which are a single oil lamp and several ceramic models of food and drink.

KHEMITIAN ITEMS

The shrines depict a number of deities of Khemit. They hold or wear various items unique to the region of Khemit, described herein:

Atef Crown: A high, miter-like cap flanked by tall plumes, normally white in color.

Uas Rod: Sometimes called a *uas scepter*, this rod is a long staff of wood or metal. The top is crowned with the emblem of the phoenix. It is believed to hold the powers of resurrection and has the ability to free those imprisoned or entombed within the earth. It is often depicted with the gods Osiris, Amun-Ra, and Ptah.

Ankh: The ankh appears as a standard roman cross with a looped top. The Ankh is commonly known to mean life in the language of Ancient Khemit. It is also a symbol for the power to give and sustain life; the Ankh is typically associated with material things such as water (which is believed to regenerate life), air, and sun, as well as with the Gods, who are frequently pictured carrying an Ankh.

Uraeus Serpent: Appears as a hooded serpent similar to a cobra; also known as the serpent emblem. The uraeus serpent is regarded as a representative of a goddess who has many names; in it, one sees the embodiment of the eye of the sun god. Its likeness appears on the forehead of Egyptian kings as a symbol of protection and rulership. Many Khemitian gods include the uraeus serpent in their personal symbols.

Triple Crown of Khemit: Often associated with the actual land of Khemit itself; refers to the Upper, Middle, and Lower kingdoms of Khemit. Also a representation of the three primal elements used by the gods to create the universe (Air, Earth, and Fire).

Ewer: Large pitcher of bronze, crystal, or brass. Each is handcrafted and unique in construction. Most are decorated with various hieroglyphs depicting scenes of life, death, the harvest, the gods, or events.

7C. SHRINE OF WADJET (APUAT OR WAPWAWET)

A wolf-headed figure a bit taller than a man stands here. It is carved of gray-black stone and wears a typical Khemitian headdress. The statue holds an uas rod and ankh in its left and right hands, respectively. On a table of black and white marble is a miniature doorway, a lamp, a bowl, and a cup.

7D. SHRINE OF MERIT-SEGRIT

A figure of a woman (7 feet tall), cobra-headed, hewn of yellow sandstone is here. Above her head is a disc, which serves as decoration. She has a single finger raised to touch the mouth of her snakehead. She holds an ankh in her left hand. Ceramic utensils of white and yellow are spread on an altar-like table before her. There are also two lamps here flanking the service.

7E. SHRINE OF HERU'S FOUR SONS

A quartet of 3-foot-high mummiform figures stands against the wall in this location. One (Amset) has a man's head,

another (Duametef) a jackal's, the third (Hapi) a baboon's, and the last of the four (Kebehsenue) is owl-headed. On the stone table before these statues stand 4 small obelisks, each of a different hue (red, blue, green, and black), and before each obelisk is a small oil lamp.

7F. SHRINE OF THOTH

An 8-foot-high ibis-headed figure of alabaster towers at this location. Its headdress is flat, consisting of horizontal ram's horns with a disc set into a crescent, flanked by two plumes. The statue holds a quill in its left hand and a billet (ink palette) in its right. A table of ebony wood between two silver lampstands holds a service of silver vessels, a silver mirror, and a silver scroll (6,000 gp total value).

7G. SHRINE OF ANUBIS

Here stands an 8-foot-high, jackal-headed figure of deep black stone. The statue is adorned by a headdress, and it holds the ankh in its left hand and the was scepter in its right. On the table of greenish-black stone in front of the figure are a dagger, a balance, and a jar, all fashioned from black stone. On the floor at the foot of the statue is a large oil lamp.

7H. SHRINE OF KHNEMU

This statue is of dull and brownish-gray stone, some 7 feet high. The deity is a ram-headed man, the horns of the head flattened, wavy and long ones also projecting from the white crown set with plumes on either side, with an uraeus serpent (cobras) and a sun disc of gold at its base. The figure holds a scepter in its left hand and a gray Ankh in its right. Before the statue is a round table of plain wood; on it are a potter's wheel, clay, and ceramic utensils, plus a lamp shaped like a prone human figure.

INNER SHRINES (I-K) (EL 12)

Read the following when the characters reach the rear of the room:

This is the rear of the initial portion of the Inner Sanctum of the temple. There are six columns and a large altar that screens the rear section of the chamber, that part which is undoubtedly the Sanctum Sanatorium. Despite the rather fearsome appearance of the carved figures on the columns to either hand, the green and black stone tiers of the altar are quite pleasing to the eye. Its top, measuring about 3 feet in width by 7 feet in length and 4 feet in height, is formed of darkly-hued serpentine. The front is broken by four steps of alternating jet and malachite. At the altar are 3 vessels of lapis lazuli, a large and shallow dish, an ewer, and a lamp.

Beyond this sacred table is a tall shrine of carved wood inlaid with other rare woods, mother of pearl, and silver. The facade is 30 feet wide, 20 feet tall, and seems to extend about 10 or so feet in depth. Intricately carved papyrus columns decorate either corner, and there are folding doors in the front central portion. This can only be the place of highest honor, that location where the figure of Osiris is maintained. The screen, of course, shields that one from profane gaze. There are what appear to be lesser, but exalted, shrines to either side of the great one. So too,

wood paneling on the north and south walls up to a height about equal to two tall men adorn this part and makes the whole area seem more special than the fore-portion. Silver globes on stands are placed about midway along each paneled part of the walls to left and right.

Figurines: Even if someone has a statuette of Osiris, no light will spring from the lamp on the altar here because the figure of that deity has been removed. This might alert an exceptionally clever player, especially if other such lamps were illuminated previously by the PC's proximity thereto while possessing an appropriate statuette.

Concealed Doors and Traps: To either hand are the doorways into Areas 8 and 10, but both are concealed by the paneling and blocked by the globes on their pedestals. Any character examining the area must make a Search check (DC 25) to locate them.

The silver spheres are things placed to guard the doors. Any PC with Knowledge (religion) can make a check at DC 28 to be alerted to the wrongness of the things. These globes emit a moderate aura that indicates magic, and a strong one of evil as well.

Silver Spheres Traps: CR 10; no attack roll necessary; any creature (other than the High Priest or his underlings) that moves within 5 feet of a globe hears a gong boom softly, and then all non-living material worn or carried is torn from the person and teleported to Area 25. The victim is magically transported to the secret cell area (Area 26A). If a silver sphere is touched it discharges a blast of electricity (12d6 points of electricity damage, Fortitude DC 25 for half). If a weapon strikes a silver sphere, the discharge occurs, and the weapon must succeed at a Fortitude save (DC 20) or shatter.

Again, as the PCs examine these places, read the appropriate details of the shrine area.

7I. SHRINE OF HERU

The owl-headed (Heru, the Khemitian son of Osiris and Isis), 9-foot-tall figure seen herein is carved of yellow-green stone. Atop its head is the Triple Crown of Khemit, and the deity's statue holds a weapon-like rod and Ankh in its right and left hands, respectively. There are no other objects in the area. (The offertory service has been removed.)

7J. SHRINE OF ISIS & NEPHTHYS

These man-sized female figures are hewn of alabaster and translucent, pale-rose stone, respectively. Each is adorned by a tall headdress of unusual sort, one L-shaped, the other a tall and flat-topped one, these crowns resting upon a crescent. Each goddess holds a rod whose top is shaped to resemble a papyrus, while in the other hand each holds an ankh. There are no other objects here. (Again, the service pieces have been removed.)

7K. SHRINE OF OSIRIS (EL 11)

Red seals of wax and cord close the folding doors mentioned in the players' description. If anyone but Setem-nefer opens them, an enchantment is cast upon the idol inside the shrine (see below).

Because the High Priest will never want to have these enemies see his profanation of Osiris' shrine, this means you will eventually read the following to the players:



When you open the sealed folding doors, you are greeted with an unexpected sight. Instead of a figure of the great Osiris, you see the statue of the grinning crocodile-headed Sebk, ally of Set! A wave of palpable hatred emanates from the thing and washes over you. Before your eyes you see a magical transformation pass over the horrid idol, head to toe. It appears to be coming to life!

Within this wooden shrine is a 10-foot-tall statue of the crocodile-headed deity, Sebk. The statue is made of deep green stone and crowned by a pair of flat, wavy-curved ram's horns topped by two tall plumes of black. The figure holds a scepter in its right hand and a red-hued ankh in its left hand.

THE SEBK-GOLEM STATUE

Breaking the seals and entering the shrine releases magic that animates and transforms the statue, and it becomes sentient with malign power. The **Sebk-golem statue** then moves and runs amuck. It shimmers for 1 round, then moves slowly for another, but on the third is ready for action! The scepter will function once each 5 rounds to destroy the dweomer (*disenchant*) of any one thing it touches. This begins on its first use. Then the next four rounds it functions normally as a weapon. Each round, the ankh held by the statue-golem generates one **giant crocodile of Sebk**. Each reptile appears within 6 feet of the statue of Sebk. A crocodile can attack in the round immediately following its appearance. These creatures vanish when slain. Anyone, including the residents of the temple, even evil ones, are subject to attack!

Figurine of Sebk: Neither the Sebk-golem statue nor the crocodiles will attack anyone with a statuette of Sebk. Such protection is individual, however, with no radius. The crocodiles cannot otherwise be turned from their attacks.

Figurine of Heru: If a PC carries a statuette of Heru (the son of Osiris), that person will feel outrage upon seeing the croc-headed figure in the shrine and become very angry at the statue of Sebk. When it animates, the PC is flooded with an almost berserk rage. (Do not reveal this; merely suggest that the individual feels fury in his whole being and power surging through him, and would feel very triumphant indeed if he smashed the stone monster. Neither should you reveal the following effects, of course.)

Each exchange of attacks makes the affected character more able to strike the Sebk golem, and less liable to be struck by it (including blows of magical item negation). Each time there is an exchange of attacks, apply a +1 bonus to the PC's attack roll and AC. All bonuses and penalties are cumulative. No adjustments apply, however, if the animated statue does not exchange blows specifically with the affected PC.

After the second exchange of blows, the spirit within the statue detects the force of Heru in operation. It thereafter places crocodiles between itself and the affected character, attempting to avoid further combat with that opponent until all others are dead or routed. However, if the attacker ignores the reptiles and continues assailing the statue, it must return the attacks!

Sebk-Golem Statue: CR 11; SZ L Construct; HD 14d10; hp 90; Init +0; Spd 20 ft. (can't run); AC 27 (-1 size, +18 natural); Atk +19 melee (2d10+9 [x2], slam) or +22/+17 melee (2d6+12, *uas scepter*); Reach 10 ft.; SA *uas scepter*, slow (every other round, 10 ft., *slow* for 7 rounds, Will save DC 13 negates), ankh of Sebk (summon a giant crocodile once per round for 10 rounds, usable 20 times per day); SQ construct,

damage reduction (30/+2), magic immunity, resistances (cold, fire 20); AL CE; SV Fort +4, Ref +4, Will +6; Str 29, Dex 10, Con —, Int 14, Wis 14, Cha 12.

Skills*: Listen +15, Move Silently +12, Spot +15. **Feats*:** Blind-Fight, Power Attack, Weapon Focus (*uas scepter*, slam).

SA—*Uas Scepter*: Once per minute, the *uas scepter* can permanently disenchant any single magic item it touches (Fort save DC 20 to resist). It otherwise functions as a +3 large heavy mace.

Giant Crocodile of Sebk: CR 5; H Animal [Aquatic]; HD 13d8+52; hp 110; Init +1 (Dex); Spd 20 ft. swim 30 ft.; AC 18 (-2 size, +1 Dex, +9 natural); Atk +15 melee (2d8+12, bite) or +15 melee (1d12+12, tail slap); Face/Reach 10 ft. by 20 ft./10 ft.; SA improved grab, knockdown (10 or more points of damage, trip attack as free action); SQ scent; AL NE; SV Fort +8, Ref +9, Will +5; Str 27, Dex 12, Con 19, Int 3, Wis 12, Cha 2.

Skills: Hide +0*, Listen +5, Spot +5.

Ending Combat: If the party retreats from the shrine and closes its doors before the idol is outside those confines, the animation ceases, but only for so long as the doors remain closed, and only if no living thing remains within the shrine. Peeking through the carved wood will show the return to inanimation. If the party runs from the golem-like statue (leaving the doors open), it will pursue at a speed of 20 feet per round. It can keep up this pace indefinitely, and will do so as long as the group or any of its members are within the temple grounds. It has powers so as to track and trace, and aural emanations, so it is impossible to hide from the thing. The statue will not attack any PC who boards the boat (see Area 7X, below). If the entire party clambers aboard, the Sebk-golem-statue causes the whole thing to sink to the place below (see Area U1, below) with a tap from its scepter. The PCs will be trapped therein unless they locate the escape route or can magically get away. Meanwhile, the golem is loose and will not return to its place unless the High Priest is there to command it, so this is a mixed "blessing" for those of the temple.

Treasure: Inside the statue is an emerald amulet in the shape of a crocodile (worth 50,000 gp!). When the statue is destroyed, the amulet will be found automatically. This gem is useful in the Osirium Underworld section, as it acts as a rudder for the reed boat at Area 7X, below.

INSIDE THE SHRINE

Within the shrine of Osiris (now evilly desecrated to Sebk), a pair of low tables stand by the wall to either side of where the Sebk idol stood. Upon each are gold utensils (worth 2,000 gp per set). On one table is also a figurine of Set (with ruby eyes, whose value is 15,000 gp for the gems, 25,000 gp if sold intact). An amulet-like figure of an ibex, whose rear legs are drawn out behind as if a stem, lies upon the Set figure.

The figurine of Set has an aura of trickery, danger, and death, and it radiates strong Evil. The ibex-thing has an aura of magic and evil. It is worth but 500 gp, but it is the key to the operation of the reed-steel boat (see below).

Secret Door: Note the secret door in the rear of this place. Every precaution of physical and magical sort has been taken with respect to this secret door in the rear wall behind position K. It requires a Search check (DC 35) to locate this door. Similarly, even when found, the secret door can be opened only by pressing the Evil Object key of the High Priest, the

Cleaver of Set, as this is his most secret and private domain. See Areas 25–27 for more details.

7X. REED-STEEL BOAT

This boat is of the type typically used in Khemitian processions honoring various deities. In such usage, a figure of the honored entity would be placed in the cabin portion (shrine), and the whole would then be hoisted on poles for carrying. These symbolic and processional features of the boat should be known to the players, assuming that these are facts about which even PCs dwelling far from this land would have some smattering of knowledge.

Yet this particular boat serves another purpose: to carry sacrifices to the Underworld, once a peaceful Osirium, now a hellish place of Evil. The craft was made of reeds, but then enchanted. Its substance is now as light as dry reeds, but as hard as fine steel alloy. There is a small, high cabin just abaft amidships. If the characters are captured or imprisoned, their possessions will be hidden there.

Moving the Reed Boat: The rudder (steering oar) is the key to moving the craft, for if that and the keying device (the ibex-thing at 7K) are used in combination, the stone floor upon which the boat rests sinks down. The amulet key (from area 7K, above) must be placed as the pin locking the oar, then the oar can be lowered or raised to cause like movement of the craft. Any PC examining the rudder has a chance of noticing the similarity between the ibex-thing and the space in the oar (Intelligence check DC 15).

In combination with a word of power known only to the High Priest, the boat will also move of its own motive force, shrink down to 2–4 inches in length, or grow to a ship 240 feet in length. It is left to the DM as to how this word might be discovered, but it should be a very difficult task at best. See also Area 26 hereafter for an exposition on how captive PCs are taken below and left for the creatures of the “Underworld.”

8. VESTRY

This heavy hardwood door is bronze-bound. It is locked. It can only be opened by Key #1 (Area 9), or by picking its lock (Open Lock DC 30).

This is a dark and not particularly interesting area. Poles with banners and standards are ranked in holders in the center of the room, and various linen garments of white, red, blue, and black hue are hung on pegs or in wardrobes. There are trays for bringing offerings of food and drink to the shrines, plus unguents, incenses, perfumes, oils, lamps, and lam oil. All this is stored in wooden shelf units along the walls.

The concealed door is hidden (Search DC 20) behind a wardrobe whose back opens when a peg is moved upwards. The door to the east is for the convenience of the priests in Area 9 and the priestesses in Area 16.

9. PRIESTS' QUARTERS (EL14)

A heavy hardwood door, bronze-bound, is here. It is not locked and opens easily. Beyond is a long, very gloomy chamber. There are 2 **Priests of Set**, each a *Khenu*, who officiate at ceremonies when Setem-nefer the High Priest does not. (See Area 4, above). They are quartered here when they are not out on some mission elsewhere.

Priests of Set, Clr12 (2): Use the statistics for the *Khenu* priest Tcheripep from Area 4, above.

The two sections of the chamber are dark. If entry was made from the south corridor, the party might notice hieroglyphic writing on the door that translates (Decipher Script DC 25) as “the abode of The Prophets.”

Examination of both areas will reveal the following information. The two sections are nearly identical. Each is furnished with a large bed, a stand with a lamp, a wardrobe (with clerical garments), and a table with chairs. Each table holds another lamp, plus some fresh fruits and a jug of date wine.

Various arms are displayed on the walls, along with painted figures of deities. The latter have been defaced, with some painted over to show Sebk, Set (warthog, ass, or okapi head atop some deity's body), etc. There are two small shrines as well: one in honor of Set, the other favoring Aapep, the dracoserpent who is allied to Set.

Chests and boxes hold religious texts on papyri of unholy writings, along with various material components. There will be from 2,000–5,000 gp value of such things in both places. If you like, allow a 10% chance for some magical weapon or piece of armor/shield, and 20% for some papyri or magical elixirs.

Keys: There are also about 24 keys of various sorts hanging in these two rooms. They open locks in the place, of course, some of which are noted throughout this adventure. Add other locks as you wish if you enjoy complications of this sort.

10. TEMPLE LIBRARY

The heavy hardwood door with familiar bronze reinforcements is unlocked and swings inwards with a little shove. There is a square room beyond, well lit, and it appears to be a library from the clutter of writings. Its walls are plastered stone, with a small mirror, cases, and wall hangings obscuring much of their space.

Mirrors: The mirror is a scrying device connected to a pair of *Watcher Talismans* hidden in the walls of both Areas numbered 12. Setem-nefer or any priest or priestess can use the mirror to see and hear all that goes on in either area, even with most protections active against such spying being employed by occupants of these places. Only location and destruction of the *Watcher Talismans* will prevent this scrying.

Crystal Spheres: This 20-foot-square chamber is illuminated by a bright glow, which emanates from 4 crystal spheres suspended in silver chain mesh from the ceiling. The High Priest has placed a *continual flame* upon these globes so that each sheds a soft, yellowish glow sufficient for reading. In addition to papyri, there are parchment scrolls and books, vellum tomes, clay tablets, and even some metal plates engraved with strange writings. Also, there are curios and items of religious nature in or on the cases and shelving. Several comfortable chairs have been placed about the room.

Texts and Items: Most of the written materials are in the ancient hieroglyphic form or other ancient writings such as cuneiform; the majority of the rest are in Khemitian script. Any character able to read extensively in these forms of writing can gain much knowledge of the religion and pantheology of the land (+4 competence bonus on all skill checks after careful study; taking 1d4+2 weeks of reading, of course).

The curios are figures of foreign deities and offertory pieces worth in excess of 100,000 gp (12 cubic feet at a weight of



200+ pounds). On the other hand, this is basically looting, criminal, and wrong.

Concealed Door: The concealed door is hidden by shelving that swings southward. This portal is hidden as well as the one in Area 7 (Shine K). However, there are faint marks on the floor because the wall pivots to allow entrance from both the northwest and southwest, so it requires a Spot check (DC 25) to notice anything. As already related, opening this door requires use of the key that the High Priest wears.

East Door: The door to the east opening inwards and leading to and from Area 11 is screened by a hanging carpet.

Secret Door: The secret door in the north wall is very difficult even to notice (Search DC 35), let alone open! The unlocking slot can be seen, however, if a tapestry depicting Isis greeting Osiris is lifted up and the wall behind it examined. If this occurs, go to Area 25, below.

11. SETEM-NEFER'S ROOMS (EL 5)

This heavy hardwood door is bronze-bound. It is locked. If by odd chance the adventurers get into the Temple of Osiris by means other than those anticipated, it is here where they will encounter the high priest as well as the two priestesses (Stem-t, "the Pure") otherwise met in Area 4 (see that location for their statistics).

The doors to the north and west are heavy and can be barred as well as locked. If the High Priest is here, in fact, the door to the north will be locked, cross-barred, and bolted top and bottom. Hieroglyphs placed on the outside of this portal (Decipher Script DC 20) announce this to be the "Inviolable Abode of the Chief god servant," and admonish the reader never to disturb such a person unnecessarily. Carefully intermixed with that text and quotations of religious nature is a written charm that serves two very important purposes. First, the enchantment there is set so as to cause the employment of magical forces outside to change the hue of the lighting in the chamber within and also make a plangent sound emanate from the gong in the library (Area 10). Second, it so wards the portal as to cause a spell to rebound or be ineffective when directed at or laid upon the door. When this occurs, the glyphs disappear to leave one of *slow*. Any person (or creature or being) subsequently passing through the portal into the area is made slow of movement, thinking, and action.

Glyph of Warding Trap: CR 5; all creatures passing through the portal are affected, triggering a *bestow curse* spell (-6 Wisdom, Will save DC 14 avoids) and a *slow* spell; Search (DC 28); Disable Device (DC 28).

The whole apartment is about 40 feet east to west and 20 feet north to south. It is illuminated dimly by a soft, rosy glow, which seems to come from the ceiling 15 feet above. The western section of the chamber contains an ebony table and four chairs all inlaid with ivory and bits of gold, two couches, various cabinets and small stands, and the arms and armor of the occupants. Choice viands, ewers of wine, and delicacies are placed here and there. The freshly painted walls show ancient scenes of the pantheon, scenes that leave in doubt the outcome of struggles and acts in which the benign deities are opposed to the forces of Set. Malign religious papyri and adomments are stored in various places throughout the room. The nature of the written texts is also ambiguous. At the DM's option and as he selects, 1d4 magical items of moderate power will be located here also. (Plundering this stuff is perfectly just and correct!) The eastern 15 feet of the apartment is parti-

tioned into a semi-private area, which can be entered through an archway masked by strands of colorful beads. This section has a large bed, a big wardrobe, chests of drawers, a cabinet, and 3 coffer of moderately large size. Personal items belonging to Setem-nefer and the priestesses are herein, including 12,000 gp in jewelry. The murals in this area are explicit and lascivious in the extreme. We will not offend the reader by describing their lustful and pornographic details.

12. GUEST CHAMBERS (TWO SEPARATE ROOMS)

Another heavy hardwood door with bronze adorning it. It is unlocked. It opens inwards with ease. Beyond is a white bedroom of some sort. These rooms are clean, whitewashed, and decorated with scenes typical of a place dedicated to Osiris. There is a woven mat on each floor, a large and comfortable bed with a stand next to it, a small table with a pair of chairs, an ambry, and a shelved cabinet. Visiting ecclesiastics would be lodged here, and a great cleric or noble would command both rooms (thus the door between the apartments).

Mirrors: The mirror is a scrying device connected to a pair of *Watcher Talismans* (mirrors of scrying) hidden in the walls of both Areas numbered 12. Setem-nefer or any priest or priestess can use the mirror to see and hear all that goes on in either area, even with most protections active against such spying being employed by occupants of these places. Only location and destruction of the *Watcher Talismans* will prevent this scrying.

13. LESSER PRIESTS' ROOMS (TWO SEPARATE AREAS) (EL 7 OR 9)

An open door allows the PCs to see into a room about 20 feet deep with an L-shaped part that cannot be properly viewed from outside the chamber. There are cots, chests, and various personal belongings scattered throughout the place.

Each area houses 6 individual **Lesser Attendant Priests**, and there are 12 in total. (Eight of them will be encountered in Area 5, most probably.) Two are awake and on duty here at all times, and the archway entrance giving onto the corridor is open so that these alert ones can hear a summons (or commotion) and respond.

Lesser Attendant Priests (Hem-netter), Male Human Clr5 (6): hp 30 each; see Area 5, above.

The walls here are plain. Each servant of the god has a small pallet, a little trunk for belongings and to serve as a seat, and a stand doubling as a writing desk and table. Their shields, armor, and weapons are on the walls within easy reach. The door gives onto the common areas (24 and the hallways) of the temple.

Stairs: The stairs just outside these two locations, in the hallway west of Area 14, leads down to the cellars. (See Temple Cellars Map and Key.)

14. GRAND HALLS

This area is a big hall, with a half-dozen pillars along its eastern and western sides, and a total of four doorways in

addition to those accessing the hall to the east and west, allowing egress from it. These two dimly illuminated chambers are identical. Although splendid in appearance, both are relatively uninteresting in terms of action-adventure. The central space is about 50 feet north-south and 25 feet east-west between the walls and parallel columns. The aisles behind the pillars are for lessers and servitors, with doors and stairs screened thus as well. The white ceilings are painted with murals, as are the walls, and all depictions are of a religious-heroic nature. The pillars are sculpted and painted with gilt added, and the floors are made of white marble blocks.

Activities in these halls are formal receptions, banquets, entertainments of music and dancing, meetings, and so on. If the adventurers come with respectful attitudes, the High Priest will have a throne-chair placed in Area 14 (north) and greet them there. After such an audience, he will convince the group to undertake the perilous journey to the Underworld to aid the temple.

Stairs Up: Above this level are two identical floors, each with an open area (50 feet by 40 feet) and a long corridor against the wall of the sanctum portion (east-west) serving 3 rooms, each measuring 20 feet by 40 feet. Another staircase set above the first leads from the second floor to the third. These upper spaces are for classes, study, meditation, and additional living space (unneeded for some years now). During the average day there might be some activity on the second level. The balcony (Area 17) connects to the second story of this place. The uppermost one is disused and neglected. Because of this, no maps are given herein for these (and other) upper floors, but you might add them and develop additional material there as you desire. Novice priestling-warriors (see Area 5, above, for statistics) could be housed upstairs, for example, and their current quarters (Area 18) could be changed to those of regular soldiers/guards.

15. FORE-BUILDING ROOM (TWO SEPARATE AREAS) (EL VARIABLE)

This is a plain, rectangular room with plastered and white-washed walls. Long, horizontal rectangular windows set with bars high up on the north and south walls admit air and light. Typical Khemitian scenes are painted here and there to decorate it. Two lower buildings project as arms, each built forwards from the main temple axis (north-south) to flank the western third of the hypostyle at a distance of 20 feet. These are actually single-chamber areas, informal activity halls, council rooms, side salons for large events in either of the grand halls, etc. Musical performances of informal sort are done in these areas, and the Set-worshipping musicians of the temple, instrumentalists and singers alike, practice here still. The 20-foot-high ceilings and uncluttered space give these rooms excellent acoustics.

If the PCs happen to penetrate the temple precincts by unusual means, they will encounter the following individuals here (see Area 5 for details on all of these individuals): 2-4 lesser priestesses, 6-8 lesser priests, 9-16 novices (priestling-warriors).

Lesser Attendant Priestesses, Female Human Clr5 (2-4): hp 32 each; see Area 5, above.

Lesser Attendant Priests, Male Human Clr5 (6-8): hp 30 each; see Area 5, above.

Novice Priests, Male (6 Female) Human Clr2/Ftr1 (9-16): hp 21 each; see Area 5, above.

16. QUARTERS OF "THE PURE" (FOUR SEPARATE AREAS)

A typical door here, opening inwards to the south and west. Above each door is a hieroglyph announcing that this place is the living quarters of one of The Pure (female nominative). There is virtually no possibility of encountering a priestess in any of these 4 identical rooms.

The walls are whitewashed and adorned by murals of typical temple scenes and writing of a religious nature. Each chamber measures 10 feet by 20 feet and contains a small bed, a stand, a table and chair, a wardrobe, and a small trunk for seating/storage. Stored in each chamber are writing materials, robes and garments, and some small amount of money and jewelry (100-600 gp per room.)

17. TEMPLE GOVERNMENT OFFICES (TWO SEPARATE AREAS)

The heavy door opens easily, although its hinges creak a bit. Beyond is a disused and dusty room whose furnishings and litter look like an office. Barred windows facing east admit light and air. There is another door across the room on the wall opposite the entrance. A narrow flight of stairs on the north or south wall (depending on the room) leads upwards to some area above.

These chambers with narrow, barred windows are given over to clerk-scrivener (Scribe being an Aristocratic term, we translate the occupation thus) and minor ecclesiastical officials, or they were when the temple was active long ago. The rooms are now disused and dusty, and they contain a collection of desks, stools, and so forth that are seldom used anymore. If the PCs need anything in the way of writing supplies, they will find plenty here! The staircases lead up to rooms of the same dimensions as these. Each upper chamber has an entrance to the corresponding portico (below), an upper balcony walkway to Areas 15 and 18, and another door leading to the second floor of Area 14. In its heyday long ago, this particular Temple of Osiris controlled thousands of head of livestock, hundreds of peasants, and so forth, some in the nearby village locale, others further distant. Then, these places were alive with bureaucratic and legal activities, yet that was long ago.

PORTICO (AREA C BETWEEN 17 AND 18, TWO SEPARATE AREAS)

There is an opening in the wing of the temple building complex here, a 20-foot-wide and long portico supported on two lines of three columns running east and west. Beyond is an open space (of the Garden [22] or Yard [23]). A balcony some 12 or more feet above the ground runs along the whole front of the side wing, tying together the two portions separated by the portico. It turns east to tie to the main temple structure and fore-buildings, flanking the hypostyle as well.

A wagon or chariot can pass through the area on the ground level with ease. About 15 feet above the ground is a balcony

that encircles the area, giving access to the upper floors of Areas 15, 17, and 18.

18. GUARDROOM (EL 12)

The heavy door swings inwards silently on well-greased hinges. The square room is cluttered with paraphernalia typical of soldiers or guards. There is a door opposite, and a staircase up is set in the rock of the wall. These spaces, also with narrow, barred windows, are now the quarters for the **novices**, the aspiring priests and warriors. There are 12 in each at maximum, 6 more than likely, with one-third asleep above, one-third at ready, and one-third moving about. Of course, all might be gone, too.

The downstairs area serves as guardroom, refectory, and lounge. In each of these lower chambers are two chairs and a desk table beside a long dining board with benches, plus a gaming table for draughts, senet, backgammon, chess, etc. During any minute of time there is a 50% chance that a moving novice will enter here from one of the two doors or the stairway, assuming they are still active within the temple.

These aspirants sleep above. There are pallets there, pegs for clothing, garments, shields, armor, and various weapons. Each novice has his own small chest, which contains unremarkable personal effects and from 10-60 sp in small-value coins. The upper floor exits give onto the balcony walkway (Area 17, upper areas) and (via a short stairway) the wall battlements as well.

Novice Priests, Male (6 Female) Human Clr2/Ftr1 (24): hp 21 each; see Area 5, above.

19. CELLS (22 TOTAL AREAS)

There is a cubical set into the thick outer wall of the temple. It has a soiled curtain that is to one side but could lose its front, and the cell is dirty. These 10-foot-square rooms are for visitors, merchants, tradesmen, craftsmen, peddlers, and so forth. Originally built to accommodate the traffic common to even so remote a temple as this, these cells are now usually unoccupied. Most have no furniture, although some contain a bench, a stool, or the like. A ragged hanging of cheap screens separates each space when privacy is desired.

When the robber band (Chapter 5) is in the area, the men stay in these rooms; only their leader is allowed inside the temple building, along with the priest, of course. Since two men usually share a space like this, the rooms can accommodate all easily. If by some off chance the adventurers managed to avoid the bandits, all of them will be in these cubicles, save the leader, who will be out walking in one of the gardens (Area 22, 50% chance for north or south location).

20. WALL BARTIZAN (FOUR SEPARATE AREAS) (EL 6)

This is a typical little turret set in the corner of the wall. It has 4 slits for archery. There is about 70 square feet of floor space inside. Each bartizan houses one fixed sentry with a crossbow and two with guisarmes who move in opposite directions along the wall. Because they have been forewarned that a powerful group of foreign adventurers is coming, these guards now remain hidden and merely observe. Naturally, they will sound the alarm and defend themselves if attacked. Otherwise their movements are cautious and furtive. If the

outlaw band is within the temple precincts, the guards will expect the help and cooperation of these bandits in case of emergency.

Temple Guards, Male Human War1 (3): hp 11 each; see Area 2, above.

21. UNLOCKED CELLS (FOUR SEPARATE AREAS) (EL 18)

A small but solid door closes off something behind. The door is unlocked, opens outwards at a tug, and reveals a clean cubicle about 10 by 10 feet square behind. In it are a narrow bed, a small table, and a plain chair, nothing more. There are empty pegs stuck into the naked stone wall. Visiting priest-mages (*kheri-hebu*) use these locations for domiciles. Although now unpopular with the other ecclesiastics, these cleric-wizards are potent. If the adventuring group seems likely to overmatch the roster of the temple, you may utilize one or more priest-mages to balance things.

Priest-Mages (Kheri-hebu), Male Human Clr12/Sor6: CR 18; Size M; HD 12d8+12 plus 6d4+6; hp 107; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, *amulet of natural armor* +2, *ring of protection* +2); Atk +15/+10/+5 melee (1d8+2, +1 *heavy mace*) or +16/+11/+6 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.) or +15/+10/+5 ranged (1d4+1, masterwork dagger, 19-20/x2, 10 ft.); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +11, Ref +9, Will +16; Str 13, Dex 12, Con 12, Int 10, Wis 16, Cha 15.

Skills: Bluff +9, Concentration +12, Disguise +6, Hide +6, Knowledge (religion) +10, Spellcraft +8. **Feats:** Brew Potion, Dodge, Craft Wand, Lightning Reflexes, Power Attack, Scribe Scroll.

Divine Spells Prepared (6/6+1/5+1/5+1/3+1/3+1/2+1; base DC 13 + spell level): 0—create water, guidance, light, read magic, resistance (x2); 1st—cause fear (x2), change self*, cure light wounds, endure elements, random action, summon monster I; 2nd—cure moderate wounds (x2), endurance, invisibility*, resist elements, summon monster II; 3rd—bestow curse, blindness/deafness, daylight, inflict serious wounds, magic vestment, nondetection*; 4th—divine power, greater magic weapon, summon monster IV, unholy blight*; 5th—dispel good*, slay living (x2), true seeing; 6th—blade barrier, heal, mislead*.

***Domain Spell.** *Deity:* Set. *Domains:* Evil (cast evil spells at +1 caster level); *Trickery* (Bluff, Disguise, and Hide are class skills).

Arcane Spells Known (6/7/6/3; base DC 12 + spell level): 0—daze, detect magic, disrupt undead, light, ghost sound, ray of frost, read magic; 1st—chill touch, magic missile, true strike, shocking grasp; 2nd—see invisibility, spectral hand; 3rd—hold person.

Possessions: +1 *heavy mace*, *ring of protection* +2, *potion of spider climb*, *wand of fireball* (15 charges), *wand of charm person* (13 charges), *amulet of natural armor* +2, *potion of cure moderate wounds*, scroll of 3 divine spells (*neutralize poison*, *raise dead*, and *cure serious wounds*), masterwork dagger, masterwork light crossbow, 20 masterwork bolts, unholy symbol, gold bracelet with ruby stone (600 gp), pouch with 300 gp.

22. GARDEN COURTYARDS (TWO SEPARATE AREAS)

Anyone here hears the splash of water and smells the rich fragrances of green, growing things and the fragrant perfumes of flowers. This is a grassy courtyard and garden of roughly 100 feet square. In its center, a small fountain plays brightly, sending a spray of water upwards to fall into the basin below. Short fruit trees show deep green leaves and ripe yield. Flagstone walkways lead zigzag through the lovely space.

Each of these spaces is green with fruit trees, shrubs, bushes, and flowers. Grass and low decorative plants grow thickly, for the whole is watered regularly. Near the center of each courtyard is a small fountain that jets streams of water into a basin. There is also a 4-foot-diameter well beside it with not less than 20 feet of water visible about 10 feet down. These waters are transferred magically from the great cistern cavern below the Temple. (See "The Osirium Underworld," described later, for details.)

When the Temple of Osiris was active, the Necropolis was not proscribed but rather a place where many came to visit, and there was traffic and commerce around as these courtyards were used as markets, with the temple taking a tithe for the use of the facilities. Now only a few persons will be found here during the day, mostly novices and workers from Area 24. In the evening, the other clerics will stroll through the coolness, enjoying the relief from the blistering heat of the day.

23. INNER YARD & POND (TWO SEPARATE AREAS)

This rectangular inner courtyard of about 50 by 70 feet is certainly a working place not meant to be visited by outsiders. A big, square pond of shallow sort seems to be made for domestic waterfowl to swim in and livestock to drink from. The rest of the place is paved in square blocks of heavy stone to bear traffic. These working yards have quite a lot of activity — primarily animal care, though cooking is usually done in here as well. The ponds are for the ducks and geese raised on the temple grounds. Animals are watered and bathed here also, and the workers too wash themselves in these waters.

Each pond is 3 feet deep at the edge and 5 feet at the center. Both are kept full by pipes that drain the fountain basins in the garden courtyards (Area 22, above). Periodically, the water is lowered by stopping the inflow, and the laborers clean the muck from the middle to use as fertilizer in the garden area.

24. STABLES (TWO SEPARATE AREAS) (EL 9)

This is the stables section of the complex. It has the reek of dung so familiar to such places. There are pens containing goats and swine here, and stalls with nice-looking horses too. Worn and rickety looking stairs lead to the floor above. Each of these places contains stalls for horses, animal pens, and a forge for smithy and farrier work. There are also some few head of livestock here, goats and swine (!!!) with attendants. Anyone with the Knowledge (Khemitian religion or pantheology) gets a check at DC 18 to recognize that pigs are a sign of Set and his evil minions.

When there are large numbers of mounts and pack animals in the Temple, these beasts are simply stabled in the outside areas where the walkway (with portico) and paved lanes are. In the main stalls are the mounts used by the priests who run the place. At any time, there are 5-8 Medium-size warhorses of exceptional quality in the stable. One (or more) of them should be of unsurpassed perfect conformation, speed, endurance, breeding, spirit, intelligence, training, age, and conditioning (i.e., a seven-year-old black stallion with a small blaze and socks of white), trained for war as well as riding, hunting, jumping, and long-distance travel. Saddles and tack are kept near to each mount.

Upstairs Rooms: These staircases give access to two upper floors, where supplies of hay and grain, lumber, etc. are kept. These upstairs rooms also serve to quarter the slave workers, namely the stable hands, livestock handlers, carpenters, cleaners and sweepers, laundresses, gardeners, cooks and scullions, and so forth. There are 8 adults and 15 children in each area, along with 2 non-slaves who oversee their work. Each of these areas also houses about a half-dozen women for special service to the guards and priests. There is no burning desire among these folk to revolt and become free, but they do not love their masters either. However, since sacrifices are always brought in from outside, the slaves and workers remain passive in any fight. These are mundane persons in every sense of the term, most of low intellect, of course, or else they would have no truck with evil.

Adult Slaves, Male Human Com2 (8): CR 1; SZ M; HD 2d4+3; hp 9; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3, slam); AL N; SV Fort +0, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Skills: Craft (any one) +6, Listen +2, Profession (any one) +5, Spot +2. *Feats:* Alertness, Toughness.

Children, Com1 (15): CR 1/2; SZ M; HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Atk -2 melee (1d3, slam); AL N; SV Fort +0, Ref +0, Will +0; Str 7, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Skills: Craft (any one) +2, Listen +4, Profession (any one) +2, Spot +4. *Feat:* Alertness.

Women, Female Human Com1 (6): CR 1/2; SZ M; HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d3, slam); AL N; SV Fort +2, Ref +0, Will +1; Str 10, Dex 11, Con 10, Int 11, Wis 12, Cha 11.

Skills: Craft (any one) +5, Listen +3, Profession (any one) +3, Spot +3. *Feats:* Alertness, Skill Focus (Craft).

Slave Overseers, Male Human Com3 (2): CR 2; SZ M; HD 3d4+3; hp 12; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d3, slam); AL N; SV Fort +0, Ref +0, Will +1; Str 11, Dex 11, Con 10, Int 12, Wis 12, Cha 11.

Skills: Craft (any one) +7, Listen +7, Profession (any one) +7, Spot +9. *Feats:* Alertness, Skill Focus (Spot), Toughness.

25. SECRET TREASURY (EL 12)

A Spot check (DC 20) reveals that the plastered stone of the wall here under the tapestry of Isis and Nephthys has a curious crack in it. It seems as if the edges of it are worn from use. The Khemitians are famed for their clever Masonry. Perhaps this is a hidden panel!

Then, if use of the Evil Object "key" (the *Cleaver of Set* in the possession of the High Priest, now hopefully in the possession of the PCs; see Area 7, above) enables its opening,



either this place, or the passage to Area 26, or both, will be discovered. As noted above and in the details of Area 10, this dark, 9-foot-square stone room is accessed through the secret door. The High Priest wears the only key-device at his belt as if it were a weapon or ceremonial instrument. Placing the *Cleaver of Set's* blade into a narrow slot opens the way to this chamber. (When the blade is pulled half way out thereafter, the stone panel pivots left to open the passage to Area 26).

The passage to Area 25 is seen thus:

Before you is a narrow passage whose floor is smooth, 2 feet wide, dark, and dangerous-looking; this way slants downwards as it angles to the northwest.

Figurines: Anyone consulting a figurine of Isis, Nephtys, Hapy (if a participant in slaying the demoncroc and friendly to Merha-aptut), Apuat, Anubis, or Thoth will have a feeling of extreme danger ahead.

After going inwards about 8 feet, there are a series of steep steps along a like length of the tunnel. At the bottom of these, you see before you a square chamber of about three paces per side, whose ceiling is hardly high enough for a man to stand under, and with a large niche filled with objects in each wall.

If any PCs have triggered the enchanted spheres in Shrine 7K, all non-living materials that they wore or carried, including things that were once alive (such as cloth, leather, wood, bone, ivory, etc.), have been transferred to this place. Such items will be heaped in the open center of the floor. Arrayed on stone ledges recessed into the walls are various treasures.

Touching a Figurine: Touching any figure marked with asterisks in the list below triggers the appearance of the appropriate creature or being: a lesser serpent, a monster, a demon, and a fiend respectively. The thing appears 1 minute later outside the secret room (in Area 10) and waits for the party to attempt egress. Each of these things is detailed in the Monster Appendix.

NORTH RECESS

- 10 bags (each containing 1,000 gp in gold and silver coins)
- 250 copper ingots, each of 1 lb. weight and worth 10 gp
- 1 coffer, containing jewelry (total value 20,000 gp)
- 1 **Black Serpent** figurine, about 12 inches long, ruby-studded*

SOUTH RECESS

- 6 flasks of elixirs/potions of magical sort (*heroism, cure serious wounds, darkvision, cure disease, gaseous form, flying*)
- 3 jars of Keoghtom's ointment
- 4 amulets/charms (*proof against detection and location, health [+2], natural armor [+2], undead turning*)
- 3 scarabs/talismans (*protection +3, stone-golem bane, death [cursed]*)
- 1 **White Monster** figurine, about 12 inches high, diamond-studded*

WEST RECESS

- 12 scrolls of papyrus, each containing a randomly determined divine or arcane spell.
- 6 blocks of incense of *obsession*

- 1 ivory scepter set with amethyst (4,000 gp value)

- 1 **Blue Demon** figurine, about 12 inches tall, emerald-studded*

EAST RECESS

- A +4 scimitar

- 2 +3 daggers of *speed*, matching pair

- 1 **Brown Fiend** figurine, about 12 inches tall, opal-studded*

Trap: Unless a word of power (known only to Setem-nefer) is spoken upon entry into the repository, steel shafts with spear-point heads snap out to bar the exit. Anyone caught just at the threshold of the room will be killed (Reflex save DC 30 avoids). As that occurs, the ceiling overhead will fall if there is any movement within the area. The ceiling is a metal square, weighing about a ton or so and set with spikes. If it drops, any creature beneath it will be slain.

Spear and Stone Block Trap: CR 12; all creatures in the room are affected, no attack roll necessary (20d6 plus massive damage save, Fort DC equal to damage sustained or death), Reflex save DC 30 avoids spears, no avoidance on stone unless it can be magically stopped; Search (DC 22); Disable Device (DC 28).

26. SECRET AREA (EL7)

This whole section can be accessed through the secret door from Area 10, or the one in Area 7, or one of two small secret doors located about 15 feet up on the outer walls. Once in the 3-foot-wide passage, the visitor must find a secret door and operate it to penetrate farther or leave.

Opening the Secret Doors: Unlike the secret doors that allow entry from the interior areas, those in the narrow passageways operate through a combination of actions and the proper keying mechanism. Beside each is a small stone that will pivot, and behind that panel are 10 small (finger-sized) holes and 2 larger (hand-sized) ones. Each operates as indicated on the chart below, and if the wrong members are inserted into the holes, or the operation is done incorrectly, poisoned blades sever the members.

Poison Vorpall Dagger Trap: CR 7; +25 melee (1d4 and deathblade poison, *vorpall dagger*, 19-20/x2; also see note below); Search (DC 25); Disable Device (30). *Note:* The blades are coated with deathblade poison (1d6/2d6 Con; Fort save DC 20, see Table 3-16: Poisons in the *DMG*). On a critical hit, the dagger severs the members inserted in the holes.

26A. CELL

This chamber is granite, mortared, and has a steel door. The interior is 8 feet wide, 13 feet long, and 12 feet high. There's a jar of poisoned water (Fortitude save DC 15, 1d3/1d3 temporary Con after 1 hour) in the cell, and various dried fruits and other foodstuffs have been provided also poisoned as above. (The High Priest thinks this is amusing.)

If Setem-nefer has reason to suspect that he has prisoners, he will trigger a mechanism (located outside the door) that releases gas into the cell through tiny vents near the ceiling. The stuff works by both contact and insinuation, so unless the victims possess a special magical provision against sleep, the stuff will put them in a coma for 3d10 hours. After the gas dissipates, Setem-nefer will enter the cell and examine his prisoners.

SECRET DOOR OPERATION

Secret Door	Members to Use	Method of Operation
To prison cell (26A)	10 digits	pushing
From prison cell (26A)	2 hands	pulling
North from Area 26B	2 hands	pushing down
South to Area 26B	10 digits	pulling down
East to shrine (7K)	right hand	pushing
West from shrine (7K)	left hand	pulling
West wall exit	2 hands; 10 digits	push out, withdraw, pull inward
West wall entry	all trapped	no entry trigger
Northwest wall exit 2 hands	pushing	upwards
Northwest wall entry	all trapped	no entry trigger
To NW escape passage	left fingers & right hand	sliding right
From NW escape passage	right fingers & left hand	sliding left

Sleep Gas Trap: CR 10; no attack roll necessary; Search (DC 25); Disable Device (DC 25). *Note:* Trap releases gas that affects all in area, causing sleep for 3d10 hours if a Fortitude save (DC 25) is failed. The gas dissipates in 1 minute.

Naturally, the whole cell is covered with various wards and glyphs to prevent spirit entities from escaping and to ensure that the place cannot be magically changed. The door itself is barred from the outside. All seeming routes of escape are magically trapped or guarded. Attempting to use transposition of molecules or alteration of vibratory pattern (Ethereally, Astrally, non-corporeal form, teleportation, etc.) gives the same result as trying to enter the Temple in that manner (see above, for details).

The last prisoner was a Fiend of Set, however, and that creature worked to undermine Setem-nefer's security. Observant persons will note that some of the floor-blocks are inscribed with strange little sigil marks unlike hieroglyphs or script or anything else. Anyone who can somehow decipher their meaning (Decipher Script DC 30) will find that they are instructions on how an escape might be made. A simple tunnel was wrought by the creature — a burrow that slants down beneath the floor of the cell to a wall in the cellar. If a prisoner hammers the pavement with hands and feet for 1d4 minutes, the vibrations set up thereby will grow and shatter the stone, allowing access to the tunnel beneath. At the far end is a small block of loose stone that can be pulled aside; beyond it is hallway of the South Cellar.

Any captive able to cause metal to move or with a power to animate the door can escape by magically lifting the bar. All other forms of attempted escape will fail unless you personally decide to add such other ones as you find reasonable and necessary.

Prisoners who do not manage to escape will be bound, gagged, and carried to the Osirium for sacrifice. Setem-nefer will have a 5th-level priest do the work of taking such sacrifices to the Reed Boat (Area 7X). The High Priest will have personally moved his victims' possessions to the boat from Area 25, so that these can be part of the offering as well. (Things will be awarded back to Setem-nefer, of course, but all is offered.)

If, during this process, prior to reaching Area U3 (see below), one or more captives break their bonds (Escape Artist

DC 25, or Strength check DC 22), then the High Priest will seize the Amulet-pin from the steering oar and use it to be back instantly at the place where the boat stood (Area 7X). The captive(s) will then be marooned in the craft. In due course, after proper augury, Setem-nefer will return, using *water walk* to step across the water, retrieve the Reed Boat, and return it to the place above.

26B. SMALL PROVISION CHAMBER

Exact details of much of what is cached here are left to the DM. Base the list on the strength and possessions of the PCs concerned, your level of magical things available, and the bent of the campaign. This secret room holds rough garments for travel in the barren country, water and wineskins (periodically refreshed), pouches of dried rations, a collection of useful outdoor gear, weapons for hunting and self-defense, and portable treasure (20 each of platinum, gold, silver, and copper coins in separate little pouches; and 6 platinum rings set with gems, worth 100-300 gp each), a pass commanding all to allow the bearer freedom in the name of Pharaoh (duly signed), and a broad variety of things needed for clerical spell components.

TEMPLE CELLARS MAP AND ENCOUNTER KEY

Refer to the map hereafter for a complete layout of the cellar areas. Except for the storage rooms (N1 and N2), all of these chambers are locked. The keys to these chambers can be found in the Priests' quarters (see Area 9, above). If the characters have been captured, they are imprisoned in the south side.

You might also wish to add various items of clutter to the cellar areas for dressing. Thus, there can be barrels, crates, and boxes stacked along the walls, and some extra store of below average quality weapons might be found in one or another of these chambers. A few spiders and rats might be in order too, if you enjoy that sort of thing. Old furniture and various sorts of pots and containers make useful additions, for these can be examined for secret compartments, contents, etc. The presentation is aimed at allowing fairly rapid

progress through these areas. If the PCs are in need of help, or you wish to draw things out, simply add to the materials to be discovered or seen.

Doors are fairly solid and strong, but they can be battered open by use of shoulder or axes, hammers, etc. The door to S3, though, where service pieces of gold and silver are stored, is twice as strong as the others.

Locked, iron-reinforced wood door: 2 in. thick; Hardness 5; hp 20; Break DC 18, Open Lock DC 20.

SOUTH SIDE CELLAR

The stairs lead down about 20 feet to a totally lightless place. Cressets for holding torches are set at intervals in the walls, but no torches are there now. The 10-foot-wide passage leads east. Keys to locked cellar areas can be found in Area 9, upstairs.

Note that the tunnel/chute from Area 26A comes out in this hallway, near the stairs. If the characters did not enter the cellars this way, then a stone block hides the work from view.

S1. LOCKED ROOM

Key #2 (from Area 9) will open the door to this storage chamber, which is vacant now. It is used to keep prisoners for sacrifice or valuable goods in transit when the smuggling caravan stops for a time at the temple. If the party members are physically captured, they will be stripped and locked herein. An Escape Artist (DC 25) or Strength check (DC 22) might enable them to escape.

S2. LOCKED ROOM

This is the buttery; the best wines and kegs of beer are stored here even now. There are also a few dozen bottles of excellent spirits here. This lock is fairly simple (Open Lock DC 20), unless Key #16 (from Area 9) is used.

S3. LOCKED ROOM

There is a metal bound and very heavy locked door here. The banquet service pieces used for grand functions are kept inside this room. The pieces are sufficient to serve a score of noble diners and twice as many lesser lights, as it were, and are valued at about 50,000 gp as they are. These bulky and heavy containers weigh about 10 times the metal weight. Key #19 (from Area 9) unlocks the door to this room.

S4. LOCKED ROOM

There's a locked door here. Key #11 (from Area 9) fits the lock on this storeroom, where porcelain and pottery service pieces are kept. Alternately, a victim meant for sacrifice to Set can be locked herein. Use this fact if the persons need assistance and appear to have no chance of success without such help. The individual confined in this room must fit the needs of the party, but not be overly powerful. A highly skilled rogue or cleric might be in order. A prisoner can know something of the layout of the temple, but use this sort of intercession very sparingly.

If you believe that there will be need, it is suggested that you detail both a thief and a priest-mage or such other NPCs as you deem likely to be needed by the party just in case. Whoever is confined here will leave for parts unknown (to the adven-

turers) at the first opportunity, after getting the party in reasonable shape to succeed without assistance.

NORTH SIDE CELLAR

A dark and cool hallway about three paces wide leads east from the steps. There are cressets along the walls, and a lamp is on the last stair. If that can be lighted, it will be a source of dim illumination (about 10 feet in radius).

N1. STORAGE CHAMBER

There is a locked door here. Several keys unlock this door, and you might have any one do it. This cool place is used to hold foodstuffs that are for use soon. There is nothing of interest here unless the characters profess hunger and thirst.

N2. STORAGE CHAMBER

There is an unlocked door here. This is a root cellar and grain room for long-term storage.

N3. LOCKED ROOM

There is a locked door here. Key #24 (from Area 9) will open the door to this room, wherein all the panoply used in processions to honor Osiris are stored. The area is now dusty, musty, and obviously disused. There are pennons on staves, palanquins, standards, and the parts of a processional chariot here. Dirty and broken musical instruments (drums, bells, sistrums, etc.) have been cast into odd corners.

N4. LOCKED ROOM

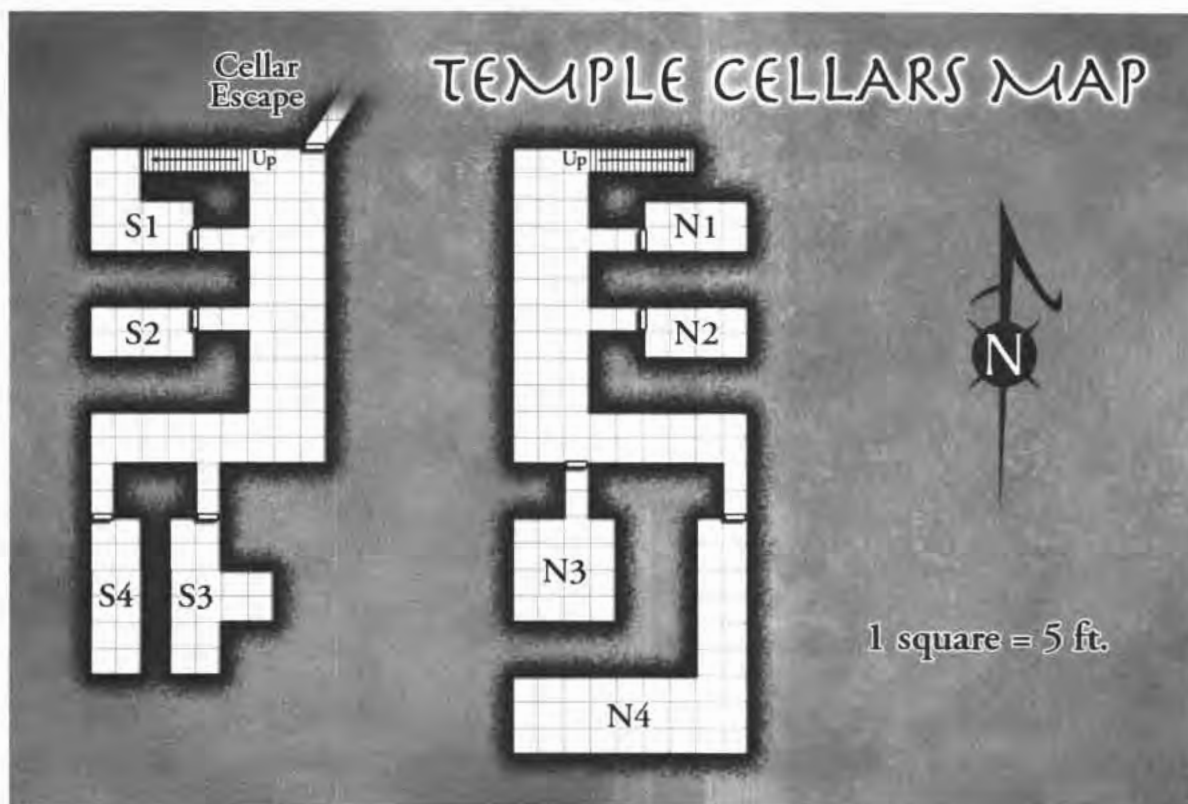
There is a locked door here. Key #5 (from Area 9) opens the door to this dark and grisly place. Mummification of corpses took place here long ago. There are vats with a residue of niter, tables, linen bandages, stone knives, old perfumes, resins, unguents and herbs, canopic (intestine/organ storage) jars, and all sorts of containers here. The paintings on the walls depict scenes of Anubis and other Khemitian gods mummifying Osiris after his murder by Set. Heru and his four sons are shown assisting Isis and Nephthys in seeing to the dead deity (Osiris). Prayer texts, instructions, and religious formulae are written in hieroglyphs and script on the plastered walls.

A careful search of the linen bindings will reveal a few amulets, but only one of them is worth anything. That one is a silver moon disc (with the crescent moon beneath it), which enables its wearer to see as if in bright moonlight at worst (*darkvision*).

THE OSIRIUM AND ENVIRONS

DM'S NOTES

Before reading this section, you should refresh your memory by reviewing the details of the Reed Boat (Areas 7 and 7X). The PCs will probably come to this vessel by one of the following five means:



- Getting caught, bound, and carried there as captives for sacrifice.
- Entering as triumphant Mighty Ones of Osiris' own choosing and being shown to the place below where rich rewards are placed for such ones as have the blessing of Osiris upon them.
- Forcing information out of the priests, for the latter know how to gain entry to the Underworld (though only Setem-nefer knows the whole of the place).
- Chance (as they regain their goods after capture, or through normal exploring), as the boat emanates very strong auras of magic.
- Agreeing to a request to go to the Osirium with Setem-nefer (as detailed in Area 7, above), presented as follows: "Assist me in overcoming an evil demon and restoring the treasures of the temple and its holy things. In return, you will be given rewards and allowed to rove freely about the Gorge."

The High Priest's objective here is to carry or lure the group to Area U9 to serve as sacrifices. However, he may vanish suddenly (using his magical talisman to return to the Temple above) whenever he thinks it necessary, especially if any signs of high ability are shown by the party. Although he would prefer to be present, the destruction of such powerful foes and the feeding of the things below will even so be of great benefit to the High Priest. He cannot imagine that any mortals would survive long in the place without Entital assistance. And perhaps Setem-nefer is right, for in most cases, the party has no means of controlling the boat.

Figurines: As soon as the party is in the reed boat and descent is begun, any character who has a statuette of Osiris will get a feeling of wrongness and lurking evil, and a desire to set things right. The player should be informed privately.

DESCENT IN THE BOAT

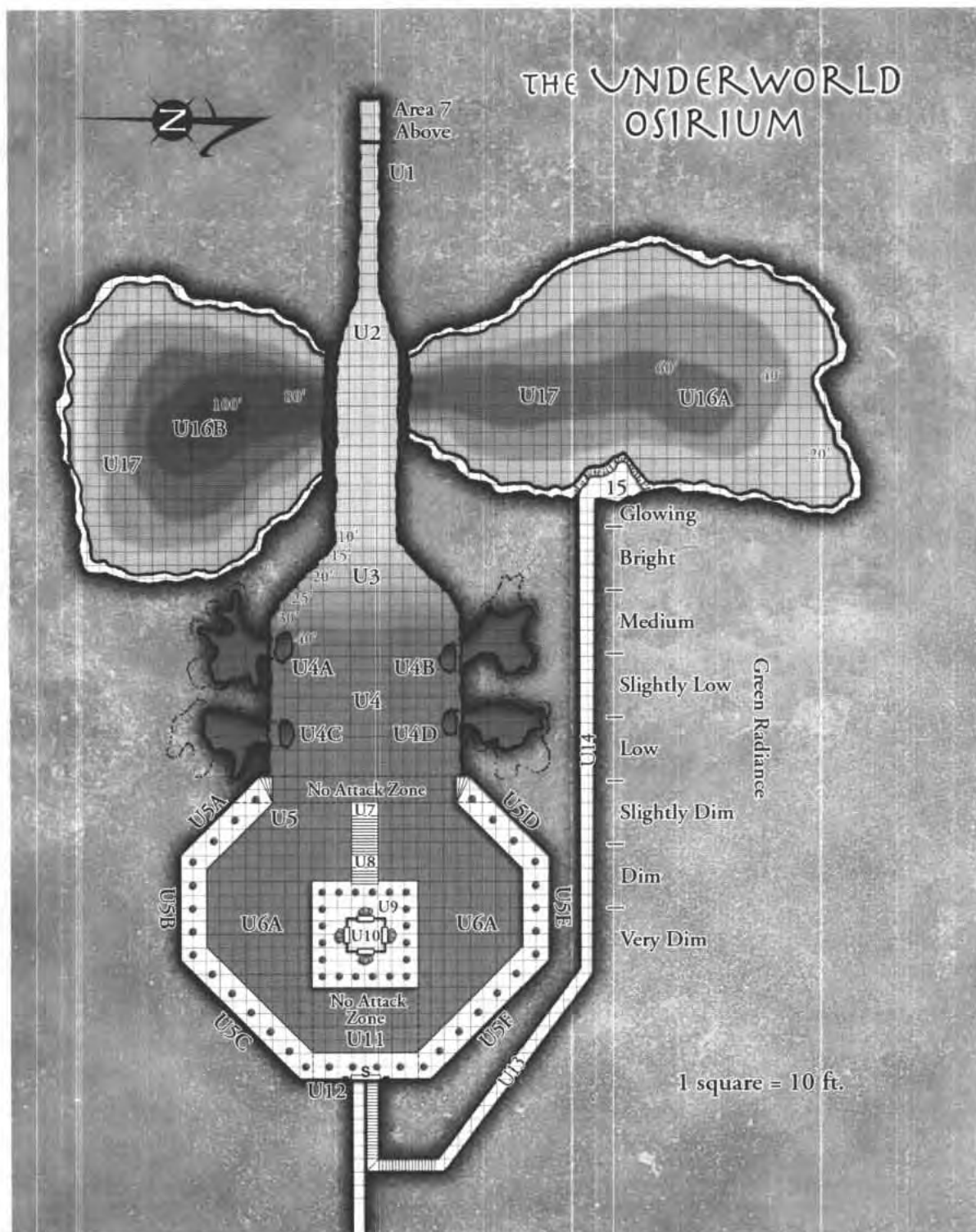
In 4 of the 5 cases stated above, the amulet from the Shrine of "Osiris" (see Area 7K, above) will be locked in the steering oar. Lowering the oar will then cause the stone beneath the boat, and thus the boat, to sink magically (as if an elevator), lowering down 200 feet to Area U1 in about 1 minute, or a (relatively rapid) descent rate of 10 feet in 3 seconds.

If the boat is not under Setem-nefer's control, there is an alternative to the key operation. Any PC who has a statuette of Osiris, Heru, Isis, Nephthys, Thoth, or Anubis can cause the boat to perform just as if the amulet key were in place. The gods of Khemit also wish to redress the evil of this place!

Unless the PCs have control of the situation, however, and possess either such a figurine or the Amulet-key (and can learn how to use these tools), the boat will float onward to the landing (Area U7), leaving them marooned. It will then take a lot of skill, hard fighting, and luck to get them back above ground safely, but that's what dungeon adventuring is all about, isn't it?

THE UNDERWORLD

This area hides the secrets of the evil priests above. The creatures here act as both a method of sacrifice to the priests' fell god as well as a convenient method for disposal of unwanted visitors and troublemakers. Great evil radiates from these darkened passages, and the smell of death pervades the area. The walls and halls of the underworld appear naturally formed, with the exception of the island itself and the catacombs beyond it. The rush of water assaults the PCs' ears, making all but the loudest noises impossible to hear until area U3 is reached.



VI. NARROW PASSAGE

The boat and floor sink 200 feet in about a minute. The cavern appears natural and the water has a fetid odor. There is a charnel reek intermingled with a reptilian stench.

There is a splashing sound, and then the steel-hard reed vessel rocks for a few seconds. Suddenly, you feel it move ahead as if with a leap, and in a few heartbeats it is traveling at great speed!

If any of the PCs has darkvision, read the section below. Otherwise, skip to Area U2. (Note that the detail given here extends to Areas U2 and U3 as well.)

You are in a chute-like natural tunnel just wide enough to accommodate the boat; in the 90 feet it travels along this narrow way, the drop must be about 20 feet. As you race along, you note that the passage is widening, and in the next 100 feet or so it remains a constant 30 feet wide, while the incline of descent drops off to perhaps 10 feet in that distance, still a fairly steep decline. Then the passage widens again, broadening to about 90 feet, and the current's rush drops off to a slower pace.



U2. BUBBLING INFLOW

In the following, the initial 5-minute period takes the boat to Area U2, and on to Area U3 in the next minute thereafter. Thus, the party travels from U1 to the beginning of Area U3 in 2 minutes.

The sound of rushing water is very loud for some seconds, then it becomes less for about a minute. The breakneck pace of the magical reed craft slackens as the noise nearly dies away.

U3. BROADER WATERWAY

You are now drifting in the direction of the vessel's initial rush, the boat's momentum taking you along thus, perhaps pushed ahead by the current as well, but from the steadiness of the keel you can discern that the boat is on a straight course. In the sudden silence, you can hear splashing drips echoing in the distance, the splash of the bow wave, and gurgling, swirling noises ahead in the dark water. The wet smell is unwholesome here, and you feel a growing sense of unease.

There is no incline here, and the widening of waterway slows the current considerably. The depth also increases rapidly from 10 to 40 feet, as shown by the contour lines on the map. It takes about 2 minutes for the boat to drift to Area U4. If there is inquiry as to the odors, do not count such against that time. Yet if there is inquiry about the sounds, then the time must be ticked off, just as it should be if the PCs remain quiet or engage in some miscellaneous activity on the boat. Without the controlling Amulet-key, the boat heads unerringly for the landing (Area U7), carried along by the

current. Some PCs probably begin to attempt to steer or slow the vessel about now. If they manage to alter its course, a terrible thing happens.

U4. LURKING MONSTERS (EL 14-18)

The water of the primary lake is fully 40 feet deep. The dotted lines to the sides on the map indicate water-filled areas located below the great waterway on which the boat is traveling. These places are of recent creation and are the lairs of four demonic creations of Sebk, specially designed by Sebk for Set, described hereafter. These creatures are located at points A, B, C, and D, as noted on the map.

If Setem-nefer is in the vessel, the monsters do not molest the passing boat, though their heads are seen by an able observer actively attempting to determine such (Spot DC 25). If they are not noticed, the PCs arrive safely at Areas U7 - U9. If the evil priest is not present, the **hippodilemons** attack.

These giant hippo-headed-crocodile-demons attack simultaneously one-third of the time (1 or 2 on 1d6), independently two-thirds of the time (3-6 on 1d6). They rush through the water, jaws agape. (This approach is the gurgling, swirling sound mentioned in the text of Area U3.)

Should some magical force be used to propel the craft ahead when the hippodilemons are sighted, the monsters do not attack as long as the boat heads directly for the landing at U7. These things cannot pass beyond the eastern demarcation line (the 10-foot-wide strip between the north and south portions of Area U5), but instead re-position themselves in



the large pool, submerged in the lettered areas as before, to prevent escapes and possibly get a tasty treat in the process!

NORMAL APPROACH:

If the boat stops in the water, two of these monsters assail the party; if the craft veers north or south of the landing, one hippodilemon attacks immediately (modify the text below as needed), and the other three arrive within 1d4+2 rounds. The impending attack comes very suddenly; the hippodilemon gets one free round before initiative is determined. A hippodilemon flees to its lair (one of the side chambers) if reduced to below 25% of its hp.

Figurines: Apply the following special notes if anyone in the party carries one of the figurines listed below:

- **Crocodile Figurine (from the Sebk Idol, in Area 7K):** A person carrying this amulet gains +3 to attack and damage on the hippodilemons. Note that these effects and those listed also apply in Area U6. The individual actually possessing the amulet cannot be harmed by these monsters (although the hippodilemons may try to attack anyway). If in the water, the possessor moves as if a swimming crocodile and does not need air for up to 5 rounds.
- **Heru or Chons Figurine:** The person carrying such gains the following bonuses to weapon use: any and all weapons used are as if enchanted and so can affect the hippodilemons; the possessor gains a +2 bonus to attack and damage when using a spear, trident, harpoon, or similar weapon.
- **Amemt, Mert, Osiris, or Tuat Figurine:** If any character has such a statuette, the hippodilemons cannot upset the boat.

Hippodilemon (4): CR 14; SZ H Outsider [Aquatic, Chaotic, Evil]; HD 14d8+56; hp 119; Init +5 (Dex, Improved Initiative); Spd 30 ft., swim 40 ft.; AC 28 (-2 size, +1 Dex, +19 natural); Atk +21 melee (2d8+12, bite) or +21 melee (1d12+12, tail slap); Face/Reach 10 ft. by 30 ft./10 ft.; SA improved grab, fear aura (5 ft., 14th-level, Will save DC 18), obscuring mist (1/day, 14th-level sorcerer, can use it underwater with full effect); SQ damage reduction (30/+3), SR 23, resistances (cold, fire, acid 20), immunities (poison, disease); AL CE; SV Fort +13, Ref +10, Will +10; Str 27, Dex 12, Con 19, Int 12, Wis 14, Cha 12.

Skills: Concentration +18, Hide +7*, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24. **Feats:** Cleave, Improved Initiative, Power Attack, Weapon Focus (bite, tail).

If the PCs defeat all four of these demons, they can maneuver the boat safely by paddling. The vessel otherwise drifts toward the landing (Area U7) at a lethargic speed. It is not possible to propel the boat any farther westwards than the landing by any magic unless the Amulet-key is affixed in the steering oar and the correct command word (to command movement) is known and used (the words "Sebk Sarthu," discernable only by a *legend lore* or equivalent spell).

U5. STEPS & RAILED GALLERY

Murals of the Sekhet Hetepet (at points U5A and U5D) and Sekhet Aaru (Fields of Reeds of the Duat) are painted on columns and walls. Papyrus, lush reeds, palms, bright colors, deity depictions, monsters, and men abound in these murals.

DM Note: Sekhet Hetepet and Sekhet Aaru are the two principal divisions of the Duat (Underworld) that are the Realm of Osiris. He also has direct overlordship of two others and titular headship, at least in theory, of the remaining 8 regions (the latter managed only by dint of force, if possible at all). If any adventurers can see multiple murals in this area, describe the general appearance of the paintings and mention that the scenes become more beautiful as they progress eastwards.

The pathway around the edge of this large chamber is about 15 feet wide and adorned by many pillars. Access to it at the outer points (north and south) is via three steps, each only 3 inches high. Note that the 10-foot-wide strip of water between the two stairways is a "no attack zone," separating the demonic monsters of Area U4 from those of Area U6.

When the party is actually on the gallery ledge, unless the PCs are within the "no attack zones" (Area U11 and the section between the north and south terminal points of Area U5), they are subject to assault by demonic **ophidiles** (see Area U6). There is little time, at least initially, to examine the murals closely.

U5A. GUARDIAN SERPENT (EL VARIABLE)

PCs carrying statues of Thoth or Buto are very uneasy as they approach this area.

The painting here depicts a twelve-legged, winged serpent-entity lying before a tall door. The creature's crocodilian head points to the right (northwest), and flames stream from its maw. In the direction of the flames, the painted scene is gloomy and frightening dead vegetation and stark barrens. Painted to the left of the door are bright flowers and vegetation, and a frog-headed deity is depicted along with small human figures in its charge. Close examination of the painted door reveals hieroglyphic panels (Decipher Script DC 25) to either side and above that state:

Any of right spirit may enter here to dwell without judgment as a godling in Ur-nes upon the borders of the Field of Reeds.

There is a hieroglyph of an owl to the left of the door, one of an ass to the right, and in the center of the door is painted a small serpent just like the larger version along the bottom and beside this portal.

The forces of Evil have altered the magic here. If either the owl or the ass is touched, the individual so doing is whisked bodily from this place to the Realm of Seker, landing in the third Division of the Duat (Will save DC 20 avoids). No escape can be made unless the individual can plane travel.

Touching the Serpent hieroglyph summons the actual entity depicted — the **serpent of the Duat**. It must swallow and intake breath during its first round here, and thus attacks during the initial round with jaws and constriction only.

Figurines: Persons who have any of the following statuettes gain benefits as noted. All of these are cumulative effects, if applicable.

- **Heru or Chons:** This statuette gives the possessor a +1 holy bonus to armor class.
- **Ptah or Sekhmet:** Anyone with a statuette of this deity is immune to the fiery breath, and a sphere of such protection extends 3 feet from the figurine in all directions.
- **Crocodile Amulet (from Area 7, Shrine K):** The possessor is immune to all of the serpent's attacks

(although, as before, the demon won't realize its impotence in this respect). No immunities conferred upon others.

- **Osiris:** A successful combat attack by anyone with a statuette of this deity causes the serpent to return to the Duat.

Serpent of the Duat: CR 23; SZ G Outsider [Chaotic, Evil, Fire]; HD 34d8+272; hp 425; Init +4 (Improved Initiative); Spd 60 ft., climb 20 ft., fly 90 ft. (clumsy); AC 38 (-4 size, +32 natural); Atk +46 melee (4d6+16, bite) or +44 melee (2d8+8, tail slam) or +46 melee (4d6+16, bite) or +44 melee (2d8+8 and poison, tail sting); Face/Reach 20 ft. by 50 ft./15 ft.; SA spell-like abilities, breath weapon (cone of fire, 60 ft., every 1d4 rounds, 14d10, Reflex half DC 33), improved grab, constriction (4d6+16), swallow whole (2d8+8 crushing and acid, AC 20, 50 points damage to cut way out), poison (tail sting, initial 1d6 temp Dex, secondary 2d6 temp Dex, Fortitude save negates DC 33); SQ damage reduction (30/+3), SR 30, resistances (cold, fire, acid, electricity 30), immunities (poison and disease); AL CE; SV Fort +27, Ref +21, Will +27; Str 42, Dex 10, Con 27, Int 28, Wis 26, Cha 28.

Skills: Climb +62, Bluff +47, Concentration +46, Diplomacy +47, Intuit Direction +46, Jump +54, Knowledge (arcana) +47, Knowledge (any one) +47, Listen +46, Move Silently +38, Search +47, Sense Motive +46, Scry +47, Spellcraft +47, Spot +46. **Feats:** Blind-Fight, Combat Reflexes, Cleave, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack.

SA—Spell-Like Abilities: At will—blasphemy, desecrate, detect good, detect magic, dispel good, fly, magic circle against good, major image, polymorph self, see invisibility, teleport without error (self plus 50 pounds of objects only), unholy aura, unholy blight;

3/day—wall of fire and lightning bolt. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

USB. GUARDIAN FIEND (EL16)

The doorway painted onto the wall at this location shows a devilish fiend with a savage face and a long, ready knife. The scenes to either side are of activities not unlike the life of the common people of Khemit, merely idealized and idyllic. If the PCs are able to read this material (Decipher Script DC 25), it reads:

Here are invited the knowing and true at heart to enter into the treasured place of Aaru, a paradise with wealth unbounded. They will receive powers like unto the gods.

To the left of this painted door is a falcon-like bird; to the right, a ram; and on the door, a small version of the fiend itself.

Here, however, touching the hawk or ram brings the fiend into being, while touching the fiend's image carries the individual bodily into the 5th Division of the Duat, to the dreaded personal Realm of Seker (Will save DC 20 avoids).

Figurines: PCs who have any of the following statuettes gain benefits as noted. All of these are cumulative effects, if applicable.

- **A statuette of Osiris:** Causes any successful attack by the holder to return the fiend to its home. A statuette of Ptah confers invulnerability to the fiend's attacks.
- **Heru or Chons:** This statuette gives the possessor a +1 holy bonus to armor class.

Neru-tuat, Guardian Fiend: CR 13; SZ L Outsider [Evil, Lawful]; HD 12d8+48; hp 112; Init +2 (Dex); Spd 40 ft.; AC 28 (-1 size, +2 Dex, +17 natural); Atk +17/+12/+7 melee



(1d8+9, battleaxe [vorpal weapon attunement], crit x3) or +17 melee (1d8+6 [x2], claws) and +12 melee (2d4+3, bite); Reach 10 ft.; SA spell-like abilities, fear aura (10 ft., 13th-level, Will save DC 19), weapon attunement (vorpal), summon devils; SQ damage reduction (20/+2), SR 24, immunities (fire, poison), resistances (cold, acid 20), darkvision 60 ft., telepathy (100 ft.); AL LE; SV Fort +13, Ref +10, Will +13; Str 23, Dex 15, Con 19, Int 22, Wis 20, Cha 16.

Skills: Bluff +16, Climb +20, Concentration +19, Disguise +17, Jump +19, Knowledge (arcana) +20, Listen +21, Move Silently +16, Search +20, Sense Motive +19, Spellcraft +20, Spot +21. **Feats:** Alertness, Cleave, Dodge, Power Attack.

SA—Spell-Like Abilities: At will—*animate dead*, *charm monster*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel good*, *fireball*, *fly*, *fog cloud*, *magic circle against good*, *polymorph self*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, and *wall of fire*. These abilities are as the spells cast by a 13th-level sorcerer (save DC 13 + spell level).

USE. WELCOMING DEITY

An ass-headed being with a triple crown and scepter stands beside the portal here. The colors of the painting are fresh (as though newly painted) and vivid. The figure is red, and the joyful scenes to either hand are full of poppies and other like-hued flowers of all sorts. There is a hunting scene in which the hunter is stalking lions, ibex, and other wild game.

The writing here is simple and plain (Decipher Script DC 20), and reads:

The Weary Mortal is received in the Realm of the Greatest Promise.

Hieroglyphs: To the right of the painted portal is the hieroglyph of the sun, to the left is that of the moon, and upon the door proper is the hieroglyphic symbol of Osiris. To touch the sun glyph is to be sent into the fire pits of the Duat (Will save DC 20 avoids), while the moon glyph leads to the icy dark depths of that same place (Will save DC 20 avoids). The symbol of Osiris causes the individual touching it to be cut into small pieces and removed irrevocably from the world (Fort save DC 20 or 6d6 damage plus massive damage [Fort save DC 15 or death]). As a consolation, that person, properly reassembled and mummified, is received by Osiris and likely allowed to dwell in Sekhet Aaru as a dignitary, for his demise was in the fashion of Osiris' own. The player, however, must create a new PC, for this rash one is gone forever!

Figurines: Anyone with a statuette of Osiris may not physically touch any of the hieroglyphs here. Anyone with a statuette of Thoth, Anubis, Apuat, Isis, Nephthys, or the four Sons of Heru has a very bad feeling about touching them (they can do so, of course, but are warned).

USD. GUARDIAN MONSTER OF SET (EL14)

The depiction drawn here in vivid colors is of a hog-headed, scorpion-bodied, snake-tailed monster with lion forelegs and ass-like rear legs. Curved, 4-foot-long horns of flame sprout from its head. The figures to the left and right of the painted door are a human-headed bird (soul bird) and a heart hieroglyph (ab), respectively, with the monster in miniature in the center panel.

Set's powers have perverted these, too. The inscription here (Decipher Script DC 20) reads as follows:

Invite the faithful one

To seek freedom, sanctuary, and power

To defeat all monsters

Anyone touching the bird figure is struck dead (as per *finger of death*, Fortitude save DC 25 avoids, though the victim still takes 3d6+18 points of damage), and the **monster of Set** animates. The heart glyph brings absolute idiocy (Intelligence and Wisdom reduced to 1 [Will save DC 25 avoids]) to the character touching it, and this can be righted only by a *heal* spell.

Figurines: Any PC with a statuette of Nekhebet or Serquet feels compelled to touch nothing here.

Monster of Set (Beast of Set): CR 14; SZ H Magical Beast; HD 18d8+90; hp 171; Init +5 (Dex, Improved Initiative); Spd 30 ft., fly 50 ft. (poor); AC 21 (-2 size, +1 Dex, +12 natural); Atk +25 melee (2d8+8, bite) or bite +23 melee (2d6+4, bite) or +23 melee (2d6+4, butt) and +23 melee (1d8+4 [x2], claws); Face/Reach 10 ft. by 20 ft./10 ft.; SA breath weapon (fire, cone, 20 ft., every 1d4 rounds, 3d8 damage, Reflex half DC 24), spell-like abilities, frightful presence; SQ damage reduction (20/+2), SR 25, poison immunity, resistances (cold, fire, electricity, acid 20), scent, darkvision 60 ft.; AL CE; SV Fort +16, Ref +12, Will +8; Str 27, Dex 13, Con 21, Int 4, Wis 15, Cha 14.

Skills: Hide +1, Listen +14, Spot +14. **Feats:** Alertness, Improved Initiative, Multiattack, Weapon Focus (bite, bite, claw, butt).

SA—Spell-Like Abilities: 3/day—*cure moderate wounds* (self only), *darkness*, *displacement*, and *polymorph self*; 1/day—*blasphemy*, *desecrate*, *dispel good*, *protection from good*, and *unholy blight*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).

USE. GUARDIAN DEMON

There is another of the portals depicted in pigments here. To the left of this painted doorway stands a manlike figure with gray, scaled hide, red eyes, and a mouth that fills half of its huge head. To either side are pleasant scenes, however; it is as if the terrible being guards the portal against intruders. Colorful verdure and pleasurable activities are depicted here: boating on a river, fishing, playing board games, listening to music, eating and drinking, and conversing with lovely members of the opposite sex. To the left of the door are a senet gameboard and pieces; to the right is a stringed musical instrument, and upon the door itself is a caricature of the demon.

Touching the gameboard transports the character so doing onto a giant extradimensional senet board (see below). Touching the musical instrument evokes a magical effect with an accompanying cacophony of noise. All those hearing it have an uncontrollable urge to immerse themselves immediately in water (i.e., leap into the Osirium's "lake," with resultant difficulties commensurate with the circumstances) unless a Will save (DC 22) is made. Touching the demon figure on the door transfers the offender to the Iubeni's Realm of the Duat (Will save DC 25 avoids) with no chance for survival, and in that character's stead a demon appears!

Figurines:

- Anyone carrying a figurine of **Osiris** cannot touch this area.
- A PC with a statuette of **Iubeni** is immune to the Demon's attacks.

- A spellcaster with a figurine of **Thoth** or **Isis** gains a +4 holy bonus to overcome spell resistance against this thing.
- A figurine of **Chons** enables its possessor to destroy the demon with a single successful melee attack.
- Figurines of **Bes**, **Heru**, or **Neith** give a +1 holy to armor class, and double the critical threat range of any weapon striking the demon.

Demon of Iubeni: CR 15; SZ L Outsider [Chaotic, Evil]; HD 13d8+52; hp 110; Init +2 (Dex); Spd 40 ft.; AC 30 (-1 size, +2 Dex, +19 natural); Atk +18 melee (1d6+6 [x2], claws) or +16 melee (1d8+3, bite); Reach 10 ft.; SA spell-like abilities, fear gaze (30 ft., flee 1d6 rounds, Will save DC 18), improved grab, summon demons; SQ damage reduction (30/+3), SR 24, immunities (poison, electricity), resistances (cold, fire, acid 20), telepathy (100 ft.); AL CE; SV Fort +12, Ref +10, Will +12; Str 23, Dex 15, Con 18, Int 18, Wis 18, Cha 14.

Skills: Bluff +15, Concentration +17, Diplomacy +15, Hide +15, Knowledge (arcana) +17, Listen +25, Move Silently +15, Scry +17, Search +17, Sense Motive +17, Spellcraft +17, Spot +25. **Feats:** Blind-Fight, Cleave, Multiattack, Power Attack.

SA—Spell-Like Abilities: At will—*blasphemy*, *cloudkill*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *lightning bolt*, *magic circle against good*, *polymorph self*, *read magic*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, and *unholy blight*; 1/day—*symbol* (any) and *implosion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 12 + spell level).

THE SENET BOARD (EL 15+)

If you have this game, simply get it out. Otherwise, create a larger-scale drawing of the one shown below. Note from the drawing that the Start point (for the PC) is on the left. Use tokens or miniatures to mark positions. The person must move east nine spaces, then one space south, then nine west, then one south again, and finally ten spaces east to get off the board. "D" positions indicate demons of Iubeni.

The game begins with the PC moving. The player rolls 1d6, re-rolling if a 5 comes up. The PC must then move the number

of spaces indicated by the die. A second, successive roll must be made if the first result is a 1, 4, or 6. In such cases, the PC must continue to move and roll anew until a 2 or 3 comes up, and he or she must move the number of spaces indicated by the roll.

There are five demons on the board. There is also a trap at the glyph in the middle row (which is otherwise unoccupied). You move the demon pieces by die roll, one demon per turn, to make it difficult for the PC to escape. However, you don't get to roll again on a 1, 4, or 6, as does the player. Fives don't count; simply re-roll.

The PC can't land on a space where there are two demons adjacent to each other and on the same row, nor can his token pass three demons lined up in the same row, but two in a row on one rank and one adjacent on the next file can be passed over.

Here's the catch: Don't tell the player what happens when the character lands on a space with a demon on it. If that happens, surprise! The demon goes back to the place where the character was. When a demon lands on the character's space, however, there is a battle to the death.

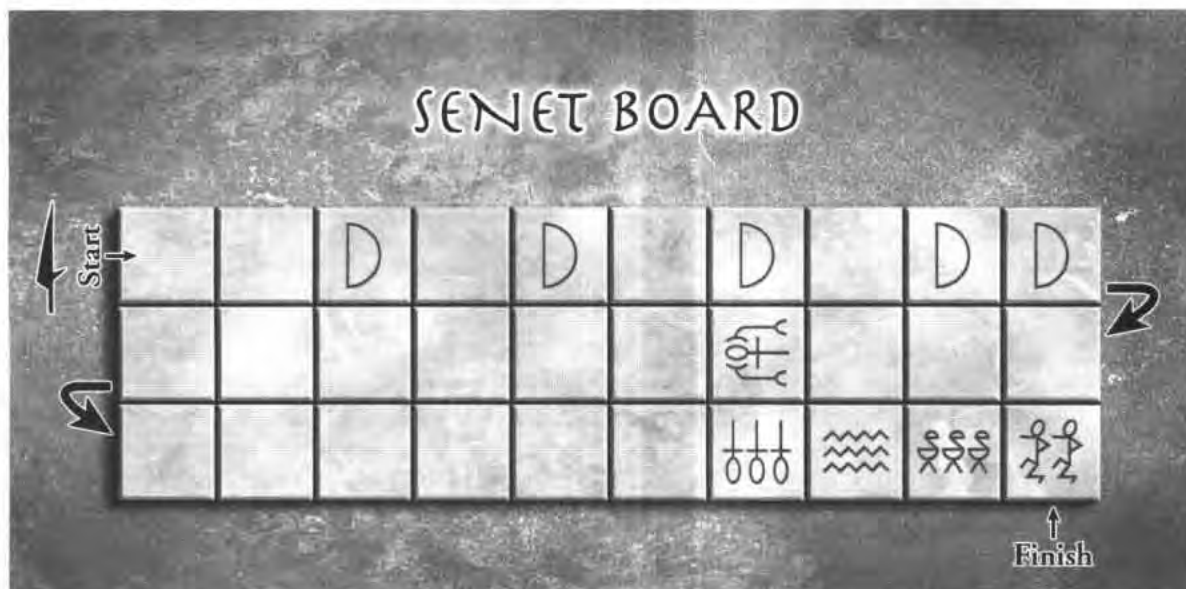
The trap space is the single one with hieroglyphs in the middle row, but it has no effect when landed on by any token. The triggering mechanism is the space to the southeast, the square with the three lines of water on it. Landing thereon sends the PC or demon back to the trap space — and, if that square is occupied, all the way back to the northernmost space in the west, the START square!

For purposes of this adventure, the space with the three Ankhs on it (south of the trap) restores full hit points to the PC. That with the three geese (sacred birds of Isis) restores all spells cast by the PC. Furthermore, these two spaces are safe ones; a person therein cannot be attacked by a demon.

The space with the two figures of men gives the character twice his normal number of attacks in melee combat. Yet this square is not safe, and a demon can land on one and fight.

Any roll allowing the player's token off the board permits escape; no exact number is needed. Once freed, the PC returns to Area U5E.

Demon of Iubeni: hp 110; see Area U5E, above.



U5F. BAT-HEADED GODDESS

The scenes (freshly painted) show steaming waters with roiling bubbles, fiery pools, rivers of molten lava, horrible creatures lurking in the shadowy background, and bodies being hacked to bits, eaten, etc. Central to the interior portion is an evil-looking figure seated on a throne.

That figure wears the Triple Crown of Pharaoh. This scene is awful! There is a door here, too, and unlike the others, it is shown as half-opened. A red-hued humanoid figure with a bat-like head and female body beckons from the shadows of the painted entryway.

To either side are hieroglyphs (Decipher Script DC 20) reading:

I Come Without Hesitation.

To Be Accepted Is Reward Enough.

Hail to He who died in Set's Name

To return immortal to rule men.

Figurines: Possession of any statuette of an evil god makes its possessor feel good about touching this scene. A figurine of any other alignment makes the possessor feel ill at the very thought of so doing.

Entering the Portal: Anyone who opts to try to enter through the partially open portal may do so. Placing a hand on either set of glyphs is also sufficient to transfer the PC to the Duat's depths (Will save DC 25 avoids). Any and all such transferences result in an immediate addition to the scene of butchery and carnage, as the person is slain, dismembered, and eaten before the eyes of those still in the Osirium.

U6. OPHIDILES (EL14)

Four **ophidiles** (snake-crocodile monsters) are here, located at the points (A) noted on the map. Each has a crocodile body some 20 feet long. Three snake-necks protrude from the shoulders: a cobra-like one 7 feet long, a viper-like one 8 feet long, and a python-like one 15 feet long. The cobra and viper heads flank that of the python and serve to protect it when it attacks by constriction. The cobra head can spit its poison, and the viper head is also poisonous, but must physically strike its opponent. The python head is non-poisonous, but has bigger teeth.

If the boat heads straight for the landing (U7), the monsters herein do not attack. They likewise do not disturb anyone or anything on the island (U7-U10), or the High Priest in any event. Furthermore, the water east of the island (U11) is another "no attack zone," as described previously. Two ophidiles are in the south part of the water, and two more are in the north, all hemmed into their areas by the "no attack zones" east of the island and between the north and south terminal points of Area U5.

If visual capacity allows, an alert PC can see one of these monsters swimming toward the boat at a distance of 5d10 feet on a successful Spot check (DC 20).

If attacking the Reed Boat, an ophidile does not attempt to clamber aboard; instead it simply tries to wrap around an individual target with its python part. If that is successful (opposed Strength check to avoid getting wet), the victim is then pulled into the water, crushed by constriction, poisoned by the other heads, drowned, and left for a later feasting. Attacks on the gallery walkway are accomplished in much the

same fashion, only the demon must at least emerge partially from the water for effective attacking.

With respect to that part of the gallery shielded by the "No Attack Zone" to the east, note that the heads and snake-bodies can reach therein, but the body cannot pass. The python heads of ophidiles flanking the area cannot reach the central 20-foot section of that part of the gallery (i.e., the bas-relief, Area U12).

Figurines:

- Anyone with a figurine of **Sebk** is immune to all ophidile attacks.
- A character bearing the **crocodile figure** from the statue of Sebk (Area 7K) is likewise immune to all attacks (as in Area U4) and performs underwater in like fashion.
- A figurine of **Buto** confers upon its possessor immunity to the poisons of the ophidiles. Despite her reluctance to become involved in the affairs of other alignments, Buto is offended by this use of snake's things over which she generally has command (especially cobras).
- A statuette of **Osiris** causes its owner to become incensed at the trespass (rage as a barbarian), and divine force bestows bonuses of +4 to attack and damage from the rage-enhanced Strength. The mere sight of these monsters triggers this effect!
- Anyone with a figurine of **Bes**, **Chons**, **Heru**, or **Neith** gains the same abilities as for Osiris, but only when one of the ophidiles is attacking that person is the Power there.
- The goddesses **Apet** and **Tuart**, the two assigned to keep Sebk in check, send magical force through their statuettes. Anyone who carries such a figurine has the urge to leap into the water in order to better fight the demons! Accompanying the urge is a distinct sense of power and well-being. If the character complies with this urge, he or she is turned instantly into a gigantic hippo upon immersion in the water. The PC rolls to attack normally, using her own modifiers and AC, but any hit indicates a successful bite, shearing a serpent-croc in half! Meanwhile, the individual can't be harmed by these monsters! When all four ophidiles have been destroyed, the PC-hippo climbs up onto the landing and returns to normal form.

Ophidiles (4): CR 10; SZ H Magical Beast; HD 10d10+40; hp 95; Init +1 (Dex); Spd 20 ft., swim 30 ft.; AC 18 (-2 size, +1 Dex, +9 natural); Atk +15 melee (1d8+7, python bite) and +13 melee (1d6+3 and poison, viper bite) and +13 melee (1d6+3 and poison, cobra bite); Face/Reach 5 ft. by 30 ft./10 ft. (15 ft. with python head); SA paralyzing gaze (cobra, 30 ft., Will save DC 15 or paralyzed 1 round), poison (cobra, viper, Fortitude DC 19, 1d6/1d6 Con), poison spittle (20 ft., poison damage), improved grab, constriction (1d8+7), obscuring mist; SQ damage reduction (10/+1), resistances (cold, fire 20), immunities (poison, disease); AL CE; SV Fort +11, Ref +8, Will +4; Str 25, Dex 12, Con 19, Int 4, Wis 13, Cha 10.

Skills: Hide +1*, Listen +6, Spot +6. **Feats:** Alertness, Multiattack.

DM Note: It should by now be apparent to all the PCs and their allies, despite lack of knowledge of the Khemitian Pantheon, that Sebk is lined up with Set, and that the two are up to something very bad. The takeover of the temple and its perversion, the demons, fiends, monsters, and all show that. Could it be that there is a grand plot afoot? How is it linked



to the Necropolis beyond? A word to the players might be wise, if they aren't already pondering this matter . . .

U7. BOAT LANDING

A stone block, 10 feet square, its surface only a few inches above the water, forms this landing. From this landing a series of five, hieroglyph-inscribed steps ascend eastwards.

The island is an Osirium, symbolic of Osiris' death, mummification, and restoration to power as the great Lord of the Plane of the Duat. Carved into the five steps ahead are hieroglyphs that explain how Isis, with the aid of Nephthys, rescued the dismembered portions of Osiris' corpse from the waters where Set had thrown them, magically restored them, and brought Osiris to safety in the Duat.

As the PCs set foot upon the landing, a dull, purple radiance begins to grow over the area. As the characters climb up these steps, those that have been injured regain up to 20 hp, providing that at least one person in the group has a figurine of Isis, Nephthys, or Osiris. Descending and re-ascending does not give additional benefit, of course.

U8. SECOND LANDING

Going up the 5 stairs, you feel refreshed in all ways. You stand on a second 10-foot-square landing some 3 feet above the water. Five more steps with carved hieroglyphs covering them ascend yet higher to the east.

These hieroglyphs (Decipher Script DC 20) are prayers and warnings announcing that only those who are the beloved of Osiris may go farther. As the PCs approach, the ugly purple

light alters, becoming a red-lilac glow of much greater luminosity.

At this juncture, the PCs have discomfited Set and his servants to get here and are about as likely to be seen favorably by Osiris as anyone, anywhere, gaining a +4 divine bonus to all saves for 1 hour. If the warning glyphs cause characters to hesitate in climbing upwards, all of the figurines representing deities of evil send a feeling of beneficent power toward the steps, with a definite impression of dark danger thereafter, and the saving throw bonus is forfeit. In other words, climb willingly and gain for the coming struggle; hesitate and be doomed!

U9. THE ISLAND OF COLUMNS (EL12)

An 'island' some 6 feet above the water awaits beyond the second flight of steps. It is 50 feet square, and 20 great columns hedge its verge on all four sides.

This place was once the jewel of this underground Osirium. Then the main temple above fell into near-disuse, and the servants of Set crept in, posing as returning faithful of their own deity's great enemy. This place, sequestered and reserved for the most vile followers of Evil and their sacrificial victims, has been made over into a parody and mockery of what it was when a great statue of Osiris sat enthroned in the shrine (Area U10) amidst the splendor of the place.

The worshippers of the red-loving Set were the recent redecorators, which should be apparent to the party, as the whole place glows with a scarlet-white illumination, and shadows are framed in the crimson hue that seems to pervade



the light. The exteriors of the massive, fluted columns are newly painted. Instead of lotus, papyri, and gilt, however, these pillars are washed in blood-red and feature disgusting things written in hieroglyphs as well as depictions of asses, warthogs, scorpions, wild-eyed camels, wickedly horned ibex, crocodiles, okapi, and all manner of serpents and lizards, shown basing and sporting across scarlet and crimson fields. It seems likely that all of the massive columns are painted thus, for the work seems very vivid and fresh.

A hasty glance shows that the pillars' surfaces facing inward are even more graphic in their illustrations and celebrations of wickedest evil than those outside. Here stands a huge shrine of serpentine stone, carved into a 20-foot cube, the gate of which is of red-lacquered wood. Before the red door crouches a parody of a sphinx. It is a reptile-bodied thing with the head of camel. The figure is big and evil looking.

Each side of the cubical shrine has its own gate, each with its own sphinx-parody guardian. The one facing south has the head of an okapi; north, an ass; and east, a warthog.

When any character gets within 2 feet of one of these statues, or when anyone tries to slip past to get to the gate, the **sphinx-parody** guards animate and speak. The words from each are as follows:

- **Camel:** "Come, all you warriors. Each weapon must be laid down before me. He who does so may pass freely to within, where await weapons of better power for your taking."
- **Ass:** "Let the mages step forth and divest themselves of all that is of magical and its power. Then only may you enter here, to gain greater things and the knowledge of highest sort."
- **Okapi:** "Lay at my feet those things of your craft, all ye priests. Then pass into the shrine for the greater, which will be bestowed freely upon you therein."
- **Warthog:** "All others pass into the place of treasured reward here; and to do so, each must divest all things of power, each weapon, and all of magical nature, so that more than you gave will be given."

There is a ring of sincerity and truth to these words, but there is also an aura of dark magic and malign power. Each sphinx-parody is a true fetish, the container of the spirit of a being of dark and malign nature. However, each also speaks truth.

Since the PCs have gotten this far, Set has now decided to seek to pervert them, turn them to evil, and make them his own servants. Any individual who actually does as the sphinx-parodies ask receives power immediately from the evil ones and converts immediately to chaotic evil alignment. Each gains a full level of experience, but the evil aura accompanying such gains is so strong that if this occurs, everyone in this region (except the beings of this Temple and the Tomb of Rahotep) turns against the affected PC. Any straightforward Khemitians, as well as others of Good, notice the evil of the party and report it to whomever they can.

On the other hand, if the PCs reject this attempt at conversion to the malign, each individual bearing a statuette of a non-evil deity of the Khemitian Pantheon is filled immediately with a sense of having done right. Well-being and courage infuse such characters, and for as long as they remain on the island, they gain a +2 divine bonus to all attack rolls, stacking with any other such bonuses granted here.

Such refusal of the bribe is evident, of course. If this occurs, the sphinx-parodies begin to see trouble. Each calls out to the party to challenge its power first:

"If you are stupid, then allow me the right to rend you to bits first, for you cannot even defeat me!" or some such challenge and with an added threat. Yet careful players note that each voice sounds exactly the same. A Listen or Intelligence check (DC 20) indicates this sameness is noticed. There is indeed but one motivating force for all four!

Entering the Shrine: Compliance with the **sphinx-parodies'** requests is one way to enter the shrine, but the least desirable, of course. If this occurs, refer to **Joining Set** (below). There are two other options, however, both requiring the paralyzation of the animating entity. The entity controlling these figures is paralyzed if either of the following things occurs:

- All four **sphinx-parodies** are animated and then destroyed; or,
- All four doors are approached and opened at approximately the same time, likewise paralyzing the sphinx-parodies.

Barring compliance with the requests noted earlier, the shrine cannot be entered until that entity is paralyzed.

Animating the Sphinxes: The proximity to a statue or the touching of any one door (or up to any three) causes the sphinx-parody guardian at the appropriate portal to become animated and speak/attack. Since there is only one animating entity, the figures can animate singly only, but each will do so in the order in which they were approached/their doors are touched. A second does not animate until the previous one is slain. A door absolutely cannot be opened before its guardian is destroyed, as it is held and maintained by magic.

Figurines: If anyone has the **amulet-key** from the boat, that person is not attacked by any of the sphinx-parodies. Anyone bearing a statuette of Nephthys feels an aversion to using magic against the sphinx-parodies. Magic works normally for anyone with a figurine of Isis or Thoth: i.e., ignore the resistance and spell-turning abilities noted in the description of these things.

Camel-Headed Sphinx-Parody: CR 8; SZ L Magical Beast; HD 10d10+30; hp 85; Init +0; Spd 30 ft., fly 60 ft. (poor); AC 20 (-1 size, +11 natural); Atk +15 melee (1d6+6 [x2], claws) and +10 melee (1d8+3, bite); SA spell-like abilities, pounce, rake 1d6+3, spit acid; SQ damage reduction 10/+1, SR 18; AL CE; SV Fort +10, Ref +7, Will +6; Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 16.

Skills: Concentration +16, Intimidate +10, Listen +13, Spot +13. **Feats:** Alertness, Cleave, Combat Casting, Flyby Attack, Power Attack.

Ass-Headed Sphinx-Parody: CR 8; SZ L Magical Beast; HD 10d10+30; hp 85; Init +0; Spd 30 ft., fly 60 ft. (poor); AC 20 (-1 size, +11 natural); Atk +15 melee (1d6+6 [x2], claws) and +10 melee (1d8+3, bite); SA spell-like abilities, pounce, rake 1d6+3, bray (ass-headed); SQ damage reduction 10/+1, SR 18; AL CE; SV Fort +10, Ref +7, Will +6; Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 16.

Skills: Concentration +16, Intimidate +10, Listen +13, Spot +13. **Feats:** Alertness, Cleave, Combat Casting, Flyby Attack, Power Attack.

Okapi-Headed Sphinx-Parody: CR 8; SZ L Magical Beast; HD 10d10+30; hp 85; Init +0; Spd 30 ft., fly 60 ft. (poor); AC 20 (-1 size, +11 natural); Atk +15 melee (1d6+6 [x2], claws) and

+10 melee (1d8+3, bite) and +10 melee (1d6+3 [x2], horns); SA spell-like abilities, pounce, rake 1d6+3; SQ damage reduction 10/+1, SR 18; AL CE; SV Fort +10, Ref +7, Will +6; Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 16.

Skills: Concentration +16, Intimidate +10, Listen +13, Spot +13. **Feats:** Alertness, Cleave, Combat Casting, Flyby Attack, Power Attack.

Warthog-Headed Sphinx-Parody: CR 8; SZ L Magical Beast; HD 10d10+30; hp 85; Init +0; Spd 30 ft. 60 ft. (poor); AC 20 (-1 size, +11 natural); Atk +15 melee (1d6+6 [x2], claws) and +10 melee (1d8+3, bite); SA spell-like abilities, pounce, rake 1d6+3; SQ damage reduction 10/+1, SR 18; AL CE; SV Fort +10, Ref +7, Will +6; Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 16.

Skills: Concentration +16, Intimidate +10, Listen +13, Spot +13. **Feats:** Alertness, Cleave, Combat Casting, Flyby Attack, Power Attack.

JOINING SET

Anyone who enters the shrine by complying with one of the sphinx-parodies requests is transported instantly to Seker's realm in the Duat. There the person receives an *asp headband* (see below and the Appendix), plus other magical gear, the quality of the latter being either the same as or slightly superior to that formerly used. They are then returned to the interior of the shrine an instant after entering it in the first place!

Each person so equipped becomes a servant of Set and must combat all those within the Temple (and Underworld) who do not serve evil or are opposed to Set's purpose to return Rahotep to rule Khemit as its immortal deity king. Such persons and their fellow servants of Set (i.e., any of the temple

staff who have survived) must then proceed to the Tomb of Rahotep, their goal being the return of the ancient evil once therein.

DM Note: If you are kind-hearted, and if only one or two foolish PCs succumb to this trap, you may give them a second chance. Allow the immediate application of a *dispel magic* or *remove curse* of appropriate strength and use to reverse the effect temporarily. Such a spell cannot remove the *asp headband*, but causes it to "sleep" for seven days. At the end of that period, if Rahotep has not been permanently destroyed, the asp irrevocably awakens and exacts its revenge.

VIO. SHRINE OF SET

The entital force of Set herein absolutely prevents any and all means of affecting the shrine in any way, including the opening of 1-3 doors, until the guardian sphinx-parodies are all destroyed.

At last you are able to open the shrine. Inside is a statue twice as tall as a man, crimson maroon in color, and topped by four horrid heads! This is certainly no form of the good Osiris, but rather some ghastly portrayal of Set.

Within the shrine is an animated, four-headed figure of Set. The heads are as those of the parody-sphinxes (camel, ass, okapi, warthog), and the body is human-like. The whole figure is of a stone of a dark red hue and stands 12 feet tall. The four heads, speaking in a dissonant, booming chorus, command the intruders thus:

"Stop! Lay down your arms, bend your knee, and pay homage to the new ruler of the Khemitian pantheon. Such servants as you are welcomed and greatly honored in my kingdom here, in the Nether, and on distant stars and planes too!"



Each PC must make a Will save (DC 20) or else the power of the command forces him to comply. However, possession of certain statuettes modifies this situation as detailed below:

Figurines: Effects of figurines carried vary by the method of ingress and the alignment of the deity, as follows:

DESTROYING ALL FOUR GUARDIANS

- **Neutral Deity Figure:** If the character is staunchly non-evil, he automatically saves; if otherwise, the statuette has no effect.
- **Evil Deity Figure:** If the character is staunchly non-evil, he is not affected, but others bearing such a figurine have a -4 penalty to their die roll total as the malign influence encourages them to submit to Set.
- **Chaotic Good/Neutral Good Deity Figure:** The dice roll made to resist the command is at a +4 bonus on the die, for these deities are greatly opposed to Set.
- **Lawful Good Deity Figure:** Ra still smarts from the quarrel he had with Osiris over Set, so his influence over this alignment means that such figurines are neutral.

OPENING ALL DOORS SIMULTANEOUSLY

- **Neutral Deity Figure:** If the person is staunchly non-evil, he saves at a +2 bonus; if otherwise, the statuette has no effect.
- **Evil Deity Figure:** Anyone with a statuette of Set, Sebk, or another of those gods of evil feels good, confident, and willing to listen attentively. If such a character listens and agrees with what is said, he is sent to Seker's Realm of the Duat for his reward (as detailed in Area U9, above). In all other cases, the save to disregard the command is made at a -4 penalty.
- **Chaotic Good/Neutral Good Deity Figure:** The save made to resist the command is made at a +2 bonus, for these deities are greatly opposed to Set.
- **Lawful Good Deity Figure:** Ra still smarts from the quarrel he had with Osiris over Set, so his influence over this alignment means that such figurines are neutral.

Treasure: If one or more PCs in the party attacks the stone statue, the whole thing shatters, for there is insufficient power to continue the resistance. Within the statue are the *Book of Eternity* (the fourth of the **Nine Evil Objects**) and an obviously valuable ruby carved into a figurine of Set (human form). These are found automatically if the rubble is searched in the most cursory manner. As with the other objects hopefully garnered along the way to this place, the party should carefully sequester the *Book of Eternity* amongst their prized things. The statuette exudes a disgusting aura of evil.

This figurine is worth 50,000 gp, but anyone holding it gains a cumulative -1 luck penalty to all rolls for each day it is kept, unless that PC is a servant of Set. Unless the statue is destroyed (e.g., if sold), the loss is permanent.

DESTROYING THE FIGURINE

The following details apply only if the ruby figurine of Set is found and destroyed. None apply if that action is not taken.

The person breaking the figurine gains 2,000 XP, and anyone encouraging the act also 1,000 XP. (Alternately, if all agree to it, the DM may award 1,000 XP to each member of the party.)

The characters discover upon exiting the shrine that the paintings upon the pillars have changed: they once again depict scenes of Osiris, his portion of the Duat, and so forth.

There is one special scene per character, and the painting shows that each individual engaged in a heroic act, fighting against one of Set's minions or destroying something representing Set.

Each PC looking for his own depiction and finding it (Search check DC 25, takes 5 minutes of study) gains 1,000 XP and is immune to fear for 24 hours. That PC both gains the benefits stated and feels compelled to continue on in the exploration of the Osirium, noting deep down that "something is still not right!" However, the scenes fade in 10 minutes, and the benefits can no longer be gained after that time.

If the Reed Boat is available and any person possesses the steering oar amulet-pin, a golden light leads the party back to that craft, and all return to the temple above immediately thereafter.

If the above is not the case regarding the boat, a green-hued light leads the party east to the "No Attack Zone" around Area U11, where the water is smooth and firm, as if clear stone. The adventurers can cross easily to Area U12, which likewise shines with an emerald radiance. They have 5 minutes to get across, after which the whole area is restored to normal.

Characters who benefited by viewing their heroic depiction and knowing there is more to be accomplished, feel very "right" about this.

VII. DRAIN

Forty feet below the surface of the water is a drain (2 feet in diameter), which carries water down to the cistern (Area U17). There is a small disturbance on the surface of the water here, and if the boat reaches this position it remains fast, rotating slowly. Six people paddling can free it eventually, but a swimming person is drawn down and into the drain unless making a Swim check (DC 25), drowning unless able to breathe underwater.

VII.2. PORTAL IN BAS RELIEF

Fully 30 feet of the length of the stone here is carved in bas-relief to depict a huge gate flanked by a pair of doors. If a person has a statuette of Anubis, Apuat, Isis, Nephthys, Osiris, or Thoth (and see hereafter, too), and has performed justly, wisely, and with courage, the statuette grows warm and sends feelings of rightness at the central gate and wrongness at the side portals.

LARGE GATE

The central part of the wall length is a wide gate, some 5 paces across. This shows the most hideous of fiends, demons, devils, and serpents intertwined throughout its entire surface. A border of smaller figures of the animal-headed and monstrously visaged evil deities of the Duat likewise adds to the sinister appearance of the big portal. Four of the Demons are hideous-bodied things, each with a different head: ass, okapi, warthog, and camel (of the parody-sphinxes found in outside the shine in Area U9).

Opening the Gate: If these heads are touched in order, clockwise (top, right, bottom, and left: ass, okapi, warthog, camel), then the stone door swings open magically to reveal steps down, as is detailed hereafter. Should these heads be touched in any other combination, the door opens onto a dark, steeply inclined passage. Those following this tunnel are

transported to a place some 40 miles distant in the mountainous regions south of the Necropolis, into a temple dedicated to Set, where they are to be attacked and sacrificed if subdued or slain (See Section 11: The Temple of Set for this side trek mini-adventure). The operation of the transporter does not occur until one or more persons have progressed 120 feet along the passage, and then all in the entire length of the tunnel are sent to the place indicated.

DM Note: If a PC has a statuette of Thoth, the god actively intervenes here. The character notices the similarity of the demon's heads to those of the sphinx-parodies on the island (or otherwise senses that these are a means of triggering the mechanisms or opening). Attention is drawn to the ass-headed demon, and the thought "widdershins" comes to mind. (After that, the players should be left on their own to test their skills, so to speak.)

SMALLER DOORS

To either hand are portals about three paces across. The figure of a goddess is carved upon each of these; Isis is represented on the one to the right, and Nephthys on the one to the left.

If either figure is touched lightly by someone desiring to open the portal, the stone slowly fades away and is replaced by a rectangle of luminous fog. That to the right (Isis) is bright and faintly rose-tinged; that to the left (Nephthys) is as if one were looking at a huge and insubstantial black opal.

There is no detectable aura from either misty area, but a very great magical force is there. One of these Doors leads to the Plane of Positive Energy, the other to that of Negative Energy. To pass through either is to be annihilated, unless the individual has magical possessions as to enable survival there, of course. A figurine of Nephthys gives its owner a very bad feeling if the portal to bright luminosity is approached, while the one of Isis does the same if the fatal entryway to the negative energy dimension is approached.

U13. STAIRS AND SLOPING PASSAGE

The stone gate is an actual secret door. When the demons were touched in proper sequence, its mechanism was triggered. It slides to the right and reveals a lightless flight of steps leading downwards to the south.

If this route is taken, the stairway turns to the left (north), then ends. A 10-foot-wide corridor, as dark as the steps, angles off to the left ahead (northwest).

PCs moving along this corridor cannot fail to note that it slants downwards at a steep angle, about 1 foot in 10. The passage is totally unlit, and there is a damp smell that grows more noticeable after the characters reach the bottom of the staircase.

U14. WEST PASSAGEWAY

The passageway turns west again. Unless the PCs are employing sources of very bright light, they notice a faint, glowing haze of greenish hue as soon as they enter this portion of their route. It is almost as if dust motes float in the still air of the tunnel, glowing luminously. The passage still slants downwards, and with every 30 feet of travel west the greenish light becomes slightly more intense and brighter. Near the

end of the passage, even bright and/or magical illumination does not wash out the jade-hued light that makes the air of the place glow with a translucent quality. At the end of the corridor, the light is all-pervasive and near-dazzling.

U15. UNDERGROUND POOL

This is the temple's deep, natural cistern and is fed by an artesian well. Water from it is transported magically to the Osirium above, the wells and fountains of the temple. When the PCs arrive on the ledge (15), they each hear a whispering voice in their minds:

"You have earned the right to escape from the doom Evil thought to lay upon you. Yet there is more to gain, greater good to accomplish. Will you redress the wrongs done before taking leave? The choice is yours . . ."

The green light seems to come from an emerald-bright place in the waters below. It illuminates brightly the low-ceilinged cavern for about 30 feet above the waters around it and lights the water itself for 60 feet in all directions. There is a narrow ledge (1-2 feet wide) running at water level all round the cavern. The radiance emanates from a place 40 feet below the surface, but the brightness can be seen properly only from the shelf.

To the right of the entrance (north) are small figures and models of the Osirium and the temple above. These are in a shadowy niche that requires a Spot check (DC 25) to notice. These miniature scenes are the magical connection between the artesian well's cistern pool and the lake surrounding the island sanctuary, as well as the fountain/wells in the garden courtyards (Area 22) of the Temple. The small models are imbued with magic so as to draw a small amount of water into themselves from the great cistern pool, and so likewise greater amounts to their larger counterparts above them.

To the northeast is a set of stairs carved into the rock wall, these hewn steps climbing upwards and inwards.

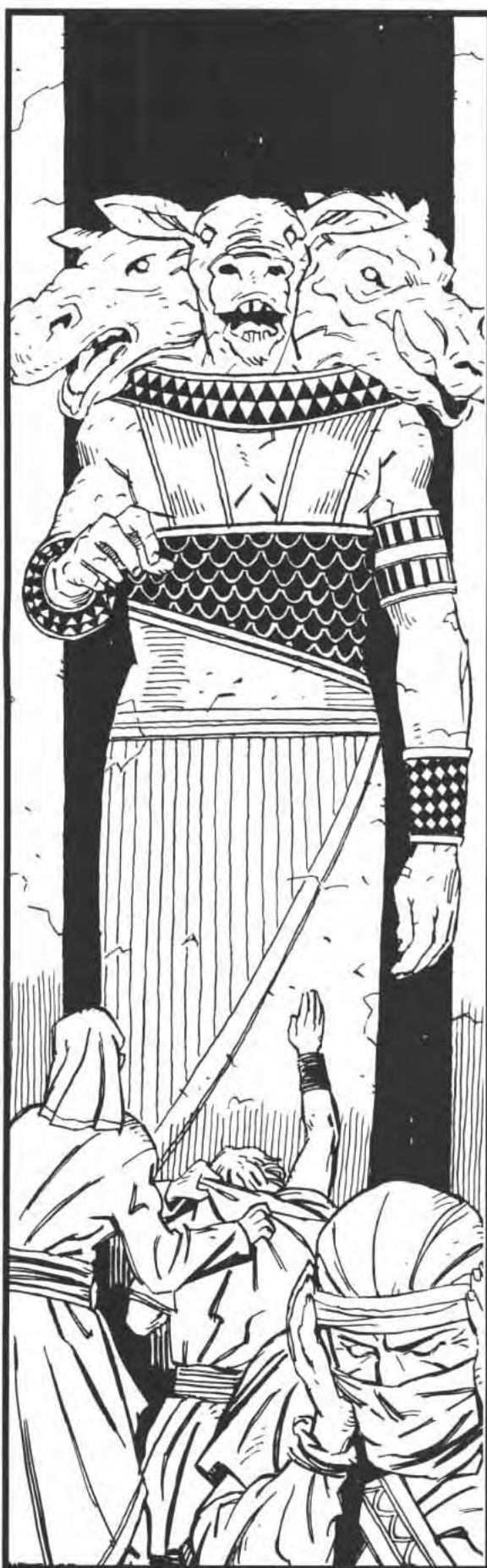
The steps become progressively smaller from the bottom of the staircase to the top, and the rise from each is likewise diminished, as the impression upon first glance is that they are normal steps going upwards, hewn into the rock. A close look reveals that this effect is an optical illusion. They do affect those climbing them; however, each PC ascending is diminished in size. There are one hundred stairs spiraling upwards. At the top, the climbers find themselves suddenly of normal size, standing beside the fountain in the north Garden Courtyard of the upper temple (Area 22).

REDRESSING THE WRONG

If a character with a figurine of Osiris considers the whispered message just gained, his attention is drawn to the glow in the water. Green is the color of Osiris, and some emanation connected with that deity comes from beneath the surface. The water is clear and unclouded, but the green light makes it very difficult to see the source of the illumination. From directly above, or underwater and within about 10 feet, it appears that there is a seated figure of Osiris resting on the rock bottom beneath 10 feet of water. Once this has been discovered, the situation becomes rather obvious somehow the statue was taken from the shrine at Area U10 and dumped here! Now, how to restore tons of stone to that place so far above?

There are, naturally, all manner of problems surrounding the matter. First, the statue's location is illusory. The figure is





actually located about 250 feet distant to the south, in 100 feet of water at Area U16b. That locale is totally lightless, and no magic possible to the PCs can make it otherwise. Even if the PCs manage to locate the figure, they have a very difficult time moving it up out of the depths and out to the ledge (Area U15). And even after it is raised, the stone figure is absolutely too heavy and magical to transport back. There is no magical way to manage the huge statue except as follows (requiring a *legend lore* spell to determine!):

The miniature models here are the clue. Anyone who tries to make models of the cistern pool and the idol of Osiris can probably succeed. The procedure is:

Wax or clay must be used. The latter can be found in quantity in many places at the bottom of the cistern pool. A tiny model of the Osiris statue on its throne must be made, or a statuette of that deity may be used if a character has one. A basin in a shape roughly similar to that of the cavern's pool is fashioned, and that vessel is (and must be) filled with water from the cistern. The statuette or figure is then immersed in the lowest part so that there are at least 4 inches of water over it. It is then merely a matter of grasping the figurine of Osiris, lifting it forth from the water, and placing it into the shrine on the islet of the replica of the Osirium already there to generate the water flow there. The chances for success are:

Base Chance 25%

Statuette of Osiris used + 25%

Priest manipulating process + 25%

Wizard or Sorcerer manipulating process + 15%

Carefully fashioned figure used + 10%

(Other positive factors — DM's choice) + 15%

Thus, a 25% to 100% chance for success exists if the party undertakes such an operation, and on average there should be about a 75% success change. Only one attempt can be made. Even a failed attempt makes the whole party feel better, if dissatisfied at their inability to be completely successful; they feel an urge to march on up the nearby steps in victory. They should be awarded 10,000 XP if they succeed at this.

U16. STATUE OF OSIRIS

The statue of Osiris that once occupied the shrine at Area U9 lies here, under less than 100 feet of water, as detailed above. As noted in the description of Area U15, this area is totally dark and cannot be lighted by any magic. Darkvision allows vision to about 20 feet here, though, so exact location of this statue isn't impossible.

U17. CISTERN POOL

This is merely a very deep underground pool of clear, fresh water fed by artesian input. You might have some amusement suggesting that its depths are possibly inhabited by some really ferocious creature, but as presented here, it is as harmless as a bathtub, if considerably chillier than most.

INTERIM EXPERIENCE AWARDS

This completes the exposition of the Temple of Osiris. It is assumed that nobody became and remained a tool of the evil ones. If that occurred, such "virtue" is its own reward.

When the PCs make it back to the Garden Courtyard, make it clear to them that despite restoration of damage, spells, and so forth, they are exhausted, heads swimming with all sorts of things, and they need to get some rest in the relative safety and quiet of Aartuat. Khonsu-khaibet, if present, will insist on this, of course!

When they comply, spend a night sleeping, and meet again the following morning, break play and give out some much deserved story rewards! It is a great thing to have come this far, but much lies ahead . . .

STORY AWARDS

Per the *DMG*, you may award the following XP for certain story accomplishments.

Discovering that Set and the powers of evil are behind the corruption of the Temple: 500 XP.

Marching bravely up the Avenue of the Sphinxes : 500 XP.

Destroying the Shrine of Sebk, and restoring the Shrine of Osiris in the temple (Area 7k): 1,000 XP.

Securing and using the amulet to control the reed boat: 200 XP.

Recovery of each evil object (*Cleaver of Set* and the *Book of Eternity*): 500 XP.

Successfully winning the Senet game: 250 XP.

Vanquishing the Sphinx Parodies and entering the Shrine of Set: 250 XP.

Destroying the ruby figurine of Set found in the Shrine of Set: 1,000 XP.

Leaving the Underworld using the "safe path" indicated by viewing the pictures of the Duat, avoiding combat on the way out: 1,000 XP.

Restoring the Statue of Osiris in the Underworld: 10,000 XP.

Actions bringing forth a demon, monster, fiend, or other creature, and thereby placing the party in greater danger: Only one-half experience is awarded for defeating each monster.

Harming or taking any non-evil thing within the temple: -200 XP per occurrence.

Sneaking up the Avenue of the Sphinxes: -200 XP.

Trusting the evil priests/being taken captive and put into the Underworld unawares: -500 XP.

Each PC joining Set, being permanently destroyed (e.g., sent to the Duat or Seker's Realm), or gaining an *asp headband*: -500 XP.

Keeping/Selling the ruby figurine of Set found in the Shrine of Set: -1,000 XP.

Fighting the way out, rather than using clues to escape/avoid combat: Only one-half experience is awarded for defeating each monster.





CHAPTER 7. THE GORGE OF OSIRIS

DM'S NOTES

As you ready the players to move from the village of Aartuat once more to go forth to seek out the hidden evil — as they have most certainly returned to the village following their adventures on the road and in the Temple of Osiris — one of these two approaches should match the situation:

Direct Mission: If the team has come on the direct mission, then read the following:

At long last you have heard something from the Temple of Thoth. A Priest from that place visited Khonsu-khaibet last night and left this message:

"Your report is heartening. You have done right, and even Pharaoh's most exacting justice would not adjudge otherwise. However, you must hurry on and root out the seed of Evil hidden somewhere in the proscribed Necropolis. Certain things are being whispered into the ears of high ones — the Sepat Governor, Nobles, the Vizier, possibly even to our king himself. Defilers and desecraters roam the land; our dead are being dishonored. So goes the whisper. Make haste! Such talk might poison the hearer and will certainly bring an investigation."

Perhaps you have only a week, possibly much longer, but no matter. It is certain that your party must go forth now to find if there is indeed a mighty one of Evil awaiting.

Fame and Fortune: If the group is here casually, seeking fame and fortune, so to speak, then use something similar to the following:

The friends you have made in Aartuat stand you in good stead now. One of them whispers to you that he has heard that there is soon to be an investigation of what is going on in the gorge. Someone in a high place is claiming that upright and good priests were slain in the Temple of Osiris!

If you are to continue with your search for the lost tomb full of vast wealth and great magic, then it is high time your group left here and began scouring the Necropolis for the place you seek.

Then, for the journey there, simply refer back to Chapter 5, if necessary; however, the short trek should be absolutely uneventful.

THE NECROPOLIS

A long bowshot to the west of the Temple of Osiris, the walls of rock rise steeply and the arms narrow to the gorge proper. A nearly dry streambed runs along the whole length of the main gorge, and thick brush, scrub, and small plants therein reveal that there is still plenty of water beneath the places that otherwise show only dry gravel and sand. The whole length of the gorge and its ravine audits is a mosaic of tombs and small brick mastabas. This is the Necropolis.

TERRAIN

In general, the terrain is rough and uneven, with ledges, upthrusts of stone, loose rock, and detritus everywhere. Mounted movement is only possible at walking pace at best.

Refer to the Gorge of Osiris map as you read this section. Map areas containing dots are very rough, littered with large boulders and rock fragments that make riding impossible. A mount can be led through such areas at a slow walk, but only mules or asses can carry normal burdens. You should so inform the players as needed. If anyone insists on loading a horse or other mount, check for injury once per animal per dotted area entered or for every 20 yards of travel in such areas, as follows:

For horses carrying a light load there is a 20% chance; for horses carrying a medium load the chance of injury is 35%; and for a heavy burden, the chance is 50%. Refer to Chapter 9 of the *PHB* for carrying capacity.

Injury means the mount is disabled for one week, and the injury might (50% chance) be irreparable, requiring a mercy killing.

Sufficient water for drinking can be found anywhere there is vegetation along the streambed simply by digging down about a foot. Note that the pool by Area 7 is a rock basin, filled with fresh water.

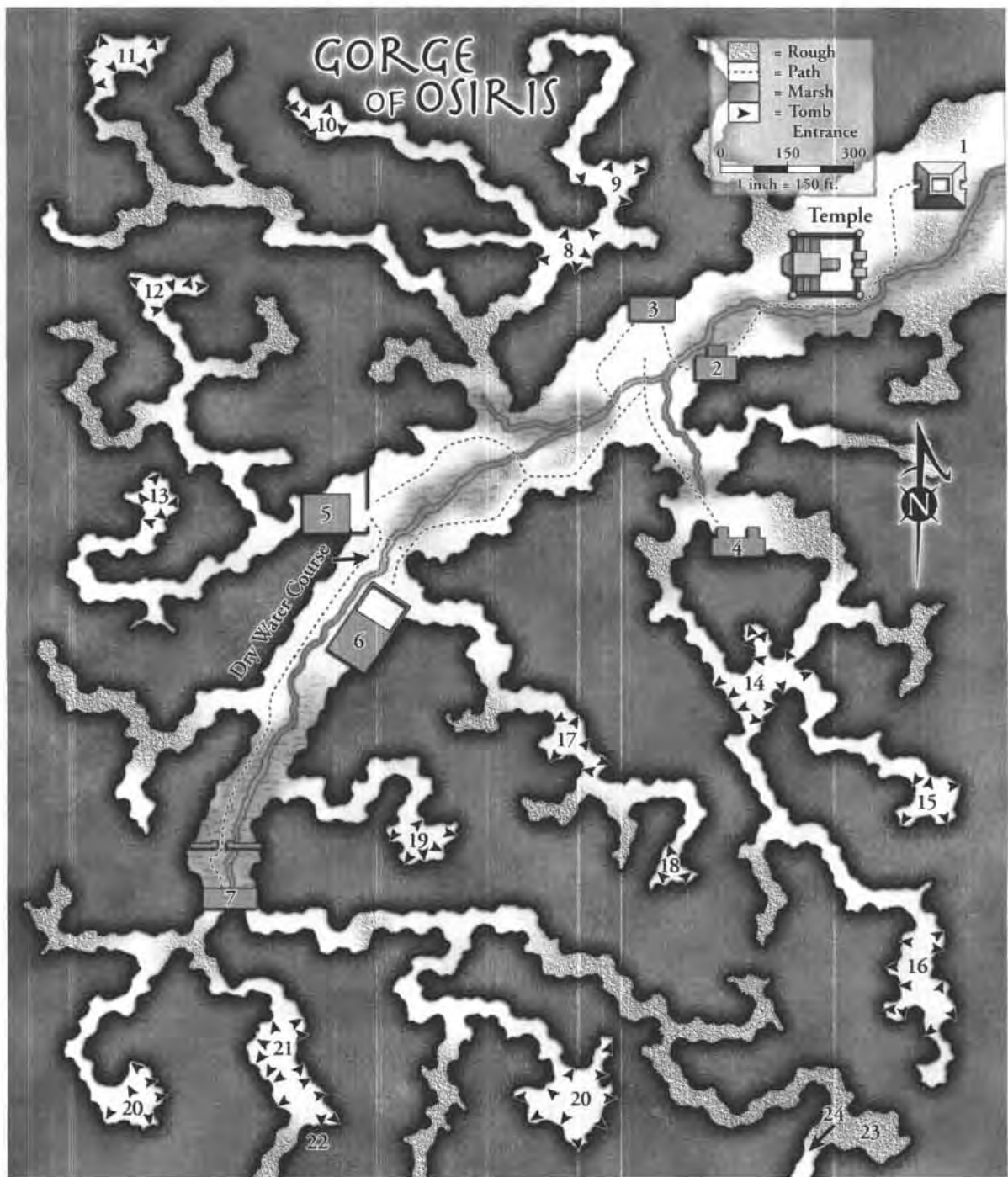
TOMBS

These places gape open and are ruined, having been looted long ago by one band of thieves or another. Though the entrances are not specifically noted hereafter, nor are any of the broken mastabas depicted on the map, the base of each face of rock wall in the gorge proper has a tomb entrance, as do those up to five hexes or so into the side ravines. Each entrance appears to be either a man-made cave or the ruins of a tomb. The mastabas were made of firebrick or stone, and some of the very old ones were cannibalized in the construction of later shrines (detailed hereafter).

All of the aristocrats and the freeman class (primarily officials, nobles, scribes, etc.) whose tombs are here had their Eternal Houses constructed well away from the main part of the gorge, usually at the terminus of one of the narrow ravines that branch from the main gorge. Such burial places were, of course, what attracted robbers, for even in the ancient ages the Khemitians continued to include many treasures with each entombed mummy. Even the poorer folk did what they could, though they were limited to small mastabas (see sidebar) and small riches, so eventually desperate thieves even took from such relatively poor pickings as those graves offered.

After placing the tomb entrance high up, or hiding it (or both), the builders relied on the use of heavy stone slabs to prevent or discourage robbery. It was assumed that time also worked to prevent such defilement, for if almost anyone — normal folk, Priests, or military — spotted a robbery in progress, the thieves would be in for a hot time of it indeed. Thus, in most cases, robbers worked secretly at night over extended periods of time to break into elaborate burial places.

In this world of magic, strong guards were carefully placed both outside and inside the burial site to prevent magical penetration of the tomb. Such mechanical devices as the



MASTABAS

Although the word mastaba (sometimes spelled mastabah or mastabe) comes from ancient Persia, these structures are distinctively Egyptian (and hence Khemitian). A mastaba is a flat-topped rectangular tomb, the sides of which slope outward slightly toward the base.

movement or changing of the blocking slabs and other such protections were employed to defeat and kill tomb violators.

Pillaging tombs was a far easier job when invaders controlled the area, of course. Yet whatever the circumstances, given centuries of time and the burial of considerable wealth,

it is no wonder that these tombs have been systematically pillaged of anything of value.

A short list of funerary offertory items, as well as descriptions of the wall paintings and writings of a typical Khemitian tomb, appears in the Appendices under the heading Tomb Contents & Decoration.

ADVENTURING IN THE NECROPOLIS

In truth, a whole mini-campaign could be built around a carefully planned and executed exploration of the Necropolis and the Gorge. Yet for the sake of historical reality, we have not stressed this. For such extensive exploration to occur, the

NIGHTTIME ENCOUNTERS WITHIN THE GORGE

d100 Roll Result

01 – 05	1d2 vrock demons
06 – 10	1d3+1 gholles
11 – 15	Nefertem (ghost priestess)
16 – 23	2d4 ghouls
24 – 30	1d3+1 ghulaz
31 – 35	1d2 lamias of Khemit
36 – 45	2 leopards (mated pair)
46 – 55	1d6+4 lions (pride)
56 – 70	(50%) 2d4 bandits or (50%) 1d6 robbers (as bandits) with an evil mage-priest accompanying them
71 – 80	1d3+1 spectres
81 – 85	Unseelie sphinx (scorpion-headed)
86 – 90	2d4 werelions (degenerated priestesses of Bast)
91 – 00	2d4 wolves

Nefertem, Female Ghost Clr10 (Priestess of Set): CR 12; SZ M Undead [Incorporeal]; HD 10d12; hp 61; Init +6 (Dex, Improved Initiative); Spd fly 30 ft. (perfect); AC 15 or 18 (+2 Dex, +5 armor, +2 shield); Atk +8 melee (corruption 1d4, incorporeal touch) or +9/+4 melee (1d6+1, light mace, ethereal plane or when manifested only); SA manifestation, corrupting touch, darkness (at will, 10th-level caster), malevolence (Will save DC 18), spells, rebuke undead; SQ undead, rejuvenation (DC 16), turn resistance (+4); AL LE; SV Fort +7, Ref +5, Will +10; Str 13, Dex 14, Con —, Int 13, Wis 17, Cha 16.

Skills: Concentration +13, Diplomacy +11, Knowledge (religion) +13, Scry +13, Spellcraft +13. **Feats:** Blind-Fight, Empower Spell, Improved Initiative, Quicken Spell, Weapon Focus (light mace).

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—create water, detect magic, light, read magic, resistance, virtue; 1st—bane, command, detect good, doom, protection from good*, random action; 2nd—desecrate, enthrall, hold person, shatter*, silence, sound burst; 3rd—animate dead, bestow curse, deeper darkness, dispel magic, magic circle against good*; 4th—dimensional anchor, divine power, lesser planar ally, unholy blight*; 5th—circle of doom*, unhallow, wall of stone.

***Domain Spell.** Deity: Set; Domains: Destruction (smite good at +4 attack and +10 damage, once per day); Evil (cast evil spells at +1 caster level).

Bandits, Robbers, and Mage-Priest: Use the statistics from Area 14, below.

See the MM or the Monster Appendix for statistics of the creatures encountered.

land around would have to be totally ungoverned, else the adventurers would be either natives or conquerors. As these situations do not exist (nor are they plausible), the following section is presented so as to encourage the party to move along without paying too much attention to side issues. Yet at the same time, you are furnished with sufficient information to handle any delays you choose to allow. In actuality, it isn't a bad idea to have a bit of distraction thus. The PCs need to learn something of the burial places' form as they prepare to enter the Tomb of Rahotep.

When you have a detailed area and want the team to investigate it, this is usually apparent to the players. The converse should be just as obvious: when you have few or no details on an area, and/or when a place is of only marginal interest to the characters (apropos of the greater adventure goals, of course), the manner of description and tone of voice convey to the astute player that tarrying in the locale is not fruitful.

The Gorge of Osiris is thus sketched out, as are the principal structures within it, but encounters are only suggested. Add details as you deem suitable to your time and campaign. The players should work through this place with alacrity, considering the time limit applied whether they are agents of the Khemitians or simply foreign adventurers. However, you might think it worthwhile to expand things so as to have a major amount of adventuring take place here. If so, be sure to extend the time limit by one or two weeks for completing the mission, reporting to the Temple of Thoth, meeting the nomads, or whatever is germane to your particular expression of this scenario.

If your players are veterans and their PCs relatively powerful, review the encounter areas in the Gorge of Osiris and by all means "load them for bear" as is appropriate to your group. Despite the highly random nature of things in this locale, it is quite possible to structure something complex and uniformly dangerous therein. For instance, malign men serving the dark deities might be expected to show up seeking revenge for what has occurred in Aartuat, the desert, and the Temple of Osiris. After all, while the former faction doesn't want Evil to triumph, they also don't want either of the other Ethoi to become all-powerful! Many other sorts of things can also be used, including a manifestation of the political struggle between the forces of the *Accursed* such as the Sepat Governor and evil nobles, with some nomads tossed in for added flavor, fighting Pharaoh's troops.

NOCTURNAL ENCOUNTERS

Daytime is bad enough here, with snakes and scorpions active in the heat. (See Encounters, below) At night, though, far worse things creep out of the little crannies and ancient tombs to prowl the darkness. Hungry carnivores from the wild barrens stalk through the ravines, and lurking horrid creatures hunger for food of like sort or worse. From 11:00 P. M. to 4:00 A. M., use the Nighttime Encounters Table for possible random meetings when the party is in or near the gorge. (Do not, however, apply it within the Temple of Osiris.) Decide upon the number of creatures encountered according to party size and common sense. For example, a big pride of a dozen hunting lions might be encountered, but leopards are solitary. Animals will usually attack mounts rather than people.

Demons and/or spirits might appear as ghosts, but are far more dangerous and powerful. Ghosts are one sort of spirit of deceased humans usually of any non-good disposition. Ghouls and their relatives are undead humans who have become something far different than any man. Ghulaz are vaguely dog-faced corpse-eaters of great power. They are larger than ghouls. Gholles are things even worse than ghulaz, with regenerative power. Lamiae are man-eating monsters with the upper torsos of human females, similar to a centaur in proportion. The body is of either reptile or mammal type.

Robbers seek tombs to pilfer, and may have interest in the party's goods. They have strong magical protections, and a

wizard or evil priest of some sort is always with them. These individuals might also be encamped nomad bandits waiting for sunrise. Special refers to the selection by the DM of whatever encounter is desired (including the new types briefly described in the NPCs portion of this scenario).

Sphinxes are of the types found in classic mythology, and are 75% likely to be evil. Therianthropes/Therimorphes encountered here will be werelion, wereleopard, werewolf, or possibly werehyena types.

TEMPLE & SHRINE MAPS AND ENCOUNTER KEYS

Various structures are thus detailed and maps are given, but no specific encounter key is included for many areas. Suggestions for encounters are presented, but beyond those it is up to you, the DM, as to whether or not a full-scale encounter will be found and what its exact nature should be.

There are two primary advantages to this method. You are allowed to further personalize the scenario, making it very much part of your own campaign. In the process, the size and cost of this work are kept within reasonable bounds!

You might leave these structures deserted and then increase the chance of an encounter by, say, cumulatively 5% each. If the probability of a random encounter is normally 1 in 20, for example, then the chance at the **Funerary Chapel** (Area 2) would be 1 in 20, and then 2 in 20 at the next structure entered, then 3 in 20, and so forth. Alternatively, you might decide or determine in advance whether any given structure is inhabited, and if so, what will be found there when it is entered or encamped in during the night perhaps. Area 1, of course, the entrance pylon — and the **Temple of Osiris** too — has already been dealt with in detail heretofore.

KEYED ENCOUNTER LOCATIONS IN THE GORGE

1. THE PYLON OF THE DUAT

This area is detailed in Chapter 5, the Road to the Gorge. Refer to that chapter.

TEMPLE

This, of course, is the Temple of Osiris and is detailed in Chapter 6.

2. FUNERARY CHAPEL OF THE DUAT (EL 15)

All those going on into the Necropolis were expected to pass through this place, the living paying homage as they went. Area A is the place where a sarcophagus (other than that of a great person) stood while mourners went inside.

Area C is the ante-portion of the Chapel dedicated to Anher.

Area B is a shrine to Seker; Area D is one to Serget.

The main portion, Area E, is dedicated to Ptah. That deity and Osiris are depicted herein as standing with a long-dead pharaoh. In the heyday of the gorge, priests and workers attended this place (along with the many others in the gorge) from the main temple. Now, long abandoned and totally neglected, the chapel's four shrines are dusty, sandy places where nobody comes.





Area F is an exit point for a procession of Aristocratic sort passing through this place. A great, flat-linted archway leads on to the path going further into the Necropolis.

Suggested Encounter: In the main shrine room are two statues, one of Ptah and the other of the pharaoh who built the chapel (let's say, Pharaoh Binitis I). The dead monarch's spirit now haunts the place because his tomb was desecrated and his soul-statue removed. The powerful ghost will raise particular havoc with the PCs until they go to either secret room (or any other place you choose) and locate the misplaced statue, which is now cast down and hidden under loose gravel. If the statue is placed in an appropriate tomb and a small prayer for the dead pharaoh uttered, the ghost will rest.

Pharaoh Binitis I, Male Ghost Wiz15: CR 15; SZ M Undead [Incorporeal]; HD 15d12; hp 98; Init +1 (Dex); Spd fly 30 ft. (perfect); AC 15 (+1 Dex, +4 deflection) or 12 (ethereal); Atk +9/+4 melee (1d4, incorporeal touch); SA corrupting touch (1d4), corrupting gaze (30 ft., Fortitude save DC 21 or 2d10 damage and 1d4 perm Cha drain), aura of discord (10-ft. radius, Will save 21 or affected as by *symbol of discord*), frightful moan (30-ft. spread, Will save DC 21 or panic 2d4 rounds); SQ undead, incorporeal, manifestation, rejuvenation, turn resistance (+4); AL LE; SV Fort +5, Ref +6, Will +12; Str — (12, ethereal), Dex 13, Con —, Int 16, Wis 17, Cha 19.

Skills: Concentration +18, Craft (woodworking) +21, Hide +9, Knowledge (arcana) +21, Listen +13, Scry +21, Search +11, Spellcraft +21, Spot +13. **Feats:** Alertness, Brew Potion, Dodge, Craft Wand, Craft Wondrous Item, Empower Spell, Forge Ring, Quicken Spell, Scribe Scroll, Still Spell.

Spells Prepared (4/5/5/5/4/4/3/2/1; base DC 13 + spell level): 0—dancing lights, daze, detect magic, ray of frost; 1st—flame bolt*, magic missile (x2), protection from good, silent image; 2nd—darkness, fog cloud (x2), smother*, spectral hand; 3rd—dispel magic, haste, hold person (x2), magic circle against good; 4th—Evard's black tentacles, lesser geas, poly-

morph other, wall of ice; 5th—cloudkill, cone of cold, greater shadow conjuration, wall of iron; 6th—eyebite, move earth, repulsion; 7th—finger of death, prismatic spray; 8th—sunburst.

Spellbook: 0—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, resistance; 1st—alarm, flame bolt*, mage armor, magic missile, protection from good, silent image, spider climb; 2nd—arcane lock, blindness/deafness, darkness, fog cloud, smother*, spectral hand, summon swarm; 3rd—dispel magic, gust of wind, haste, hold person, magic circle against good, slow, stinking cloud; 4th—charm monster, Evard's black tentacles, ice storm, lesser geas, polymorph other, polymorph self, wall of ice; 5th—cloudkill, cone of cold, greater shadow conjuration, telekinesis, wall of iron; 6th—eyebite, flesh to stone, greater dispelling, move earth, repulsion; 7th—finger of death, power word stun, prismatic spray; 8th—blackflame*, horrid wilting, sunburst.

*Spell found in *Relics & Rituals* published by Sword and Sorcery Studios.

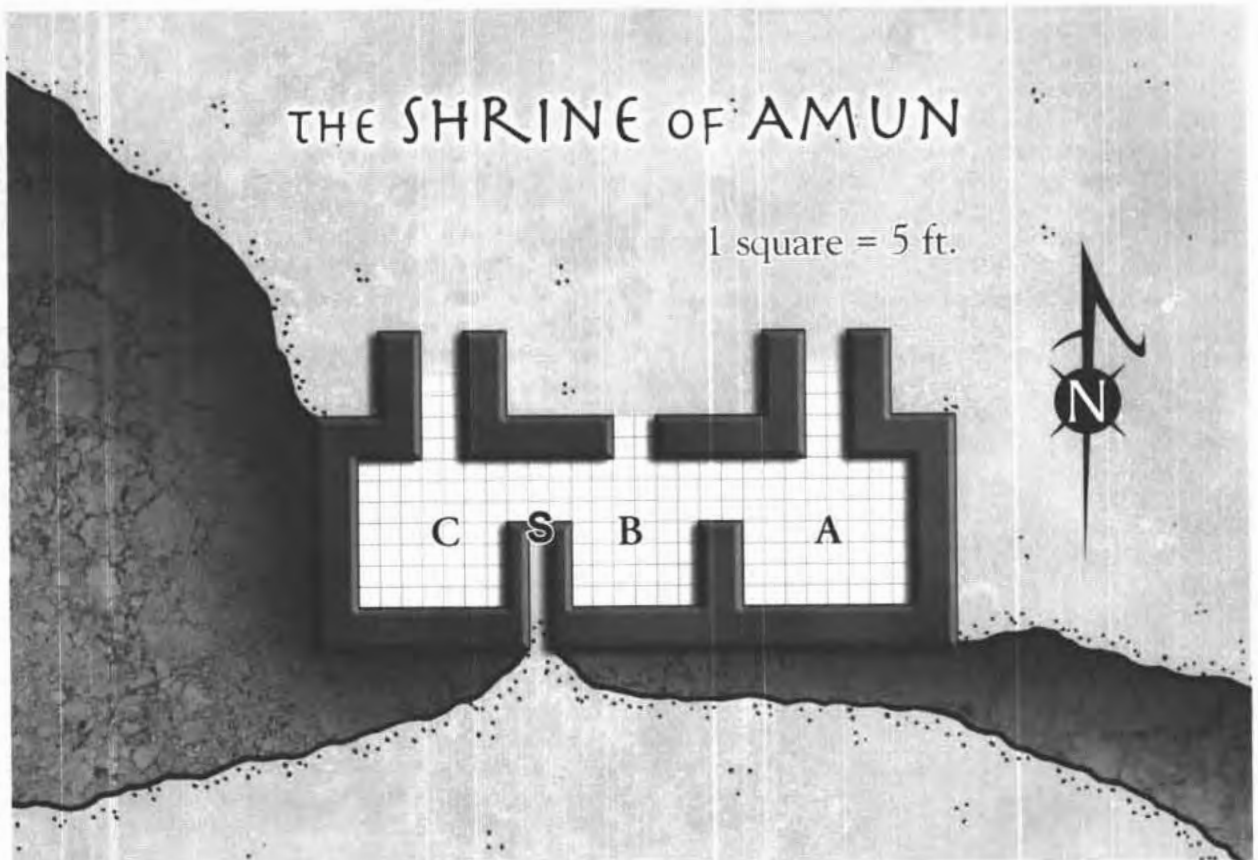
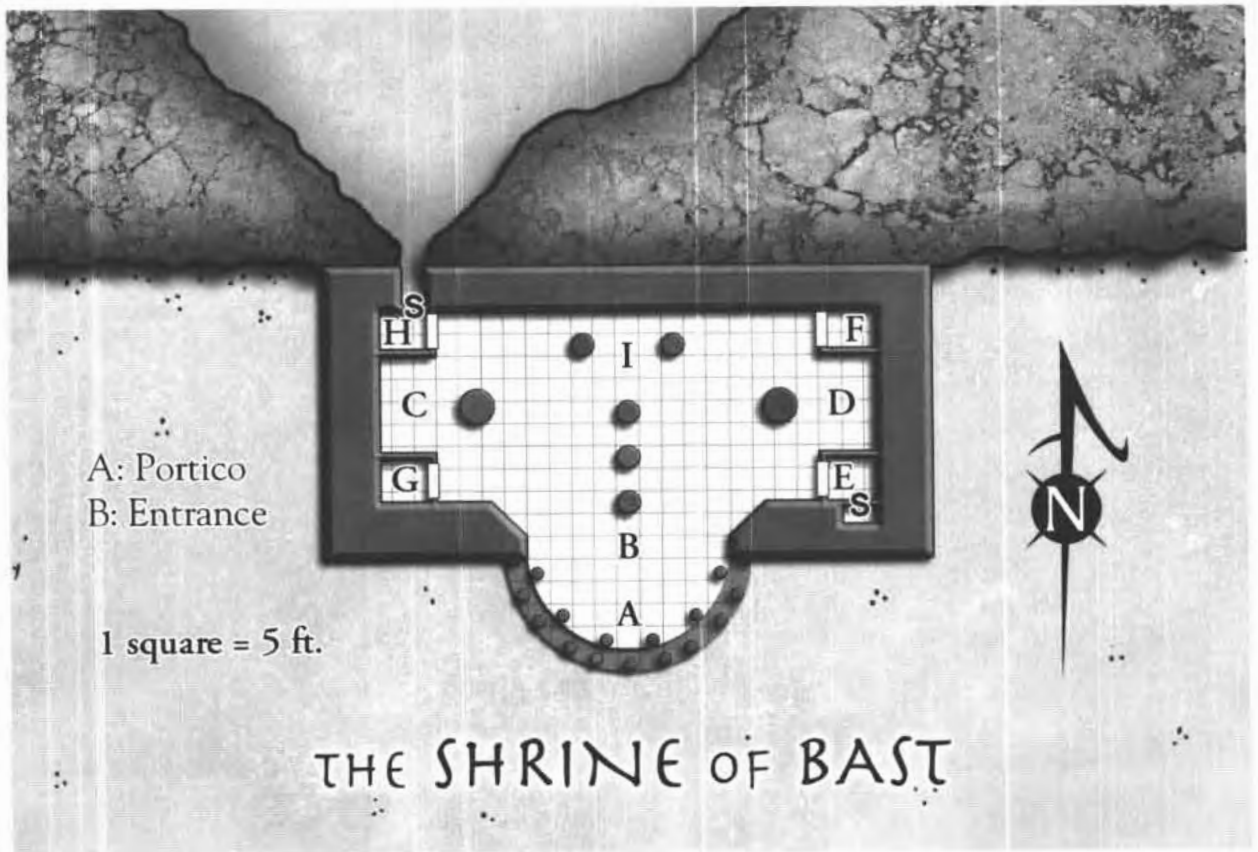
3. SHRINE OF BAST (EL 13)

Followers of this goddess built the shrine here for their departed and existing fellows very long ago. Tombs nearby were for such folk and for certain cats as well. There was once an active priestesshood here (E, F, G, and H). Areas C and D are despoiled shrines, and a statue of the goddess still stands at I, the main area.

Suggested Encounter: Priestesses of Bast still serve here, but they are now strange and degenerated, dwelling within a series of caverns beyond H (through the secret door). The passage leads down and far northward.

A dozen or more of the women dwell within a large cavern, which is filled with both normal and mummified cats, including lynxes too. They procreate through the services of captured





males, who then become slaves. Each priestess has the power to transform herself into a cat or lion (thus is a lycanthrope), and because of the many living and dead felines herein, it is quite difficult to tell which is which.

Degenerated Priestesses of Bast, Female Werelions (hybrid form) C1r4 (5): CR 5; SZ L Shapechanger; HD 5d8+10; hp 32; Init +7 (Dex, Improved Initiative); Spd 40 ft.; AC 17 (-1 size, +3 Dex, +5 natural); Atk +7 melee (1d8+5, longsword, 19-20/x2) or +7 melee (1d4+5 [x2], claws) and +5 melee (1d8+2, bite); SA pounce, improved grab, rake (1d4+2); SQ lion empathy, animal friendship (1/day, domain power), scent, damage reduction (15/silver); AL NE; SV Fort +10, Ref +8, Will +7; Str 21, Dex 17, Con 15, Int 11, Wis 14, Cha 10.

Skills: Balance +7, Concentration +10, Hide +4, Jump +5, Knowledge (nature) +3, Knowledge (religion) +4, Listen +13, Move Silently +11, Spellcraft +7, Spot +13. **Feats:** Alertness, Blind-Fight, Dodge, Improved Initiative, Multiattack, Power Attack.

Spells Prepared (5/4+1/3+1; base DC 12 + spell level): 0—create water, light, mending, resistance, virtue; 1st—calm animals*, cause fear, detect good, protection from good, sanctuary; 2nd—hold person, invisibility*, shatter, silence.

***Domain Spell.** *Deity:* Bast. *Domains:* Animal (cast animal friendship 1/day; Knowledge [nature] is a class skill); Trickery (Bluff, Disguise, Hide are class skills).

4. SHRINE OF AMUN (EL10)

Centered within E is a depiction of the god made of blue stone and wearing two towering plumes. This blue-skinned deity of fertility, things hidden, and secrets is flanked by two other statues, one of a ram-headed avatar of itself and the other a pharaonic statue (Resamun V). The place has been abandoned for at least two centuries.

Suggested Encounter: A shadow demon in spirit form manifested itself here at night, taking the partial shape of the ram-headed avatar of Amun. With it are usually 1d4 shadow demon servants. It then prowls about the immediate vicinity, seeking victims. It has been bound to the shrine by a magical force of guarding, which was originally used to neutralize the power of the place at a time when thieves desecrated the shrine and tombs beyond.

To free the shrine of its demonic possession, the characters must enter it by day, of course. Within the secret passage (by E/F) are a statuette and certain magical paraphernalia, all of which must be destroyed.

Note that Amun has powers beyond a normal shadow demon, as detailed in his stat block below; the others are as detailed in the Appendix.

Amun the Ram-Headed (False Avatar), Shadow Demon: CR 8; SZ M Outsider [Chaotic, Evil, Incorporeal]; HD 13d8+39; hp 66; Init +6 (Dex, Improved Initiative); Spd 30 ft. (perfect); AC 16 (+2 Dex, +4 deflection); Atk +15 melee (1d6, incorporeal touch) and +10 melee (1d8, incorporeal bite); SA spell-like abilities, malevolence; SQ shadow blend, incorporeal, darkvision 60 ft., immunities (poison, electricity), resistances (cold, fire, acid 20), sunlight powerlessness; AL CE; SV Fort +11, Ref +10, Will +9; Str —, Dex 15, Con 17, Int 14, Wis 13, Cha 18.

Skills: Concentration +13, Hide +17, Intuit Direction +12, Knowledge (arcana) +8, Knowledge (religion) +9, Jump +17, Listen +14, Search +11, Sense Motive +13, Spot +15. **Feats:** Alertness, Dodge, Improved Initiative.

SA—Spell-like Abilities: 3/day—darkness and fear. These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

SA—Malevolence (Su): Once per day, Amun can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, Amun's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to Amun's malevolence for one day.

SQ—Shadow Blend (Su): During any conditions other than full daylight, Amun can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

SQ—Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will and own attacks pass through armor. Always moves silently.

Disciples of Amun, Shadow Demons (3): CR 6; SZ M Outsider [Chaotic, Evil, Incorporeal]; HD 7d8+21; hp 52; Init +6 (Dex, Improved Initiative); Spd 30 ft. (perfect); AC 15 (+2 Dex, +3 deflection); Atk +9 melee (1d6, incorporeal touch) and +4 melee (1d8, incorporeal bite); SA spell-like abilities, malevolence; SQ shadow blend, incorporeal, darkvision 60 ft., immunities (poison, electricity), resistances (cold, fire, acid 20), sunlight powerlessness; AL CE; SV Fort +8, Ref +7, Will +6; Str —, Dex 15, Con 17, Int 14, Wis 13, Cha 16.

Skills: Hide +12, Intuit Direction +7, Jump +12, Listen +7, Search +7, Sense Motive +8, Spot +8. **Feats:** Dodge, Improved Initiative.

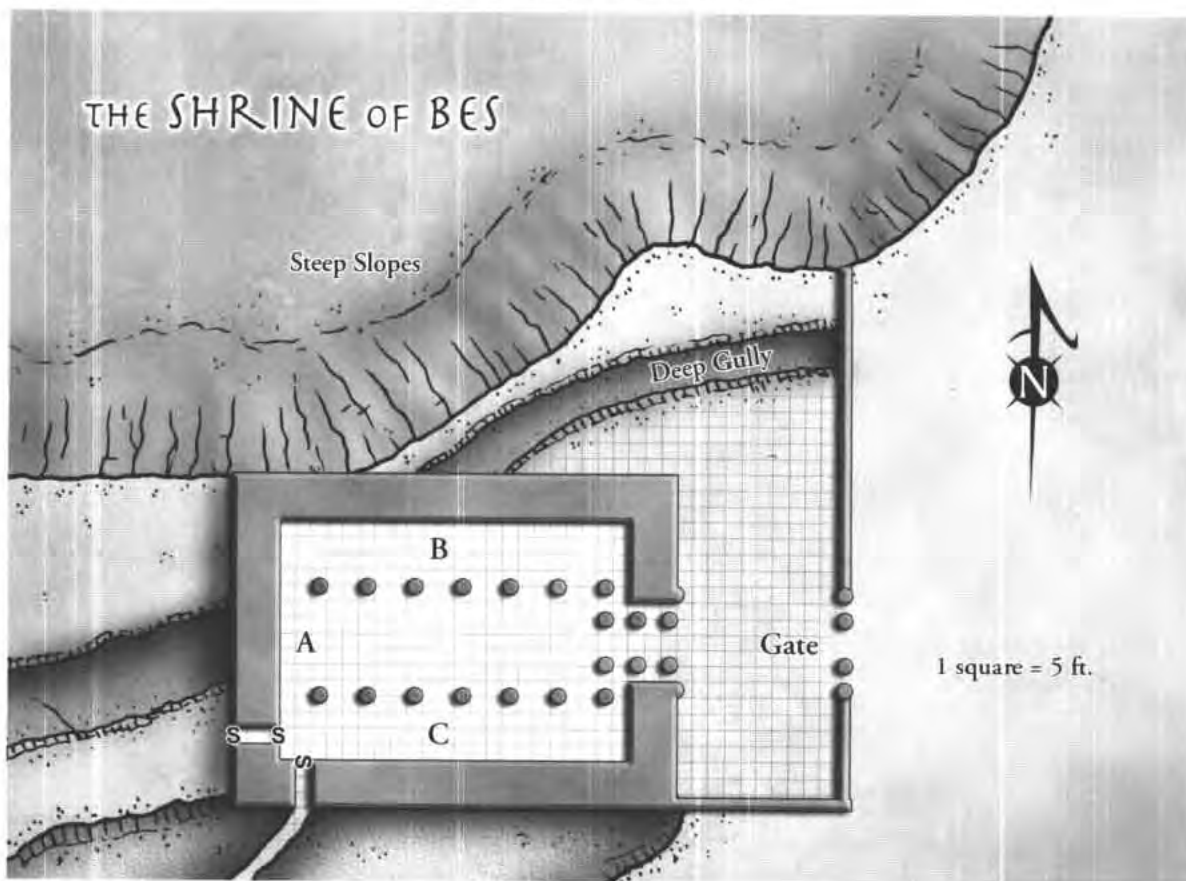
5. SHRINE OF BES

A 10-foot-tall statue herein (D) honors this bandy-legged, shaggy-bearded, grinning dwarf who wears the feather crown, symbolic of the Pharaoh's power. It shows Bes goggle-eyed, tongue sticking out, and capering merrily in a lion pelt, with the tail dangling.

As Bes is, amongst other concerns, the god of jocular, games, music, dance, and happy fortune, it is strange at first glance to see such topics depicted on the columns and walls here, in a place dedicated to the afterworld and attendant death. However, Bes has a place in the Duat as a fierce guardian of the deceased and is also very warlike and stern when protecting folk on the Material Plane.

The goddess, Meskhent, is honored here (at E), and the child Heru as well (F), for Bes served as guardian of Osiris' son when Set was seeking to harm the child. Childbirth and care (Meskhent) and guardianship and its excellent results (Heru) are thus shown as part of the necessary human condition, to dwell forever after death in the happiness within the Duat.

Suggested Encounter: At certain times, the power of the statue transports intrepid adventurers to a part of the Duat where Bes himself and his associates hold court. Bes is absolutely inimical to evil, and the consequences for anyone who espouses such are fatal. Less malign types are subjected to activities that are comical, with rewards for those who are good-intentioned but merely misguided. As Bes is somewhat of a mountebank at times, he is prone to forgive (and possibly



even favor) those who have a little larceny within, but who are not vile murderers or uncaring tyrants.

This place is thus rather similar to a magical truth or consequences program. There will be magical music, dances, and games, with jokes and riddles, and probably even awful puns. Impossible questions and demands for the performance of feats rigged against success will then result in trials and tests to make up for the failures. The initial period should determine (as well as you are able) the player characters bent with respect to bad or good, and what then follows will remove, chastise, or disconcert and subsequently reward the individual.

A game of chance may be attempted here, alternately or in addition to the above. For example, have each PC entering throw the dice. A 7 or 11 may win an automatic success on the PC's next combat action; 2, 3, or 12 means an automatic failure; and any other result has no consequence, or perhaps bring a telepathic suggestion from Bes that a quest, performed against Evil, will bring the PC a minor favor from his august self. This encounter should be used as a good opportunity for the DM to role-play and toy with the PCs in a light-hearted way. Things will get very serious soon enough!

6. CHAPEL OF THE SUN (EL 20)

This place was dedicated to the deities of bright nature in general, and Ra in particular. In the fore-shrine areas (G, H, I, and J) are associated deities Hathor; the sons of Ra (Horus and Herakhty); and Auf, avatar of Ra during the hours of darkness. Ra (K) is flanked by statues of his avatars, Chepri (L) and Atmu (M). The solar disc of Aten shines magically from the ceiling if anyone enters bearing a statuette of those

honored herein. Scenes in this place feature good deities, such as Shu and Tefnut, Sekhmet, and the rest, all in superior positions of cooperation with neutral deities (Thoth, Anubis, Isis, Osiris).

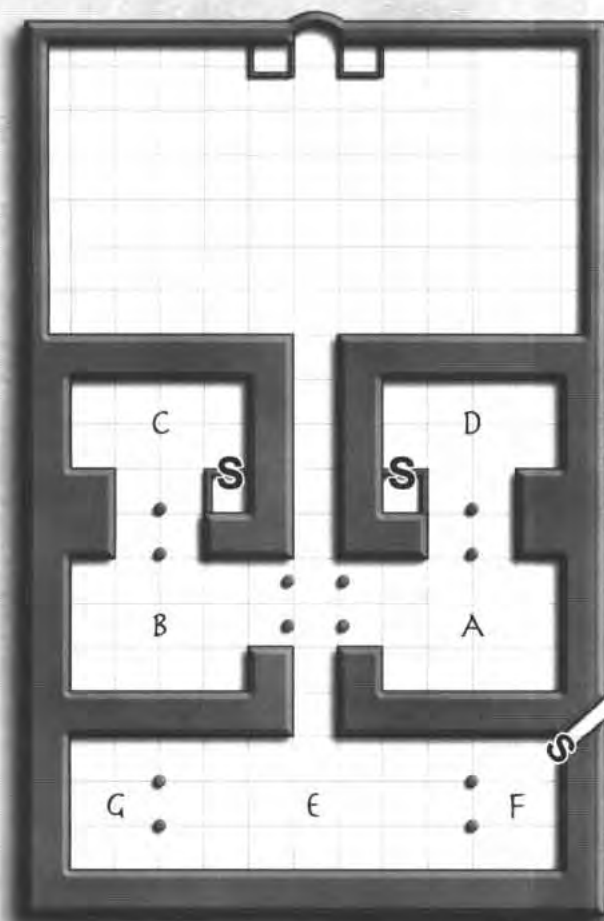
Suggested Encounter: Auf, the avatar of Ra in the Duat, can be brought into attendance through activation of a statue-fetish (either I or J) by a ceremonial service. The appropriate secret area must first be discovered, for such contains the garments, oils, unguents, and incense to be used and offered to the presence of the entity. Awareness will then be manifest in the statue, and interaction with the party will commence. Successful performance of this ceremony requires a Knowledge (religion) check (DC 35), after the PCs decide that they wish to worship Auf. The only reason they have any chance at all is that the proper ceremony is inscribed on the wall in the secret area (Decipher Script DC 32). If the ceremony is improperly performed, the avatar is not summoned and nothing happens here.

There will be hostility if the group is evil or destructive: they will be cursed with a divine power to suffer -4 to all Fortitude saves until a *wish* or *miracle* spell can be obtained to remove the curse. If the group is indifferent, there will be the same unfortunate response. If there is interest and respect, then Auf will grant a single *wish* to the individual performing the ceremony.

If the PCs have a lawful good priest or paladin, and are particularly respectful, Auf will carry one in his dark chariot so as to fly over the gorge at night. That honored person will see the locale clearly and learn the location of each major area within it (i.e., show the player the Gorge map and allow some limited amount of copying, but do not explain map symbols),

CHAPEL OF THE SUN

1 square = 10 ft.



and the location and entrance of the Tomb of Rahotep (Area 24) will be seen in bold illumination.

Auf (Avatar of Ra), Male Human Clr9/Sor6/Ftr5: CR 20; Size M; HD 9d8+27 plus 6d4+18 plus 5d10+15; hp 151; Init +4 (Improved Initiative); Spd 30 ft.; AC 18 (*bracers of armor* +6, *ring of protection* +2); Atk +19/+14/+9 melee (1d4+5, +3 *ankh of the sun*) or +17/+12/+7 melee (1d4+2, +1 *dagger*, 19-20/x2); SA bolt of sunlight (*ankh of the sun*, once per 1d4 rounds, 100 ft., 5d8 damage, Reflex DC 16 half), divine curse (1/day; multiple targets suffer -4 to Fortitude saves until removed with *miracle* or *wish*); SQ improved good spells (+1 caster level from domain), greater turning (Sun domain power), turn undead AL NG; SV Fort +15, Ref +6, Will +15; Str 13, Dex 11, Con 16, Int 13, Wis 16, Cha 17.

Skills: Climb +7, Concentration +13, Diplomacy +10, Jump +8, Knowledge (arcana) +13, Knowledge (religion) +13, Listen +7, Spellcraft +10, Spot +8. **Feats:** Alertness, Brew Potion, Cleave, Expertise, Great Cleave, Improved Initiative, Power Attack, Scribe Scroll, Silent Spell, Weapon Focus (dagger, ankh).

Divine Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC 13 + spell level): 0—cure minor wounds (x2), guidance, light, read magic, resistance; 1st—bless, cause fear, command, entropic shield, protection from evil*, shield of faith; 2nd—cure moderate wounds (x2), heat metal*, hold person (x2); 3rd—bestow curse, dispel magic, magic circle against evil*, vestment, protection from elements; 4th—dismissal, divine power, holy smite*; 5th—dispel evil*, slay living.

Arcane Spells Per Day (6/7/6/4; base DC 13 + spell level): 0—daze, flare (x2), light (x2), mending, resistance; 1st—burning hands, ray of enfeeblement, shield, spider climb; 2nd—flaming sphere, pyrotechnics; 3rd—fireball.

**Domain Spell. Deity:* Ra. *Domains:* Good (cast good spells at +1 caster level); Sun (1/day, greater turning in place of regular turning).

Possessions: Bracers of armor +6, +1 dagger, *ankh of the sun** (functions as Small +3 club; can shoot a bolt of sunlight to a range of 100 ft., once every 1d4 rounds; damage 6d8, Reflex DC 16 half), *ring of three wishes*. **If Auf is slain, the ankh crumbles to dust in 1d3 rounds.*

7. SHRINE OF BUTO (EL VARIABLE)

Buto, here depicted as a cobra-headed goddess, is good despite the association with snakes such as the asp and viper. She is allied with the ones who fight Set and the various workers of evil.

This place might well make adventurers think otherwise, however, for it depicts many cobras and other snakes, and even its stepped, column-lined walkway is of serpentine. There is an ophidian population in the vicinity of the pool (B), outside the walled courtyard (G, H), and a few snakes may be basking in the dry gully (D), which is 8 feet deep. Scrub and weeds make the courtyard a potentially interesting encounter area.

The entry porch (J) is about 7 feet above the ground. The statue of the cobra-headed Buto is in the main area, at L, of course. At K is a shrine and idol of Nekhbet, the vulture-headed goddess and friend of Buto. Just east of K are two pit traps, each of which contains a 20-ft. drop. (Leave these unrevealed and unused, for the moment, if you use the suggested encounter below.) Trespassers might find some difficulty understanding the beneficent natures of the two entities depicted, and the vulture-headed Nekhbet facing the cobra-headed Buto might seem threatening indeed.

Suggested Encounter: Though dim auras of uncertainty are here, and an undefined magical force can be discerned, nothing occurs until the secret area (M) is found. Thereafter, the visitors learn that this shrine is of Good nature, for the trespassers are asked to leave and to offer at least a kind thought for those departed who honored the entities to whom the place is dedicated.

If the PCs locate and pass the second secret door, they will discover a tomb beyond the burial place of the local High Priestess of Buto, who officiated here when a Pharaoh of old built the place for her and the honored deities. The residual spirit of the deceased priestess will then appear and demand that the party leave her a funerary gift, such as a minor magical item, some rich set of jewelry, or a precious statuette of the appropriate type. She insists that the party do this and immediately depart. If disobeyed, she presents a gift of her own: a curse, which causes all reptiles that attack the trespassers to gain a +2 attack bonus, and a +2 bonus to poison DCs for the remainder of their time in Khemit. Furthermore, when the cursed ones exit the shrine, the two trap doors spring open and precipitate the victims into the gully below, wherein are four times as many poisonous snakes (asps, cobras, and vipers) as there are party members (regardless of the actual number of victims falling through).

A merely appropriate gift to the spirit-priestess will produce no good result, only preventing the ills detailed above. A generous gift, however, will bring the reverse (which causes all reptiles to ignore the trespassers and receive a -2 attack penalty and -2 penalty to poison DCs). A truly exceptional donation eventually results in a minor boon by intervention at some dire pass during the activity in Rahotep's tomb (as interpreted by the DM) from one of the two entities to whom the shrine is dedicated.

Snaked Filled Pit Traps (20 feet deep) (2): CR 2; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Note:* Each pit contains both asps, vipers, and cobras.

Asps and Vipers: CR 1/2; SZ S Animal; HD 1d8; hp 4; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17 (+1 size, Dex, +3 natural); Atk +4 melee (1d2-2 and poison, bite); SA poison (Fortitude save DC 11, 1d6/1d6 temporary Con); SQ scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9. *Feats:* Weapon Finesse (bite).

King Cobras: CR 2; SZ M Animal; HD 3d8; hp 13; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk +5 melee (1d4-1 and poison, bite) or +5 ranged (poison, spittle); SA poison (Fortitude save DC 18, 1d8/1d8 temporary Con), poisonous spittle (20 ft., Fortitude save DC 18, 1d8/1d8 temporary Con), improved grab; SQ scent; AL N; SV Fort +1, Ref +6, Will +2; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

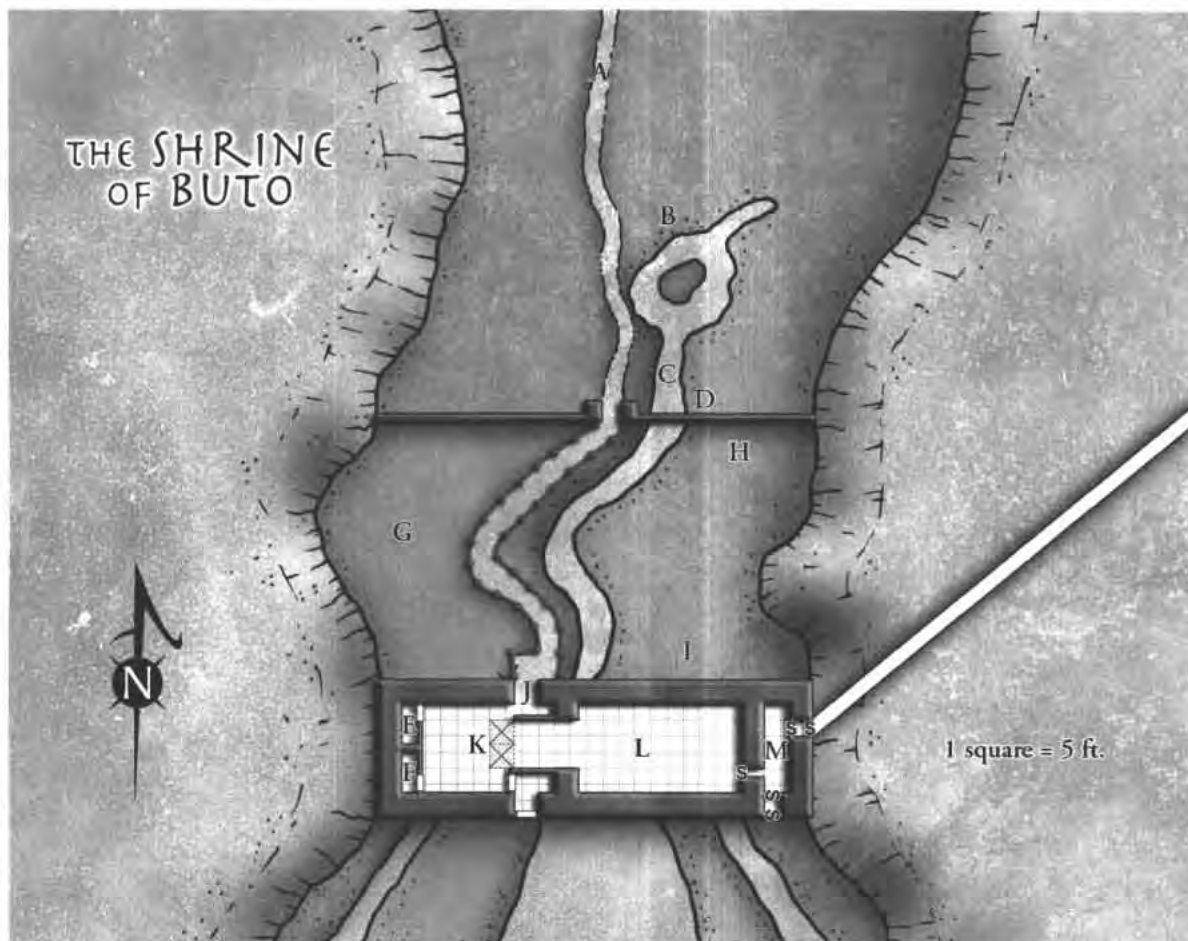
Skills: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9. *Feats:* Weapon Finesse (bite).

Tcheri, Female Ghost Clr10 (High Priestess of Buto): CR 12; SZ M Undead [Incorporeal]; HD 11d12; hp 71; Init +6 (Dex, Improved Initiative); Spd fly 30 ft. (perfect); AC 15 (+2 Dex, +3 deflection) or 19 (+2 Dex, +5 chainmail, +2 large shield); Atk +9 melee (corruption 1d4, incorporeal touch) or +10/+5 melee (1d6+2, light mace, ethereal plane or when manifested only); SA manifestation, corrupting touch, *tomb curse* (1/day, number of creatures equal to her HD), malevolence (Will save DC 18), spells, rebuke undead; SQ undead, rejuvenation, turn resistance +4; AL LE; SV Fort +7, Ref +5, Will +10; Str 15, Dex 14, Con —, Int 13, Wis 17, Cha 17.

Skills: Concentration +13, Diplomacy +11, Knowledge (religion) +13, Scry +13, Spellcraft +13. *Feats:* Blind-Fight, Empower Spell, Improved Initiative, Quicken Spell, Weapon Focus (mace).

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC 13 + spell level): 0—create water, detect magic, light, read magic, resistance, virtue; 1st—bane, command, detect good, doom, protection from chaos*, random action; 2nd—calm emotions*, desecrate, enthrall, hold person, silence, sound burst; 3rd—animate dead, bestow curse, deeper darkness, dispel magic, magic circle against chaos*; 4th—dimensional anchor, divine power, lesser planar ally, spell immunity*; 5th—righteous might*, unhallow, wall of stone.

**Domain Spell. Deity:* Buto; *Domains:* Law (cast law spells at +1 caster level); Strength (1/day, +11 enhancement bonus to Str for 1 round).



NECROPOLIS TOMBS MAPS AND ENCOUNTER KEYS

SAMPLE TOMBS

Four samples of standard major tombs are described hereafter and illustrated by map in the appropriate place hereafter. The scale of the maps can be either 5 feet or 10 feet to the square, set by the DM on a case-by-case basis. You should, if there is considerable PC activity in this locale, also construct several other simple tombs to provide additional variations. When applying the various generic tombs, turn the plans as needed to change map directions, of course, and embellish as desired. A good book or two on Egyptian archeology would be helpful in this regard; many are readily available at most libraries. Refer also to the Tomb Contents and Decoration section in Appendix C.

SAMPLE TOMB A: BASIC NOBLES BURIAL PLACE

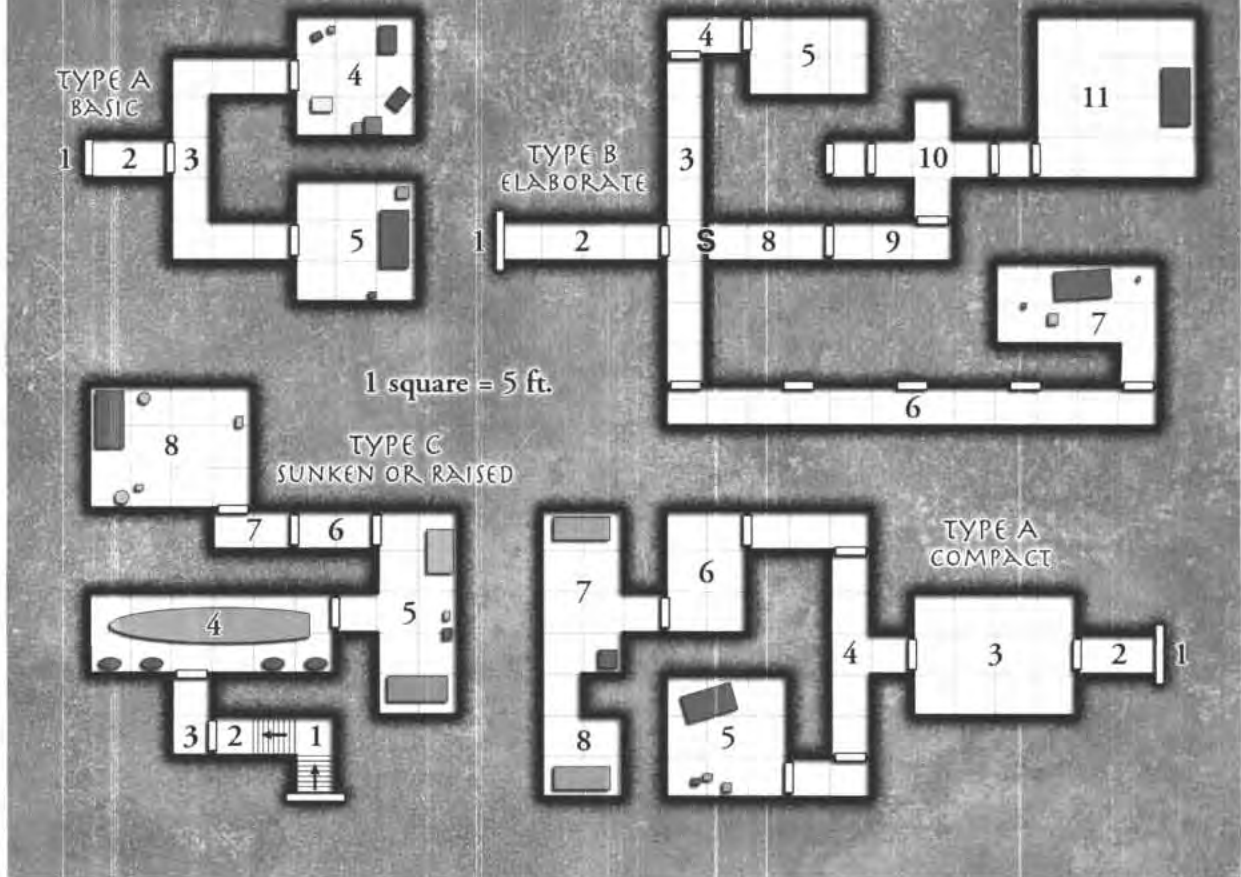
1. Entrance sealed by stone slab, often placed high up and flat on the ground with steps then leading down into the tomb, and generally concealed in any event.
2. Entry passage showing the deceased in life and afterlife activities, plus religious texts with prayers for the deceased, scenes depicting deities and judgment, and so forth. A second stone slab at its far end seals the passage.

3. Interior passage painted as corridor 1, with various warnings and curses featured heavily. At the ends of this passage are yet more stone slabs, sealed airtight.
4. Funerary objects chamber, containing things belonging to the deceased and for his use in the afterlife. Many such items are valuable, and many are quite ordinary; they typically include miniatures of things, animals, and people (ushabtu figurines), along with a statue of the deceased. Painted doors are evident, employed by the spirit of the deceased to pass in and out of the tomb.
5. Burial chamber with shrine, sarcophagus in a stone vault, and certain precious things most personal to the deceased. Painted doors are evident as in area 4, above.

SAMPLE TOMB B: ELABORATE BURIAL TOMB

- 1-3. As in A, above.
4. Short passage with some form of trap.
5. Chamber for minor goods.
6. Long passageway with several false stone door slabs.
7. False burial chamber, with seemingly real trappings as in Area A5. The sarcophagus might contain a false mummy or a mummy of someone other than the principal deceased. The sarcophagus may be empty, and if so may be made to appear as if it had been stolen.
8. Passage entered from a secret door in corridor 3, with a stone slab sealing the end.
9. Trapped passage, with a stone plug sealing the end when a triggering mechanism is contacted, say a pave on the floor.

SAMPLE TOMBS



RANDOM TOMB ENCOUNTERS

Check once per hour on 1d20

- | | |
|-------|-----------------------------------|
| 1 | 1d6 Medium-size vipers |
| 2 | 3d6 dire rats |
| 3 | 1d6 gargoyles |
| 4 | 1d6 Large monstrous scorpions |
| 5 | 2d6 stirges |
| 6 | 1d6 Medium-size monstrous spiders |
| 7 | 3d4 Small vipers |
| 8 | 2d4 large monstrous scorpions |
| 9 | 1 will-o-wisp |
| 10-20 | No encounter |

RANDOM TRAP TABLE

Roll 1d6 on the following table

- | | |
|---|---|
| 1 | Burnt Othur Fumes Trap: CR 10; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25). <i>Note:</i> Trap releases burnt othur fumes (see Poison, Chapter 3 in the <i>DMG</i>). |
|---|---|

- | | |
|---|---|
| 2 | Poisonous Wall Scythe Trap: CR 7; +15 melee (2d4 plus deathblade poison, scythe); Search (DC 24); Disable Device (DC 20). <i>Note:</i> Blade is coated with deathblade poison (see Poison, Chapter 3 in the <i>DMG</i>). |
| 3 | Volley of Spears Trap: CR 6; +20 ranged (1d8[x6], spears); multiple targets in 10-ft. by 10-ft. area; Search (DC 24); Disable Device (DC 20). |
| 4 | Poison Gas Trap: CR 6; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25); <i>Note:</i> Trap releases ungod dust (see Poison, Chapter 3 in the <i>DMG</i>). |
| 5 | Fire Trap: CR 5; 5-ft.-radius blast (fire trap, 1d4+7 fire); Reflex save (DC 16) for half; Search (DC 29); Disable Device (DC 29). |
| 6 | Bestow Curse Trap: CR 4; no attack roll necessary (3rd-level cleric spell, first person in line receives -4 penalty to all rolls permanently until curse is removed; Will save DC 17 negates); Search DC (28); Disable Device (DC 28). |

10. A short and trapped passage as in 4, but with an alcove for a shrine. Two stone slabs seal it from the burial vault.
11. Burial chamber, with greater trappings than those found in smaller tombs.

SAMPLE TOMB C: SUNKEN OR RAISED TOMB

Most of the place is a variant on A and B, above. The steps will likely be more extensive and bring the level of the chambers further down or higher up. Chamber 4 might contain a full-sized or large-scale model of a boat, barge, or baroque, or might feature a number of statues of deities. The chamber of goods is Area 5, and Area 8 is the burial chamber.

SAMPLE TOMB D: COMPACT TOMB

Most features are as per A and B, above. Note the false door at Area 5, which itself is a false possessions storage chamber. The false room at Area 6 is so similar to Area 5 as to be discouraging. The actual possessions are in Area 7, while Area 8 contains the shrine and sarcophagus.

8. FIVE TOMBS AND INTERSECTION

One of the tombs in this area contains an overlooked papyrus that acts as a *tome of understanding* +2 if translated into a readable language from its ancient hieroglyphs. It is unguarded, but may be trapped (see random trap table).

9. FOUR TOMBS AT CORNER

Anyone carefully searching (Search DC 25) these looted tombs might discover a few overlooked valuables. The tombs are unguarded (except possibly by random encounters), but may be trapped (see random trap table).

Treasure: 4,000 gp lie tucked away in sacks.

10. FIVE TOMBS AND RAVINE TERMINUS (EL 1)

A crazed hermit dwells in one of the highest of the tombs here. He notes the party's approach and rolls a large boulder to the lip of the tomb entrance. If he manages to totally surprise the party with this strange ambush, he rolls the boulder so as to strike (unfailing) whoever is nearest and below the tomb entrance. The boulder deals 10d6 points of damage and hits 1d3 individuals if they are within 10 feet of one another. A Reflex save (DC 20) avoids the boulder. Regardless of his success, the hermit ducks into the tomb after sending the boulder down, running and crawling away into a mass of small natural passages in the rock.

The demented resident won't reappear for a day or two after the above, but will then be at it again. He is not evil, but is insane for sure! If he is somehow captured and cured of his madness, the party should be awarded a story award of 1,000 XP.

Goto the Crazed Hermit, Male Human Com2: CR 1; SZ M; HD 2d4; hp 6; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d4+1, slam); AL N; SV Fort +0, Ref +0, Will +2; Str 13, Dex 10, Con 10, Int 11, Wis 14, Cha 11.

Skills: Climb +4, Jump +2, Listen +6, Profession (boatwright) +4, Spot +6. **Feats:** Alertness, Dodge.

11. SIX TOMBS AT TER MINUS (EL 5)

Due to the remote location, difficult terrain, and narrowness of the ravine (so as to make the locale nearly invisible until one comes upon the widening), one of the tombs herein is unlooted. Assume it to be that of a scribe and petty official, built low and lost beneath the rubble caused by the digging of a tomb in a later and higher-up burial site. Locating this tomb requires a Spot check (DC 35) to notice something looks strange in the vicinity of the tomb. Then a Search check (DC 25) must be made to locate the entrance.

Suggested Encounter: The hidden tomb of the Scribe and minor official (above) can be found by levering up a 1-ton block of stone, a hunk cleverly made to appear natural but whose close inspection shows mason's stonecutting tool marks. Beneath it are twelve steps (each 1 foot tall) leading down to the west and into the burial site.

After the characters descend, describe the area as follows:

You are at the bottom, and from there, a 3-foot wide, 5-foot high passage continues west for some distance. You are now before the door at the end of the passage. It is mortared fast with cement and bitumen and is covered with hieroglyphic writing. Some means of force will be needed to break open the heavy stone plug.

The passage is 35 feet long, ending in the sealed stone slab. The writing includes the name of the official, praises to various deities, prayers for the departed, and a clear warning: "Death's wind will strike down any who dare enter my Eternal House." A Decipher Script check (DC 32) may be made to discern this.

As soon as the slab is cracked, shattered, shifted, disintegrated, or otherwise altered, the 10-foot section of ceiling above it collapses from east to west.

Falling Ceiling: CR 5; no attack roll necessary (10d10 damage); Reflex save (DC 15) allows PC to run into the tomb area and escape damage; Search (DC 20); Disable Device (n/a).

The tomb proper is filled with poison gas, which most likely slays all who breathe it. The slab and fallen debris (above) block the exit entirely. (Why is the party disturbing the tomb of some petty, non-Evil functionary anyway?)

Permanent Cloudkill Trap: CR 5; no attack roll necessary (see Note); Search (DC 30); Disable Device (DC 30). *Note:* The chamber is filled with a virulent poison gas equivalent to a *cloudkill* spell (caster level 9).

Should the characters somehow manage to survive and escape the cul-de-sac, they may recover the usual contents of an undespoiled tomb. If taken unscathed to some collector, assume not only good care of the items, but also the finding of a buyer with both knowledge and assets.

Treasure: There is a sarcophagus (17,000 gp) containing a mummy-wrapped noble corpse (stuffed with perfumes, incense, etc.) (2,000 gp), 3 gold idols (900 gp each), 6 figurines of various Khemitian nobles (3,000 gp each), 4 jeweled anklets (2,000 gp each), a jeweled gold crown (6,000 gp), and 2 gold chalices (7,500 gp each).

12. TOMB CAVES

These places appear as nothing more than small cave mouths in the sandstone, though each is perhaps a little too regular. Natural



caves were here used as tombs. A search reveals that, at some point, despoilers actually went so far as to tunnel between these seven graves for their ease while housing themselves within the tombs. In fact, a band of grave robbers dwelt herein for a number of years as they systematically looted these and other nearby tombs.

Suggested Encounter: One of the grave robbers was a mage of considerable ability and power. He cast a powerful *permanent programmed image* upon the area, so that explorers entering will see a phantasm—a beautiful and scantily clad girl, wearing a veritable fortune in gem-studded and glittering gold jewelry, slips away into the darkness of one of the thieves' tunnels. Those who follow her hear an illusory sound of clinking and see a small but heavy antique ring of gold (apparent value 1,000 gp) rolling across the stone floor. It must have slipped off her finger! The illusion ceases thereafter (depositing the ring in a crack, and the girl around a corner), but is programmed to reappear (possibly with slight variations) from time to time, such as whenever certain areas are entered or passed.

This can keep a party busy for quite a while. There is nothing of value in the place.

13. FIVE TOMBS IN SHORT RAVINE

If the PCs search carefully, the last of the tombs examined here will be found to contain a broken spear protruding from a wall actually along the edge of a huge slab. The slab weighs many tons, but if it can be moved (Strength check DC 42), a gold model of a noble's chariot is revealed behind it. (This was the favorite possession of the one who was interred here and was thus specifically booby-trapped. The falling slab crushed the would-be thief, whose spear yet protrudes.) The model is only 4 inches wide and tall, and 8 inches long, weighing about 3 pounds.

Suggested Encounter: About the time the PCs come upon the spear's splintered length and determine to try to get past the fallen slab, they hear a mournful howling, which approaches and then fades away, leaving all quiet. A bit later, they hear the beating of huge wings, but then all is silent once again. If and when they manage to deal with the huge stone block, they hear a strange and feral laughing.

Wolves, a huge eagle, and a prowling hyena are responsible for the noises. There is no actual encounter, unless the party delays sufficiently to meet one (or a few) animals or things of horrid sort by random chance.

Treasure: A 4-inch by 8-inch golden model of a chariot lies behind the stone slab. It is worth 3,000 gp if sold for the metal, but five or more times that if kept intact and taken to an antiquarian.

14. HALL-LIKE TOMBS (EL 18)

The many tombs in this area are carved into the face of the stone, and set plainly forth by porticos, pillars, and other obvious works aimed at a great display. Some of these places actually have little chapels below, with flights of stairs carved into the rock face ascending to the tomb entrances. Naturally, each and every one of the sites has been looted.

Suggested Encounter: An organized group of grave robbers is found here. The band is Khemitian, criminal, and quite evilly disposed, especially toward anyone doing what they do, for that cuts down on their proceeds. The robbers are led by a high-ranking renegade priest-mage (kheri-hebu). His group includes rogues and fighters with no little experience in grave robbing.





When the criminals meet the party, they pretend to be quite pleased to meet foreign folk who possess such power and skill. Speaking to them thus:

"We will gladly share the knowledge we have of a tomb hidden not too far from here, and will share with your group in its wealth, if you in turn will tell us of any like place which you have explored so as to liberate its contents."

The grave robbers do in fact know of a small area near a tomb, at Area 15, that has not yet been looted, and will take the characters to it. (This is a cursed funerary shrine and is bad news; see below.)

If the party agrees to the deal, the robbers cooperate only if they get a map showing the place to which the party intends to go. A simultaneous exchange of information will be perfectly acceptable. However, the robbers will exploit their gains at some later time and will first lead the PCs to Area 15. If and when this occurs, go to the appropriate portion of the text for Area 15, below, noted by italics. The criminals will naturally await their best opportunity to strike, either when tomb at Area 15 is opened or later; they are very clever and patient. During the battle with the PCs, the Priest-Mage leader will stay away from the fray, maneuvering his forces to his best advantage, casting spells as he deems necessary. Those grave robbers who survive (including the leader) might well start to weigh the potential lucre against the costs and will at some point flee rather than fight to the last man.

Robbers, Male Human War3 (4): CR 2; Size M; HD 3d8+6; hp 26; Init +5 (Dex, Improved initiative); Spd 30 ft.; AC 14 (+1 Dex, +2 leather, +1 shield); Atk +5 melee (1d6+2, scimitar, 18-20/x2) or +4 ranged (1d8, longbow, crit x3, range 100 ft.); AL CE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 11.

Skills: Handle Animal +6, Intimidate +6, Ride +7. **Feats:** Improved Initiative, Power Attack, Toughness.

Possessions: Leather armor, small steel shield, longbow, 20 arrows, scimitar, pouch with 25 sp.

Bandits (Riff-Raff), Male Human Rog2 (4): CR 2; Size M; HD 2d6; hp 9; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); Atk +3 melee (1d6+1, short sword, 19-20/x2) or +2 melee (1d8+1, shortspear, crit x3) or +3 ranged (1d8, light crossbow, 19-20/x2) or +2 ranged (1d8+1, shortspear, crit x3, range 20 ft.); SA sneak attack (+1d6); SQ evasion; AL CE; SV Fort +0, Ref +3, Will +0; Str 13, Dex 12, Con 11, Int 11, Wis 11, Cha 10.

Skills: Climb +6, Disable Device +5, Disguise +5, Forgery +6, Hide +5, Listen +5, Move Silently +5, Open Lock +6, Ride +2, Spot +5. **Feats:** Mounted Combat, Simple Weapon Proficiency (shortspear).

Possessions: Masterwork leather armor, masterwork short sword, shortspear, masterwork light crossbow, 20 bolts, dagger, pouch containing 75 sp and 25 gp.

Rutch (Kheri-hebu), Male Human Clr12/Sor6: CR 18; Size M; HD 12d8+12 plus 6d4+6; hp 107; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, amulet of natural armor +2, ring of protection +2); Atk +15/+10/+5 melee (1d8+2, +1 heavy mace) or +16/+11/+6 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.) or +15/+10/+5 ranged (1d4+1, masterwork dagger, 19-20/x2, 10 ft.); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +11, Ref +9, Will +16; Str 13, Dex 12, Con 12, Int 10, Wis 16, Cha 15.

Skills: Bluff +9, Concentration +12, Disguise +6, Hide +6, Knowledge (religion) +10, Spellcraft +8. **Feats:** Brew Potion, Dodge, Craft Wand, Lightning Reflexes, Power Attack, Scribe Scroll.

Divine Spells Prepared (6/6+1/5+1/5+1/3+1/3+1/2+1; base DC 13 + spell level): 0—create water, guidance, light, read magic, resistance (x2); 1st—cause fear (x2), change self*, cure light wounds, endure elements, random action, summon monster I; 2nd—cure



moderate wounds (x2), endurance, invisibility*, resist elements, summon monster II; 3rd—bestow curse, blindness/deafness, daylight, inflict serious wounds, magic vestment, nondetection*; 4th—divine power, greater magic weapon, summon monster IV, unholy blight*; 5th—dispel good*, slay living (x2), true seeing; 6th—blade barrier, heal, mislead*.

**Domain Spell*. Deity: Set. Domains: Evil (cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Arcane Spells Known (6/7/6/3; base DC 12 + spell level): 0—daze, detect magic, disrupt undead, light, ghost sound, ray of frost, read magic; 1st—chill touch, magic missile, true strike, shocking grasp; 2nd—see invisibility, spectral hand; 3rd—hold person.

Possessions: +1 heavy mace, ring of protection +2, potion of spider climb, wand of fireball (15 charges), wand of charm person (13 charges), amulet of natural armor +2, potion of cure moderate wounds, scroll of 3 divine spells (neutralize poison, raise dead, and cure serious wounds), masterwork dagger, masterwork light crossbow, 20 masterwork bolts, unholy symbol, gold bracelet with ruby stone (600 gp), pouch with 300 gp.

15. LOOTED TOMBS

All the tombs visible in this area are utterly ruined, obviously and thoroughly looted. A small crypt, high up, will not be found unless the robbers described in Area 14 act as guides. If the party allows only one outlaw to accompany them, the other robbers will follow, staying hidden until the crucial moment.

The unexplored crypt contains a small and heretofore undiscovered shrine. It is heavily warded with magic. The grave robbers from Area 14 will try to have the player characters open the tomb while they stand guard. If necessary, they will point out that it is the PCs who will benefit, not they, from the contents. If at all possible, at least 4 of the robbers will be nearby, with the leader well away from the place.

When the tomb is broken open, all within a 30-foot radius must make a Fortitude save (DC 35) or become infested with *mummy rot*. See Chapter 3 of the *DMG* for information on the disease of *mummy rot*. The same curse strikes all who approach the tomb (again, within 30 feet) in the next thirty hours.

The shrine itself is to the deity Uag, a very ancient and forgotten god. Anyone who offers both recognition and a reasonable token honoring Uag negates the curse described above. If looting takes place, those who have honored Uag are still not penalized, as long as they take no active role. However, all looters receive not only the curse described above, but also affliction by a second curse (Will save at DC 35 or 2d8 permanent Wisdom drain). Inside the shrine is a gold statue of Uag (metal worth 80,000 gp, if intact and sold outside Khemit), several pieces of lapis lazuli (1,500 gp, or 7,500 gp if sold to an antiquary), and a tome of mystical nature. Any wizard or sorcerer who studies the tome for 6 months gains 1 level of experience.

16. MANY TOMBS

This large burial site was probably the earliest to be totally looted. Because of its proximity to the flat barrens to the east, some wild animal encounter is possible, but this should be left to random chance. Nothing noteworthy is found here.

17. TOMBS ALONG RAVINE (EL 9)

These are, as usual, looted and open burial sites. These tombs are open, and empty of all loot. They do, however, house a pride of lions. They attack anyone who enters their lair.

Lions (9 total; 1 male, 8 females): CR 3; SZ L Animal; HD 5d8+10; hp 32; Init +3 (Dex); Spd 40 ft.; AC 15; Atk +7 melee (1d8+5, bite) and +2 melee (1d4+2 [x2], claws); SA pounce, improved grab, rake (1d4+2); SQ scent; AL N; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills: Balance +7, Hide +4*, Jump +5, Listen +5, Move Silently +11, Spot +5. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

18. TOMB TRIAD (EL 8)

The burial sites here are empty of all treasure save a golden one of considerable extent. The gold is the amber of wild honey, for exceptionally large bees of black hue have taken over these openings for their hives! If the bees are disturbed but not totally destroyed, they will attack the intruders.

Small Bees (50): CR 1/4; SZ S Vermin; HD 1d8; hp 4; Init +1 (Dex); Spd 10 ft., fly 60 ft. (good); AC 12 (+1 size, +1 Dex); Atk +0 melee (1d2-1 and poison, sting); SA poison (1d2/1d2 temp Con Fort save DC 8); SQ vermin; AL N; SV Fort +2, Ref +1, Will +1; Str 8, Dex 12, Con 10, Int —, Wis 12, Cha 9.

Skills: Intuit Direction +6, Spot +6.

Tactics: The bees attack as long as any living creature is within 300 feet of the hive.

19. TOMBS NEAR WATER

Nothing of interest is here, though there are signs that something or someone has been around the place fairly recently. Random encounter checks should be focused on wild animals, since they use the water pool at Area 7 nearby.

20. DRY TOMBS

As with Area 19, above, these are deserted and utterly stripped of all valuables.

21. TOMBS NEAR EXIT (EL 13)

This whole place is littered with small bone fragments. Though the bones are bleached and dry, close examination (Heal or Wilderness Lore check [DC 20]) shows that most are human and marked by teeth. Many are cracked and lacking marrow. Some bones are quite new, having been exposed to the sun for only days or weeks.

Suggested Encounter: A pack of **ghouls** is in residence here. The undead creatures have actually been placed here so as to protect the back door of the temple (see Area 24). Characters waylaid by robbers associated with the place are also brought here for the ghouls' feast. Associated with the **ghouls** will be several **ghulaz** and a pair of monstrous **gholles**.

The initial ambush of the party will include rock missiles hurled down from above. At least three of the tombs have been worked so as to connect to each other. This allows these creatures to attack intruders more efficiently than otherwise.

Ghoul of Khemit (Advanced) (4): CR 6; SZ M Undead; HD 10d12; hp 65; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 21 (+2 Dex, +4 natural, +5 chainmail); Atk +7 melee (1d8+1 and disease, bite), +4 melee (1d4 and disease [x2], claws); SA fear gaze (30 ft., 6th-level, Will save DC 18), disease (filth fever), stench; SQ

undead, damage reduction (10/+1); AL CE; SV Fort +3, Ref +5, Will +9; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills: Climb +8, Escape Artist +8, Hide +10, Intuit Direction +5, Jump +8, Listen +10, Move Silently +7, Search +6, Spot +10. **Feats:** Improved Initiative, Multiattack, Power Attack, Weapon Finesse (bite).

Ghulaz (3): CR 7; SZ M Undead; HD 9d12; hp 58; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, +6 natural); Atk +7 melee (1d6+3 [x2], claws), +4 melee (1d8+1, bite); SA paralyzing spittle (10 ft., 1d6 minutes, Fortitude save negates DC 17), stench, create spawn, improved grab, rake 1d6+1; SQ undead, damage reduction (10/+1), SR 12, regeneration 5 (fire and acid, regrow limbs in 3d6 minutes), +2 turn resistance; AL CE; SV Fort +3, Ref +5, Will +8; Str 17, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills: Climb +8, Escape Artist +8, Hide +9, Intuit Direction +5, Jump +8, Listen +10, Move Silently +10, Search +7, Spot +10. **Feats:** Multiattack, Weapon Focus (claw).

Gholles (2): CR 8; SZ L Undead; HD 10d12; hp 65; Init +2 (Dex); Spd 30 ft.; AC 19 (-1 size, +2 Dex, +8 natural); Atk +10 melee (1d6+5), +7 melee (1d8+3, bite); SA paralyzing gaze (30 ft., 1d6 minutes, Will save negates DC 17), stench, create spawn, improved grab, rake 1d6+2; SQ undead, damage reduction (10/+2), SR 16, regeneration 5 (fire and acid, regrow limbs in 3d6 minutes), +4 turn resistance; AL CE; SV Fort +3, Ref +5, Will +9; Str 21, Dex 15, Con —, Int 13, Wis 15, Cha 17.

Skills: Climb +11, Escape Artist +10, Hide +5, Intuit Direction +5, Jump +10, Listen +10, Move Silently +8, Search +7, Spot +10. **Feats:** Cleave, Multiattack, Power Attack, Weapon Focus (claw).

22. NARROWTRAIL

This is the secret escape route that the adventurers might need to use to meet the nomads, assuming that they are here casually and not on a mission from the Temple of Thoth or some like organization. Anyone leaving the gorge by this means will be neither followed nor pursued.

23. RAVINE TERMINUS

On first examination, it appears that the tombs in this locale are the same as most of the others in the gorge. Any closer look, however, will show that they are somewhat different. Previous sites have been dedicated to Osiris and to others of good or neutral alignment. The bas-reliefs and paintings herein are all of evil-natured deities, be they gods, serpents, demons, devils, fiends, or monsters. In short, this is the place wherein were entombed those who served Set, Aapep, and other horrific deities.

Suggested Encounter: Only random encounters should occur here, but with most being of evil nature. The feel for this whole place is dreadful, and that alone should spur the characters to move elsewhere. If the party lingers overnight, check hourly for encounters, even doubling the normal chances and adding some probability of monstrous things and/or spirits wandering by.

24. PATH TO THE TOMB OF RAHOTEP

A little exploration here will reveal quickly the narrow ravine to the south-southwest, which leads off about 200 feet to the site of the Tomb's entrance. For details, turn to the next page. (Note that the Tomb is a major adventuring area, of course — the last and *piece de resistance* of this scenario.)



CHAPTER 8.

RAHOTEP'S TOMB

DM'S NOTES

This last adventure section is a classic dungeon setting. It is a place that should prove to be a true joy for the DM and a test of ability for all players and their PCs. Those who stand up and succeed will also find it to be one of their more memorable and enjoyable adventures, I predict.

Before we get on with the action, please tolerate a few more necessary notes that should enable you to handle this whole affair as if you personally created it.

SECTIONS AND INTERLUDES

The Tomb of Rahotep is the final encounter area of the adventure. Because of its scope, there are three sub-stages within it, a sort of miniature of the adventure as a whole, leading up to the final endgame. After only a bit of the place is explored, the scenario makes it seem that the work of the PCs is complete. Of course, it isn't, but the stage is set for the next scene in the act, so to speak. At the end of each section is an "Interlude," when the characters can heal, earn XP, and gain the intervention of the gods.

The First Section: The first such stage begins with the entry to the tomb and ends after the PCs discover the burial chamber at Area 6 and the release of the *khu* of Rahotep.

The Second Section: The second stage continues with the PCs discovering the stairs down from the burial chamber, introduces them to the first four curses of Rahotep, and ends with the false final chamber and the return of Rahotep's *khu*.

The Third Section: The third section begins with entry into the inner tomb, plagues the PCs with the final five curses of Rahotep and — following a brief endgame pause — ends with the players passing into the hidden tomb and a final encounter with Rahotep himself.

USING THE MAPS

You will note that the Tomb of Rahotep is constructed on varying levels. It can be confusing when passages go above or below other areas. A cross-section of the tomb, featuring the main east-west axis, is thus shown separately. Study this view for a few moments, check it against the normal map, and then refer to the cross-section again; you should have no problems understanding how the whole is laid out. On the top-view map, only the final chamber (Area 31) is not clearly depicted. A separate map for that area is given in the appropriate portion of the adventure, the text is clear, and the area small; it should pose no problem.

DECEIVING THE PLAYERS

Because of the relatively small size of the adventuring area, it is most important that players do not see the map. An astute, sharp-eyed person might well gain, at a single glance, the relative positioning of the characters and the extent of the area unknown to them. Consider that last point carefully. Take another look at the map of the Tomb. Areas 1-6 might

easily be thought to comprise the whole of the complex! Let us not reveal prematurely the situation to be otherwise! There is, in fact, a method to the whole. You will recall that all of the previously explored tombs in the Gorge of Osiris were of very limited size and extent. The players might surmise that Rahotep's tomb is larger, but diagrammatic proof is too great a clue. Expert players will eventually find the whole of the place, but make them do it by superior play, sans gifts.

MAKING A BEGINNING

The PCs are now within the narrow ravine that departs from Area 24 of the Gorge of Osiris. The ravine narrows more and more, curving south by southwest as its width decreases to 20 feet, then 15 feet. After about 600 feet, it ends in a near-vertical gully of but a couple feet wide. There is no obvious tomb, not even a place that seems likely to hide the entrance to a burial crypt.

The player's map shows that this is the spot where the nomad warriors located an untouched burial place. There is, in fact, a ledge some 40 feet above, the only projection from the sheer face of the cliff of rock to the west. However, a ways back there were two small openings that seemed to be natural, and there were several shelved areas there also.

If you have the patience, allow the characters to search the other locations. These are as they seem: ordinary rock ledges and small natural caves.

SIDE EXPLORATION (EL 4+)

If the PCs explore thoroughly the sheer rock face nearby, they might find (Spot DC 20) a series of narrow fissures about 200-250 feet north of the center of the ledge. These are not noteworthy and provide no concealment for anything larger than a snake. Each fissure is 20-30 feet long, irregular, and reaches to within 2-6 feet off the ground.

Though most of the fissures are shallow, a small passage deep within one of them winds about through the limestone of the hill, eventually reaching Area 11A, which is a nest of king cobras. If the fissures are watched for 10-20 minutes, 2-6 of these snakes will be seen either entering or leaving this one crack at various times. This species is not common hereabouts, a fact that any local can attest to (Wilderness Lore DC 15).

If the party somehow seals up this fissure entirely, the number of cobras in Area 11B will not vary thereafter. Note too that these are among the most cunning of all reptiles. Snakes slain reduce the number appearing proportionately.

King Cobra: CR 2; SZ M Animal; HD 3d8; hp 13; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk +5 melee (1d4-1 and poison, bite) or +5 ranged (poison, spittle); SA poison (initial and secondary 1d8 Con, Fortitude save DC 18), poisonous spittle (20 ft., initial and secondary 1d8 Con, Fortitude save DC 11), improved grab; SQ scent; AL N; SV Fort +1, Ref +6, Will +2; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9. *Feats:* Weapon Finesse (bite).

ASCENT & DESCENT

Getting up to the ledge by normal means requires a Climb check (DC 30). Magical means of ascent is possible, of course.

Climbing down from above is easier (Climb DC 15), for a rope can be solidly affixed atop the ledge. Naturally, this assumes one or more characters gets there first. If a rope is left dangling while the party explores the tomb, there is a 10% chance that it will be gone when they return.

When the characters find the means to ascend to the rock ledge at the entrance of the Tomb of Rahotep, proceed to Area 1 of the Encounter Key, below.

RAHOTEP AND THE NINE EVIL OBJECTS

Keep in mind that the remaining five of the Nine Objects of Evil are concealed in various places within the tomb. Each such item will be noted. Be sure to describe the general auras and magical emanations of each in a similar way. Such forms of examination reveal their kinship. If the four from outside are taken into the tomb, and the other five are located and all of the Nine Evil Objects then ritually destroyed in the secret underground resting place of Rahotep's physical remains as is detailed in that portion of this scenario, then the PCs can actually destroy Rahotep in all respects, once and for all. If they fail to do this, they can at best check his progress toward arising as Unmortal. If they bring all Nine Evil Objects into the place but allow them to fall into Rahotep's grasp, then it is disaster, and the Unmortal Rahotep wields the powers of a minor deity!

RAHOTEP'S TOMB: ENCOUNTER KEY

Refer to the Tomb Map for the areas described here.

THE FIRST SECTION: THE OUTER CHAMBERS AND THE FALSE TOMB

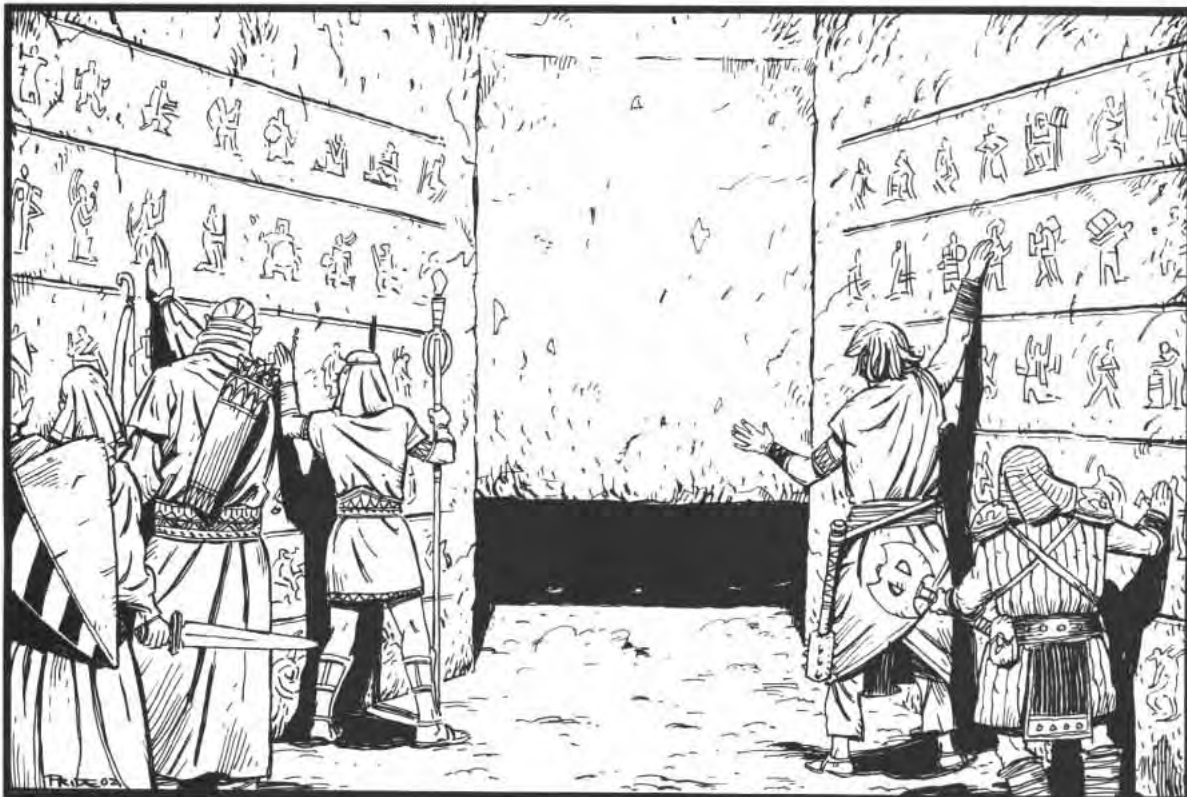
1. ENTRANCE

The first PC(s) to reach the ledge will see nothing but solid rock. Once the whole team is assembled there, and only when all are present, read the following aloud.

As the last member of your group attains the ledge, something strange happens. The solid stone of the cliff vanishes, and you see an entryway flanked by two painted and gilded pillars. The space is 20 feet wide at the outer face of the rock, tapering to 10 feet. A smooth, painted slab of granite stands there, 8 feet in from the plane of the cliff. The stone is covered with hieroglyphic writings, and a cartouche of some sort stands out in the center.

If the PCs actively detect for magic, it will be quite noticeable. Examination of the side pillars will be profitable, as noted in the Penetration portion hereafter. However, it is unlikely there will be time for that now . . .

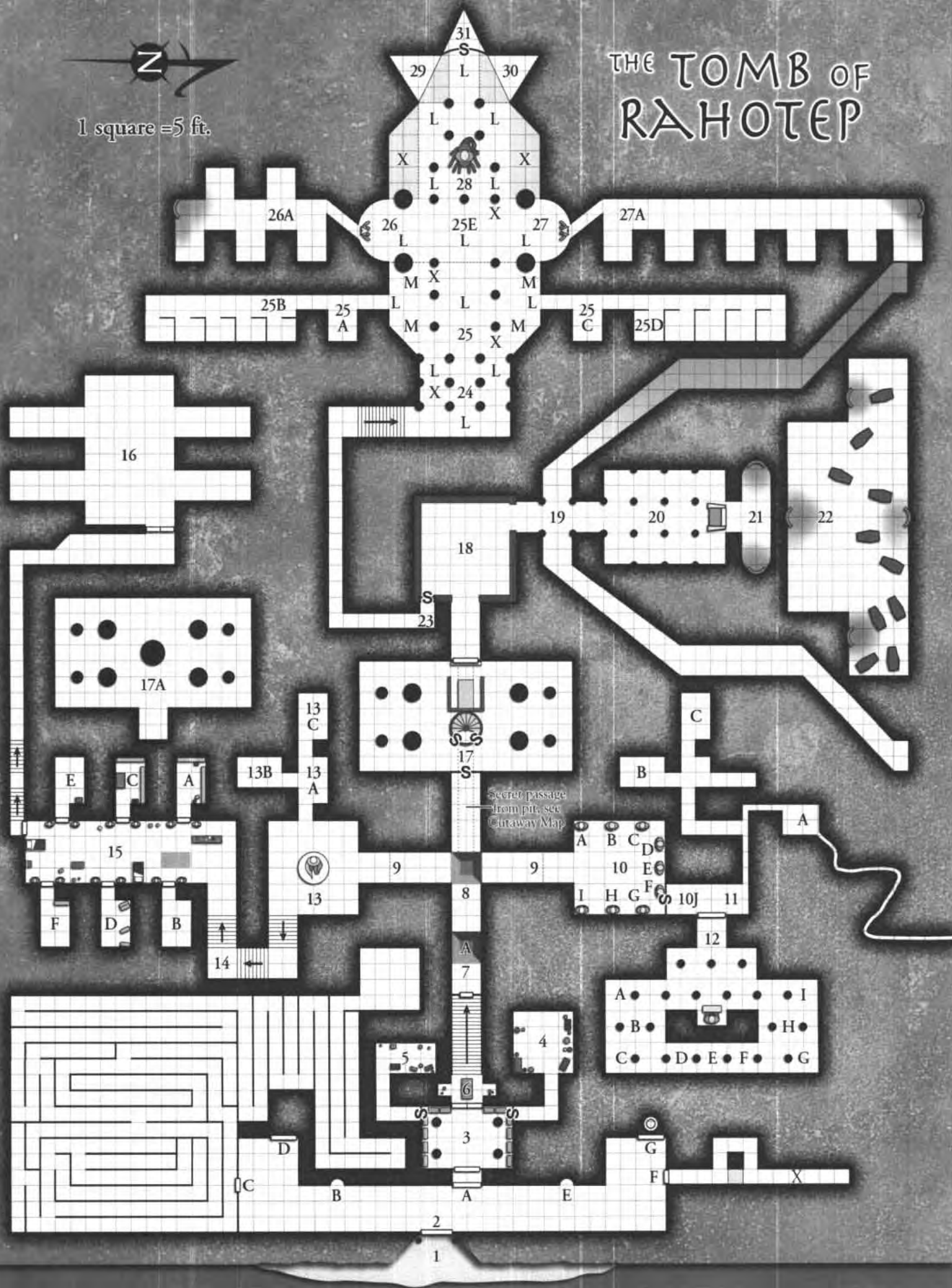
If any of the characters manages to read the hieroglyphs on the slab (Decipher Script DC 30), you should reveal the translation to be as follows:

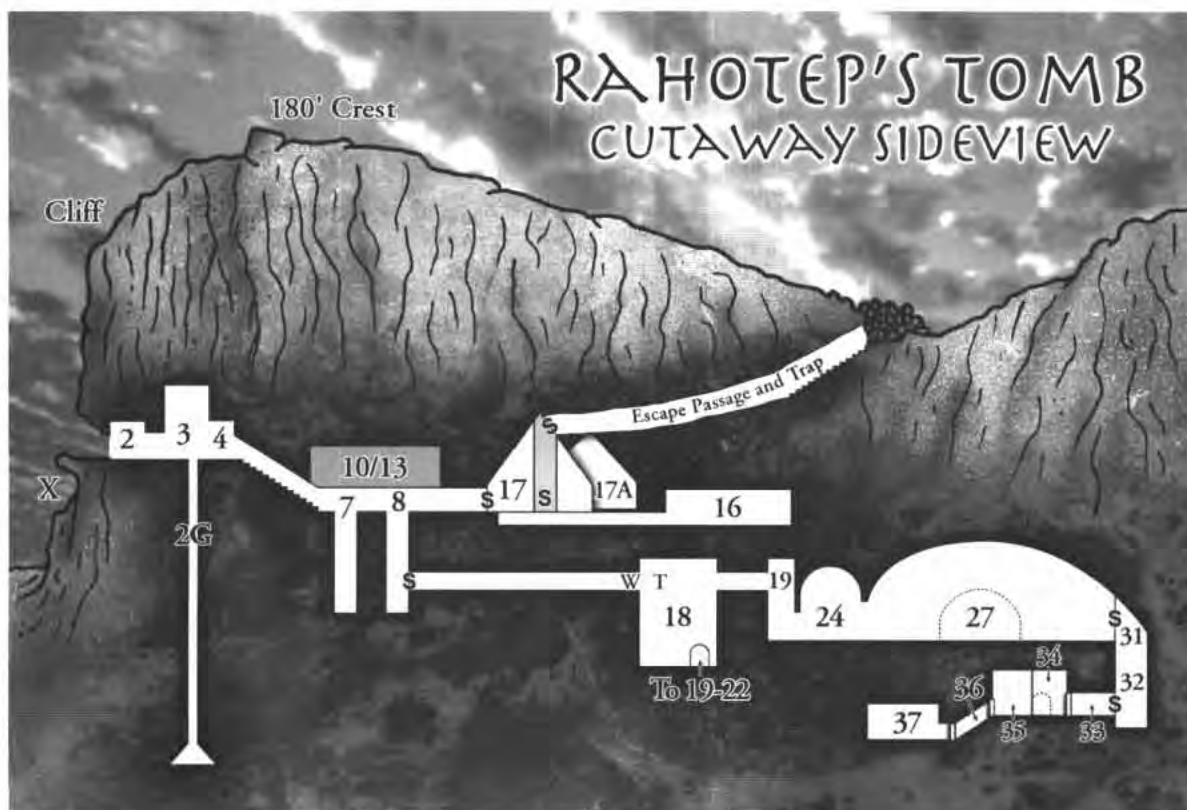




1 square = 5 ft.

THE TOMB OF RAHOTEP





The . . . [something indecipherable, which is that portion contained in the cartouche] . . . dwells within his Eternal House, knowing full well the nature of men. He lies within, awaiting the fools who think to despoil what is his. No prayers will avail you hereafter, so mutter them now and be done with it! You are the funerary offerings for which I hunger and thirst . . . Join me.

The indecipherable part noted above is the name of the resident, of course, as given in the cartouche. This name is *tesher-ti Aasha Sethu Neterankh Rahotep*. Literally translated, this says:

A red fiend terrible of Roarer (a name of Set) [that is the] Set Godlife Rahotep.

Reading the hieroglyphs within the cartouche or striking the painted granite slab will trigger the following:

Something forces you to move back a small step. Mist grows before the stone slab, thickens, and becomes a figure of greater than human proportions and of hideously evil visage. Its eyes seem feral and gleam with lambent fire. Then this man-thing opens its huge mouth, and its fangs glitter as it speaks:

If attacked now or during its little speech hereafter, the non-corporeal form is unharmed, takes no damage of any sort, and pays no heed. Noisy actions may drown out some of the details, however, so read only as loudly as you deem appropriate.

"I am the Set Rahotep!"

No man was more potent when I was amongst those dwelling in the land of Khemit. In death I am greater still!

Do you not fear serpents? I am the Aapep Rahotep!

Who does not tremble before the monsters of the Duat? I am one!

Does not your flesh crawl at the sight of a terrible Wurm? I am the Deathwurm Rahotep!

Does your blood run cold before the face of a fiend? Know, then, that I am Rahotep the Fiend!

Who shuns not Demons? Shun me, for I am the Demon Rahotep, the red devil.

And which fool listens? That one is wise!

Praise Set and the Set Rahotep, that one, and pity the rest!"

Breaking the Entrance Slab: Getting through the slab is the first problem. Work hammers and chisels will work just fine. Weapons are inefficient, even such ones as maces. Enchanted weapons will eventually do the job in, say, three hours of labor, with an additional hour of rest needed during and thereafter. Note that the slab is guarded against magic.

Magically Warded Entrance Slab: 12 in thick; Hardness 8, hp 180; Break (DC 35). The slab is warded against magic, so all spells cast at the stone portal must overcome an SR of 22.

Cartouches: There is a much easier way to manage the task. The identical stone columns to either side of the entrance, hewn from the living rock, are carved in bas-relief. A Spot check (DC 10) reveals that there are small, identifying cartouches for all sorts of vocations (character classes) carved on each; Barbarian, Bard, Cleric, Druid, Fighter, Ranger, Paladin, Thief, Monk, and even one that is literally "none of the above." Ancient script (Decipher Script DC 20) says:

Let each who would enter freely identify his pursuit to the heart of the one within.

When an individual touches the correct cartouche, the class and relative power level of each individual becomes known to Rahotep, but nothing happens. When all present have touched the carvings that correspond truly to their class, the granite slab is raised automatically, allowing the party to enter. After about an hour it will lower slowly and seal again.

Touching an incorrect cartouche has no effect, even if it depicts one of an individual's multiple professions. Such a person must touch two (or more!) cartouches simultaneously or in rapid succession. A wizard-priest, for example, must touch the mage and priest cartouches, but no effect is obtained by touching either singly.

It is worth noting that at the bottom portions of these pillars are places for the identification of ghouls (et al.), demons, fiends, and a whole assortment of monstrous creatures and beings. This should alert characters to the fact that anything they leave behind to block the inevitable closure of the slab is likely subject to removal (and will, in fact, be removed in 2d3 hours).

2. HALL OF PREDICTIONS

This hall contains murals and writings of bright hue on each of the plastered walls, and there are notable door slabs and recesses. The hall itself is 15 feet wide, 12 feet high and 150 feet long. There is a faint rush of wind from outside, and distant giggling laughter half way between a hyena and an insane human's 10% of the time (check whenever anyone listens). Anyone using divination spells detects great emanations of evil, law, and chaos, as well as magic. No sources of these emanations can be found. The whole area stinks of age, dust and, carrion.

The area is warded to prevent spells and abilities that allow a caster to see through solids and that permit passing through or around solids, or ethereal or teleportative activity (exception: refer to 2C, next page), including *true sight*, *dimension door*, *passwall*, and any such spells.

You have managed to open the granite slab that sealed the entrance. There is a faint whoosh of air, musty-smelling and dry. Then you see that beyond the portal is a hallway parallel to the cliff face. Who will enter this place of brightly-painted pictures and hieroglyphs?

After prompting the players for intentions, instructions, order of entrance, etc., and allowing some action, continue with the following:

As you step inside, some writing directly opposite the entrance begins to glow with a phosphorescent light. It can be read by anyone, even if they lack the ability to read:

The Set Rahotep's Prediction:

Right and left you will turn to seek me.

Turn as you might, there is no escaping my Curse.

Foul is the Death that shall hunt you down; swift its strike, burning its measure of punishment.

The Set Rahotep's Pledge:

Hunt the way as lowly ones. My iron teeth will devour you.

Delve deep, and the tears you shed will burn and wash you away.

Turn and twist back and forth, and the end is the same as afore.

Beat down the portal to no avail, for rock is unyielding.

Fair ghoul or kindly demon you are not; no gate passes you through.

So you must accept the dark curse and thus find your dark fate!

The glow fades, and the meaning of the writing is no longer discernible to any of you not steeped in the ancient Khemitian's written language.

The general sense of the rest of the writings and paintings is clear: they extol evil. There are scenes of a large man, probably Rahotep, conversing with all manner of evil entities: Set, devils, fiends, monsters, demons, serpents, Sebk, and creatures such as ghouls, huge scorpions, and human-faced hyenas.

Torture, death, and all manner of wicked deeds are depicted as the work of this man. In some scenes, he is shown smiling from flames, wading in streams of molten lava, diving into boiling water, or breaking sharp-edged blades and bending pointed weapons against his flesh.

More cannot be told from where you stand, but there appear to be recesses to the left and right, and the hall evidently turns at a right angle to the west at either end.

The writings are of evil religious nature, intermixed with accounts of the terrible deeds performed by Rahotep against all manner of living things. Included is the pronouncement that, in death, he is more able to work dark deeds and cause pain and suffering than ever before. Further, the worst is yet to come.

Specific details of Areas A through G are described below. Some are quite nasty; yet before you judge them as too harsh and consign them to the killer dungeon limbo, consider the caliber of play that this scenario plainly demands. The words at the entrance are a clue that might allow the PCs to avoid the untimely deaths that are so easily found herein.

Features in Areas B, C, and D are time-wasting annoyances. E, F, and G are meant to eliminate bad play early on by removing characters run by inept participants in an adventure that demands at least competent veteran, possibly expert, ability. Allow the players to exercise prudence as noted. If your group is superior, play this one tough. If the participants are in need of education, ease up a little and allow just a bit more warning than you might under other conditions. However, bad play is bad play; those who step willingly under the trip-hammer can expect a flat game. Yet for all that, this assumes perfect DMing, too, and few indeed (and your author isn't one of those few) are capable of sustained mastery in this role. If at any time you believe that some error of omission or commission on your part contributed in a substantial manner to the demise of a character, mitigate the deadly factor by allowing a saving throw or some similar break.

BREAKING THE FOUR GRANITE SLABS

If the PCs penetrate or break all four of the granite slabs in this area (C, D, F, and G) without locating the actual entrance to the Tomb (Area A), they will be given a clue.

Immediately upon the smashing of the fourth slab, no matter which that happens to be, the team learns this:

As you break open this portal, a voice comes echoing through the long hall. It says:

"Thrice cursed fools you are, now seeking yet a fourth folly. Right it should have been, and then should you have left, for I most dearly desire sport with you. Come now! Take a deep breath and get on with it. You have no chance of success, no hope of life or riches, save in honoring me. Pray now to the Set Rahotep, and I will reward you."

Allow the group to mull that over before proceeding. The first part of the message is a rather strong clue, of course, and the latter dooms any who heed it. If any character actually asks Rahotep for aid, he or she becomes enthralled by his evil (Will save DC 25 to avoid). An enthralled victim becomes a puppet of Rahotep upon reaching Area 24 (controlled as per a *dominate person* spell), unable physically to do other than Rahotep wills. Despite the words above, the PCs may, of course, decide to continue exploring whichever area they have just uncovered. So much the worse for them if they do.

2A. LIFE-SIZED PAINTING (EL 10)

Rahotep is herein depicted as leering out into the initial entry passage from the gate of the most malign and gloomy division of the Duat. Beneath this portrait is the following, written in ancient hieroglyphs that can be read only by one with the Speak Language (Ancient Khemitian) or Decipher Script (DC 20) skill.

The script reads:

To lie most cleverly is to tell the truth when one least expects it, so that unbelieving the fool will venture forth to his certain doom.

This painting is in fact a thin, plaster covered wall, easily broken through.

Plaster Wall Section: 6 in thick; Hardness 5; hp 12; Break (DC 13).

Alcove To Area 3: The alcove lying between this plaster wall's painted portrait and Area 3 is filled with poison gas sealed into its space under some considerable pressure! If anyone smashes through the laths and plaster, the coating of bituminous cement behind will certainly rupture. A billowing cloud of yellow-green toxic vapors will come rolling forth to cover a 30-foot radius along the corridor. The vapors thin and dissipate in 1 minute's time.

Poison Gas Trap: CR 10; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25). *Note:* Trap releases burnt othur fumes (see Poison, Chapter 3 in the DMG).

As the cloud fades into nothingness, characters will be able to see the recess and the stone slab (in the west wall) upon which is written an inscription. Only one with the Speak Language (Ancient Khemitian) or Decipher Script (DC 20) skill can read this:

Right and left you came, but even so you have only assured your deaths. Curse you!

Entrance to Area 3: Once the gas dissipates, the outline of a stone slab sealing the area beyond is clearly apparent. A

thorough visual examination of this space reveals walls and ceiling of plain white plaster, slightly discolored from the greenish yellow vapors, and a dust-coated floor bearing no sign of any disturbance.

The characters will now certainly approach everything with caution after their recent experiences, but nothing untoward will occur when they break (easily) through the west wall. A few stout blows from any heavy object will suffice, the slab closing this place being of mere limestone.

Limestone Wall: 6 in thick; Hardness 5; hp 12; Break (DC 15).

Once the door is opened, refer to the key for Area 3, below.

2B. PORTAL OF THE CORPSE-EATERS

A doorway-like recess, 5 feet wide, 10 feet high, and 2 feet deep is in the wall here. Chiseled into the stone surface at the back of the recess are the likenesses of all manner of bestial things. Ghouls, ghulaz, gholles, and therianthropes (hyenaweres, jackalweres, lionweres, wolfweres, etc.) are featured mainly, but there are also creatures such as vampires and the like.

The door detects as evil, the likes of which the players have never encountered. The characters cannot destroy the depictions, which are magical portal activators (see below), nor can they use them as do those creatures for which this door is made.

Portal Activators: Anyone touching one of these depictions begins to feel slightly dizzy, and the stone seems to grow hazy and transparent before his eyes. Beyond its not translucent surface he can see a dark place (tomb, cave, den, ruin, etc.), which is filled with the type of creature in the depiction touched. If the fool so doing continues to touch the relief, he is transported to the place he sees in 2 rounds and the swarm of creatures there will slay him; that character is dead and gone, though cruel DMs could play out the encounter with nearly 100 of the depicted creatures attacking the doomed PC.

If the touch is withdrawn but resumed within another 3 rounds' time, the creatures are transported to him, as many as the number of his fingers touching the depiction! Furthermore, if others touch the same chiseled picture in like fashion, the same number (as preset by the original character's digits) are brought forth yet again. Ten, twenty, or even fifty fell creatures could be brought to the tomb thus, for they do not even dwell herein! They arrive through the door from whatever ghastly sphere on which they happen to be dwelling.

The rate at which the things arrive is one per round. They come popping out as if through the stone. If it is apparent that they will be slaughtered, all those surviving will disappear by stepping back into the recessed doorway and vanishing instantly thus. Yet instead of returning to the place from whence they came, the monsters are moved to Area 24, where they will be mustered into defensive forces. Another similar portal stands north of here, at point E (q.v.).

In the event these creatures are brought forth, see the Monster Appendix for their statistics.

2C. RED GRANITE SLAB

There is a block of polished red granite set in the wall here. It is 7 feet high and 4 feet wide. It bears a chiseled cartouche



on its central part. This stone is inscribed (Decipher Script DC 15) with the cartouche of "The Set Rahotep." Other hieroglyphs warn that the intruder must not pass beyond it for fear of incurring the dreaded curse of the wizard-priest.

Destroying the Slab: To pass this stone block, the party must smash it or bring it down through magic. Labors are slightly easier here than at the entrance slab at Area 1.

Red Granite Slab: 12 in thick; Hardness 5; hp 150; Break (DC 35). The door is warded against magic, so all spells cast at the door must overcome an SR of 15.

If this is the last of the four slabs to be broken, turn immediately to "Breaking the Four Granite Slabs," as detailed in Area 2, above.

The Maze and Chamber: Beyond the slab is a simple but annoying maze, with passages 3 feet wide and only 5 feet tall. The walls between the passages are of 3-foot thick granite.

The chamber at the end of the maze is 20 feet square and 10 feet high. On each wall is a grinning face, a mockery of Bes, in bas-relief. Anyone entering this chamber is transported back to the vicinity of Area C one minute later. (This is, of course, in fulfillment of part of Rahotep's pledge: "Turn and twist back and forth, and the end is the same as afore.")

2D. DARK GREEN GRANITE SLAB

There is a block of polished dark green granite set in the wall here. It is 7 feet high and 4 feet wide. It bears a chiseled cartouche on its central part, and below it are lines of hieroglyphic writing. This stone also bears the cartouche of "The Set Rahotep," referring of course to his current status as a dead one of Set (just as a follower of Osiris, for example, would be called The Osiris [name]). In Rahotep's case, though, there is quite a bit of truth to his claim. Below the graven cartouche is written script that can be read only by one with the Speak Language (Ancient Khemitian) or Decipher Script (DC 20) skill:

Break not this sealed way, for only hard work and my Curse will be the reward.

Breaking the Slab: As with the red slab above, this one must be smashed or brought down with spells.

Green Granite Slab: 10 in thick; Hardness 5; hp 100; Break (DC 35). The door is warded against magic, so all spells cast at the door must overcome an SR of 15.

If this is the last of the four slabs to be broken, turn immediately to "Breaking the Four Granite Slabs," as detailed in Area 2, above, before the characters have a chance to injure themselves here!

Behind the Slab: The solid rock behind the slab is carved with face and hands, in intaglio. Magical examination reveals a pulsing evil of decay, so there is ample warning for the cautious.

Should anyone place a hand or face into those indented areas, the victim's member is withered from magical aging, as if it had been dead for as many years as Rahotep, i.e. 1,000 years! (A hand is lost; death occurs if head or body is inserted, etc.) A Fortitude saving throw (DC 30) avoids this, but some small effect should occur regardless, even if utter withering is avoided.

2E. PORTAL OF THE EVIL SPIRITS

This feature is a portal-like one, 5 feet wide, 10 feet tall, and recessed 2 feet into the rock. It is made to resemble a doorway, its surface carved with various forms of malign spirit entities. The principal depictions are of demons, fiends, devils, and a half-dozen chimerical monsters common to the evil portions of the Duat. There are also figures of many-legged serpents and certain animal-human things—the forms of bad sphinxes and lamia. Refer to the similar doorway at 2B (above) for complete details of these portals. They function in the same manner as those detailed before: i.e., anyone touching a depiction becomes dizzy, the stone seems to grow hazy and transparent, and creatures like those depicted are seen in a dark place. Continued touching transports the victim to the lair, to be lost; withdrawal and resumed contact brings the creatures to this spot. The PCs cannot see the door for their own ends, and creatures summoned will flee if faced with extermination, transported by the same door to Area 24 of this tomb. If this occurs, make a note on a separate sheet of paper so these things will be on hand to welcome the PCs when they arrive there!

In the event these creatures are brought forth, see the Monster Appendix for their statistics.

2F. GRAY GRANITE SLAB (ELIO IF TRAP IS ENCOUNTERED)

There is a block of highly polished gray granite set in the wall here. It is 7 feet high and 4 feet wide. It bears a chiseled cartouche on its central part, and below that, lines of hieroglyphic writing that can be read only by one with the Speak Language (Ancient Khemitian) or Decipher Script (DC 20) skill.

This slab bears the cartouche of The Set Rahotep, and other hieroglyphs stating the following:

You must stoop low to violate my Eternal House. I will avenge myself upon you for daring this, Curse you!

Breaking the Slab: This slab and the black granite slab below are the easiest to destroy.

Gray Granite Slab: 8 in thick; Hardness 5; hp 80; Break (DC 33). The door is warded against magic, so all spells cast at the door must overcome an SR of 12.

If this is the last of the four slabs to be broken, turn immediately to "Breaking the Four Granite Slabs," as detailed in Area 2, above, so the party might be spared the following dangers:

Beyond the Slab: Success reveals an opening, 4 feet square, beyond the sundered slab of stone, leading northward. The floor of the corridor is of smooth limestone, and the walls and ceiling are plastered and painted with scenes of a happy pastoral existence in the Duat (quite in contrast to depictions seen elsewhere herein). Nevertheless, there are auras of dim evil and violent death present.

Death Trap: When any living creature reaches point X, a 4-foot cubical stone block slides 4 feet north, sealing off that 30-foot portion of the corridor. The cube's weight on that point counterbalances a mechanism, causing iron spikes to emerge slowly from the ceiling. Then the spikes, the ceiling,

and the cube all sink downwards at the rate of 1 foot per minute.

Note that the lower the spikes and ceiling, the wider the opening above the blocking cube, beyond which the corridor can be seen leading south, back to point 2F. If the descent can be halted, and the spikes (otherwise barring egress) nearest to the cube broken or removed, an escape might be possible.

No normal metal can prevent the descent of the ceiling, but two or more enchanted metal weapons (or adamantite alloy bars) might do the job. Allow a 50% chance for success (50% chance plus 10% per +1 of weapon). There is no way to recover weapons or items used to halt the deadly descent, of course.

Block and Spiked Descending Ceiling Trap: CR 10; no attack roll necessary; 12d6 points of crushing damage plus 1d6 points of damage (spikes); multiple targets affected; Search (DC 25); Disable Device (DC 35, enchanted weapons may prevent descent, see text above).

2G. BLACK GRANITE SLAB (EL10 IF THE TRAP IS ENCOUNTERED)

There is a block of smooth, ebon-hued granite set in the wall here. It is 7 feet high and 4 feet wide. It bears a chiseled cartouche on its central part, and below it are lines of hieroglyphic writing. Only one with the Speak Language (Ancient Khemitian) or Decipher Script (DC 20) skill can read these.

Chiseled into the ebon stone surface is the cartouche of The Set Rahotep, and a warning as follows:

You are cursed sufficiently, so do not proceed farther, else you must go down into death.

Breaking the Slab: The stone slab, like the grey one above, is rather easy to destroy.

Black Granite Slab: 8 in thick; Hardness 5; hp 80; Break (DC 33). The door is warded against magic, so all spells cast at the door must overcome an SR of 12.

If this is the last of the four slabs to be broken, turn immediately to H, before anyone has a chance to continue here.

Beyond the Slab: Past the slab is a circular chamber about 10 feet in diameter and 20 feet tall, in the center of which is a hole (a well) 4 feet across. The ceiling herein is plastered, and a surface fresco depicts a horrid wyrm scowling down at the intruder. Very careful examination will reveal that the floor slopes slightly (an inch at most, and thus almost undetectably) downwards to the edge of the well.

The well's sides are very smooth, but ancient wrought-iron rungs provide a ladder for descent into it. The bottom is 120 feet down, but if examination of it is possible, golden and silvery gleams can be seen, as well as the rainbow transparencies of manifold gems. (All below is worthless but shiny junk.)

The slightest weight on any of the upper 12 rungs starts a hidden process that has no visible effect until 1 minute later, when a few tiny flakes of plaster fall from the ceiling. (A more dire effect occurs 5 minutes thereafter, as detailed below.) All of the iron rungs are very strong and securely imbedded, and they show almost no rust, as the place is very dry.

A huge vat of acid is concealed overhead, within the ceiling. The slight pressure on any of the upper rungs shatters a small ceramic plug, exposing a copper plate that the acid dissolves slowly. About 7 minutes later, the acid precipitates suddenly through the ceiling plaster, raining down as a water-

fall. The stuff covers the entire chamber, destroys all materials subject to acid (including armor and weapons), and inflicts 10d6 damage (treat as immersion in acid) upon everyone within the room. The acid then drains down into the well opening, weakening immediately the iron rungs and dissolving them within 2d4 rounds' time.

Anyone deep in the well, at a depth of 30 feet or greater, suffers 6d6 points of damage, but will, of course, be unable to ascend by means of the collapsing iron rungs. As the acid pours down the shaft, anyone therein will almost certainly die quickly from such immersion, suffering 5d6 points of damage per round of exposure. By the end of the acid fall, enough collects in the well to fill it by half (60 feet).

Acid Vat Trap: CR 10; no attack roll necessary; 10d6 acid damage to all in the room, 6d6 acid damage to those 30 feet or deeper in the well; the acid fills the well by half in 2 minutes (10d6 points of acid damage to those trapped therein).

3. FOYER OF THE DARK DUAT (EL15)

If the doorway to this chamber is opened (see Area 2A, above), a rush of foul-smelling air comes from the chamber beyond. It isn't poisonous. This opens a 3-foot wide, 7-foot tall entry topped by a stone lintel. Beyond the portal is a room that seems to be illuminated in the negative: dark things are glowing, and light ones are not.

The floor of the chamber is of smooth stone, possibly alabaster, and the walls and ceiling are plastered. This chamber of dark light is 30 feet across and 20 feet deep (east-west), and the ceiling 30 feet above is supported by a pillar in each corner. Each of the corner pillars is painted to resemble a bone, set on a plinth of human figures being crushed by its weight, and the top is a series of grinning skulls ringing the capital.

A dozen wooden sarcophagi are in the chamber, four along each of the other walls (that is, the south, west, and north), and six small jars stand by each one. And, second, there are two great doors in the middle of the far wall. These are painted to show a massive red throne-chair, upon which is seated a giant black skeleton. Its hands hold a barbed hook (a mockery of the clerical crook) and flail, both of silvery hue. The skeleton is crowned by a moss green and putrescent purple headdress, which resembles the crown of the ancient Khemitian pharaohs. Perched on the right corner of the back of the throne is a vulture with a human head.

The floor here shows dust and no sign of activity. The wall paintings depict various forms of wicked activity, with evil spirits, evil gods, and Rahotep too. The writing is of hieratic and hieroglyphic script. It gives evil prayers, recounts terrible wrongs done, and so forth. The ceiling above is done so that devils, demons, monsters of malign visage, bat-things, and the like glare fiercely down on those within the room. The pillars, which are made of limestone, are about 3 feet in diameter. The forms within the sarcophagi are detailed below.

If the walls are sounded by rapping, hollow areas can be noted on both the north and south walls, in the westernmost corners of each. Secret doors can be opened there; refer to Areas 4 or 5 as needed.

Secret Doors: 1 in. thick; Hardness 8; hp 20; Break DC 22, Open Lock DC 20, Search DC 20. See Areas 4 and 5 for more details on how these doors are opened.





DECEIVING THE PLAYERS

Here are instructions as to how this place should be run so as to deceive the players into thinking it is the climax of their mission. Remember! You must play up the secret areas carefully, as well as that which lies beyond the double doors at Area 6 (Black Burial Chamber) to make the players think that these are the repositories of the main treasure and the remains of Rahotep.

At the conclusion of activity in Area 6, relax and act in every way as if that is the extent of the tomb complex. Mention that if the PCs can transport all the stuff they have found, and can find enough rich collectors of antiques, the total treasure will easily bring millions of gold pieces! Getting it out should be nearly impossible, though

Take care, however, not to act too eager to end the affair; astute players will become suspicious. Strike just the right attitude, assuming your normal end-of-story behavioral mode.

Assuming that you are successful in your deception, and that the characters leave and try to find the other adventuring areas that obviously must comprise the rest of this product (for you have not turned to the end of the book), encourage them to explore the rest of the **Gorge of Osiris**. In the days required to do so, evils befall the local populace, caused by the escaped spirit (*khu*) of Rahotep. Somebody might have to come and complain to them about the horrors being seen, terrible mischief, etc. The team will realize eventually that some error has been made, and will return.

Now, back to our story!

Sarcophagi: All of the coffins are identical. Each is of solid, plain wood, and upon the rounded top is painted a handsome figure of a smiling man clad in a simple white linen garment. This is unusual . . . in the left hand of each figure is what appears to be a red lotus blossom atop a stem whose leaves are of black.

The sarcophagi can be pried open (Hardness 5, hp 15, Break DC 15). Inside each is a bandage-swathed figure, evidently a normal mummy. They are all very, very heavy, but they do not move. Neither do they have any aura of evil; however, each gives off a magical aura (though not powerfully).

Each bandaged form can be revealed by cutting away the linen bindings. Inside is a black mummified form. If this is touched, the "skin" will be "very hard," and it rings as metal if tapped with a hard object. In fact, flesh has been replaced with iron, bone as well. It requires a critical hit to damage these things before they animate, but if any character decides to bash away, there will be no reaction. These are in fact **iron mummies**. They animate if the doors to Area 6 are opened (see "Iron Mummies," below). Wise characters may remove or otherwise attempt to destroy these creatures before they animate.

The iron grasp of each holds the strange lotus-like object. It can't be gotten free, but if a successful blow strikes the hand holding it, the whole thing is destroyed in a shower of rusty colored fragments.

Canopic Jars: Six jars stand at the foot of each coffin. Four of each group resembles canopic jars, but the heads are different: instead of the normal man, baboon, owl, and jackal heads, these are of a demon, fiend, serpent, and monster. The other two jars of each set are plain pottery. Almost all of the jars contain dust only; one plain jar of each set contains ancient grain. What a disappointment!

Gate of Double Doors: The doors are 8 feet wide and 16 feet tall. The painted figure is a bit more than twice man-size. Examination of the wall around the doors reveals that their seams are sealed with pitch. The wood of the doors is isolated thinly with plaster, and thereon is painted the mural described above. Observant characters will note that decorations included into the scene are really a part of the gate. A thick chain across the doors forms a belt for the skeleton figure, the lock is the buckle, and seals on the joining of the two doors are made to appear as spinal vertebrae of the skeletal figure.

Any character bent on trying to discover yet more about this figure and concentrating on it evokes an illusory three-dimensional image of the skeleton that seems to move and speaks thus:

"So you jackals not only dare to enter my Eternal House but also seek to discover all of my secrets too, do you? Well, then, learn this: I confer power and domains upon each who now touch the Crook of Sovereignty I hold."

If anyone does this, he suffers 3d6 points of temporary Wisdom drain unless he makes a Will save (DC 25). Illusory rays of maroon and black seem to spring from the eyes of the figures painted on the ceiling above as the drain is inflicted. The source of this drain seems to be the skulls atop the pillars, their eye sockets flashing forth beams of livid yellow and rotten gray hue. Again, you can draw this out.

After a brief pause, and assuming no PC is foolish enough to do either, the illusion, directed by the mind of Rahotep, continues:

"No? As you wish. Yet I know all, and for those who acknowledge my overlordship by kissing my foot, I will answer whatever query is put before me."

If any character actually does this, he or she becomes enthralled by Rahotep's evil (Will save DC 25 to avoid). An enthralled victim becomes a puppet of Rahotep upon reaching Area 24 (controlled as per a *dominate person* spell), unable physically to do other than Rahotep wills. Make a note for the PC concerned, possibly in the margin next to that number.

Rahotep will continue playing this game, offering all sorts of false promises, lying, misleading, and so forth. This should prove to be a bit of fun for you as the players try to outwit Rahotep. The illusion can be dispelled at such time as the wall upon which the painting is drawn is struck with a weapon.

If the plaster coating is broken anywhere, the whole of it collapses immediately in a shower, creating a great cloud of blinding, choking white dust. At the same time, a strange flapping noise is heard, and then a dim figure flies through the air, making a mournful hooting sound as it escapes to the east (Area 2A). See "The Man-Headed Vulture," below.

Behind the plaster coating are the doors themselves. Only 90 seconds time is required to demolish the doors, including the seals, lock, chain, and pitch seals. If these doors are opened or disturbed, the **iron mummies** in the sarcophagi animate (see "Iron Mummies," below).



Double Doors: 12 in thick; Hardness 5; hp 100; Break (DC 25); Open Lock (DC 30).

The Man-Headed Vulture: The flying thing is the man-headed vulture of the painting, come to life. This is the *khu*, or spirit, of Rahotep taking wing! The breaking of the plaster has freed it. Its escape cannot be prevented once the plaster is broken. In 1 round, the *khu* of Rahotep flaps across the chamber and is by the exit to Area 2. It passes through the doorway and out into the long corridor on the 2nd round. On the 3rd round it flaps out through the entryway (from Area 2 out through Area 1), the slab opening magically for it if necessary. On rounds 4 to 10 thereafter it will be visible, wheeling and flapping as it gains height and soars off 200-600 feet overhead, heading toward the Temple of Osiris.

It won't be harmed by any weapons, but if any of the characters happens to get off a spell or employ a power that specifically affects undead or incorporeal entities, the *khu* is vulnerable — let's assume that Rahotep doesn't expect any such fast thinking and reaction on the part of trespassers. The vulture-form will not be affected noticeably, but keep track of such damage, for it does weaken the archenemy! We suggest you make a note of damage inflicted thus by writing it down in the margin of the stats for Rahotep given after section 9. For every 6 points of damage dealt to the *khu*, Rahotep suffers a –2 penalty on Wisdom checks and PCs get a +1 bonus to saves against his clerical spells when he is finally encountered.

The *khu* can and will roam the countryside if the team doesn't penetrate further than Area 6. Outside the tomb, it will use a limited array of powers and spells consigned to it by Rahotep to wreak ill, animate objects by possessing them, and generally cause fear, destruction, and death whatever it can. Yet the *khu* can return to any part of the tomb that it wants to inhabit, and this return likewise cannot be prevented.

You see the transparent form of a big and monstrously malign-visaged vulture flap away across the chamber and through the exit. As it flies off, a croaking voice speaks — but whether aloud or in your brains, none can be sure:

"Do what you will, mortal jackals, defilers of tombs! My great Khu is loosed by your bungling, nevermore to be imprisoned in stone! I will return to collect a reckoning from each of you when the moment is ripe!"

And then the voice fades. The thing is gone.

This is important but inevitable; nonetheless, you might wish to make it a dark and foreboding occurrence.

Allow time for PC reaction and possible attack against this manifestation.

Iron Mummies: When the doors are sundered, fiery hieroglyphs spring suddenly alight in the opened gateway:

It is wrong to disturb the Eternal House of the Set Rahotep. May your own tombs be broken into or never completed, Curse you!

As the glyphs coruscate, a powerful rush of energy fills the chamber, as does a wash of evil aura. The flaming words are meant to mask the activation of powerful energies of animation. Similarly, the threatened curse (just one of many that were for naught) is given again so the players are probably ignoring or laughing at such words by now and is meant to desensitize the trespassers to the actual curses that are soon to come upon them.

As the fiery letters dissolve into motes of ash that fall to the smooth floor, it is time to return to the formerly harmless mummies.

Cautious PCs might have removed these things from the area. If able, the animated remains will use their speed to the fullest to return to their own place to assail the interlopers. However, if the mummies have been carted all the way out of the tomb and dumped over the ledge, their magic will fail, and the remains, along with the gems inside them, are gone from the purview of the team — a small price to pay for avoiding combat with these deadly killers! However, if possible, the following occurs:

The (wrapped, iron-fortified) remains are animated as the influx of magic powers up and activates the power hidden within each. They are silent, for the bandage wrappings pad their metal feet. (If the characters previously removed the linen strips, the mummie's approach will be heard as a clanking upon the floor.) The red lotus flower held by each **iron mummy** is actually a magical lotus-asp (see the description of the monster in the Monster Appendix for more details). When reduced to 0 or negative hit points, an iron mummy breaks into hundreds of inanimate fragments of metallic material that slowly revert to normal remains.

Iron Mummy (12): CR 8; SZ M Construct; HD 10d10; hp 55; Init –1 (Dex); Spd 30 ft. (can't run); AC 25 (–1 Dex, +16 natural); Atk +13 melee (2d8+6 [x2], slams) and +8 melee (1d2 and poison [x2], snakes); SA poison (snakes, initial 1d6 temp Str, secondary 2d6 temp Str, Fortitude save DC 15 negates); SQ construct, damage reduction (20/+2), magic immunity (as an iron golem), rust vulnerability; AL N; SV Fort +3, Ref +2, Will +3; Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1.

Treasure: No treasure is apparent until all the mummies have been slain, but at that time a small jewel appears amidst the remains of each. These were the animating charms, and although their magic is now dissipated, each is worth 6,000 gp.

4. NORTH SECRET ROOM

Pressure at the right point on the north wall, near the west corner, releases a hidden trigger and causes a section to pivot, revealing a 3-foot-wide passage. A Search check (DC 20) should suffice to do this. The section pivots shut again rather quickly, for it is counterbalanced to allow entry to one person only per time of its operation. The area beyond is lightless, but it is assumed the PCs will supply illumination.

A 5-foot-wide corridor is before you. The plain sandstone walls of the passage are inscribed to rain curses upon "He who dares to steal the Treasure of Rahotep." A right angle turn, a few more feet, and an open room comes into view. Those writings on the walls of the chamber at the end of the corridor are inscribed with many cartouches and seals bearing the name "Rahotep."

In the chamber itself are chairs, stools, chests, a bed, a couch, and several leather sacks. Herein are also various dishes, food offerings, headdresses, wigs, and all manner of things that one of (moderate) wealth might have possessed in life, in the Khemit of a millennium ago.

Many of the items have some value to antiquarians, but the chests hold only fragile clothing; the real treasure is in the sacks. Therein are 200 pounds of bronze and copper discs from a thousand years past. The metal value is about 2,000 gp, but the antiquarian value is 20 times that.

5. SOUTH SECRET ROOM

This area is entered by means similar to those for Area 4 (above), and the engravings on the walls of the corridor and chamber are likewise. There is a 5-foot wide passageway with a right-angle turn after a few paces, then leading into a large chamber. All the walls of the corridor and room at its terminus bear warnings, Curses, and the cartouche of Rahotep.

Two life-sized figures flank the entrance to the room itself. One is of Rahotep, and the other is of the deity Set, with a warthog head glaring evilly.

Neither is animated, but powerful magic radiates from both. That is because the former figure holds an enchanted +2 mace and +2 battleaxe. Age has harmed neither weapon; both are quite usable and untrapped.

The chamber contains many small coffers, jars and other containers, several papyri and scrolls, and a staff. This last item is worm-eaten and rotted, as are the scrolls and papyri, though examination of the shreds will reveal some to have been of religious nature. The jars contain dried or otherwise worthless unguents, perfumes, oils, and what seem to have once been magical liquors. Most of the coffers contain materials of magical utility, which are now useless. Yet one coffer, doubtless the last one checked, is filled with gems and jewels totaling 50,000 gp or so. A nice haul, don't you think, with two enchanted weapons and plenty of cash? Try to make the players think so, for it will certainly make them suspicious.

6. THE BURIAL CHAMBER (EL 16)

Knowledgeable players will assume that this is an important place as soon as the gates are opened, for they will see the shrine within. Additional clues, of course, come from the iron mummies (Area 3) and the secret side chambers (Areas 4 and 5). It will probably convince veterans, though not experts; nevertheless, we try.

There is an aura of evil herein that is seeping away, and magical forces of nebulous sorts lie within this small chamber as well. When the party is able to view the place at leisure, read the following aloud.

Before you is a chamber of black granite. It is 20 feet tall, 12 feet wide, and 10 feet deep. There are 5-foot wide alcoves to the left and right. In the central part of the place is a shrine screen made of wood, which is 5 feet wide, 10 feet tall, and 8 feet deep. It is painted red and black, gilded, and bears the cartouche of "The Set Rahotep." The wooden shrine screen no doubt conceals a great tomb within.

The walls of the chamber are painted plaster, and the writings thereon repeat Evil prayers for the continuance of Rahotep in the dark depths of the Duat. Small figurines of monsters are visible, one on each side of the shrine and one before it; it is thus likely that one stands at the other end. These vile statues are each 3 feet tall and are undoubtedly

meant to be Fetish-protectors of the shrine and its contents. From what you can see at this point, the alcoves are filled to overflowing with various funerary treasures. A vault, sarcophagus, and its mummy probably lie within the shrine's screen.

Recesses To Each Side Of The Chamber: These contain chests, jars, bowls, mirrors, weapons, and so forth. Many items similar to those described in Areas 5 are also present. Herein are 100 ancient gold coins, various small precious items, and much jewelry; the whole is worth in excess of 100,000 gp (excluding the contents of the shrine) if sold for metal and gem value, five or more times that from antiquarians! There is nothing magical here, and nothing curative, for Rahotep isn't about to assist those who would annihilate him.

Shrine: Seals close the folding door at the east end (facing the intruders) of the shrine screen. When these are broken, there is a rush of wind departing the chamber, and a moaning sigh says, as it fades in the distance:

"Curse you for what you have done to destroy me . . ."

The sturdy wooden shrine screen is a complete cage about an inner vault of granite the color of dried blood. The lid, about a ton or so in weight, is mortared shut and must be chiseled open. (Alternatively, the top could be smashed.) This vault is 7 feet long, 4 feet high, and 4 feet wide.

Granite Lid: 1 ft. thick; Hardness 8; hp 180; Break (DC 35).

Within the vault is a sarcophagus of porphyry, with a lid weighing 1,000 pounds. When this cover is removed, a second sarcophagus of wood is revealed; its lid is painted and gilded with Rahotep's likeness, the body portion a mass of scenes and hieroglyphics.

Porphyry Sarcophagus: 6 in thick; Hardness 8; hp 90; Break (DC 30).

Wooden Sarcophagus: 6 in thick; Hardness 5; hp 60; Break (DC 23).

If magic and evil are detected here, the latter reveals mindless evil, of the sort employed in animating remains. When that lid is opened, the **lightning-quick mummy** inside (see below) springs into action at a movement rate of 40 feet per round!

Lightning-Quick Mummy: This animated mummy wears a gold mask (of Rahotep's features) that gives it both great speed and the ability to spit dangerous **scarab beetles**. It carries a flail and barbed hook (crook parody), as depicted in the painting that once adorned the double doors at the entrance to this area.

For more details on the mummy and its deadly scarab beetle missiles, see the Monster Appendix.

Lightning-Quick Mummy: CR 16; SZ M Undead; HD 16d12; hp 104; Init +9 (Dex, Improved Initiative); Spd 40 ft.; AC 29 (+5 Dex, +10 natural, +4 haste); Atk +13 melee (1d6+5, crook) and +8 melee (1d8+2, light flail) and +8 ranged (see below, scarab beetle, 10 ft.) or +13/+8 melee (1d6+7 and mummy rot, slam) or +13/+8 melee (1d8+5, flail); SA mask of Rahotep, scarab beetle, despair (paralyzed with fear 1d6 rounds, Will save DC 20 negates for one day), mummy rot (Table 3-14: Diseases in *DMG*), crook of lightning, electricity; SQ undead, resistant to blows (half damage from physical attacks), damage reduction (20/+2), fire vul-



nerability; ALCE; SV Fort +5, Ref +10, Will +12; Str 21, Dex 20, Con —, Int 8, Wis 14, Cha 15.

Skills: Hide +19, Listen +15, Move Silently +19, Spot +15.
Feats: Alertness, Ambidexterity, Cleave, Power Attack, Two-Weapon Fighting.

During combat, an item falls from the mummy's wrappings each time it is struck. These are gems or golden amulets, and there are ten in all. Each is worth 2d3 x 1,000 gp, but none has any remaining magical properties. The golden mask is worth 15,000 gp if kept in pristine condition and sold to an antiquarian. Its value is 7,500 gp if it is damaged or if sold for the metal value alone.

Scepter of Set: In the bottom of the wooden sarcophagus, resting under the mummy, lies the fifth of the Nine Evil Objects, the *Scepter of Set*. Its auras and magic are the same dark and evil items as previously noted. The wise players will note this and tuck the thing away with such others of its ilk they have gleaned.

There might also be a *scroll* amidst the wreckage and remains in this place. That depends on you and the group (see the First Interlude, below).

The initial area has now been covered, so let us move on to the middle game. After you have read the following, continue with Area 7 (next page).

FIRST INTERLUDE

You should, at this point, have time to take a break. Remember that you should be acting as if this were the conclusion to this last portion of the adventure scenario. Take this opportunity to hand out any earned experience. There are now several factors you must consider:

ARE THE PCS VIRTUALLY UNSCATHED?

If so, you've been too lenient, they've been clever, or I've not made this adventure as deadly as I intended. You can manage all but the sheer skill of the players. If they're really that good, keep on . . . but let me know, and I'll see if I can work up a *really* tough scenario . . .

Mutter something about "too easy a scenario, should have beefed up the final monster," as you grudgingly hand out the experience points.

Then, possibly with a shrug, look at this portion of the text, and inform the group that they also gain a story award of 250 XP. This should let them know that they haven't really accomplished anything at all.

IS THE GROUP NEARLY DESTROYED?

That's no good, either. If that's the case, we must bring the statuettes into play once again. Use the formulae as follows, but by all means, delay the effects until after the PCs have completed any and all curing and repairs of their own.

Chons: Chons will restore life to Khonsu-khaibet, if necessary.

Osiris: Osiris will return life to any PC who is slain while in possession of his statue.

Thoth: Thoth restores used spells to any male arcane spell caster in possession of his statue as if that person had slept for a full night.

Isis: Does the same for any female arcane spell casters who possess her statue.

Moon Nature Statuettes: Each possessor of a figurine of a god of Moonlight — meaning a god of chaotic neutral or chaotic good (see the figurines table in Chapter 3: Aartuat Village) — will be healed as if by a *cure critical wounds* spell cast by an 18th-level caster, in addition to any other benefit detailed above.

CAN THE PCS MANAGE THE WORST, WHICH IS YET TO COME?

If not, then you must give them something, some boon that will give them at least a minimal chance of success. What is that? An expansion of the benisons above, perhaps, would suffice. Well, the choice is yours. Remember that any assistance given will detract from their ultimate triumph upon completion. Yet the objective of this scenario is to challenge the best of players, not to eliminate their PCs. So you, the DM, must decide what is best.

Perhaps Khonsu-khaibet proposes that the PCs withdraw from this evil place and return to Aartuat or that they explore more of the Gorge of Osiris before returning to Rahotep's tomb. If Rahotep's *khu* has been released, and if you believe the PCs need another level or two of experience before proceeding further, Khonsu-khaibet can suggest that the PCs join him in returning to Aartuat and foiling the evil deeds of the vulture thing. If so, you will have to ad lib several short adventures involving the creature and the trouble it might cause, allowing the PCs to gain a bit more power.

ARE THE PCS CONVINCED THAT THEY'VE HANDLED ALL THE CHALLENGES OF RAHOTEP'S TOMB?

Well done! Your pretense has succeeded. What do you want to do now?

If you have the time, and if such appeals to you, allow — even encourage — the PCs to depart, cash in their treasures, and continue exploring other areas of the Gorge of Osiris. As heretofore noted, this scenario can be turned into a mini-campaign. Also as noted, the evil *khu* of Rahotep will be romping about the countryside, committing and inspiring great evils. A clue or two should suffice to draw the careless adventurers back to this place. Word from the Temple of Thoth will certainly come to spur them on to resume their exploration of the tomb. Or assassins (perennial favorites, they) and other evil minions sent forth to exterminate the interlopers will force them to return . . .

THE SCROLL

If you would rather just keep things going, without fooling the players into thinking they've explored the whole tomb already, well, all right then, back to the Burial Chamber (Area 6). Place one scroll amidst the remains of the mummy. Only someone with the Speak Language (Ancient Khemitian) or

Decipher Script (DC 20) skill can read it. The scroll is inscribed as follows, in hieroglyphs:

ROBBERS! *You have desecrated my Eternal House and my form, but you shall never gain my true treasures, even though such are now beyond my caring. CURSE YOU!*

The references to "true treasures" should alert the players that they have not found all that is to be found and should keep them looking and direct them, too.

PRELUDE TO THE SECOND SECTION—THE NINE CURSES OF RAHOTEP

You should be familiar with the following before the party continues into the Tomb from Area 6. Some of the encounters in the Tomb are based on what Khemitian lore describes as the nine parts of a person, thus:

Ab: Heart, which is the seat of Wisdom.

Ba: Soul, sublime, noble, and mighty, which can remain with the Ka (below) or become ethereal, corporeal, etc.

Ik: Glorified being, which may become a Sahu (incorruptible spirit being), a portion of Intelligence.

Ka: Double of the physical self, which lives on within the tomb, a portion of Strength.

Khaibet: Shadow, which always lingers near the Ba, a portion of Dexterity.

Khat: Body (and corpse, eventually mummified), a portion of Constitution.

Khu: Spirit, which travels where it will, now manifest as a human-headed vulture. This trait is a portion of Charisma.

Ren: Name, which must remain, for the destruction of the Ren will destroy all the other parts; also seen as Ran, a portion of Intelligence.

Sekem: Power & vital force, which goes on to the Afterlife — a portion of all statistics.

The Nine Curses of Rahotep: Each of these nine part-entities has the ability to bestow a powerful magical curse upon those who enter, and thereby desecrate, the Tomb. These Nine Curses of Rahotep occur at points specified in the text hereafter.

EFFECTS OF A CURSE

When any of these Curses is bestowed, the initial effect is of a general sort. The entire party feels a palpable wave of doom and evil force sweep over them. Though the Curse will have a subsequent and specific effect on one individual (again as given in the text), that victim cannot be identified or detected by any means until the specified effect takes place.

AVOIDANCE

The Nine Curses of Rahotep have both general effects and a specific effect, the latter directed at one individual. Each character has a chance of avoiding a specific Curse (Will save DC 25). Once cursed, however, a PC must live with its results. These Curses cannot be removed except with a *wish* or *miracle* spell. If the character is carrying one of the **Nine Evil Objects**

corresponding to the number of the Curse, then that individual is immune to the effect of that particular Curse and need not make a save — he or she is treated as having automatically made the Will save. If the subject of the specific effect of a Curse makes the Will save, then that effect is transferred to another member of the party, who must also save. This new victim is the individual who is physically closest to the one who has just succeeded in his saving throw and who has not yet made such or has not been attacked by that particular Curse (i.e., no double jeopardy). Thus, the only way that a Curse may be entirely avoided is if every party member succeeds in making the roll as indicated or if all subjects of the various Curses are holding the appropriate evil object.

CURSED DEATH

If a character both fails his save against a Curse and dies as a direct result of that Curse (by means usually specified in the text), he or she cannot be raised from the dead unless *true resurrection*, *wish*, or *miracle* is used to revive them. Further, the victim's body undergoes changes according to the following timetable, unless specially treated to negate/remove the evil or the Curse is magically negated or removed:

10 minutes after death: Body begins to shrivel and change physically.

20 minutes after death: Metamorphosis is complete; the body is a **mummy-zombie of Rahotep** with taloned feet and hands.

30 minutes after death: Body is ready to animate, and is under the complete control of Rahotep's mental command; such control extends to any and all of the **Nine Parts of Rahotep** (*Ab*, *Ba*, *Ik*, and so on to all nine portions).

The **mummy-zombie of Rahotep** is detailed in the Monster Appendix. Take a look now . . . Yes, it's really supposed to be as tough as that. Is this curse-generated effect then merely a matter of time, a slow process of sure and certain elimination of the PCs? No. This is again part of the burden that only the DM can assume, because of the unique nature of each group of players.

Quite frankly, horrendous losses can be expected when risking the perils of such a place as this. (Remember what you read on the back cover before you even opened this product: *Players beware! Your player character will face certain death herein.*)

If the PCs are sufficiently powerful to sustain all of the above effects nine times, and all the other encounters to come, simply let things flow accordingly. Similarly, characters can survive if they have sufficient spells and magical protections.

On the other hand, this is part of a game system, which is played for fun and amusement. If you truly must tone down the effect, remembering the mitigation of the various **Nine Evil Objects**, use the following guidelines:

Lessening Curse Effects: Adjust the Curse effect according to the statuettes and figurines carried by the characters, as noted below. However, on one point I must be quite firm: anyone carrying a figurine of Set will suffer dire effects unless that individual is truly an evil follower of Set, and the same applies to the other deities of evil. The possession of such a figurine will absolutely negate any and all helpful effects described hereafter, if that person also possesses one or more of the other figurines listed below:



Bes: This grants DR 10/- to possessor against Curses of Raho-
 tep.

Chons: This absolutely prevents the Curse from having its effect.

Isis: This reveals the nature of the curse magic (i.e., both general and specific, and dooming anyone who dies), but has no other effect.

Thoth: This empowers a wizard, cleric, or sorcerer to cast *remove curse* successfully.

Any lawful good deity: If the holder is not cursed, but is a fighter, ranger, paladin, or barbarian, he or she receives a +6 bonus to saves against the traps.

If the PC is evil: As the figurine for lawful good deities, but applies to rogues, monks, and bards; this grants a +6 bonus to saves against the traps. Such a character should willingly aid Raho-
 tep later on, to the extreme detriment of the rest of the party. Raho-
 tep himself will recognize the kindred spirit, and will probably have a telepathic chat to set things up for later. You are encouraged to have a private conversation with the player, explaining the situation but warning the player that if the malign natured character insists on siding with the party, the character is not truly evil or at least not a true follower of Set. Of course, don't get carried away with kindness from Raho-
 tep, either. He will gladly use, abuse, and discard the PC for demon-
 feed whenever it seems likely to profit him to so do!!!

Use some or all of the above as you think necessary for the survivability of the characters and the group's enjoyment of the scenario. Note that if you are convinced that the aids above are insufficient for your players, add whatever else is needed, but please do not coddle inept players! They will never become more expert, only remain uneducated and unable players of unfairly developed PCs.

THE SECOND SECTION: THE HIDDEN CHAMBERS AND FIRST CURSES

Here, past the Burial Chamber at Area 6, begins the second section of Raho-
 tep's Tomb! Now on to the adventuring once more!

7. STAIR AND CORRIDOR AND FIRST CURSE

The PCs can break through the west wall of Area 6 with determined effort. This takes about 5 minutes if a pair of strong characters assails it with stout tools or weapons. Note that as this occurs, Raho-
 tep is aware of the act. His *khaibet* lurks nearby, and he now calls his *khu* back as well.

Thick Granite Wall: 3-ft. thick; Hardness 8; hp 270; Break DC 35.

Beyond the thick granite slab sheathing of the wall is an unlit staircase. The steep steps beyond the wall descend 30 feet over a 30-foot length and end at a closed door.

Undetectable at the base of the stairs is the *khaibet* (Shadow) of Raho-
 tep. As the party descends, the *khaibet* speaks:

After going down about half way you hear a sound that seems to fill the whole place, yet is at the same moment a mere whisper in your ear. It is a rasping susurrant of evil that says:

"Four false portals, the fifth way found. That is nine. I am nine as well. So now do I thus curse you for your temerity. You seek me and my secrets and treasure? You shall find it and me in death! Soon now you will join Raho-
 tep, but you will be His slaves."

The voice grates its threats no more, but suddenly you hear a slow, stuttering creak. The door at the bottom of the stairway has swung open. Did a deep shadow merge into the gloom beyond?

Be prepared for any quick-thinking player's reaction now. If one calls for action, break off and go to the first paragraph after the text to be read.

All of you feel an icy tingling of fear along your spines. The foremost of you experiences a sensation of nausea, a brief twisting of the guts, a weakness in the knees, as if some plague passed briefly through your body.

The shadow of the arch-foe of the PCs can only be harmed physically, but only by magic, not weapons. There is a 2 round period after the voice and movement are noted for a character to react and attack. This beast has an SR 18, but any damage it takes accrues to Raho-
 tep. Make no comment, for the PCs would see nothing, realize nothing. However, make a note to reduce the power of Raho-
 tep by that amount of injury inflicted on the *khaibet*. This also tends to irritate our villain . . .

The First Curse: Raho-
 tep laid this casting upon the party himself, by means of his *khaibet*. And, yes, he can be in nine places at once! (His problem is that he wants the nine to be in one place again all together!) The curse mentioned is really the first of the **Nine Curses of Raho-
 tep**, discusses in detail above. It is delivered against the PC in the lead, or if the party is two abreast on the stair, the character with the higher Wisdom score of those in the front rank. If the PC in the party for whom the curse is intended has the *Cleaver of Set*, the curse fails to activate, but Raho-
 tep is aware of this fact and knows who possesses the Evil Object he longs for! In other cases, the victim can make a saving throw (Will DC 25) to avoid the curse as described above.

As an incidental effect, the First Curse also masks the existence of the pit trap ahead, unless the character has the **Evil Object** or statuette noted or the victim's Avoidance attempt succeeds (see 7A, hereafter).

When the group gets to the bottom of the steps and looks through the pivoting stone door, describe the westbound passage for the players as follows:

There is a corridor here. It has no light sources in it. The passageway is 10 feet wide, so up to three may walk abreast if you choose. The floor is smooth marble, as has been common thus far in this unusual tomb. The walls and ceiling about 10 feet overhead are plastered and painted. The walls are full of scenes and text relating to Raho-
 tep's malign deeds, the evils of Set and his associates, the horrors of the Evil realms of the Duat, and so forth. The ceiling paintings are of leering devils and monsters, with similar words. A four-way intersection can be seen 10-15 paces ahead.

7A. PIT TRAP IN CORRIDOR AND SECOND CURSE (EL 5)

Centered 15 feet beyond the stairway door is a pit, which is 40 feet deep. Its presence is masked by the **First Curse of Rahotep** (see above), and it is thus undetectable. The pit's hinged cover (two pieces, each 5 by 10 feet) does not open until (and unless) the victim, or intended victim, of the First Curse steps upon it. The cover pieces then swing down to the sides of the pit and remain there. This is thereafter an obstacle, because the pit fills the entire width of the corridor, and the cover pieces have no latch to hold them closed. The opening of the pit will dispel all magic and magical protections, as given below in such case.

If, and only if, the entire party avoids the First Curse, this pit trap will appear and function normally. In other words, in this case, success at any attempt to detect such traps will reveal it, and it opens by some typical means (whether random roll, 10 or more pounds weight, etc.; it is the DM's choice). The walls of the pit are of rough stone, so a survivor might be able to climb out.

A victim of the First Curse of Rahotep (i.e., one without the *Cleaver of Set* or who has failed the saving throw) will fall automatically into this pit. For the cursed one, even spells that slow or prevent a fall (or, for that matter, bestows the power of flight) have no effect, for the Curse overpowers them.

Spiked Pit Trap (40 feet deep): CR 5; no attack roll necessary (4d6), +20 melee (1d4 spikes for 1d8+4 points of damage per successful hit); Reflex save (DC 20) avoids (unless cursed, then no save, see above); Search (undetectable, unless curse avoided by all, then DC 20); Disable Device (impossible, unless curse avoided by all, then DC 20). *Note:* any spell effects on persons falling into the pit are dispelled.

If the cursed one dies from the fall and/or spike damage, refer to the **Cursed Death** section above. Should the character become a **mummy-zombie**, he or she can ascend the pit without difficulty, using his brand new talons to aid in climbing the rough stone . . . but that will take a few minutes to occur.

If multiple persons reach the pit simultaneously (e.g., two or three were going abreast), those not cursed have standard chances of avoiding the fall. If the party is (foolishly) running, everyone in the first two ranks must make such a check.

The Second Curse: The walls of this pit are inscribed with the Second Curse, which is bestowed by the *sekem* of Rahotep when the markings are seen (whether or not they are read) or when the pit is crossed by any means by a character not already under curse. If character can translate the hieroglyphs that can be read only by one with the *Speak Language* (Ancient Khemitian) or *Decipher Script* (DC 20) skill, the message is revealed:

Now the Power of Rahotep bestows its Second Great Curse upon the jackals who proul through His Eternal House!

The specific victim of the Second Curse is that individual who first sees the writing. The fear and nausea apparent from the First Curse is again present here. However, the possession by that one of the *Serpent Ankh* negates the Curse's activation, but again alerts Rahotep that this **Evil Object** is now within his domain. Saves and passing on of the curse apply as described above.

8. INTERSECTION, PIT, AND CURSES (EL 3)

Read the following if the party does not immediately trigger the pit trap in this area (detailed below).

DM Note: The stone block in the pit (detailed below) reveals a small passage beyond when triggered. This small passage is the only way to continue into Area 18, and — though first most likely ignored by your players — it will be the place to which they must be directed if they are eventually to advance to their final victory. Refer to the *Cut Away Map* of Rahotep's Tomb to see the alignment of the relevant chambers.

You have come to an intersection, with side passages leading off at right angles to the north and south. Ahead (west) is a plastered, whitewashed passage that ends in a blank wall 30 feet away. No writing or picture decorates this hallway. The side passages are likewise unadorned and white, but seem to open into large areas, again after 10 or so paces distance.

In the center of this intersection is another pit trap physically identical to the one to the south (above), 40 feet deep, with two hinged stone cover pieces, and masked by the Third Curse.

Spiked Pit Trap (40 feet deep): CR 3; no attack roll necessary (4d6), +10 melee (1d4 spikes for 1d4+4 points of damage per successful hit); Reflex save (DC 20) avoids (the pit does not trigger for anyone except the cursed individual, who has no save, see above); Search (undetectable, unless curse avoided by all, then DC 20); Disable Device (impossible, unless curse avoided by all, then DC 20).

Triggering the Pit: Because of the nature of the Curses of Rahotep, the first person to pass onto the trap here might not activate it; the pit awaits a cursed subject. However, it will also open for any non-Evil character that carries a figurine of an entity of a chaotic evil deity.

INSIDE THE PIT

The Third Curse: The Third Curse of Rahotep is inscribed 20 feet above the spiked floor on the side wall of the pit. The message of these hieroglyphs is given below. As with the Second Curse, the first person to see/cross over the glyphs becomes the specific victim, but this dubious honor may shift to another who subsequently reads and understands them. One possessing the *Book of Eternity* upon whom otherwise this Curse would be laid negates it, but informs Rahotep that this **Evil Object** is within the tomb.

Examination of the walls of the pit reveals the writings automatically — hieroglyphic writing done in red and black on the west wall of the shaft, and at about the middle point of its depth. If there is someone able to read the writing with a *Speak Language* (Ancient Khemitian) or *Decipher Script* check (DC 20), translate it as:

Behold the Spirit of Rahotep which brings down the violators of the Eternal House of that Great One, His Third vexation.

Stone Block and Tunnel Entrance: Any living creature who touches one of these hieroglyphs feels a mild revulsion,

a feeling of impending danger and death, and then the block pivots automatically, turning inward to reveal a secret passage. This passage leads to Area 18 — the **Inner Tomb**. The stone block and the small tunnel behind it are both 5 feet wide and 7 feet high. See the Cut Away Map to better understand the relationship of the chambers that the main map with its top-down perspective does not depict.

However, if the character pressing these glyphs bears any unactivated Curse of Rahotep, the stone behaves a bit differently, quickly sliding out from the wall and falling. This block typically collides with that (doomed) individual, who hits the spiked floor shortly before over a ton of stone falls atop him. Damage is roughly 40d6 (as well as a massive damage save), which needn't be bothered with, I think.

If the stone has come hurtling forth in this fashion, the following phenomena will be produced only when someone enters the revealed passage. Otherwise (when the stone pivots in a well-behaved fashion), there is an eerie groaning, and a hoarse whisper of most malign sort comes forth as if blown by an unseen wind:

"Fools and Robbers! Thus you invoke the Fourth Curse of Rahotep upon yourselves. Better to have died unborn than to suffer thus."

The Fourth Curse: The first into the tunnel gets this little "gift," or otherwise determine the specific victim at random from those hearing the message. If the recipient happens to bear the *Bloodied Moon*, the Curse fails to activate, but, as usual, Rahotep then knows that this item is within his grasp. See the Secret Tunnel, below, for more information on the Fourth Curse.

SECRET TUNNEL

As previously noted, the stone block either swings or leaps out, revealing a passage 5 feet wide and 7 feet tall, leading west. At some point comes the foreboding, the eerie groaning, and the whispered message.

As the narrow tunnel heads west — running beneath Area 17 — the ceiling keeps getting lower. After 50 feet, it is just high enough to permit crawling on hands and knees, and after 80 feet a completely prone crawl is required. The last 10-foot section of tunnel slopes downward slightly, and the passage ends before a wall of wood and plaster. There is no room to smash it with a weapon. The logical method is to retreat, turn around, and return feet-first for kicking. Certain spells of destruction or opening may provide alternatives, of course.

At the point of connection to Area 18, the floor of the tunnel is 30 feet above the floor of that chamber. It is here that you determine the specific victim of the Fourth Curse (which was recited by the whispering voice). This victim is the person who breaches the wall, whatever the means. See Area 18 for more information.

If punching, weapon assisted or no, or kicking is involved, it is successful, and the victim is sucked through, irrevocably falling 30 feet to the floor and taking falling damage upon hitting the paves below. If magic was the means of ingress, or if the Curse is saved against, the specific victim slips and plunges down upon getting to the end of the passageway entering the Area 18 room. (Remember that death brings metamorphosis.) Because of the sloping passage, if the first person kicks through and falls thus, the unexpectedly sudden

breakthrough forces the next person (and possibly more) to try to avoid tumbling in as well.

Weak Wood and Plaster Wall: Hardness 3; hp 10; Break (DC 15). The first person breaking through this wall must succeed at a Reflex save (DC 20) or be sucked through the broken wall, falling 30 feet to the floor below (3d6 points of damage). If the first person fails his save and falls through, the next person in line must likewise succeed at a Reflex save (DC 20) or be pulled through as well, falling 30 feet to the floor below (3d6 points of damage).

9. CROSS-CORRIDOR (EL 6)

As given above, this passage is plastered, whitewashed, and unadorned. The stone floor areas between the dotted lines and the end rooms (Areas 10 and 13), essentially the last 11 feet of floor each way, are triggers for traps. Weight on such a section activates one or two traps, as follows. Note that each trap and each section (north and south) operates independently.

If the weight is concentrated, such as by a typical footstep, poisoned spears are thrust out through lightly plastered spots all along the 9 feet before the trigger section (i.e., 10-20 feet from the intersection). These protrude from both walls, forming an interlocking pattern. Note that the spears withdraw into the wall once all weight is removed from the triggering section of the floor. They will operate again and again, but poison is effective once only per spear.

If the weight on a trigger section is less concentrated (e.g., if the characters are crawling, thus dispersing their weight), heavy poisoned darts are shot down from the ceiling (again springing from lightly plastered holes) throughout the same area (10-20 feet from the intersection). Note that there are reloads. Whenever dispersed weight is removed, the mechanism for another volley winds and fresh missiles are set. They will operate six times thus.

Note that any (and all) specific victims of curses who die from traps herein will become **mummy-zombies**, as detailed in the Prelude to the Second Section, above.

Poison Spear Trap: CR 5; +10 ranged (1d8 plus deathblade poison); Search (DC 25); Disable Device (DC 25). *Note:* See Chapter 3 in the *DMG* for the description and effects of deathblade poison.

Poison Dart Trap: CR 3; +8 ranged (1d4 points of damage plus large scorpion venom poison per successful hit); Search (DC 20); Disable Device (DC 20). *Note:* See Chapter 3 in the *DMG* for the description and effects of large scorpion venom.

10. CHAMBER OF SUN DEITIES

No magical detections function herein. It is as if the place is well shielded against all readings: protection of this island of Good amidst the sea of Evil, perhaps?

You proceed northwards along the corridor into the larger area it leads to. You see a 30-foot-square chamber with a ceiling 20 feet high. There are no other exits apparent. Around the far walls north, east, and west are nine man-sized figures, each standing on a three-foot-high plinth. Before each statue is a stone block, perhaps an altar,

with objects thereon. The ceiling is plain, but the walls are painted with scenes and covered with ancient hieroglyphs. The floor is hard sandstone, and the idols appear to be of the same material.

[If visibility permits, add:]

You also note many man-sized statues on the far northern area and a huge statue to the south.

On a blank slip of paper, write the following note:

Read the following aloud; your character believes it:

"If each of us chooses a guardian and does everything alike together, there will be no stopping us!"

Hold the note for now.

The writings on the walls praise "Those Great Ones Who Are Here Assembled For Honor." The deities portrayed herein are:

- A. Ra (hawk-headed god)
- B. Rait (female deity, consort of Ra)
- C. Hathor (beautiful goddess)
- D. Herakhty (hawk-headed young god)
- E. Menthu (man crowned by two plumes)
- F. Sekhmet (lioness-headed goddess)
- G. Shu (human figure, bearded god)
- H. Chepri (scarab beetle-headed god)
- I. Mehurit (cow-headed goddess)

The statues are masked by powerful illusions (*permanent image*, 22nd-level caster), and are actually as follows: evil fiends (A, B), demons (C, D), devils (E, F), and monsters (G, H, I).

Before each figure is a small stone altar upon which are a lamp, a flask containing perfumed oil, and three figurines of the idol. (These actually depict an evil entity, as noted above, but are also masked by the illusion.)

Figurines: If any party member picks up a figurine, ask the player if his character already has one like it. If the answer is yes, or he has a figurine of Thoth, that person realizes instantly that this new statuette is false, and can see through the illusions on those (three) figurines and on the large idol as well. This ability does not, however, extend to other idols or other statuettes. If the answer is no (that is, if the character has no figurine of the deity), the character receives a sense of well-being, the urge to anoint the statuette with oil (from the flask), and then an inspiration to ask the deity for assistance in overcoming the threats of this place. If this ritual is completed, the individual then feels assisted by a powerful force.

Hand your note to the player (who must then read the appropriate portion aloud). Shortly afterwards, at a suitable time, announce that the knowledgeable character has been poking around a bit and has found the secret entrance detailed below (10A). That character will head for Area 12 before leaving this room, for you will have the PC do so if the player hesitates, but in an appropriately cautious and normal manner (keeping the situation uncertain).

DMNote: If a character manages to pierce the illusory veils of all these statues or the magic is negated or dispelled, any and all otherwise influenced characters will no longer believe that having a statuette of one of these vile things is wise. They will see through the disguises and know these are figures of a malign and dangerous sort.

10A. SECRET DOOR & BEYOND (EL 16)

The secret door (Search DC 25) opens when the altar block before statue F (Sekhmet/devil) is slid to the right (east). Read the following:

Beyond the secret door is a normal passage 30 feet long. It appears to have been disturbed by something; the plastered walls are stained and cracked, and the markings upon them are disfigured and faded.

At the end of the passage, a small crawlway 3 feet wide and just a bit higher penetrates the west wall. Yet along the east wall, centered about 15 feet from the secret tunnel, is a large, stout cedar door, bound with iron and sheathed in bronze. Above it is a stone lintel, supported by stone posts that flank the doors. The posts and lintel are engraved with hieroglyphs.

It is unlikely that the glyphs will be read, considering the effects of reading previous glyphs (i.e., curses). If the small crawlway is investigated, turn to Area 11.

The Door: The hieroglyphs on the lintel read *Metu-en-neteru* (Poison of the Gods). The phrases on the posts (one on each) are *Neru-tuat*, Terror of the Underworld, and *Pat-netchet*, the Dead Avenger.

The door cannot be opened except through conversation with it. This is in mimicry of certain portals in the Duat. If any character has fallen victim to an evil entity from Area 10, and has thus picked up a figurine, this door will open to his or her simple verbal request. Magic and evil can be detected coming from this object. In the case of characters without the evil figurines, the door will otherwise animate and speak magically, asking questions. If the correct replies (shown below) are given, the door opens.

- Who is the Chief of Darkness? (Answer: "Set.")
- Who is Chief of Set's Workers? (Answer: either "Rahotep" or "The Set Rahotep.")
- Who is Worthy of Death? (Answer: "We are," or any other similar reply indicating the party members, all humans, etc.)

If correct answers are given, the big door opens automatically.

Guarding Fiends: If wrong answers are given, or if no reply is made, 3 guardian fiends appear, one before the door and one before each post. Again, this is an aping of occurrences in the "Underworld." The center fiend speaks as follows:

"Tell us your names now, mortals, that we may escort you properly to the fair fields of Re-stau. It is only by name that you may command entrance, you know."

Death, evil, lies here! Those can be detected by any using spells to discover such information! Yet there is a shining of beneficence from beyond the door! It is certainly a paradox, and you should make sure the character is puzzled by this contradiction — and curious!

The fiends will attack shortly, whatever the characters say. If foolish individuals give their correct names, they are in serious trouble; such knowledge gives the fiends the ability to command them irresistibly (as dominate person, but with no saving throw!). If no names are given, the fiends simply use physical combat. If any names have been offered, the fiends try to command their victims, saying things like "Lay down



your weapons" or "Stretch forth your neck for my axe." If the characters have given false names or nicknames, the attempted commands will have no effect. As noted, however, anyone giving a correct name must comply immediately.

If the characters ask the fiends for their names, the evil ones laugh, saying, "Never shall you know them, foolish mortals." Yet in fact, their names are plainly written about the doorway, and each fiend stands before his own name: Neru-tuat to the left, Metu-en-neteru before the door, and Pat-netchet to the right. If these names are used prefatory to commands, the fiends are utterly powerless to resist such. These three are capable of opening the door, for example (since it is their force that animates it), but are magically blocked from entering. They do not know what lies beyond the door. They can be commanded to guard the crawlspace (Area 11, right), and will thereafter prevent the arrival of snakes. If commanded to leave this corridor (which is 10 feet wide and 30 feet long), they scream and vanish, for this destroys them.

Note that if a cursed character is slain here, the metamorphosis commences. (See **Prelude to the Second Section**, above.)

If at any time hereafter the PCs retreat to outside the range of the fiends (i.e., beyond this corridor), the creatures vanish. They will reappear, unharmed (no longer suffering from previously accrued damage, if applicable), when and if the team again dallies or refuses to answer the door's questions.

Neru-tuat, Guardian Fiend: CR 13; SZ L Outsider [Evil, Lawful]; HD 12d8+48; hp 112; Init +2 (Dex); Spd 40 ft.; AC 28 (-1 size, +2 Dex, +17 natural); Atk +17/+12/+7 melee (1d8+9, battleaxe [vorpal weapon attunement], crit x3) or +17 melee (1d8+6 [x2], claws) and +12 melee (2d4+3, bite); Reach 10 ft.; SA spell-like abilities, fear aura (10 ft., 13th-level, Will save DC 19), weapon attunement (vorpal), summon devils; SQ damage reduction (20/+2), SR 24, immunities (fire, poison), resistances (cold, acid 20), see in darkness, telepathy (100 ft.); AL LE; SV Fort +13, Ref +10, Will +13; Str 23, Dex 15, Con 19, Int 22, Wis 20, Cha 16.

Skills: Bluff +16, Climb +20, Concentration +19, Disguise +17, Jump +19, Knowledge (arcana) +20, Listen +21, Move Silently +16, Search +20, Sense Motive +19, Spellcraft +20, Spot +21. **Feats:** Alertness, Cleave, Dodge, Power Attack.

SA—Spell-Like Abilities: At will—*animate dead*, *charm monster*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel good*, *fireball*, *fly*, *fog cloud*, *magic circle against good*, *polymorph self*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, and *wall of fire*. These abilities are as the spells cast by a 13th-level sorcerer (save DC 13 + spell level).

Metu-en-neteru, Guardian Fiend: as Neru-tuat, except: hp 104; primary attack is +17/+12/+7 melee (1d8+9, heavy mace [armor damager attunement]); SA weapon attunement (armor damager) instead of weapon attunement (vorpal).

Pat-netchet, Guardian Fiend: as Neru-tuat, except: hp 102; primary attack is +17/+12/+7 melee (1d8+9, longsword [vorpal weapon attunement], 19-20/x2).

11. CRAWL-SPACE TUNNEL

There appears to be a low tunnel here hidden behind the partially fallen plaster (Search DC 20). The stuff pulls away easily enough (Hardness 3; hp 10; Break DC 13), and there is a 3-foot-square shaft heading north. It is evidently hewn into the natural sandstone. There is no sound, but the PCs can

detect a faint odor of incense. The ceiling of this passage slants downward by 3 inches per 5 feet, thus being 1 foot high at the southern side passage (to Areas 11 B & C) and a mere 6 inches high at the entrance to Area 11A. The smell of incense comes from Area 11B.

Any noise in this passage both alerts the **king cobras** (see Area 11A, below) that have a nest in 11A and triggers a spell that enrages them. Once alerted and irritated, all cobras present attack the party. From 4-7 (1d4+3) are here when the party arrives, less any killed outside the tomb. If these are eventually slain, 1d4+1 others will arrive within an hour (unless the party has earlier sealed the exterior fissure), and 1d4+1 more within another hour.

11A. COBRA NEST (EL 2+)

The ceiling of this room is rough and of varying height, ranging from 6-18 inches. There is nothing in this place if there aren't snakes!

King Cobra: CR 2; SZ M Animal; HD 3d8; hp 13; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk +5 melee (1d4-1 and poison, bite) or +5 ranged (poison, spittle); SA poison (initial and secondary 1d8 Con, Fortitude save DC 18), poisonous spittle (20 ft., initial and secondary 1d8 Con, Fortitude save DC 11), improved grab; SQ scent; AL N; SV Fort +1, Ref +6, Will +2; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9. **Feat:** Weapon Finesse (bite).

11B & C. NORMAL ROOMS

Beyond the crawlspace is a room 15 feet in length and 10 feet in width and height. It is plain and unadorned, but there is a scattering of odd objects within. The ceiling throughout these areas is of normal height (10 feet), right up to the intersection with the crawlway. The junk in each happens to be stuff brought there by offhand chance and odd accidents.

Transporters: Both rooms are transporters/receivers, sending anything and everything entering them through the doorway to other places. The duration of the effect is 2d4 rounds, after which the effect ceases functioning for 5 minutes. Anyone and/or anything sent in parts within the 2d4 rounds duration — such as by poking a hand in, losing it, and then diving in to follow it — is reassembled properly at the destination. (Whew! Yet what a scare for the character concerned.) However, things apart once the effect ceases will remain so. Note that Area 11B smells faintly of incense.

11B: This sends things to and receives things from Area 13B (q.v.).

11C: This sends things to and receives things from Area 15C (q.v.).

12. THE MORTUARY CHAPEL

Written on the lintel of the door is a warning, which can be read by anyone succeeding at a Decipher Script check (DC 15).

Cursed be all those who enter here!

This is a false curse, aimed at once again lulling trespassers into ignoring the actual curses. Once beyond the door, read the following:

Just inside the door is a 10-foot-square antechamber. Beyond is a hall, 30 feet broad and 20 feet deep, in which stand seven black-green columns. Towering in a recess in the far wall is a huge, white stone statue made of alabaster, 18 feet tall and 8 feet wide. It appears to be of Rahotep. Before the statue is a plain altar and a shrine of purple porphyry, and within niches in the stone to either side are wooden coffers. There are exits in the vicinity of the farthest pillars to either side. An aqua blue radiance pervades the entire area.

A faint and distant sighing and murmuring can be heard if all is quiet amongst the party; periodic hollow buzzing and dissonant bellows intrude above conversation in the usual hushed voices used in dangerous settings such as this, but are drowned out by any greater party noise. The fragrance of sweet flowers and the burning stench of offal are present, both intermingling yet clearly discernable.

An aura of danger pervades this place. Mixed good and evil emanate from the black statues, malign hatred from the figure of Rahotep. Magic radiates around the shrine and from the figure of Rahotep. A nebulous magical emanation of some unknown type hangs as a cloud everywhere else, thickening around each (black) idol.

Anyone who speaks the name of Rahotep in this chapel, whether by force or voluntarily, falls under evil influence. He or she is forced to proceed to the side room, in which stand the nine black statues (12 A-I). This is explained below. Otherwise, if nobody touches anything in this area, nothing happens. The whole place can be explored safely and examined visually. Touching the altar or items in the coffers can lead to

problems (see *Touching Things*, below). The side room (in which stand the black statues with their golden masks) can also cause a problem, but only for those who have succumbed to the evil figurines from Area 10 or, again, those who handle things improperly.

Coffers: The coffers in the niches flanking Rahotep's statue are filled with golden figurines, ritual service pieces, and other items, as follows:

- Left (north) coffer: Breastplate set with gems, girdle, rod, headband (with asp form), copper dagger, and six figurines (gold).
- Right (south) coffer: Plate, chalice set with jewels, ewer, cistern, crook, flail, unguent box, oil jar, and six figurines (gold).

The figurines depict fiends, demons, devils, serpents, and monsters. All exude auras of evil, and all appear valuable, worth 2,000 gp each. Each plain metal altarpiece (in the right coffer) is worth 500 gp. Each of the other plain clerical trappings (in the left coffer) is worth 60 gp. Those encrusted with gemstones add 1d10 x 100 gp to the value.

Touching Things: Anyone who touches either the altar or a figurine receives a telepathic message. Read the information in the sidebar to the appropriate player, doing so in a manner that precludes the others from hearing this.

A cleric who touches any of the service pieces or trappings must succeed in a Will save (DC 15) or start a Ceremony of Evil (see below). Such a check must be made for each item so touched.

Any other character that tries to touch any of the service pieces or trappings must succeed in making a Will save (DC



20). Luckily, if it fails, he won't want to do anything so stupid, as revulsion fills him with a strong antipathy toward these malign items. If successful, the character can and may touch and/or handle the item as desired. The touch triggers an unholy power that inflicts 1d6 temporary Wis, Con, and Str damage, and also subjects the character to Evil Influence, which can and might produce unfortunate results if the side area is entered. The Evil Influence remains if the item is later put away or discarded.

Figurines: Any character with a statuette of Chons, Heru, Isis, Osiris, or Thoth has no desire to touch this stuff provided the individual considers the figurine he possesses prior to contacting these malign things.

Ceremony of Evil: If a cleric succumbs to the desire to conduct a Ceremony of Evil here (or, of course, if he or she does so voluntarily), that individual proceeds to lay out the service pieces, then dons and takes up the vestments and trappings, all of which are contained in the wooden coffers flanking the statue. The character might comment to others nearby that such a ceremony is critical, in his or her official ecclesiastical opinion, to the banishment of Rahotep's presence in this otherwise fine place.

As the items are handled, the background lighting suddenly increases in volume, becoming an accompaniment to the hollow-voiced chanting. The sounds fill the whole area. A deep red flame (representing the clerical individual) springs alight in the air above the altar stone. If any other character is under any Evil Influence (as above, including cursed by Rahotep), another smaller flame for each such individual flanks the cleric. (Note that the ceremony has not yet begun.)

Each character in the area, including the one "officiating," must make a Will save (DC 20) to avoid joining in the worship. A penalty applies to all rolls. There is an addition to the DC for each character under Evil Influence, each flame causing a +2 per cleric and +1 per other character under Evil Influence. If everyone avoids (or breaks away from) the ceremony, the flames vanish, the cleric is brought to his senses, and all Evil Influences, including all lingering curse effects, are removed. If the one conducting the ceremony remains under the malign compulsion, he will go on, and otherwise if even only one of the other characters remains affected, he will try to conduct the ceremony himself. The only way to stop matters is for those unaffected to prevent this from happening, using such physical force as might be necessary.

If all the service pieces are upon the altar, the flames are alight, and the person conducting the ceremony of evil is wearing and/or wields all the proper items, the service can begin. This remainder is simply a recital of a few vile words and the making of a few gestures, all of which come automatically into the mind of the character(s) involved. The whole takes 2 minutes, and if interrupted in some way (by the removal of a service piece, for example), the ceremony can be resumed where it left off.

If the ceremony is so interrupted, the character conducting it (whether the initial ecclesiastical one, or, if that character broke away and was replaced, the new celebrant) will consider the interruption a threat to life and will act accordingly. That one is fanatical, rabid, a burning zealot! He claims that the others are under the spell of demons and insists that the ceremony is critical, being the only way of banishing Rahotep.

The others who have joined in will assist him as they can, but not so forcibly.

If the Ceremony of Evil is successfully completed, all who willingly joined in it become mere puppets of Rahotep, permanently. They will urge, try to convince, or even forcibly escort the others into the side room. Furthermore, anyone who is the specific victim of one of the Nine Curses of Rahotep falls dead at the end of the service, and the metamorphosis to a mummy-zombie commences immediately. Finally, all those who were compelled to join in the ceremony (by failing their roll) suffer a -2 penalty to like saves in the side room area.

SIDE ROOM

Nine man-sized figures of black onyx stand along the walls, each upon a 3-foot pedestal. Upon the face of each statue is a golden mask. The masks are of the most exquisite artistry. Their weight makes each worth some 2,000 gp or 20,000 gp as art objects. The statues, thus arrayed with masks, appear to represent the same nine gods of the Sun Nature as were found in Area 10, and in the same order:

- A. Ra (hawk-headed god)
- B. Rait (female deity, consort of Ra)
- C. Hathor (beautiful goddess)
- D. Herakhty (hawk-headed young god)
- E. Menthu (man crowned by two plumes)
- F. Sekhmet (lioness-headed goddess)
- G. Shu (human figure, bearded god)
- H. Chepri (scarab beetle-headed god)
- I. Mehurit (cow-headed goddess)

Again, as in Area 10, the statues are masked by powerful illusions (*permanent image*), and are actually as follows: evil fiends (A, B), demons (C, D), devils (E, F), and monsters (G, H, I).

However, unlike the former statues, the visages beneath the masks are those of the true beings.

TELEPATHIC MESSAGE

Any person touching the altar or a figurine receives the following telepathic message:

"Rahotep commends you for your homage to him in death. Your desecration of his Eternal House will be forgiven if you but accept him now as your master, by saying his name aloud. In return, Rahotep will allow you to depart, taking with you a golden mask of whichever fashion you choose. Know now that each mask confers magical power on the wearer, enabling him to walk with the gods, to use the Words and Gestures of Power, and to dwell in Re-stau with all manner of riches. Now speak the name of Rahotep and receive your reward."

If the character hearing this is under Evil Influence (because of either a figurine from Area 10 or one of the Curses of Rahotep), he or she must now make a Will save (DC 25) or else comply with the suggestion. Anyone not under Evil Influence can ignore the words or not as that individual decides. Remember that anyone speaking Rahotep's name herein falls under Evil Influence and proceeds to the side room.

Any PCs who are now puppets of Rahotep willingly take masks from the statues and don them. This cannot be avoided, and there is no check against anything. It happens.

Masks: Every character under Evil Influence of any sort must make a Will save (DC 15) upon seeing even so much as one of these masks, failure indicating that the individual gets it and puts it on. If the Ceremony of Evil was completed in the chapel, those who were compelled to join in must make a Will save at DC 23.

Others of the team are free to don the masks or not as they see fit. However, if such a character reaches for a mask, he can make a Will save (DC 12), success indicating a foreboding of doom, and the character can avoid touching the mask, pulling away his hand in time to avoid contact.

Anyone who dons a mask is possessed by the spirit of the appropriate evil being. Those possessed try immediately to slay all who are not so inhabited. Of course, those others can try to pull off the masks worn by their comrades, the victims of this horrible evil, and this might succeed. A Strength check (DC 15) can be made to remove a mask. Removal breaks all the influences of malign sort, but it doesn't remove curse effects.

Treasure: After things quiet down (or, of course, if nobody dons a mask in the first place), the statues and masks can be examined carefully without physical contact. Those characters not under any Evil Influence (or curse) can see with ease tiny demonic features on the masks. The gold is thin, but the workmanship is excellent; the items are definitely worth over 5,000 gp each if sold to a dealer in rarities or a collector. Too bad they can't be packed safely away.

The Blackened Sun: Any good PC passing near the altar locale in the fore-chamber on taking leave of this place will have an urge to use a weapon to destroy that altar. If that individual does so, he will discover the sixth of the **Nine Evil Objects** secreted therein. This is the *Blackened Sun*. It has the auras of evil, necromancy, and something indiscernible that seems to counter the ill . . . almost. It will be recognized as belonging to a set (pardon the pun) if the PCs have any of the others of its ilk. The PC finding it will certainly wish to retain this object!

Results and Rewards: With respect to the following, keep careful account of what transpires and announce the effects when the party returns to Area 10. The only exception is healing of damage, which is noticeable as soon as it occurs. All rewards come directly from the deities of the lawful good gods depicted falsely herein.

- If the masks are collected as treasure and left intact, a penalty to all attempts to avoid evil attacks of any sort (curses, influences, spells, and so forth) applies to each person carrying one. The penalty is -2 on all associated rolls.
- If the masks are destroyed, but the gold is retained as treasure, all who participate in or approve of the procedure (i.e., any who do not actively object) gain the effects of a *heal* spell.
- If the masks are destroyed and nothing is retained, benefits apply as in the paragraph above, with the addition of the following: all temporary ability damage is healed; all Evil Influences, Links, and Curses vanish utterly; and all statuettes and other evil items (except

any of the **Nine Evil Objects**, of course) in the characters' possession disappear forever.

Deific Reward: Also in Area 10 you may choose (again at your discretion) to single out one character if his or her performance has been exemplary during the exploration of Areas 10 and 12. If some player has constantly acted properly and made suggestions in a manner that would have resulted in the most favorable outcome, and especially if such advice was ignored by most or all others, you may have one of the statues therein animate and speak to the lucky individual, as follows:

"[Player character Name], you are a hero worthy of the praises of all who accompany you. I, [Deity Name], bestow upon you [Award]!"

Insert the appropriate names of the PC and deity. The award should be one *wish*, to be used immediately. This instant recognition of good play should encourage the individual responsible to keep it up, the others to be more conscientious and emulate that example.

Trap Reminder: When the party leaves Area 10 heading south (toward the intersection), remember that the trap mechanism can still create problems. The spears, if not destroyed, have withdrawn into the walls, and the dart trap will be reloaded. Such is life in this dangerous burial place.

13. STATUE OF RAHOTEP (EL 9)

As the team heads eastwards along the corridor to this place, remember the traps! When they can see inside the area, read:

The room is 30 feet square, with a small exit about 5 feet wide and 7 feet high in the west wall. In the far left hand (southeast) corner of the chamber is a huge statue of the evil one, the archenemy that you seek. (The players should pick up on the clue, the avoidance of mention of Rahotep's name!) It stands upon a 4-foot plinth and holds a great iron rod in its hands. On the floor in the center of the room is a circular mosaic showing the 12 divisions of the sky, with a bronze dial in the center and a pointer topped by a bronze knob.

As soon as anyone steps into the room, the statue's eyes (inset with crystal globes) glow as a *continual flame* is activated. This simply causes light to be cast in whatever spot the characters gaze, as twin beams 6 feet in diameter shine from the statue's "eyes" to a distance of 60 feet. Such light is daylight bright, but the room is otherwise lacking in light sources.

The walls and ceiling are inscribed with many forms of writing and illustration. There are dweomers laid thereon, as well as on the statue and dial (and also in the western rooms 13 A, B, and C), and these produce a confusing blend of magical sources and strengths that can't be separated by a PC attempting to so do through any spell or ability of his own. A general aura of uncertainty pervades the chamber. Note that directly below the statue is a secret door (Search DC 25), which gives access to Areas 14-16.

Wall Paintings & Writings: The depictions here are of Rahotep and various other Khemitians, male and female, royal, noble, and commoner, all engaging in religious and domestic activities. Rahotep is seen in various situations: eating; attended by slaves and servants; entertained by musicians, dancers, and performers; accompanied by his harem of





concubines; speaking to an audience of lesser priests, and so forth. Hieroglyphs and hieratic script recount his typical activities and state that Rahotep will enjoy these things and more after death. On the north wall just west of the entry is an admonishment aimed at intruders (Decipher Script DC 20):

Note all the great happiness of Rahotep, and know that the Set Rahotep will have greater joy still. Welcome to all you who enter, for you will serve under His power and pleasure.

Zodiac Dial and Pointer: The circular mosaic is in fact a magical transporter. If the PCs inspect it, read the following:

Inlaid in the center of the stone floor is a circle of bronze, 10 feet in diameter. Bronze strips divide it into twelve wedges of equal size. Each wedge is fashioned of inlaid stone and tile to depict one of the houses of the ancient Khemitian zodiac.

Attached to a large bronze dial in the center of the circle is a 3-foot-long bronze pointer. Gold markings are inlaid in a field of black near the center; these are Khemitian numeral hieroglyphs, one for each wedge of the circle. The orientation seems to be toward the north, for the marks for twelve lie in the wedge nearest you, that of one lies in the north-northeast wedge, two in the northeast wedge, and so forth.

Between these numerals and the depictions of the zodiac that will be described for you in a short time are thirty-six gold-gilt cartouches, three in each wedge. These apparently give the names of deities but none that you recognize in the slightest. Furthermore, strange male deities are depicted in brilliant color at four points outside of the circle. All of them hold oddly shaped devices in their hands, and each has a human body, but multiple heads and wings. These are as follows:

Nearest, at 12: Four ram heads, four black wings.

At 3: Ram and beetle heads, four gray wings.

At 6: Lion and scorpion heads, four red wings.

At 9: Serpent and hawk heads, six green wings.

And finally there are the twelve depictions of the zodiac itself. These are as follows, starting with the one nearest to the door and proceeding clockwise:

12. Straight-horned blue ram crowned with four plumes (red, white, blue, and gold), on a pale green field.

1. Pair of great fish with pearly teeth, one coral-hued and the other silvery-gold, against a dark blue background.

2. Man with white skin, crowned by green leaves and red flowers, pouring silvery waters from two golden chalices into a deep blue background.

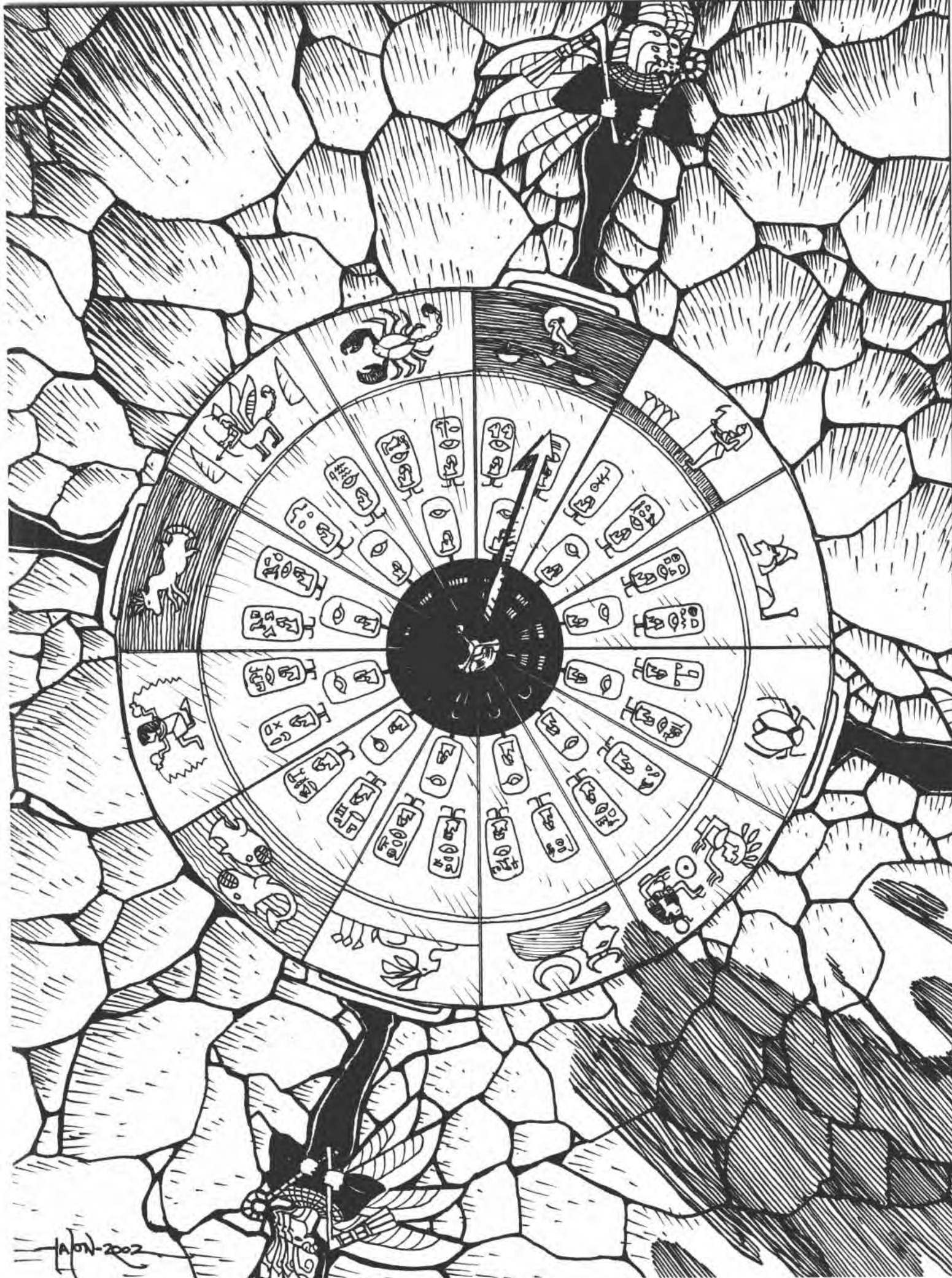
3. Three-horned goatfish of silver and white, upon a field of dark green.

4. Winged black centaur with scorpion tail, wearing a red crown and flanked by two gold feathers, drawing a bow; royal purple background.

5. Dark-red scorpion, with claws and stinger of jet, crawling on a pale gray ground.

6. Golden solar disc; a falcon in its center supports the beam of a balance, from which two iron pans are suspended by silvery chains; background is black.

7. Priestess with pearly-hued flesh, wearing a golden headdress and bearing a gold scepter, standing on a deep brown field.



8. Bronze-maned lion adorned by a double crown of purple and gold, on a blue-green field.

9. Orange scarab beetle with claws and mandibles of silver, upon a field of dark gray.

10. Two humans of pinkish hue, raising hands to touch one another; the male's headdress is of gold feathers, and the female's is a golden sun and uraeus serpent; background is indigo.

11. Black bull with pearl blaze, and ruby red hooves and horns, bearing a silver crescent and white moon-disc upon its back, upon a variegated field of light blue, light green, and violet.

The huge statue appears to be made of red sandstone, painted and gilded to give it a lifelike appearance. It is 24 feet tall and 9 feet broad. It must weigh tens of tons! And that means it was probably carved right here.

From its sandaled feet, linen kilt (girded with leather), and gild on above to the ornamental collar and headdress (clasped by the uraeus serpent), this figure appears as a giant replica of a Khemitian of old. There are gilt rings on its fingers, armlets of gold and red on its arms, and even a knife and some strange sort of Ankh, both painted realistically and carved to appear as protruding from the girdle. The natural, coppery hued sandstone is used to show the flesh, as is typical for males depicted thus. The eyes are strange, of course, for they are of some crystalline substance and cast bright beams of light, seemingly wherever you desire, as if by mental command from you.

A massive 19-foot iron rod extends from the statue's base up through the hands, which are carved so as to hold the thing. Upon the tip of the rod, which reaches to the middle of the statue's chest, is represented some beast's head, perhaps a camel's. The rod was evidently slid into position when the statue was completed.

Turning the Dial: When the pointer is turned, there will be various musical noises: strings plucked, harps strummed, bells tinkling, a cistrum being shaken and thumped, drums beaten, a tambourine rattled and clapped, a gong sounding, pipes playing, horns of reed or brass horns winded, and even something like a bagpipe whining. Mix it up as you like! Various scents will also come forth: flowers, musk, perfume, incense, spices, etc. All of this is meaningless.

As the pointer moves, the statue revolves on its base. Its eyes can be thus so turned as to prevent the normal spotlight illumination they provide otherwise. Although the movement is as meaningless as the other effects above, the results might be otherwise. If the statue is turned a full 360 degrees, the base begins to tilt imperceptibly toward the northwest. In 1d4 rounds, the statue topples over. Those whose attentions are still fixed on the zodiac may be unaware of the event, and might thus have no chance to avoid the falling mass of stone. Note that the area of impact is 24 feet long and 9 feet wide; the statue will fall across most of the diagonal of the room.

Anyone watching the figure will see it tilting and wobbling. They need not check to avoid the coming fall, and if they shout a warning, most others in the place should be able to get away without trouble. Otherwise, alert characters avoid being crushed to death by a Reflex save (DC 15) to avoid 20d10 crushing damage.

Activating the Transporter: If figurines are obtained from Area 13C (hereafter) and placed on the twelve wedges of the circle, the zodiac device will become an active transporter. When the pointer is moved clockwise and topped within any wedge, everyone within the room is sent (with all they wear and all equipment carried, but without anything that happens to lie elsewhere) to another area. The zodiac number corresponds to the room number of the destination, as given in this key. For most locations, choose a vacant central area. For either Area 8 or Area 9, the destination is the center of the intersection (i.e., with some above the pit), as the latter is equally spaced to either side. For Area 7, the destination is also above the pit therein.

Rod: The rod emanates magic, so there may be some attempt at removing it. That is Rahotep's desire. If the PCs manage to work the rod upwards, its unbalanced weight topples the statue northwest. If those in range are aware of this occurrence, allow the chances to escape harm as are detailed above. Again, anyone caught under the statue is crushed. The statue will animate in limited fashion, as determined by the characters' further actions. If the statue is so toppled, it is a relatively easy matter (given sufficient manpower) to use the iron rod as a pry to move the plinth, if desired (but see below). The secret trap door is easily detectable; tapping thereon, for example, produces a hollow sound. A heavy iron ring, hidden below a thin stone cover, enables easy opening.

Plinth: Magic emanates from the plinth. This 4-foot-tall block is 6 feet square, and apparently made of the same red sandstone as the statue. However, this is actually a giant amoeboid, turned magically into sandstone and maintained thus as long as it remains atop the secret door. It regains its true form 10 minutes after being moved and is then insatiably hungry after its long imprisonment. Before this restoration, it will to all actions appear exactly as a cube of sandstone, and chipping off pieces won't harm it at all.

The delay in the amoeba's restoration should give the party ample time to explore Area 14 (and possibly beyond). It will be a nasty surprise later, so keep track of game time. The thing will flow down into Area 14 if the secret trap door is left open, or will head west if it senses movement therein, or will otherwise go north and end up in the pit at Area 8. In the latter trek, it will not trigger the trap(s) at Area 9 south. Once in the pit, it will dissolve the spikes, and its body will appear as red sandstone. Watchful characters will be puzzled to note the disappearance of those spikes when they return.

It is noteworthy that the amoeba's fluid body can pass through small areas, such as between steel bars (see Area 14). Details of this creature are given in the Monster Appendix.

Giant Red Amoeboid: CR 9; SZ H Ooze; HD 12d10+68; hp 134; Init -5 (Dex); Spd 20 ft., climb 20 ft.; AC 3 (-2 size, -5 Dex); Atk +13 melee (2d6+4 and 2d6 acid, slam); Face/Reach 5 ft. by 20 ft./10 ft.; SA improved grab, acid, constrict 2d6+4 and 2d6 acid; SQ blindsight, electricity absorption, ooze; AL N; SV Fort +9, Ref -1, Will -1; Str 19, Dex 1, Con 19, Int —, Wis 1, Cha 1.

13A. MUSIC ROOM

The 5-foot-wide passage west opens into a chamber in just 2 paces. This place is a small room of some 15 feet in length

by 10 feet in width. It is an absolute jumble of strange musical instruments.

The musical sounds mentioned above for the zodiac device come from this place. However, they emanate from the room itself, throughout which is a strong magical aura. Musical instruments of various Khemitian sorts are herein arrayed in cases, on stands, or hanging on the walls. These are not magical, nor even of exceptional workmanship. They will break, with age, if played.

13B. FRAGRANCES

The 5-foot-wide passage south also opens into a chamber in just 2 paces. This place is a small room of some 15 feet in length southward by 10 feet in width. It has many small containers arrayed in various stands and on tables, and an odd device sends smoke forth amidst this display.

The manifold scents of pleasant sorts also mentioned above for the zodiac device come from this place. A small censer on a wooden stand smokes faintly, giving off a pungent stream of spicy smoke, which wafts up about a foot and then stops abruptly. The walls herein are bare and unmarked. Cases and stands contain ancient perfumes, unguents, fragrant oils, spices, and incenses within tubes, bottles, jars, etc. None is magical, but the containers have marginal antiquary value (50-100 gp each). Each container is approximately 12 cubic inches in volume, weighing 1 pound. Note that these are pretty fragile, however, so should be packed to avoid rubbing, breakage, etc.

The odd behavior of the smoke is due to a *dweomer's* effect, previously mentioned in Area 11. This room is a transporter/receiver, sending anything and everything entering it to Area 11B. It similarly receives things from the same location. The duration of the effect is approximately 2 rounds, after which the effect ceases functioning for 5 minutes. Anyone and/or anything sent in parts within that 3 rounds' duration — such as by poking a hand in, losing it, and then diving in to follow it — is reassembled properly at the destination. However, things remaining apart once the effect ceases will remain so.

The transporter will not transport the items already herein; they are not entering the room. The smoke phenomenon is an inexplicable side effect, having something to do with the process of burning. Smoke produced by visitors will behave similarly. All such smoke and smells end up in Area 11B somehow, without having activated the transporter.

13C. STORE OF ZODIAC MATERIALS

The 5 foot-wide passage continuing west opens into a chamber in just another 2 paces. This place is a small room of some 15 feet in length westwards by 10 feet in width. It has a plethora of statuettes and figures standing in rank after rank on the shelves around the walls. There are also instruments and papyrus charts, and stars are painted on the ceiling.

This room should really entice the players. As the PCs look into this room, they see dozens of figurines ranging in height from 3 inches to a foot. Some are carved from various woods, bone, ivory, or soft stone; cast in bronze, hammered from copper, brass, or tin; or fashioned in clay and painted. Portrayed on the ceiling is a map of the stars, and papyrus star

charts and astrological instruments are scattered around the room.

This room is a transporter similar to the above (13B, and 11B and 11C as well). It sends things to Area 15B, but does not receive from anywhere. Also as above, the items already herein are unaffected by the operation.

All of the zodiac symbols (combining the traditional and those above) are represented herein, obviously with many depictions of each, some plain, some ornate. The figurines are of various fanciful designs. Capricorn, for example, is represented as a simple goat, goatfish, fish with goat head, goat with fish tail, and unicorn-fish. Leo is a man-sphinx, a wild lion, sun with lion body, dragonnel, etc. Let your imagination roam but keep track of what you say, lest the players catch you in an inconsistency!

None of the items herein is magical, but the undersides of exactly twelve of the figurines (one per zodiac symbol) are marked with the numbers that correspond to their appropriate places on the circle in Area 13. If they are placed in position, that device becomes a transporter as well.

14. ENTRY TO SECRET STAIRS (EL10)

The place beneath the trap door is dusty, and stairs hewn from the sandstone descend eastward 10 feet to a landing. The passage then turns right (south). From the first landing, continue:

After the landing, you see another short flight of stairs descending south to another landing, thereafter turning to the right again.

And from the second landing:

Here there appears but one descent, a mere 10 feet long. Beyond the stairs is a passage, with darkness to the south thereafter, indicating that a room may open out to the left. That dark area lies about 20 feet deeper than the floor of the upper level from whence you came.

The area at the base of the stairs is considered the third landing. Each of these sites will soon change, for the last is sensitive to weight. When any object of 5 or more pounds lands thereon, the trap is triggered, and a mechanical timer starts. A minute later, the two parts of the trap appear — bars and gas — as detailed hereafter. It is also noteworthy that entry into Area 15 will activate other hazards. See that area for details.

Bars: Two sets of steel bars descend quickly at each landing, one each at the outer and inner edges (the outer, for example, being that side of the square landing which is closest to Area 13). Each set consists of 14 half-inch adamantite steel bars in a row, their centers 8 inches apart. The ends of the bars are pointed and sharp, and there are two quarter-inch holes in each one, about 4 inches from each end (the upper hole, however, never emerging). Anyone and anything caught under the bars is quickly perforated, but avoidance is easy (no roll needed) if potential targets move out of the way. The bars come down with great force and penetrate the floor, wherein a quarter-inch steel crossbar slides out through the holes and locks everything into place. An identical crossbar interlocks above, within the ceiling.

Powerful magic (such as *disintegration* of the bars), tremendous strength for bending them (Strength check DC 60), the ability to assume spirit or other non-corporeal form, or shrinkage to a size one-fourth normal or less is now the only way to pass these barriers. Furthermore, each bar is charged with electricity so as to inflict 3d6 points of electrical damage to anyone who touches it.

Electric Adamantine Bars Trap: CR 8; no attack roll required (3d6 points of electrical damage if bars are touched; Fort DC 20 halves); Search (DC 20); Disable Device (35). *Note:* Getting caught under the bars deals 10d8 points of damage each round a character is pinned. A Reflex save (DC 15) can be made to avoid being crushed by the bars. If crushing damage exceeds 50 points in a single round, a Fortitude save is required to avoid death from massive damage.

Note that if the giant amoeboid from Area 13 is the first creature to touch a set of bars, its speed and number of attacks doubles for each shock, cumulatively; that is, it will probably be at quadruple force. However, this effect lasts only 3 rounds, then drops to double for another 2 rounds, and then the thing is back to normal.

Gas: Now for the gas. This brownish-yellow poisonous vapor (seen easily) seeps down from tiny crevices around the places from whence the bars emerged, and also from the hinges of the trap door entrance. It is heavier than air, so as it billows into an opaque cloud it sinks to the floor (stairs) and descends, soon spreading out to a 4-foot depth throughout Area 15. More of the gas comes from the hinges of the trap door than elsewhere. The gas flows for 1 minute and then ceases. You should be unsurprised to learn that the amoeboid is unaffected by the gas, except to become a bit irritated along its surface membrane.

The gas will seep away naturally in 1 hour. If the doors to the side rooms in Area 15 (15 A-F) are open(ed), its depth drops to 3 feet and added dissipation reduces the total time to 20 minutes, for some of the gas will be shunted through the transporters. If the door leading to Area 16 is open(ed), all the gas will drain there in 2 minutes. A volume of flame will burn a like volume of gas each 2 rounds; however, indiscriminate use of fire in Area 15 is unwise, as will be soon evident.

Other means of dealing with the gas are, of course, possible. These include magical wind, some wall or force to block its progress, and so forth.

Poison Gas Trap: CR 10; no attack roll necessary (see note below); Search (DC 21); Disable Device (DC 25). *Note:* Trap releases burnt othur fumes (see Poison in Chapter 3 of the *DMG*).

Note: Once the steel bars have descended, the party will probably not be able to depart by normal means. Yet Area 15C is a transporter (to Area 11C), and it provides a means of escape, albeit an annoying one. If this is used and the party has not previously dealt with the cobras of 11A, the latter will certainly respond to the characters' noise. Again, however, reduce the initial number of snakes encountered by one-half if the gas was transported through 15C.

15. HALL OF FURNISHINGS (EL10)

As soon as anyone enters this room, the statues herein will activate 5 rounds later. You may read the area description regardless of other events (such as an onrush of poison gas), since much of it can be obtained in a quick glance:

You see a 70-foot-long hallway, 20 feet wide and high. The ceiling stone seems blue-violet, almost as if it were a cloudless night sky, for a full moon and myriad stars not only appear on the surface, but even produce illumination identical to the real things. Yet the light is unusually radiant, enough so that you can detect colors.

Household furnishings dominate most of the area — the sorts of things a wealthy noble might possess. Included are a big bed, couches, tables, chairs, chests, and so forth; a desk, several workbenches; paraphernalia and apparatus of ecclesiastical, magical, and alchemical sort; cases and shelves packed with reading material, and containers that undoubtedly hold material for spells and experiment; crates, ceramic jugs and jars, weapons and antique armor, normal clothing, and ceremonial garb. What a cluttered, mind-boggling array!

The whitewashed walls show extensive inscriptions of religious and possibly magical sorts, with pictures and small glyphs indicating voluminous narration and pronouncements. Oddly, there is no discernible focus of evil nature.

There are three doors along the west wall, three along the east, and one smaller one to the south, near the west corner. Flanking the east and west doors are pairs of man-sized statues. These depict people who are probably ancient slave-warriors, clad in leather armor with horn and metal trimmings. One of each pair is armed with a big club and a tall wooden bow; the other has a club, spear, and tower shield. All the statues are painted and adorned with real feathers, appearing most lifelike.

The doors in this room are simple unlocked stone doors; each is identical.

Stone Doors: 2 inches thick; Hardness 8; hp 30; Break DC 23.

There should be other matters demanding the party's attention before the area can be examined closely and in detail.

Other Contents: In addition to the furnishings described above, this room also contains many vials, bottles, jars, beakers, flasks, alembics, and the like, most holding flammable substances. Strange specimens are preserved in alcohol, and other volatile compounds are stored here as well. There is no treasure *per se*, though flasks might be recovered for appropriate later uses. If so, allot 1d6 fire damage per flask-full ignited, but limit the total number of flasks to 24 at most, and 1-4 per character in any event (allowing for their bulky nature and the need for great care in their transport). However, no flasks can be recovered if very hot or magical fire has been employed in this area (such as, for example, to burn away the gas); see details given below.

Climbing: It is likely that characters might try to climb up on the furniture herein to escape the damaging effects of the gas trap (see Area 14). If the gas is 4 feet deep (normal circumstances), only four places offer relative safety from it: a reading stand, a small but high table, a case, and the back of a huge chair. Each is rather shaky and can hold but one individual, inevitably toppling over if climbed by two (even if such are of smaller than average human size). PCs attempting this must make a Climb or Balance check at DC 10 to avoid toppling or falling.

If the gas is reduced to a depth of 3 feet by the opening of side doors, any of a number of the various tables and workbenches can be used to escape the damaging effects. However, upon each are 2-12 various containers of unknown substances. Allow a Reflex save (DC 10) for each character clambering atop a table or bench to avoid 1d6-3 containers being knocked over and broken, producing reactions with the gas as given on the table below. Even if the containers are carefully moved to another location, there is still a chance of breakage per container (generally 1-2 on 1d20), due to their age and poor condition. Feel free to modify (usually lessening) the results if the gas has dissipated before the breakage occurs.

Fire: If any of the containers of flammable substances are exposed to very hot or magical fire, they explode and burn fiercely. This causes any existing fire to increase by half in volume and intensity (including physical damage). If any doors to side rooms (15 A-F) are opened, be sure to account for the spreading fire into these areas if applicable, for such might destroy some or all of the items therein.

The furnishings noted are quite old and will catch fire easily, producing dense smoke. This will quickly fill the chamber (in 5 minutes). Those within the smoke will suffer 1d6 damage each round from its inhalation (in addition to gas and/or fire effects, as applicable). If not cleared by some means, the smoke remains throughout the room for 1 hour, but thins thereafter, leaving a space of relatively clear air near the floor. The height of this space grows at the rate of 1 foot per hour (e.g., 1 foot high 2 hours after the blaze, 2 feet after 3 hours, etc.).

Statues: If fire has spread throughout the chamber, the statues are ruined and useless. Otherwise, remember that 2 minutes after the chamber is entered, the statues activate. At that time, read the following:

You see the statues glow with a sudden opalescent light. From each steps a virtual duplicate, except that the new form is animated; the other is still a mere statue. They move toward you menacingly. What will you do?

These opponents are entirely real, save that they evaporate into nothingness when slain. As soon as one is dispatched, another steps from its statue of origin at the beginning of the next round. The process is halted only when a statue is destroyed.

Each statue is hard wood, with hardness 5, and taking 20 hit points to thoroughly flinder so as to make it inoperative. They are fire-resistant unless flame is applied directly for 3 rounds or magical flames are concerned. When animated, they become **slave-warriors** (lesser flesh golems).

For more details on the Slave Warriors generated from these statues see the Monsters Appendix.

Slave-Warriors [lesser flesh golems] (6): CR 5; SZ M Construct; HD 7d10; hp 38; Init -1 (Dex); Spd 30 ft. (can't run); AC 15 (-1 Dex, +6 natural); Atk +8 melee (1d6+3, club) or +4 ranged (1d8, shortspear, crit x3, range 20 ft.) or +8 melee (2d6+3 [x2], slams); SQ construct, magic immunity, damage reduction (10/+1); AL N; SV Fort +2, Ref +1, Will +2; Str 17, Dex 9, Con —, Int —, Wis 11, Cha 1.

Treasures: Yes, between the bars, gas, savages, and potential explosions from fire, this place is certainly a nightmare. And it isn't over yet; see Areas 15 A-F. In general, though, this

REACTION FROM BROKEN CONTAINER

Roll 1d6 Result

- 1 Explosion of 3d6 fire damage in 5-foot radius; Reflex save at DC 20 for half, and thrown back (off the table, if applicable); this consumes only 5 cubic feet of gas.
- 2 Toxic combination; 5d6 damage from fumes in a 25-foot radius; Fort save DC 25 for half.
- 3 Minor combustion of 1d6 fire damage in 5-foot radius, setting the table or workbench ablaze; fire spreads to nearby furnishings within 1 minute (but note effects of fire on gas, as given in Area 14), and 10% chance each round that an explosion (1, above) will occur.
- 4 Destructive solution (regardless of gas); eats away table or workbench within 2 minutes, causing its collapse; roll twice more, ignoring this result when the table or bench collapses.
- 5 Neutralizes gas within a 5-foot radius for 5 minutes time.
- 6 Curative fumes; heals 3d6 damage to all within 5-feet and creates a safe zone (vs. gas only) within 10-foot radius, meanwhile spreading to consume 560 cubic feet of gas.

chamber should be pretty well wrecked by the time the party gets through exploring the area. If demons and devas (and/or monsters and sphinxes) conduct a major battle herein (see side rooms), everything of value will be destroyed. Yet if only the statue slave-warriors are fought, with little or no fiery sideshows, then the valuables listed hereafter can be found amidst the furnishings. Treasures are hidden within secret compartments, disguised, masked by illusions, protected by poisoned traps, etc. A sampling of traps can be found below:

Secret Compartment Smeared with Terinav Root Poison: CR 8; no attack roll necessary (see note below); Search (DC 22); Disable Device (DC 20). *Note:* Terinav poison (1d6/2d6 temp Dexterity, Fortitude save DC 16 resists); see Table 3-16: Poisons in the *DMG* for details.

Confusion Mist Trap: CR 7; no attack roll necessary (see note below); multiple targets in a 10-ft. by 10-ft. area affected by *confusion* cast by 12th-level sorcerer (Will save DC 16); Search (DC 26); Disable Device (DC 26). *Note:* Confusion lasts for 12 rounds.

Poison Needle Trap: CR 2; +8 melee (1, plus greenblood oil poison); Search (DC 22); Disable Device (DC 20). *Note:* See Table 3-16: Poisons in the *DMG* for a description of greenblood oil poison and its effects.

Items: 8 potions: *cure moderate wounds*, *minor restoration*, *cure disease*, *stoneskin*, *heroism*, *levitation*, *gaseous form*, *cure serious wounds**; 3 scrolls: *arcane (legend lore)*, *divine (greater restoration)*, *divine (slay living)**; +3 *amulet of protection* hanging from a bust sculpture of a young prince, the bust made of obsidian and worth 500 gp; +3 *dagger* in a jeweled sheath, made of silver with ruby studs, the sheath worth 1,000 gp; *arrow of demon slaying** encased in a wax-covering.

***Note:** Items asterisked (and possibly others, at your discretion) are burned up and useless if fire is employed within this room, or else just not there at all if the team is already well-equipped.

15A. NORTHWEST SIDE ROOM (EL 13+)

A 5-foot-wide passage leads to a 15- by 10-foot room. In it are hundreds of statuettes. This place contains various items for religious services, plus scores of little ceramic figures of turtle-men and warthog-headed men. Hidden amongst them are a set of *clerical vestments*, a +4 *warhammer*, and a *figurine of wondrous power (ebony fly)*. An aura of evil is strongly present. Magic radiates powerfully from the figurines.

If a figurine is touched, it is transformed into a demon. (I know, too kind, but some slack must be cut for the PCs . . .) Each demon can transform one (but only one) other figurine into another demon, and will try to do so. Immediate and continuous combat will keep a demon busy enough to avoid this; otherwise, the place will be soon filled with 200 of these horrors.

Type I Vrock Demon: CR 13; SZ L Outsider [Chaotic, Evil]; HD 8d8+24; hp 60; Init +2 (Dex); Spd 30 ft., fly 50 ft. (average); AC 25 (-1 size, +2 Dex, +14 natural); Atk +11 melee (1d8+4 [x2], claws) and +9 melee (1d6+2, bite); Reach 10 ft.; SA spell-like abilities, transform figurine (1/day, one figurine changes into a figurine demon); SQ damage reduction (20/+2), SR 22, *tanar'ri* qualities (immune to poison and electricity; cold, fire, and acid resistance 20; telepathy 100 ft.); AL CE; SV Fort +9, Ref +8, Will +8; Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 12.

Skills: Concentration +14, Hide +9, Knowledge (arcana) +12, Listen +13, Move Silently +13, Search +13, Sense Motive +13, Spellcraft +12, Spot +12. **Feats:** Cleave, Multiattack, Power Attack.

15B. NORTHEAST SIDE ROOM (EL 12)

A 5-foot-wide passage leads to a 15- by 10-foot room. This is a plain room, empty except for two figurines, one hawk-headed and the other snake-headed, both of which radiate good and magic. When touched, a powerful *deva* springs from the figurine, opposed to the demons that might appear in room 15A (but not countering any monsters from 15E). The maximum rate that devas can be produced is one per 5 rounds per figurine per character touching the statuette. The characteristics of the devas are found in the Monsters Appendix. Each *deva* vanishes upon dispatching two of its evil counterparts.

If a *deva* is thus summoned before any demons are present, however, the being merely shakes its head, says, "You don't need me yet," and vanishes. If any are nevertheless summoned thereafter, they might be tempted to dispense justice to those who are bothering them, but if so, remember that they are good. Note that this room receives things teleported from Area 13C.

Guardian Deva: CR 12; SZ M Outsider [Good]; HD 10d8+40; hp 85; Init +7 (Dex, Improved Initiative); Spd 40 ft., fly 90 ft. (good); AC 26 (+3 Dex, +13 natural); Atk +21/+16 melee (1d8+14, +4 *longsword*, 19-20/x2) or +16 ranged (1d6+10, +3 *shock javelin*, 30 ft.); SA spell-like abilities; SQ damage reduction (10/+1), SR 28, celestial qualities, immu-

nity to energy drain; AL NG; SV Fort +11, Ref +10, Will +11; Str 24, Dex 16, Con 18, Int 18, Wis 18, Cha 19.

Skills: Concentration +17, Escape Artist +14, Hide +14, Knowledge (any three) +16, Listen +23, Move Silently +15, Sense Motive +15, Spot +23. **Feats:** Alertness, Improved Initiative, Power Attack.

15C. WEST CENTRAL SIDE ROOM

A 5-foot-wide passage leads to a 15- by 10-foot room. In it are all manner of games, puzzles, boxes, cages, and things on shelves and tables.

This room is a transporter, operating in a fashion identical to Areas 11B, 11C, and 13C. It sends things to Area 11C and receives from that same place. It is worth noting that demons and slave-warrior savages are subject to the transporters effects. Each one entering it in the active period is thus sent immediately off to 11C! The PCs have to activate the transporter and then wait for the inactive period in order to be able to search!

Shelves and tables herein are filled with games and puzzles, boards and playing pieces, inscribed tiles, interlocking puzzles, metal cages (about 1 cubic foot volume) containing small gold-and-jewel items, boxes that rattle and which have panels that slide this way and that, etc. (Use your imagination). Amongst the 200 or so items herein are 20 of value, each worth 300 to 700 gp. It takes 1d6+9 rounds to examine each object carefully enough to discern the difference. An Appraise check (DC 15) must be made to determine which items are valuable.

15D. EAST CENTRAL SIDE ROOM

A 5-foot-wide passage leads to a 15- by 10-foot room. In it are hieroglyphic writings and detailed drawings on the wall.

An inscription on the south wall herein proclaims (Decipher Script DC 20):

Thief! Praise the Set Rahotep loudly and often, and you will be rewarded with knowledge and treasures befitting a prince among robbers.

Item Paintings: A group of drawings (not items) below this message is presented for additional enticement:

- Armbrands, with an inset depicting full metal armor (+8 *bracers of armor*).
- Chest-plate shown deflecting the hieroglyph that represents magic (*breastplate of spell resistance* SR 20).
- Cloak of muted hue, adorned with chameleons (*robe of blending*).
- Gloves with fingers that resemble eels or snakes (act as magical +3 *gloves of venom**).
- Headdress upon which is depicted a cat, rat, snake, and owl (magical headdress that allows *polymorph* into each animal type once per day).
- Key with all sorts of locks nearby (magical key adding +8 to Open Lock checks).
- Looking-glass type object showing a scene from a room beyond it (*amulet of clairvoyance**).

- Magnifying-glass type object showing the interior of a stout box (*amulet of x-ray vision**).
- Man wearing a girdle, from which he is drawing forth a pair of sandals with winged heels (*winged boots*).
- Papyrus entitled, "Secret Lore of the Art of Pilferage" (functions as a *manual of quickness of action*).
- Ring in ibis form, implying great knowledge thereby (+3 *ring of intellect**).
- Tunic viewed from front and side, the latter appearing two-dimensional (*tunic of duo-dimension**, usable 3/day).
- Weapon depicted as growing from stiletto-sized to longsword-sized (magical sword that grows and shrinks on command; the sword is a +2 *longsword* in all other respects).

Note: See Appendix E for more details on the unique items mentioned above marked with an asterisk.

Obtaining an Item: As implied, the covetous visitor (rogue or otherwise) need only speak the name of the "Set Rahotep" aloud to acquire something. One such utterance produces a trickle of silver coins from mid-air (21-30 of each). You can add a few extra gold ones if the words were spoken loudly, or add a few copper coins if the converse. Second and subsequent repetitions bring the money plus one item from the depictions into existence for each recital.

Domination: However, each repetition (the cash is free) brings a 10% cumulative chance of *dominate person* of the character's will by the evil essence of Rahotep (no save). If dominated, the character is a mere puppet under Rahotep's command. Any such puppets will slip away from the party at an appropriate time, use the transporter (15C) to escape to 11C, and thereafter head for the Gate at 2B, whereby they can ultimately arrive at Area 24, quaff some poison, and be turned into **mummy-zombies**. What a shame. One can only assume that this is winnowing the wheat from the chaff, as it were. No save is allowed, as the fool is motivated by greed and is voluntarily submitting to evil to attain money and possessions.

15E. SOUTHWEST SIDE ROOM (EL13)

A 5-foot-wide passage leads to a 15-foot by 10-foot room. In it are several interesting objects that are of apparent magical use or nature.

This place is unadorned. Herein are 1d4 minor miscellaneous magic items, lain by Rahotep as a trap. Determine what is appropriate to your group (and what will really tempt them!), and relate the nature of these objects plainly. These things are surrounded by manifold figurines of monsters, such that the valuables cannot be touched without first touching 1d6 figurines per item. As with Area 15A, touching a figurine transforms it into an evil monster rather than demonic being. This room is thus essentially a duplicate of 15A, but oriented toward mages rather than priests.

Type II Hezrou Demon: CR 13; SZ L Outsider [Chaotic, Evil]; HD 8d8+24; hp 60; Init +2 (Dex); Spd 30 ft., fly 50 ft. (average); AC 25 (-1 size, +2 Dex, +14 natural); Atk +11 melee (1d8+4 [x2], claws) and +9 melee (1d6+2, bite); Reach 10 ft.; SA spell-like abilities, transform figurine (1/day, one figurine changes into a figurine demon); SQ damage reduction (20/+2), SR 22, *tanar'ri* qualities (immune to poison and electricity; cold, fire, and acid resistance 20; telepathy 100

ft.); AL CE; SV Fort +9, Ref +8, Will +8; Str 19, Dex 15, Con 17, Int 14, Wis 14, Cha 12.

Skills: Concentration +14, Hide +9, Knowledge (arcana) +12, Listen +13, Move Silently +13, Search +13, Sense Motive +13, Spellcraft +12, Spot +12. **Feats:** Cleave, Multiattack, Power Attack.

15F. SOUTHEAST SIDE ROOM (EL12)

A 5-foot-wide passage leads to a 15- by 10-foot room. In it is a pair of statuettes — two figurines of non-evil Sphinxes. The room exudes auras of good, justice, and retribution. The figurines produce real sphinxes when touched, each of which has the characteristics set forth in the Monster Appendix portion of this scenario. The setup is identical to that of Areas 15A and 15B, and the sphinxes can become irritated if bothered unnecessarily; note, however, that they are not as benignly good as the devas from 15B and may exact a more severe form of justice in recompense.

Human-Headed Seelie Sphinx (2): CR 10; SZ L Magical Beast (10 ft. long); HD 11d10+44; hp 60; Init +0; Spd 50 ft., fly 80 ft. (poor); AC 21 (-1 size, +12 natural); Atk +16 melee (2d4+6 [x2], claws) and +11 melee (1d8+3, bite); SA spells (as 5th-level cleric, and from Good, Healing, Protection domains), roar, pounce, rake (2d4+3); SQ damage reduction (10/+1), SR 17, immune to poison, fire resistance 20; AL CG; SV Fort +11, Ref +7, Will +6; Str 23, Dex 10, Con 18, Int 17, Wis 18, Cha 18.

Skills: Concentration +15, Intimidate +12, Knowledge (any one) +11, Listen +14*, Spot +14*. **Feats:** Alertness, Cleave, Combat Casting, Flyby Attack, Great Cleave, Power Attack.

16. INFINITE EXPLORATION

From the base of the stairs (see Area 15), the 5-foot-wide passage proceeds 60 feet west, then turns right and goes 10 feet, thereafter broadening to 10 feet for another 30-foot length. Use the foregoing as you describe for the players what the PC team sees as it traverses this portion of the tomb.

Doors: On the west wall in the last 10 feet of this section are two doors (each 10 feet tall and 5 feet wide) sheathed in copper now turned to verdigris hues and inscribed with hieroglyphs as follows (Decipher Script DC 20):

Curses upon those so foolish as to have delved so deeply into my Eternal House. May you wander in confusion endlessly for daring now to seek the ultimate richness stored for my lasting enjoyment in the Afterworld. Turn back!

Double Copper-Sheathed Doors: 12 in thick; Hardness 5; hp 100; Break (DC 25); Open Lock (DC 30).

There is no active curse here, but the words are a clue to the nature of what is here: infinite repetition. After the door seals are broken and the bitumen freed from them, the portal can be tugged outward, though this requires great effort.

The Chamber: This reveals a large chamber, 30 feet wide and 50 feet long. The ceiling is 30 feet above. The room is plastered white and painted with scenes of Rahotep counting his wealth, inspecting magical things, wearing jewels, and doing all manner of things for the purpose of storing for future use such treasures as a priest-mage and soldier might have accumulated during a lifetime of success in the wealthy days of ancient Khemit under the guise of a generous Pharaoh (and



ROOM ILLUSIONS

Color	Contents
Purple	There is a shallow water basin (10 feet in diameter) in the center of the room.
Black	Phosphorescent figures of strange beings slowly writhe in the walls, but these are insubstantial, as if on another Plane.
Red	In each corner is a 20-foot-tall statue of Set; each has a different head (human, warhog, ass, okapi).
Orange flames	The room is hot, and the walls are embers and fire.
Gold	The room has a sand floor, with snakes near the edges.
Yellow	Here are eight black pillars painted (in white) with demonic forms.
Brown	This appears to be a roughly hewn area, like a natural cave.
Pale green	The hard earthen floor is grassy, with plants near the walls.
Emerald	The walls appear as water, with fish and sea creatures of all sizes swimming therein.
Azure	The floor is of clouds; the walls and ceiling, clear sky.
Blue	This appears to be a palace room of lapis lazuli; music and female voices are heard in the distance, but nobody is to be seen.
Indigo	Here is space itself. The room becomes a sphere crossed by a crystal bridge, with stars in all directions.
Violet	There are states of Raho-tep in the corners, and the hieroglyphs are green.
Gray	The room is misty, with a thundering waterfall nearby; shadows move in the fog.

Pearl	This appears to be a garden, with a central path through flowers; birds sing nearby, and they can be seen in the bushes.
Silver	The room is metal, and footfalls clank and ring; distant golden and silvery bells sound plangent and sweet in response.
Crystal	Wind blows softly, and chimes tinkle tantalizingly nearby.

CORRIDOR ILLUSIONS

The passage is blocked by a door, which must be opened to proceed.

There are phosphorescent worms on and in the walls.

Archway.

Cobwebs.

Broad steps lead up. (Climbing seems normal, though it is illusory.)

Rushing water can be heard underfoot.

The passage slants downwards.

The passage is blocked by a barred grill, which must be unlocked, forced open, the lock picked, etc.

There are hissing vents of steam in the walls.

Hieroglyphs warn "Turn Back."

Croaking can be heard in the distance.

The walls are rough-hewn.

Broad steps lead down a few feet.

Chained human skeletons hang from the walls.

The passage slants upwards.

Half-pillars line the way.

Bas-reliefs of monsters adorn the walls.

A trap on the floor is detected automatically and must be defused.

Hieroglyphs portray a Curse, and sudden chills run down someone's back (as if from one of the **Nine Curses of Raho-tep**).

by success and dishonesty as well). All those things are spoken of in the writings that separate and underscore the depictions.

Archways and Corridors: There are four archway passages leading from this chamber, two each in the north and south walls. Each passage is 10 feet broad.

After brief exploration, the party will probably head into one of these corridors. Each is a magical and continuous loop, returning to the same chamber after 60 feet, but arriving from the other side, of course.

Illusions: The second and subsequent chambers visited contain illusions, all different, generated by very powerful magic (*permanent image*, caster level 22, and thus quite difficult to negate, dispel, or even penetrate). One such illusion covers all the walls (hiding the entry door in the process), and another mimics new contents. The latter's effect will mask the PCs' ability to see themselves at long range (i.e., by peering down any corridor while using a form of sight that has a range of 90 or more feet).

The wall illusion is rather insidious, changing the color of the background and also a few but not many of the hieroglyphs and inscriptions. When you grudgingly reveal the minor differences to a character that has thought to examine the

walls carefully, the player's triumphant satisfaction will doubtless spur the whole group onward.

As the party proceeds to each new room, work down the following list of illusory effects, in order. If they double back, work back up the list, of course; and if they then strike out in the opposite direction, skip to the bottom of the list and continue up. You are encouraged to add to the list; lilac, mauve, charcoal, maroon, rose, tan, citron, jade, olive, marigold, tan, sapphire, and opalescent, for instance, have been left un-detailed.

Furthermore (though this is optional and even nastier), refer to the second listing for illusory differences in the corridors themselves. Also, of course, you may add transient one-time illusory effects (using cold and heat, wind, noises of creatures and persons, and so forth) to complete the dressing. A surprised human who screams and runs off (just a bit faster than the party's maximum rate) is usually good for a chase.

Make a sheet with additions, details, etc., noted so that this "vast complex of chambers" is truly unique in each of its component portions!

The party can leave easily, either immediately by the door in the "original" room, or by finding the illusion-covered door of any other room thereafter. It is also noteworthy that

divination spells of all kinds will produce the same monotonous readings.

Astute players will soon leave one or two characters in the initial room while the others proceed down a corridor. Those departing can be clearly watched in the process, but neither group will see the other ahead until the travelers re-enter the room. Note that the illusory effect takes precedence over the real room, and each new illusion likewise takes precedence over its predecessor. The stationary characters might believe — and will believe, if you describe the process correctly — that they have been teleported to rejoin their comrades!

You might be thus able to keep the party marching around here for quite some time, thinking that Rahotep has hewn a labyrinth of identical chambers herein, and that somewhere there must be a secret cache of his treasures.

17. THE "FINAL" CHAMBER (EL20)

Remember that the corridor proceeds 30 feet west of the intersection (Area 8) and ends. Party entry into this corridor will bring the khu of Rahotep as described below.

Secret Door: Being gluttons for punishment, your intrepid heroes will doubtless search here for secret access. Look thoroughly annoyed if they discover the magic aura emanating from the west wall here, or if they notice that tapping produces almost no sound at all because of the spell! Someone will probably try to see through the illusion covering the wall and will then see hieroglyphs portraying the following message (Decipher Script DC 20):

The might of The Set Rahotep clouds the dull minds of those who seek to violate his Eternal House and disturb the happy rest of his

physical remains. See without seeing, and leave this place untouched.

The secret door here will simply not open or break by any means until the message has been read. Thereafter it will pivot open after some amount of work. Allow success after some time, say 1d3 minutes, and if the players seem about to give up at any point, encourage them by noting that a stone shifted, something creaked, etc.

Magicked and Unbreakable Illusion-Covered Secret Door: 12 in thick; Hardness 20; hp 200; SR 22; Break (DC 50); Open Lock (DC 40).

THE CHAMBER

Once someone has passed through (or poked a head through) the illusion-masked doorway, read the following:

You have discovered a great chamber with a peaked ceiling. It is 70 feet across and 40 feet wide; the ceiling reaches to 40 feet at its top, tapering in all four directions to 10-foot height at the walls. The usual hieroglyphs cover the lower walls, and many stone statues of strange deities line the walls, accompanied by the expected ones of Set, Sebku, and other Dark Ones. The floor is of black onyx, polished smooth.

Nine columns dominate the place, all reaching from floor to ceiling. Each of the outer four is 4 feet in diameter and almost 20 feet tall, made of dark green stone. Each of the inner four is 6 feet across and almost 30 feet tall, made of black-gray granite. And in the center of the room is a massive column a full 10 feet in diameter and 40 feet tall, made of deep red sandstone.



Pictures and texts on the walls praise Rahotep and Set, recounting the vile and wicked deeds of the former and raising prayers to the latter. Some also display magical formulae for preserving and protecting the mummy, the tomb, and the name of Rahotep.

This place radiates a general unease when entered, but no detectable aura comes from the statues. The central pillar pulses with nebulous energy, both magical and evil.

Stone Crypt: Behind and adjacent to the large pillar, mostly obscured from the door but quickly noticed after entry, stands a stone crypt that looks familiar, being identical to the first final resting place of Rahotep found in Area 6. Note that action starts when anyone comes within 3 feet of this vault (see below). Full details are given here nevertheless, for certain spells and abilities may enable inspection (even into the interiors of containers) at greater range.

The crypt is a chamber of black granite 12 feet wide, 20 feet high, and 10 feet deep. Its west side is open, facing a gateway of the same dimensions painted on the wall directly opposite. It is different from the earlier crypt in that upon it are inscribed glyphs (Decipher Script DC 25) blessing Rahotep, and wishing him:

Joy forever in this Eternal House, as the name of The Set Rahotep endures forever amongst the living.

Another inscription states as follows, implying that all of the nine parts of Rahotep are indeed entombed within this very chamber:

Stay, Shadow of Rahotep, to make the Body whole; Fortunate, double, to dwell in such splendors this tomb; Here, Heart, you will know joy and wisdom endless; Fly, free soul, to bring thy will to the heavens. Grow, power, so that each other might increase; Walk amongst the stars, liberated Spirit of Rahotep. Glorious new being, exist and vanquish all thy foes.

Inside the Crypt: In the center of the crypt is a wooden shrine, 5 feet wide, 10 feet tall, and 8 feet deep, which is painted red and black, and gilded. It bears the cartouche of The Set Rahotep. This is a complete wooden cage about an inner vault of red granite. The latter is mortared shut and must be chiseled free. (Alternatively, its top could be smashed: hardness 8; hp 40). This vault is 7 feet long, 4 feet tall, and 4 feet wide. Within the vault is a sarcophagus of porphyry, with a lid weighing 1,000 pounds. When it is removed, a second sarcophagus of wood is revealed, painted and gilded with Rahotep's likeness on the lid. The normal mummy within is inanimate and non-magical.

At each corner within the crypt stands a canopic jar with a demonic head. Under each jar is an ivory coffer, each worth 1,000 gp itself. The coffers hold (respectively) 200 antique silver coins, 20 antique gold coins, 100 loose gemstones, and 10 pieces of jewelry. Between antiquary and metal or gem value, the contents of each coffer are worth 2000 to 10,000 gp. As previously noted, the party will probably not get to these any time soon, due to the following.

ATTACK!

When anyone comes within 3 feet of the crypt, read the following:

Without warning, a huge horned being suddenly steps from the gateway of the crypt! It stands about 16 feet tall, and its skin is jet black, marked in blood red with arcane,

demonic patterns. Its ferocious visage is awful to behold, with glowing eyes and dripping fangs. You feel your soul sink, head spinning from the horror of this being!

Its hands have too many fingers, each of which is tipped with a razor-sharp talon a span long. In one hand it wields a mammoth khopesh sword. The priests recognize this entity from their studies: it is the demon lord Aldinach.

Speak not its dread name aloud!!!

Now make a show of having everyone make Will saves (at DC 30!). Ask about figurines carried, any protections, and so forth. Then roll dice secretly twice for each PC, shaking your head, exclaiming and muttering. Somebody fails with a score just over that needed but no, you forgot his statuette of . . . You get the whole dramatic ploy now. Somehow the whole party makes it!

Yes, it really is Aldinach. The great demon being is magically compelled to make an appearance and carry out a sham battle, doing its utmost to make the combat seem real. He utters fearsome noises and threats, howls, and generally carries on as should a properly enraged and terrible demonic lordling of great sort.

Combat: Its sudden appearance gives it the initiative (automatically gets a 28 initiative), and Aldinach immediately fires off a crackling ray of red-black energy into the crypt. This strikes an ivory coffer, which shatters; its blasted fragments fly out, inflicting 1d6 damage to everyone within 10 feet (simply bouncing off Aldinach, of course, a fact that you may wish to voice, laughing at the PCs as you point it out). The demon repeats this action each round, thus destroying all of the coffers by no later than the end of the 7th round of this "combat." If someone grabs such a coffer and runs, in an attempt to save the treasure, Aldinach's bolt will still strike unfailingly (at the coffer), and the individual takes double damage from the fragments (2d6).

Aldinach: CR 20; SZ L Outsider [Chaotic, Evil]; HD 16d8+80; hp 152; Init +6 (Dex, Improved Initiative); Spd 40 ft., fly 90 ft. (good); AC 34 (-1 size, +2 Dex, +23 natural); Atk +26/+21/+16/+11 melee (1d8+11, +3 scimitar of stunning, 18-20/x2) or +23 melee (1d6+8 [x2], claws) and +21 melee (1d8+4, bite) and +21 melee (1d8+4, gore); Reach 10 ft.; SA spell-like abilities, paralyzing gaze (1d6+4 rounds, Will save DC 24), fear aura (5 ft., flee for 1d6 rounds, Will save DC 23), stun (scimitar, 1d3 rounds, Fortitude save DC 20), summon demons; SQ damage reduction (40/+4), SR 30, immunities (poison, electricity), resistances (cold, fire, acid 20), telepathy (100 ft.), fast healing 5; AL CE; SV Fort +15, Ref +12, Will +17; Str 26, Dex 15, Con 20, Int 22, Wis 24, Cha 22.

Skills: Bluff +22, Concentration +21, Diplomacy +22, Hide +10, Intimidate +22, Knowledge (arcana) +22, Knowledge (the planes) +22, Knowledge (religion) +22, Listen +31, Move Silently +14, Scry +20, Search +20, Sense Motive +21, Spellcraft +22, Spot +31. **Feats:** Cleave, Improved Initiative, Multiattack, Power Attack.

SA—Spell-Like Abilities: At will—blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, pyrotechnics, polymorph self, read magic, shatter, suggestion, symbol (any), telekinesis, teleport without error (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of ice; 9/day—enervation, ice

storm, lightning bolt, ray of enfeeblement, slow, and wind wall; 1/day—ice cloud (functions as incendiary cloud, but deals cold damage) and storm of vengeance. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Treasure: The fray inevitably results in the destruction of all the canopic jars and ivory coffers, and of most of the treasure in the litter as well. A collection worth 5,000 gp can be gleaned from the wreckage, but no more.

Refer to the notes above for opening the inner sarcophagus, but remember that the former coffin (Area 6) contained a dangerous mummy. Play up the tension! The inanimate mummy herein is merely that of a former slave of the priest-mage, slain for this purpose. Gold objects abound herein. One such is a mask that covers the mummy's face; others flank the body. The mask is worth 40,000 gp (antiquary value, or 3,000 gp if converted to raw treasure), and the total value of the other pieces is the same. Upon the mummy are 9 gems, each worth 1,000 gp. These are placed carefully on the body (arms, legs, thighs, shoulders, chest) in a ritualistic pattern. As each is touched, you may add side effects (cold shudder, eerie sound, and so forth — all meaningless).

However, again hidden under the innermost coffin, as was the case in Area 6, there is one of the **Nine Evil Objects**, the *Netherladder*, a ladder-like amulet with all the telltale characteristics of the others of its kind. He who finds it will at worst "feel" it has value and wish to tuck it safely out of sight somewhere on his person.

THE GREAT COLUMN AND SECRET DOORS

Recall that there is magic radiating from this column. Two sets of bas-relief hieroglyphs are carved on the pillar. If a Search check (DC 20) is made, each of these glyphs appears to be inset into the column, like a button. These are in ancient pictograms, with each glyph representing a single word. A Decipher Script check (DC 30) is required to read them.

Northeast Face: On the northeast face is the following message:

Here were glad those Under-Priests of Rahotep who saw His Greatness safely placed in this Eternal House!

If the glyphs for *glad* and *safely* on this message are pressed simultaneously, a man-sized secret door upon which the glyphs are inscribed pivots open at floor level.

Secret Door: 12 in thick; Hardness 8; hp 90; Search (DC 30); Break (DC 35).

This gives access to a narrow and cramped spiral staircase within the column, which in turn leads upwards to an escape tunnel. This passage inclines gently upwards about 100 feet, whereupon stairs continue up another 30 feet, ending in a heavy wooden door bound with iron, which opens inwards. It will open if tugged at hard enough.

Heavy Wooden Door: 6 in thick; Hardness 5; hp 60; Break (DC 23).

Opening the door releases an avalanche of melon-sized boulders, which cascade into the tunnel, bouncing and rolling down the steps and slope. In any event, the stones pile up and block the staircase within the column. Somebody might be blocked from getting back into the tomb this way, of course.

Avalanche of Boulders Trap: CR 7; no attack roll required; multiple targets (10d6 damage per target), Reflex save (DC 20) for half; Search (DC 27); Disable Device (DC 27).

Southeast Face: On this face is the following inscription:

By such Powers as this does The Set Rahotep descend to the rightful depths of His deserved Realm!

If the glyphs for *descend* and *depths* on this message are pressed simultaneously, a small secret panel (at a height of 2 feet) in the east side of the pillar pivots open.

Secret Door: 6 in thick; Hardness 8; hp 45; Search (DC 30); Break (DC 30).

Within are four bronze rings of verdigris hue and four dark iron bracelets. When any of these items is touched, everyone within the room is transported instantly to room 17A (100 feet south and 20 feet west), which is utterly isolated.

17A. ISOLATED CHAMBER

Since the chamber is essentially identical to Area 17, as are the PCs' relative positions within it, describe the event as follows:

When you touch the item, all of the contents of the tomb vanish! Even the crypt is gone. It is as if nothing was here, nothing was disturbed . . .

If the characters have fought Aldinach, all signs of that fray have also vanished. If they have opened the secret door to the staircase, that portal is now closed (in fact, although those glyphs are here, there is no doorway or staircase). The pillars and walls are otherwise identical to those of Area 17. Finally, the secret compartment with the rings and bracelets is still open, and identical items are therein. However, if a count was previously made, someone should notice that there is now one extra ring or bracelet — the one touched so as to trigger this event.

Escape: At this point, there are only two means of escape, and one allows only for nine characters of somewhat specific types. The easy way is, of course, by digging. This form of escape will take a while, but if pursued eastward, the tunnel will eventually break into room 15A or 15C. The limited means is by donning the rings and/or bracelets. If a wizard or sorcerer dons one of the rings herein, he or she feels the urge to move to any of the green (outermost and smallest) pillars and touch it. This act transports that character back to Area 17, maintaining the same relative position, but causes the ring to vanish. Anyone other than wizards and sorcerers may don a bracelet; he receives a similar urge, this time directed toward the larger (granite) columns, but with the same results (causing the bracelet to vanish, of course). A ring will not transport anyone who is unable to cast arcane spells, nor a bracelet one so able.

Return of the Khu: Meanwhile, our cuddly, human-headed vulture has found its way back to this place. It has a mission, of course. If the party is carrying all four of the **Nine Evil Objects** obtainable outside the tomb, Rahotep is particularly lustful in regards to getting the group on its way to him! Even if they have only one, or none of these, he still hungers for their energies. Naturally, he considers them to have absolutely no chance against him, for if nothing else he is over-confident, arrogant, and possibly right!

As the PC team is about to depart Area 17 (or has managed to dig its way out of Area 17A), the *khu* will shift from incorporeal to corporeal form. The thing then sends forth a blast of negative energy at the party, a power whose effect



deals 1d6 points of temporary Wisdom damage. With this assault comes its croaking, disgusting mental voice, saying:

"Jackals! Festering piles of dung fit for scarabs to feed on in the sun! You are in the realm of Gloomy Dark, so to Rahotep's command now hark. Call upon His might, speak great His name, and you can yet win this deadly game. For each of you there now awaits a place of power behind Re-Stau's gates, or a throne and palace in Pharaoh's land if with Evil you take your stand."

The *khu* flaps its ugly wings as if to say, "Well!" Rahotep doesn't expect to achieve success as regards to having characters speak his name by this show. What occurs if one does is sufficiently well known to the DM by now not to need repeating. The message is meant to provoke response of another sort: attack!

As appropriate to the situation, tell the party something along these lines:

The vulture-thing emits a horrid screeching noise as your attacks strike it. It whirls upwards, then plunges down. There is no impact with the passage floor, though. The thing simply continues on through the stone. But of course! It hovered above the pit. It fell down into that shaft!

At such time as the team peers down there, even using magical means, there is no sign of the *khu*, save a faint trace of magic in the air near the hieroglyphs high up on the wall, seeming to disappear into the stone there. Now, is that a nose ring to lead the player's around by, or what?

Note to Area 17: The DM should note that the seeming door in the middle of the west wall is merely a decorative addition. The passage that seemingly lies behind is actually below the level of the chamber and separated from it by 30 feet of solid rock.

SECOND INTERLUDE

Before letting the group do more in play, tell them it's time for a break. Don't pretend it's all done, but allow the group to state what it thinks. Get the players to relax and talk about how things have proceeded thus far. Analysis of the plot and tomb layout, devices and opponents therein, and how they have managed the whole is a great way for the group to gain expertise! In the case that even the *Khu* didn't convince them that there's more to this place than they've discovered so far, consider things as going *badly* as you read further. The group should know for sure now that Rahotep is still very much active and there are yet "miles to go before they sleep."

REWARDS

When they've talked things over sufficiently and seem to be a bit restless, hand out some "goodies." Award XP and give bonus awards for outstanding play.

BEFORE RESUMING PLAY

It is now time to assess once again how the team is managing. Here, in brief, is a guideline:

If They Are Doing Badly: They should be encouraged to withdraw, recover, regain spells, and heal damage, while doing a bit of side adventuring, learning to be better at their

work! How? Discussion of what was done, what could and should have been done, and how to do it right the next time, that's how. Along with this, actual playing experience and some improvement in the PCs should suffice. Perhaps they should finish this expedition much, much later . . .

If The Team Proved To Be Poor To Mediocre: Use the guideline above, but have them back here to delve deeper after lots of group discussion but just a few sessions of side adventuring elsewhere.

If The Team Proved To Be Solid But Has Suffered Considerable "Wear And Tear": They need to be withdrawn for refitting and a bit of planning, then thrown back into the fray!

The Team With Little Damage And Loss, And General Success Thus Far: This team is ready to go immediately, so after whatever pause you determine is right, get them going again to bring the plans of the arch-villain down around his withered ears!

MORE OF RAHOTEP'S HISTORY AND HIS PLAN FOR ASCENSION

Hearken back now to that time in ancient Khemit when Rahotep was Archpriest and plotting to become Pharaoh. When Rahotep found that his machinations were for naught, and that the combined forces of Good precluded his victory by might and arms, he was faced with this dilemma. It was impossible to retain life, and his choices were obvious:

1. Fight to the end and be slain, or remain in hiding in the wasted lands until he expired naturally, as do the majority of people (unthinkable!).
2. Become Undead by either Demonic means (becoming, for example, a ghoul or vampire) or diabolical (as a Lich, etc.), again unacceptable for one of his "position" and power.
3. Expire but remain malevolently present in a state of quasi-life (as a ghost, phantom, specter, wraith, etc.). Bah!
4. Attain Eternal status by some means, through magic, thus becoming greater than the power status he now had achieved, achieving quasi-deity or demi-godhood by some means. Now that was more like it!

Rahotep disdained the first three of the above, of course, but could not attain the fourth, for amongst the great ones of Evil, there is neither the need nor the desire to grant such a favor, nor to elevate yet another potential rival and/or enemy. So he formulated a plan that was complex, insidious, and horrible. He would accept his expiration only partially, taking for his entombed body the existence of a Vampire-Ghoul-Lich, a state that would sustain it over centuries, even millennia. And coupled with this was a promise from Set: "Remain my faithful servant, succeed in your new plan (as you failed Me in the old!), and I will aid you to become an Unmortal deity!"

The Priest-Wizard would need slaves and servants to carry out his plans, so he had most of his large retinue slain and entombed with him. Many of these, including the Vampire Utar-nebbu (Area 19) and others, still serve him faithfully in unlife. Rahotep carried vast spoils with him in flight, so his Tomb was packed with fabulous treasures, and word of such

was deliberately spread, ensuring the inevitable assaults by robbers and thieves (i.e., sustenance for the long years of unlife). And of course, the place was constructed to prevent all but the most powerful from achieving success.

In the meantime, those followers who were spared death went secretly forth and kept alive the cult of Rahotep. It was these survivors, and their descendants and converts, who spread tales of the tomb's treasure, brought sacrifices to those who dwelled there, and could enter and leave freely.

Thus, over the centuries, many would-be looters assailed the Tomb. Their failures were only anticipated. The damage done in the process was repaired by magic, unnatural slave labor (such as animated skeletons, zombies, and so forth), or both. Even mortal men were occasionally so employed; it was of no matter. The life force of each looter who failed fed and sustained both Rahotep and his entourage. Spirit, blood and flesh, mind, all served them well.

Rahotep's plan proceeded almost as expected. His flesh was preserved, and he rested much, growing slowly toward a state of non-mortality. He augmented the process by continuing his research into the most arcane and hideous lore, for he had his magical library interred in his Mortuary Palace with him. The fell nature of the traps, guardians, and curses served to cull out the unfit, and they fed Rahotep sufficiently with those sacrifices brought specially there to augment the energy he gained thus. In fact, any characters that have died in the process of exploration here now have gone to nourish Rahotep, as you will see later on.

Century followed slow century, and the rituals were at last done. The stars had wheeled round again, and Set's dark powers flamed with renewed strength. At last the great moment was at hand! If Rahotep succeeds in finishing off each and every one of those who penetrate the Mortuary Palace (Areas 24 and beyond), he will revive and will become more powerful. With success, Rahotep can walk the world again without being fettered to one spot, commanded by no harsh overlords of Evil, living but not alive, an eternal un-mortal, able to enjoy the stuff of life but not subject to death! The Unmortal Rahotep: a demigod bent on ruling all the world, spreading evil everywhere, and protected by the aegis of Set.

Yet before this longed-for event can come about, Rahotep must feed upon the life essences of all these dauntless trespassers of such exceptional vitality. Certain things must happen, or be made to happen, so that the final Ritual can be completed. The possession of the **Nine Evil Objects** will make him more potent still, a minor deity at least, and certainly then the unquestioned Right Hand of Set, one able to climb higher still. Then again, those same objects could be in undoing, but Rahotep discounts utterly that possibility.

And these things shall come to pass in the Mortuary Palace of Rahotep the Great, won't they?

THE ADVENTURE AGAIN RESUMED

As the PCs have not yet faced a substantial Rahotep, and with the possible appearance of mummy-zombies apparently controlled from elsewhere, the players should be convinced, as noted above, that there is more to this place. Those who have their PCs depart without finding the rest of the tomb are

certainly not yet of superior skill in regards to assessing the intricacies of play, although they might handle tactical situations well enough.

GETTING TO THE INNER TOMB

The *khu*'s appearance above and disappearance into the pit should certainly suffice to get the team searching that place. Still, it may be necessary to give another clue. For example, any character that has a figurine of Osiris or Heru may be imbued with a feeling of hatred when the pit at Area 8 is entered (though certainly not when the trap is first sprung). That should suffice.

Concealing secret places within pits is hardly a new ploy, but some may be unaccustomed to such concealment being 20 feet up one wall. Once this is located, however, the writing thereon should certainly provide the cap to all the clues given.

SECRET TUNNEL

See Area 8 for more details on the secret tunnel that allows access to Area 18. Note that this is the only way to proceed onward to Area 18 and the further chambers of the tomb. The "door" on the west wall of Area 17 is a decoration only and does not allow access to Area 18, as the passage that seemingly lies behind is actually below the level of the chamber and separated from it by 30 feet of solid rock. Refer to the Cut Away Map for more details on the position of the relevant areas.

THE THIRD SECTION: THE INNER TOMB

18. ARCHWAY CHAMBER

Having bashed in the wood and plaster wall found at the end of the secret tunnel from Area 8 (refer to that Area for more details) — and perhaps fallen into the room — the PCs see the following:

You are peering from the tunnel down into a 30-foot-square chamber with a 40-foot-high ceiling. The tunnel's floor is about 10 feet from that ceiling. Except for the scar of your penetration (and its results on the floor below), the room is plastered smooth and whitewashed. The only notable feature is an archway, 10 feet high and 8 feet wide, set into the north wall near the corner. It is the first such construction you have seen in this place, and appears to be an ancient arch.

Beneath the plaster of the walls, floor, and ceiling are thick brick walls, mortared four rows deep. Beyond them is the solid sandstone and limestone layers of the hill in which the tomb is located. Inscribed on the inner layer of bricks, and filling such walls up to 10 feet from the floor, are hieroglyphs, hieratic scripts, and bas-relief images. All of these deride trespassers — "dolts, robbers, and desecrators of tombs" — for their folly. Here are also threats of torment and death, various derogatory suggestions as to the intruder's parents and personal habits, and several curses (none of the latter being magical or particularly effective, except psychologically).



Archway and Passage: The northern archway is of natural red sandstone hewn smooth, but unpainted. The passage north leads 30 feet to a 10-foot intersection, then continues 20 feet to Area 20 (a chamber 40 feet long and 30 feet wide, containing pillars that glow as do those in the corridor), described below. Peering down the hallway to the north is a vaguely seen throne of amethyst hue, with a black figure seated thereon. Each half-column along the passageway beyond the archway sheds a rust-colored illumination. There are unnaturally loud and long-lasting echoes of every sound the party makes. An aura of total evil, malevolence, and lurking perils permeates this place, and smells of heated metal, sulfur, and mingled foul stench of the worst sort prevail. Hieroglyphs overhead on the archway (Decipher Script DC 30) read:

Now do you Abandon all Hope.

The arch leads to a side venture. As the characters enter the corridor, they note that dark flames flicker and burn within the very stone of the pillars lining the corridor, producing the noted rusty-red illumination. They will also notice the temperature increase rather soon, since the rest of the Tomb has been a relatively constant 55 F. Anyone who stares at the flames will detect vague shapes and features of prancing, leering devils and their ilk, writhing humanoid forms, and so forth, and will even hear faint cries of torment and pleas for aid. Go to Area 19 (below) if the characters continue in this direction.

Secret Exit: As to the more productive exit from the room, a brief note is in order before we continue: 10 feet to the left (south) of the tunnel and 5 feet higher up is another secret passage, which is a mere 2 feet square and extremely well hidden. It was bricked up 4 layers deep, plastered over, and whitewashed normally. Tapping, exceptional sight, and other typical means of searching reveal nothing.

There is a clue, however. Beneath the plaster of the ceiling are iron support bolts with terminal rings. There is no exterior trace, since these rings are covered by the thick plaster and their shafts penetrate deep within the stone; but if a couple are uncovered, they mark a path. These bolts are found not only on the ceiling before this tunnel entrance, but leading in a double line all the way to the southeast corner as well. A thinking player will understand that these rings were supports for ropes, and that there was some reason for them to be there in the other corner of the ceiling. The layers of brick, identical to those everywhere else in the room, might discourage some; but if the PCs persevere in digging at this lofty corner, they will eventually discover the exit. At that time, turn to Area 23.

Very Well-Hidden Secret Door: 1-ft. thick; Hardness 8; hp 180; Break (DC 50). Because the secret door is so well hidden, there is no Search DC to find it. Unless the characters locate the iron support bolts and determine their use, or unless they simply start hacking through the wall at random, no amount of searching reveals this door.

Chipping the plaster away from the ceiling reveals the iron support bolts. A character that succeeds at an Intelligence check (DC 15) can determine that these rings were used as supports for ropes as detailed in the text above.

19. SIDE CORRIDORS

You see a passageway of about three paces width and twice a man's height angling off before you. It is difficult to see far in dim light, but it appears that the corridor dog legs to the [right/left] after about 40 or 50 feet.

The stone to the left (northwest) is gray-red, that to the right (northeast) is yellow-red. The mechanism here is similar to that of Area 16 and its corridors. When the characters reach the second turn to the north, they are transported back to the first such turn. They should notice their problem either when someone looks back and sees the rusty light of the initial corridor or after they complete a few turns and find nothing. The teleportation magic is a part of this place, and infused within its magic, and thus cannot be separately detected.

20. THE "BLACK DEVIL" (EL 20)

This room contains a powerful creature — the vampire **Utat-nebbu**, a servant of Rahotep — that attempts to mislead the PCs into believing that another force (the Arch-devil Dispaten) is the true source of the evil herein.

The 3-foot half-columns continue at 10-foot intervals, each shedding its dull and bloody hued gleams. The chamber ahead is 30 feet broad, and the walls are sooty-hued, though still lined with half-columns similar to those in the passageway. The ceiling above is black as pitch. Three pairs of larger pillars line the way toward a massive amethyst throne, a seat that dominates the chamber. Movement from on this massive throne catches the PCs' eyes.

A dark shape is seated in the huge chair, a figure dwarfed by its 15-foot height and 10-foot breadth. You originally took this to be a statue, slightly larger than man-size, but it has just moved, raising the palm of its right hand toward you.

"So you at last have managed to find my retreat," its deep, rumbling voice booms forth.

"You are either worse fools or more competent adventurers than I had expected. My congratulations and greetings, mortals!"

Cherry-red light springs from all of the pillars, and you can now see the seated one more clearly. He is humanoid, about 7 feet tall, and diabolic: totally naked, sinewy thin, and hairless. His scorpion tail curls from behind, now visible. Small jet-black horns jut from his forehead.

"Rahotep is just a fiction, you know," he continues. "Yet it is one I have found amusing to continue. That one who was the priest-wizard now fries on the iron floor of my domain and this place is a fine recruiting office!"

The devilish head is thrown back, and hideous, mocking, diabolical laughter echoes throughout the hall, as if it were a vast cavern. The ebony creature, whose long upper fangs glinted briefly as he laughed, shifts slightly on his throne and twitches his needle-tipped scorpion tail.

"You are exceptional, you know. Most of the robbers who come here die much sooner than you will — or will you? I am sufficiently impressed to allow you a choice of three options, without ambiguity or equivocation.



You are of sufficient power to become Knights and Nobles in my service — aah . . . I crave your pardon; I have not introduced myself. I am the one known as Dispat, Lord of the City of Dis, and Father of Darkness. And your names, ye who shall be ennobled in my service? All of the world's riches and powers shall be yours, to be sure, though such service does entail certain duties as well . . . But more of that after introductions! Who are you?"

If any idiot takes this offer, I'm at a loss to explain how that character survived to this point. If any do give true names, this being now has power over them, with no saves possible against his powers. If general titles or false names are given, the devil simply laughs derisively; it can detect easily such lies. Continue with the following after the PCs have had a chance to reply:

"You would hear my other options? Very well. For the second I offer a fiefdom in my Realm for each of you. I will change you from mortal to eternal, and you shall become Barons in Hell, with lands and estates and servants and slaves greater in extent and number than would fit into this petty land of Khemit! Come now, which of you would not like such a rich prize? Name yourselves, ye who deny me!"

As above, characters foolish enough to give their true names place themselves in this being's power. Continue with the following:

"So, the third option is to be heard also. Very well. As you have managed to delve even unto this final chamber of the tomb, I am willing — well, not altogether, but I am feeling rather generous this day, having so recently recruited an entire priesthood east of here — willing to grant you a reward to which is attached no pledge of fealty. You can receive as much gold as you can carry and any magic item you crave as long as it's not too powerful. Merely pledge not to come here again. I shall then transport you safely to the land above, to enjoy the fruits of your victory."

Before your startled gaze, panels in the great throne open, spilling forth a stream of gold coins, twin heaps of coins beyond counting, and then gems and jewelry as well start piling up to the left and right of the throne. A few bright jewels roll over by your feet and might be picked up easily. Now a scattering of other objects are appearing in the cascade, a ring here, a wand there, then an amulet, talisman, a brass-bound tome, a couple of glowing weapons, sections of armor. All manner of magical devices are pouring forth! Dispat waves the stream to a halt and peers inquiringly at you.

"That is enough! You have more than sufficient to select from. Which of you shall take the first choice, which the second? Now that you see the wealth and things of great enchantment, do not hesitate. And the rest of you who hang back, ask your questions; I know you mortals are eager to learn just what these puny magical baubles can do."

This creature, one **Utat-nebbu**, was once a great sorcerer in Rahotep's service. He is now a mighty vampire, and has been Rahotep's chief lieutenant for nearly a thousand years. He became so by sorcerous art, so that he might thus assist his master and enjoy eternal life as well.



Mission of Utat-nebbu: This vampire is both totally evil and very sly and intelligent. He is the trusted henchman of Rahotep, and as such he is present and ready to try and test all who come so deep within the tomb complex. Naturally, Utat's power grows through success versus such intruders, so he has a dual reason for doing his utmost to succeed. Who can tell, the fellow thinks, one day perhaps I might rule all. No matter. Should he be bested and escape, this vampire will communicate everything he has learned about the PCs to Rahotep, his "lord and master." Aural readings hereafter are of overwhelming evil. (What else could be expected?)

The creature's horns and tail are elements of a very powerful illusion, as is most of the outpouring from the throne. PCs attempting to break through its *dweomers* must be able to overcome a *permanent image* and *programmed image* cast at 22nd level of ability. However, there are 150 real gold coins here, and a handful of actual gems too, some of which roll over to the party, as noted. There are also a half-dozen minor magical items whose nature and sort are determined as you see fit.

Utat-nebbu will not press for names if the characters take the third option (treasure and transport). In dropping this request, he acts in an offhand manner as might be expected of one in high power who has tired of minor trifles. If anyone takes either of the first options, however, he insists on true names, those being absolutely required by the "Laws of Hell."

This vampire will try to dupe the party into accepting his offer of riches given for successful completion of the challenges of the Tomb and then take them to Area 21, explaining that "therein lies the magical transport to the surface."

If Utat-nebbu flees the fight or is forced into gaseous form, he will be found thereafter recuperating in Area 22.

For more details of this creature, see the Monsters Appendix.

Utat-nebbu, Male Ancient Vampire of Khemit Sor16: CR 20; Size M Undead; HD 16d12; hp 109; Init +9 (Dex, Improved Initiative); Spd 50 ft.; AC 27 (+5 Dex, +10 natural, *ring of protection* +2); Atk +12/+7 melee (1d6+6, slam); SA command obedience, paralyzing gaze (30 ft., Will save DC 24, 3d4 rounds), energy drain (3 negative levels, DC 24 to remove), blood drain (1d4 permanent Con damage), children of the night, create spawn; SQ undead, damage reduction 15/+2, SR 16, immunity to turning, resistances (cold and electricity 20, fire 10), dematerialization, alternate form, regeneration 10, unnatural aura; AL CE; SV Fort +9, Ref +14, Will +14; Str 18, Dex 20, Con —, Int 19, Wis 14, Cha 23.

Skills: Alchemy +16, Bluff +14, Concentration +18, Hide +13, Knowledge (arcana) +18, Knowledge (the planes) +14, Listen +12, Move Silently +13, Search +12, Sense Motive +10, Scry +17, Spellcraft +22, Spot +12. **Feats:** Alertness, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Dodge, Extend Spell, Heighten Spell, Improved Initiative, Lightning Reflexes, Silent Spell.

Spells Known (cast per day: 6/8/8/7/7/7/5/3; base DC 16 + spell level): 0—arcane mark, dancing lights, daze, detect magic, flare, ghost sound, open/close, ray of frost, read magic; 1st—chill touch, mage armor, magic missile, obscuring mist, ray of enfeeblement; 2nd—arcane lock, detect thoughts, scare, summon swarm, web; 3rd—blink, dispel magic, lightning bolt, magic circle against good; 4th—enervation, ice storm, improved invisibility, phantasmal killer; 5th—cloudkill,

feeblemind, hold monster, lesser planar binding; 6th—eyebite, flesh to stone, true seeing; 7th—finger of death, teleport without error; 8th—horrid wilting.

Possessions: cloak of resistance +2, ring of protection +2, wand of magic missiles (22 charges [9th-level caster]), scroll of 3 arcane spells (*summon monster V*, *incendiary cloud*, and *prismatic spray*), scroll of 2 arcane spells (*power word stun* and *web*), rod of cancellation.

THRONE AND HIEROGLYPHS:

The throne has compartments that hold another 10,000 gp in coins; if taken to a collector, they will fetch five times that much due to their antiquated nature.

The lower front of the throne is a sliding stone panel, which will not be found unless a Search check (DC 30) is made. Three hieroglyphs are carved into the stone behind it. These, and the effects of pressing them, are as given below. Note, however, that death from these effects does not initiate a metamorphosis to *mummy-zombie* state (unless, of course, the victim is cursed as well).

An Eye: Pressing this causes a *disintegration* ray (Reflex save DC 22 or suffer effects of the spell) to strike the person pressing it.

A Scorpion: Pressing this causes the throne and wall section behind it to swing north, pivoting along its east edge. However, the unfortunate PC pressing the hieroglyph takes an incidental 3d6 temporary Intelligence damage, unless a Will save (DC 25) is made.

A Heart: This bestows death-magic on the person pressing it. That individual takes 3d6 temporary Wisdom damage unless a Will save (DC 25) is made.

21. SECRET ROOM OF SKULLS (EL 6+)

The entrance to this room is via the pivoting throne in Area 20. Characters might venture herein after dispatching or chasing off the vampire sorcerer, Utat-nebbu, or might be escorted by that creature. Refer to the appropriate section below.

ENTRY WITHOUT UTAT-NEBBU

Behind the pivoting throne is an extensive space. You walk through a 10-foot square foyer and come to the main portion of the chamber. Above is a plain ceiling about 12 feet high. The floor seems to be of solid sandstone. The east and west walls bear Roman-style archways decorated in bas-relief: the eastern having a devil's head; the western, human figures alternating with flowering plants. Skulls are ranked in rows all about the two long walls, except for two spaces, each of which is heavily cobwebbed.

Pendants: Within one of these cobwebbed spaces are bat-headed pendants on chains, all of silver; a number of identical items made of gold fill the other space. The number of gold items is one greater than the number of characters in the party. Each pendant radiates magic.

Twelve small but highly **poisonous spiders** dwell within each recess. Anyone who reaches into the webs to obtain a pendant is attacked by surprise (spiders automatically get one free attack before initiative). Cautious folk will, of course, use

some instrument, not hands, to pull out the pendants, or else burn the webs away before reaching in (this kills all spiders).

Tiny Monstrous Desert Spiders (12): CR 1/4; SZ T Vermin; HD 1/2 d8; hp 2; Init +3 (Dex); Spd 20 ft., climb 10 ft.; AC 15 (+2 size, +3 Dex); Atk +5 melee (1d3-4 and poison, bite); SA poison (DC 18, 1d8/1d8 temp Str); SQ vermin; AL N; SV Fort +2, Ref +3, Will +0; Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +8, Hide +18, Jump +4*, Spot +7*. **Feat:** Weapon Finesse (bite).

Archways: Both archways transport creatures to Area 22. Furthermore, the arches transport only living or undead creatures, leaving all non-living objects here except when the transportee is wearing a gold pendant (see below).

Powers of the Pendants: None of the pendants seems to have any effect. If worn by someone using either archway, however, they alter the effects of the transport (see below). A golden pendant enables travel with all equipment; one was thus used by Utat to move things to his domain. A silver pendant, if used to move from one area of the tomb to another (e.g., between Areas 21 and 22), causes the wearer to be both "dazed" and afflicted with amnesia upon reaching the destination, turning potentially dangerous invaders into safe and delicious cattle, so to speak. If used (in Area 22) to leave the tomb via the west archway, it does not have this effect.

ENTRY WITH UTAT-NEBBU

Describe the scene by reading the appropriate portion above. However, note that Utat uses illusions (*programmed illusions* that trigger when Utat-nebbu and any other living creature are present) to hide the skulls.

"Disputer" comments that: "The devil's head arch (east) is still usable by those who change their mind and accept either of my offers for service in Hell," but that, "The western arch transports you to the surface world as I promised." Each arch radiates magic, but no evil or good can be detected.

22. DOMAIN OF UTAT-NEBBU(EL 9)

Arrival is from Area 21, via an archway in the north wall of this chamber. This place is unlit, but visitors with darkvision will have no vision problems. Even those unable to pierce the total gloom will hear the sounds of what seems to be a minor hell. Assuming some manner of sight, read:

You are in a big chamber, one 40 feet deep and over 100 feet long. It reeks of death and is as moldy as a grave. There are a half-dozen pale and beautiful women here, tall, slender, and very shapely too. They smile and beckon to you, but their eyes glow with a feral and red light, and long fangs in their upper jaws show them to be undead things! You have no time for further observation, for they are coming toward you with purpose.

Six female vampires, the harem of Utat-nebbu, are here accompanied by their stock of nourishment, a score of humans, all near death from blood loss.

Within the east and west alcoves are various amenities and furniture of the "vampirettes," such as couches and other

items (as you like, but no treasure; these creatures crave blood, not baubles).

If the PCs arrive without equipment (meaning they were not wearing proper pendants), they are in serious trouble — they will be welcome additions to the herd of captives. Otherwise, the monstrous femmes herein shouldn't be too great a challenge; once they are eliminated, the area can be explored.

During the fight, PCs might get the idea of tossing the "vampirettes" through any of the four archways in this place. One such archway stands in each of the 20-foot-square alcoves on the east and west ends of the room, and one is centered in each long wall (north and south). Only the north and south archways will transport these creatures; refer to the Archway notes, below, for details.

If Utat-nebbu is here, he might assist his harem or flee. As a guideline, assume that if he has 70% or more of his hit points, he joins; he flees at 50% of his hit points. If the vampire sorcerer flees, he leaves via the south archway, thus alerting the gholles in Area 26A (see Archway notes, below), and will later be found assisting the creatures at Area 24 (be sure to add this to the listing therein) unless something untoward happens to his Soul Object.

Female Vampire Spawn (6): CR 4; SZ M Undead; HD 4d12; hp 31; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 Dex, +3 natural); Atk +5 melee (1d6+4, slam); SA charm, energy drain, blood drain; SQ undead, +2 turn resistance, damage reduction (10/silver), resistances (cold and electricity 10), gaseous form, spider climb, fast healing 2; AL CE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14.

Skills: Bluff +8, Climb +8, Craft (weaponsmithing) +10, Hide +10, Jump +8, Listen +11, Move Silently +11, Search +8, Sense Motive +11, Spot +11. **Feats:** Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Craft [weaponsmithing]).

For more data on the Vampirettes, refer to the Monsters Appendix.

Searching the Room: When there is time for the PCs to look around, read the following to the group:

Now you see that this (is/was) the private domain of the vampire, that lair where he and his six lemans took their ease and sport. The great sarcophagus in the eastern portion was certainly that of Utat-nebbu himself, for you have noted six smaller ones in the western alcove. Of goods and wealth you see none.

However, under the cushions in the bottom of the coffin there lie hidden two seals. One is the *Seal of Shadow*, the eighth of the **Nine Evil Objects**, of course. It emanates the strong aura and magic that mark all of these things, and the PC locating it will certainly take it along, carefully hidden somewhere amidst the things he carries on his person. The other, emanating blackest evil only, an almost exact duplicate, is Utat-nebbu's **Soul Object**. See the Appendix for details on the ancient vampire's soul object.

ARCHWAYS

A living creature or being who uses either the east or the west arches must wear a silver pendant (from Area 21), but





that person can take up to two others along by grasping them firmly. All pendants that pass through either arch are sent to Area 28, alerting Rahotep to their use. The decorations of the archways and their destinations are as noted below:

East: There are two markings, a hawk hieroglyph and the cartouche for the deity Horus (of lawful good) on the archway in the east alcove. It should be apparent that nothing herein could have anything to do with good, so this must be falsely marked. It does in fact lead only to a lightless cavern complex deep below, which is infested by all manner of ghoulish creatures. To go there is death for a character — as there is no escape, and the chamber is warded against transportive magics!

West: An Owl and Ankh hieroglyph on either side of the cartouche for Set are on the archway in this alcove. The owl and the Ankh symbols mitigate the Evil name, and this transporter will send users safely to the gorge area. They will appear in the vicinity of the entrance to this tomb (not up on the ledge).

North: There are no marks on or near this arch. The entry arch will function as an exit, returning living beings to Area 21 if, and only if, each such character wears one of the gold pendants described therein. If this is used to transport undead creatures (same destination), no pendants are needed. If any of the vampires are tossed through here during the fight, she will simply return 2d4 rounds later, probably gaining surprise in the process.

South: There are no marks on or near this arch. This arch is unusable by living beings. It sends undead beings to Area 27A and objects (including corpses) to 26A. However, if any unslain vampiress is flung to the latter area, the arrival alerts the horrid gholles therein, and 6 will arrive from that place in 2d6 rounds thereafter. (See area 26A and the Monsters Appendix for details.) The pendants have no effect on the operation of this arch.

CAPTIVES

The score of humans in this place will merely cower and hide during the battle. The PCs should — at some point — concern themselves with rescuing the hapless captives. If the PCs do not eventually assist them to freedom, each PC party member is in trouble, as will be explained later.

Assuming normal heroic actions, however, one of these victims will, when spoken with by a PC, remember:

"There was a time just a few days ago! I recall it because we had light then, dear sweet light! Three men (presumably evil allies) visited that bastard Utat. I saw that one of these dirty traitors, the chief of them, wore a silver pendant of unusual sort... how well I recall its glittering in the light. When departing, this leader grasped his comrades firmly, and all then stepped through of one of the side arches, but... but..."

(The poor fellow remembers not which arch was used to leave this little hell, and he is ashamed to tell that fact.) The anecdote is quite true; anyone wearing a silver pendant can grasp up to two others, and the trio may step through either the east archway or the west. The party must figure out which provides the proper exit (see Archway notes, below).

Penalty: PCs that abandon these folk here immediately lose all bonuses granted by any Good god as well as any future warning from the figurines of such gods.

23. SECRET PASSAGE FROM AREA 18 (EL 3+)

You should have turned here because the party has been extremely skillful and has discovered the existence of this passage. Refer to Area 18 for relevant notes. Before you continue, you should be thoroughly familiar with Areas 24-31 at least, and preferably Areas 32-37 as well. Study the map carefully; the action picks up rather quickly when the party arrives at Area 24.

The breach of this passage produces one side effect, an event that is impossible for the party to detect at this time, though it is very relevant to this scenario. The *khu* of Rahotep is drawn back from its evil doings elsewhere in the tomb. It must now wing off to the innermost place of the labyrinth, and upon returning there, it is imprisoned in the appropriate pillar in Area 37. Relate the following to the players:

You have succeeded in breaking into a small crawlway, a tunnel no more than 2 feet square. Suddenly, a swarm of small bat-winged horrors comes flying out toward you. Each looks like a flying black scorpion!!

It is assumed that at least some of the PCs are roped up to get to this place — being some 30 feet from the floor below — when the 10 flying arachnids come buzzing forth as if they were a stream of angry hornets! The pictured conjured up is most amusing, isn't it?

Flying Scorpions: CR 1/4; SZ T Vermin; HD 1/2d8+2; hp 4; Init +0; Spd 20 ft., fly 40 ft. (average); AC 14 (+2 size, +2 natural); Atk +2 melee (1d2-4 [x2], claws) and -3 melee (1d2-4 and poison, sting); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA improved grab, poison; SQ vermin; AL N; SV Fort +4, Ref +0, Will +0; Attributes Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 2.

Skills: Climb +4, Hide +15, Spot +7. **Feats:** Weapon Finesse (claw, sting).

For more details of the flying black scorpions, see the Monster Appendix.

Fifth Curse: Although these things seem to be a petty annoyance, they deliver a more potent threat. As they are destroyed, each hisses forth a word with its dying breath, regardless of its means of expiration, the curse activating as the tenth one dies:

"Now... you... have... brought... down... the... Fifth... Curse... of... Rahotep!"

The specific victim of the fifth curse is the last party member to enter the secret passage. If he or she successfully avoids it, the curse passes to the next-to-last to enter, and so forth. If anyone to be affected possesses the *Scepter of Set*, the curse is negated. It will not activate against any character carrying any of the **Nine Evil Objects** in any event.



AFTERMATH

Read the following sentences as each is required.

The horrid little arachnids are all dead. The tunnel is now clear, empty. Do you wish to explore it?

The dusty crawlway leads 8 feet east and turns southwards. After going south about 23 feet, the tunnel turns sharply to the west.

The crawl is over 60 feet, but at last the narrow passage comes to an end. It accesses a 10-foot-square chamber. This time, luckily, the surface you have crept along is on the same level as the floor of the space beyond. You peer into the room and think you can see a flight of steps that descend northwards. Do you enter the room, or retreat back down the tunnel?

Effects of the Fifth Curse: When the specific victim of the fifth curse is about to descend the staircase from the 10-foot cubical room, he hesitates and must make a Will save (DC 20). If this roll is successful, the character leaps down the stairs, taking 2d6 damage, and if not slain (and beginning metamorphosis into a **mummy-zombie**) is *dazed* as the spell for 1d6 minutes. Others in the victim's path might also be tumbled down the stairway (Reflex save DC 15) to receive similar effects of less severity (*dazed* for 1d2 minutes).

If the victim's roll is failed at the top of the stair, however, the character remains standing inertly in the room while a 10-foot-cubical block of red sandstone (this formerly comprising the ceiling of the room) lands upon him (40d6 damage plus massive damage save). The victim is squashed flat instantly (and is very, very dead). At least he won't reappear as a **mummy-zombie**!

Any others who are in the room at the time of this unfortunate event must make a Reflex save (DC 12) to get out of the path of this stone block, unless they choose to stay and try to stop the block's fall (a loyal but unwise and utterly doomed effort, I'm afraid). If their rolls fail, they make flying leaps down the stairs (as noted above for the specific victim's success). If their rolls succeed, they move quickly to the staircase without incurring unfortunate side effects in the process.

The tremendous crash alerts a reception committee in Area 24.

Special Note: If the specific victim's attempt to avoid the falling block fails and if that victim carries a figurine of a lawful good Khemitian deity, you may employ the following optional result: the character steps back against the east wall. This triggers a pivoting secret door and dumps the PC down a slimy chute, which leads to the western side corridor (Area 19). There should be no way for the victim to return to the party, but at least he is still alive. If convenient, you may later play out the character's eventual escape from the tomb as a solo adventure; but for now, inform the player that the PC is simply out of the action. Continue for the remainder of the group.

24. THE MORTUARY PALACE (EL 15+)

The 20-foot-long stairway has brought you into the southeast corner of a 30-foot-square area: an antechamber, you suppose, since the place is open to the west, an area that

seems wider. A checkerboard of black and white marks the floor.

A few strange spheres of nauseating green and orange float in the air. Each sheds its ugly light to a 5-foot range, leaving great patches of shadow and darkness between it and its many fellows. Most are about eye height, but some hover 15 or 20 feet above the floor.

The walls slope gradually inwards as they rise, perhaps as if to form a dome somewhere in the darkness overhead. They are made of gneiss, green and flecked with brown and black. Pictures thereon depict ancient Khemitian troops, but with skeletal features. These pictures are inlaid with some burnt-orange material, in ugly contrast to the green stone. Yet the columns, seemingly placed every 10 feet throughout the area, are much worse. Never did you dream such stuff could exist: clashing green and orange striations, shot with veins of wormy maroon and splotches of filthy brown and black.

Suddenly a twittering giggle slices through the air. The cry reminds you of a hyena, and it echoes long and alarmingly to the west. And then the floating globular lights go out.

Light Bubbles: A total of 20 floating bubbles are located at spots noted on the map with the letters L and X. The latter (X) are 20 feet above the floor, but the others (L) hover at an altitude of but 5 feet. The sickly light they shed renders useless all modes of vision except for normal light. Even if they are destroyed or extinguished (see the events below), this effect on a character's vision remains for 2 minutes thereafter. If a light bubble is damaged in any way, it turns into a laughing white skull and then explodes, dealing 4d6 damage to all living (not undead) creatures within a 10-foot radius.

The giggle comes when the last party member steps off the staircase (or, if the party has left someone on the stairs, when the lead character reaches a point 20 feet from the east wall). Utter darkness reigns for a full 2 rounds, and no form of sight or illumination will function at all during that interval. Then the bubbles suddenly spring alight once again, revealing enemies.

The palpable gloom lifts as unexpectedly as it came as the green-orange glow reappears. You note with a feeling of revulsion and distaste that a dozen of the skeletons that once seemed as if they were mere wall decorations have become fully real and are advancing against you in ranks, spears leveled. They march in precision step, six coming from the west and six from the north. Each is clad in studded leather armor, the black plates of polished horn gleaming with bronze studs. Each unnatural attacker carries a tower shield — also of leather studded with bronze and animal horn — before it, so as to form a veritable wall.

These things are of malign nature, no doubt. They move with a swiftness that belies their bony forms. The empty eye sockets in their shiny orange skulls glitter with a green and evil lambent fire. Their coppery colored bones crackle and spark with hellish power, as little surges of searing blue electricity dance over their forms as they move.

The skeletons are 3 feet apart, the two separate ranks each 30 feet long. Thus, these 12 things form an "L" that boxes the PCs into the southeast portion of Area 24. These skeletons are meant to delay the party for 5 minutes. However, a deluge of water, as precipitation or as a flood, will drain away instantly



their energy and destroy them. The play of electrical energy over their "bones" is a clue to the perceptive player. Short out these things, and the battle is won.

These automatons have been programmed well. When they are within melee range (3 feet or so distance) of their opponents, electrical bolts arc forth from their 6-foot-long spears of metal and hit unfailingly during every combat exchange. Using these effects to good advantage, the skeletons keep marching and press the party back toward the staircase.

This confrontation could turn out to be a fiasco for the PCs, however . . .

Copper Skeletons (12): CR 8; SZ M Construct; HD 9d10; hp 49; Init -1 (Dex); Spd 30 ft.; AC 28 (-1 size, +2 armor, +2 shield, +15 natural); Atk +10/+5 melee (1d8+5 and 1d6 electricity, shock shortspear, crit x3) or +10 melee (2d8+5 [x2], slams); SA electrical discharge, shock shortspear; SQ construct, magic immunity, damage reduction 20/+2, water vulnerability; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1.

Reinforcements & Turncoats Too: If any undead from Area 2B (q.v.) were let loose by the team, these creatures will join the fray in 1d6 rounds after the first attack by the skeletons. The same is true for any netherlings let loose from Area 2E.

The sorcerer vampire from Area 20 will likewise be in this location if he escaped. Utat-nebbu will "captain" the company of evil, using his powers from a distance, but joining in melee if the PCs begin to win.

If any characters were cursed and slain, becoming **mummy-zombies** thereafter, and if such monsters have not been dispatched by the party, they now arrive here. In 1d4 minutes after the skeletons are detected, the **mummy-zombies** of former characters come shuffling up to fight the party. Lastly,

but not in terms of timing, characters under Evil Influence, controlled by Rahotep, will turn immediately against their former fellows at the moment of attack by the skeletons, disregarding any harm the latter might be causing to them, striking them viciously with whatever tools of slaughter they possess.

We'll assume that the team has been played properly, however, and that after some fierce fighting, they prevail, so . . .

25. THE GREAT HALL (EL 13)

There are now black empty spaces on the wall where the copper skeletons once were. No trace of these unnatural things remains to mark their destruction. (Add whatever is appropriate regarding turncoat comrades, mummy-zombies, Utat', and the undead, demons, et al.) You've finished them off, but now your attention must turn to whatever lies beyond the antechamber.

You peer through the gloom, noting again the wretched pillars and floating globes of sickening light. The stench hasn't lessened, either. To the west is a vast hall, at least 50 feet broad and 80 or more feet long; the light is too poor to say with certainty. As implied by the sloping walls, the ceiling arches over your heads, at least 40 feet above. Along the distant walls are large blotches, vaguely man-shaped, but not moving.

Suddenly, from the floor near your feet there comes a glow of blue-red light. Amidst the fiery colors forming therein is the suggestion of a hand shape. Hieroglyphs of eye-searing azure-crimson are being etched into the black stone. They can somehow be understood by all who look upon them and read as follows:

Now reigns Rahotep, and The Set Rahotep in turn rains down upon those robbers who enter His most sacred Mortuary Palace The Sixth of His Curses!

Do you dare to press ahead?

The Sixth Curse: Note that, as usual, the possession of one of the **Nine Evil Objects** negates the curse effects as regards the individual possessing it. If the curse is laid upon the character bearing the *Blackened Sun* it will be dispelled entirely, failing to activate, but Rahotep will know this, of course. It matters not whether the PCs do go forward, or whether they stop and dither. Unless they are quite noisy, they detect faint noises from above. They see (either by the light of the bubbles or from their own illumination) that holes are opening above their heads, all along the central part of the ceiling. Clay pots drop to the west.

Crash! Splash!! Hiss!!! Fumes and sharp, unpleasant burning smells pierce the foul air. Is that the stone sizzling? Were those pots filled with acid? Did that Curse say "rains down"?

You may drop in comments such as these if the players are insufficiently worried.

If any characters are in position to view Area 24, they see that the skeleton inlays are back in the wall, but this time they're made of (acid-resistant) bronze, confirming the party's probable view that this is not a good place to be right now. Then holes start opening in that area's ceiling as well.

The team will probably decide to advance along the walls of Area 25, and that's what is desired here; the Sixth Curse was delivered by part of a powerful illusion (a *programmed illusion*), having two other purposes: (1) giving the defenders time to make ready, and (2) channeling the intruders into a particular area.

Area 25 is divided into two halves, the north and south. Six upright wooden sarcophagi stand along the wall of each section, 3 in the vicinity of each M notation on your map, making a total of 12. Each sarcophagus contains the evilly animated **mummy** of one of Rahotep's under-priests. The 6 along the south wall are confined to that area, and those to the north are similarly restricted to their own section. None can pass beyond their designated areas, and none can pass the row of columns (stretching from east to west) that stands about 15 feet from them.

The restrictions are nearly irrelevant, though, if the characters stay near the walls. They are attacked by the mummies, which move as rapidly as do heavily armored humans.

You are assailed by a half-dozen mummies who come forth rapidly from the sarcophagi ranked along the walls here. These horrid things — bandage-wrapped corpses with glowing, malevolent eyes visible where the linen wrappings have fallen away — growl and groan hollowly as they strike at you with clubbed fists. These things are terrible, and your party is caught between them and the hail of acid-filled pots behind!

There might be a chance of escape, though; you see a 5-foot-wide passage in the wall, and it lies between the 3 mummies advancing from the right and the 3 coming from the left . . .

This might trigger the team's entrance to either of the side chambers, 25A and 25B. If the team decides to dart down one of these "escape routes," turn to the appropriate key. The mummies will not follow the party into the passageway, but they will rank themselves in an arc before the entrance, ready and waiting for their foes to come out.

Mummy of Khemit (12): CR 6; SZ M Undead; HD 8d12+3; hp 55; Init +0; Spd 20 ft.; AC 19 (+9 natural); Atk +9 melee (1d6+6 and Wisdom damage, slam); SA despair (paralyzed with fear 1d6 rounds, Will save DC 17 negates for one day), Wisdom damage (touch, 1d6 damage, at Wis 0 victim dies); SQ undead, damage reduction (10/+1), spell absorption and reflection, resistant to blows (half damage from physical attacks), fire vulnerability; AL CE; SV Fort +2, Ref +2, Will +7; Str 19, Dex 10, Con —, Int 6, Wis 12, Cha 15.

Skills: Hide +9, Listen +12, Move Silently +9, Spot +12. **Feats:** Alertness, Toughness.

Special Note: Any character slain by one of these mummies becomes a mummy-zombie (as if cursed), unless he bears one or more of the **Nine Evil Objects**, in which case the character simply is dead. In cases where there is no such protection, that metamorphosis unfailingly occurs, and it takes but 5 minutes. The victim's corpse begins to shrivel in 5 rounds after death, completes the change in 20 rounds, and is animated at the end of 1 minute. The victim will rise quickly and attack the party with great malice.

For details of these things, refer to the Monster Appendix.

Ignoring the Acid: If the party somehow manages to dispel or pierce the illusion, or simply ignores the illusionary acid rain and continues down the central aisle of the palace, the mummies cannot reach them.

If they are firmly convinced that it is illusory, allow each character a Will save at DC 25. Success negates the illusory effect for that individual only. Failure indicates that the character is convinced absolutely: this is real! The PC in question takes 1d6 damage per round.

Describe the scene of the raging and frustrated mummies as follows:

To either hand you see a half-dozen horrid things: bandage-wrapped corpses with glowing, malevolent eyes visible where the linen wrappings have fallen away. Yet they growl and groan hollowly and beat the air, held by some invisible barrier to the sides of the great palace hall.

25A & B. SOUTH SIDE CHAMBERS (EL14+)

Four **mummy-zombies**, former adventurers who fell to Rahotep's curses, stand in the initial foyer (25A). They will attack any intruder who enters, fighting until destroyed. Allow each of the leading characters (3 at most) a Spot check (DC 25). Any success means the attackers do not surprise the PCs.

Mummy-Zombies (4): CR 10; SZ M Undead; HD 14d12; hp 91; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 20 (+1 Dex, +9 natural); Atk +13 melee (1d4+5 [x2], claws) and +8 melee (1d6+2 and Con drain, bite); SA Constitution drain (bite, Fortitude DC 19, 2d4 perm Con drain); SQ undead, damage reduction (10/+1), cold resistance 10, find

target; AL CE; SV Fort +4, Ref +5, Will +11; Str 21, Dex 13, Con —, Int —, Wis 15, Cha 15.

Feats: Improved Initiative, Toughness, Weapon Focus (claw, bite).

For more details of **mummy-zombies**, refer to the Monster Appendix.

As you go along the passageway some 4 or 5 paces, you are set upon by a handful of dreadful, taloned mummies that stood lurking in a 10-foot by 15-foot alcove to your left (the east) [or right (the west), if you are using this to describe 25C & D].

It is a matter of fighting or fleeing back the way you came.

After the team succeeds in defeating these undead, continue:

The passage continues on ahead. It is about 50 feet in length. You can see openings along the left-hand [right-hand, if you are using this to describe 25C & D] wall, strings of beads hanging before each of these five doorless openings.

The larger chamber is divided to form a hallway and five rooms with open access ways, each space roughly a 10-foot cube. You can read the description of these places to the players, one mirroring all:

A beaded curtain closes the room space from the hallway leading to it. The place is lavishly decorated, with a couch, chair and table, and a chest for jewelry, clothing, and cosmetics. The walls are plastered, painted, and adorned with inscriptions and colorful drawings. It is thus quite similar to those used by wealthy Khemitian women of ancient times, you recall, though perhaps it is one somewhat smaller.

Your eyes are, though, drawn to something else. There is a pale and beautiful girl staring at you, and she cries for your help as she sees who you are.

Upon hearing the noises of intrusion and battle, these females ready themselves for company. They are not, of course, imprisoned damsels; these are the **Concubines of Rahotep**, each being an awful ghoulish-vampiress, and they know very well what's going on.

Vampiric Ghouls, Concubines of Rahotep (10): CR 8; SZ M Undead; HD 7d12; hp 45; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 21 (+4 Dex, +7 natural); Atk +8 melee (1d6+4 and lethargy [x2], claws) and +5 melee (1d8+2, bite); SA lethargy, blood drain (1d4 perm Con), create spawn; SQ undead, damage reduction (10/+1), SR 15, resistances (cold and electricity 10), alternate form, fast healing 3, sunlight vulnerability; AL CE; SV Fort +2, Ref +6, Will +8; Str 19, Dex 19, Con —, Int 15, Wis 16, Cha 20.

Skills: Bluff +13, Escape Artist +11, Hide +15, Intuit Direction +5, Jump +9, Listen +14, Move Silently +13, Search +11, Sense Motive +7, Spot +14. **Feats:** Alertness, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite).

Note, however, that they do not come to the aid of the mummy-zombies, instead remaining in place to maintain their pretense as effectively as possible.

When they are confronted by any intruder, they frantically cry out for help and rescue:

"Please don't kill me! I am a prisoner, one who doesn't belong here, one of you! Help me, take me with you. I want to be free, to live again in the sunlight!!! Don't leave me here for that awful fiend. I can't stand it any more . . ."

(sob, sob, whimper)

If they note their sister-concubines with the PCs, they will, naturally, cry out with relief as if they discern that they too have been "saved." Each concubine wears a talisman beneath her scanty garb. The device blocks all divination spells and confuses spells able to detect lies; thus, not one of these five women appears to be evil, undead, deceitful, etc. If the talismans are discovered, the concubines will claim these that these were given to them by a terrible vampire, who feeds upon their blood:

"The Talisman restores my health after he bites me, sucks forth my blood. I am thus prevented from achieving even such otherwise unwelcome escape as is provided by death. Oh, it's just awful! That monster just laughs horribly, and says that if I remove the talisman, it will doom me to eternal unlife! And then the awful fiend drinks from me more lustfully still."

Play this up; you might actually con the players.

If the creatures do in fact succeed in duping the party with their claims of being prisoners, they also beg for the rescue of their comrades just across that awful hall. If and when all 10 are gathered together, of course, they attack in concert.

If the PCs don't fall for this, the 5 ghoul-vampires attack with touch and bite. If seriously wounded, a concubine will assume rat-form and try to escape to the next side room (26A). These creatures are eager to consume the humans, for that will make them more like Rahotep. They yearn for the eternal existence that they know their master plans to achieve. Rahotep will allow them to feast, if they can, for their success will ensure that the party is not strong enough to threaten Rahotep's plans. The characters can always be nursed back to full vitality before the final ceremony that Rahotep has in store for them.

In addition to the magical talismans, each concubine owns jewelry that would be worth 2,000 gp as raw metal and stones. Within the 5-room area are also 2d20 randomly determined potions.

For details of the ghoul-vampires, see the Monster Appendix.

25C & D. NORTH SIDE CHAMBERS (EL14+)

These areas are identical to 25A & B in all respects, including the mummy-zombies, concubines of Rahotep, and amount of treasure present. Use the text above in 25A & B as is needed.

25E. THE GRAY AISLE

As you proceed further into the great, palatial hall, you note that the black and white checkerboard pattern ends at the verge of the line of 4 pillars ahead of you to the west, the furthest 2 of the 4 being massive columns near the north and south walls. The pavement thereafter is a sickly gray color, shot through with splashes of maroon and veins of

jaundiced yellow, as if made of old and dirty ice filled with disgusting offal.

This flooring forms an inverted T; beyond it to either side, the checkerboard resumes, but in colors of red and black. The stem of the T stretches before you to the west, and the arms reach to the walls to either side. Another of the thick pillars, six feet in diameter, stands along the west edge of each arm of the T. Between these, on a north-south axis, are three lesser pillars, each 3 feet in diameter; the middle one is neatly centered in your westbound path. All of these pillars are of serpentine.

Where the arms of the gray-stone T reach the walls, there are semicircular alcoves, these being hewn out of the blood-red sandstone rock that forms the natural walls of this cavernous place. Within each 20-foot-tall and 20-foot-wide alcove stands a pale gray statue of about twice man-size.

If the party approaches either alcove, turn to the appropriate description (Area 26 for the left/south, or Area 27 for the right/north) and loose the pack of attendant creatures. If the characters ignore these places and move ahead, skip to Area 28.

26. HYENA-FACED MAN (EL 14 OR 21)

You see a 12-foot-tall male figure, fashioned of leoprous gray marble. The body is deformed but muscular. The clawed hands and feet are of animal nature, despite the fingers and toes. The skull is human . . . almost. It is elongated, with hyena-like jaws, and the bestial eyes and ears bespeak some nightmare-blend of man and animal. It literally reeks of evil; the putrid air of the room doesn't quite mask its vile stench.

This statue is of **Gholl**, the father of all the **gholles**. Anyone with a figurine of Chons or Heru will recognize its demonic depiction and sense its danger. In 1d4 rounds, 10 of these horrid **gholles** will soon appear from Area 26A, arriving through an archway concealed behind the statue. The stench noted above is that of the first of these creatures, who surprises automatically those PCs lacking figurines of Chons and/or Heru and engages the nearest surprised character in melee combat. The **gholles** will fight fearlessly until they are slain.

Casual visual examination of the base of the statue reveals a front decoration in bas-relief skulls and bones. If the PCs tinker with this decoration, they open a secret compartment in the plinth if anyone so doing makes a Search check (DC 25). Within is a papyrus scroll inscribed with strange, silvery-black hieroglyphs, which cannot be understood without magical assistance. The scroll bears an aura of terrible evil and radiates magic. Any character with a figurine of Thoth will, upon touching this papyrus, know that it is dangerous.

Do what you can to discourage the reading of the item, for it can be used to summon **Gholl** himself, a great demon, and his companion, the lesser demoness **Ghul**, whose statue stands in the opposite alcove (Area 27). If these entities are brought here, the ensuing conflict with the party will be, for them, a trifling effort (statistics are provided in the Monster

Appendix). On the other hand, if anyone destroys the scroll, immediately award 500 XP, either to that single individual, or otherwise divided amongst those who assist.

For more details on the gholles, see the Monsters Appendix.

Gholles (10): CR 8; SZ L Undead; HD 10d12; hp 65; Init +2 (Dex); Spd 30 ft.; AC 19 (-1 size, +2 Dex, +8 natural); Atk +10 melee (1d6+5 [x2], claws) and +7 melee (1d8+3, bite); SA paralyzing gaze (30 ft., 1d6 minutes, Will save negates DC 17), stench, create spawn, improved grab, rake 1d6+2; SQ undead, damage reduction (10/+2), SR 16, regeneration 5 (fire and acid, regrow limbs in 3d6 minutes), +4 turn resistance; AL CE; SV Fort +3, Ref +5, Will +9; Str 21, Dex 15, Con —, Int 13, Wis 15, Cha 17.

Skills: Climb +11, Escape Artist +10, Hide +5, Intuit Direction +5, Jump +10, Listen +10, Move Silently +8, Search +7, Spot +10. **Feats:** Cleave, Multiattack, Power Attack, Weapon Focus (claw).

26A. STINKING LAIR

The stench in this place is unbearable. It is a den, a bestial lair littered with refuse and bones, excrement and rags. You see nothing that even faintly resembles an item of worth or interest. There seems to be an arched exit in the far wall, however.

This is a filthy, carrion-strewn, bone-littered place with no treasure — the lair of the gholles encountered above. An archway stands in the southern wall. This transporter receives corpses and objects from Area 22, and it can be used by undead creatures (but no others) to go to and from that place.

The odor herein is so bad that anyone remaining for more than 5 rounds is penalized unless magically protected: Str, Dex, and Con all drop to half normal for twice as long as the PC remained within the place.

If any of **Rahotep's Concubines** have fled to this location from Area 25A or 25B, they might be encountered here, probably still with injuries. Allow a 25% likelihood. If so, they assume rat forms immediately and try to escape once again, this time back to their original lair.

27. DOG-FACED WOMAN (EL 14 OR 20)

Here stands a 12-foot-tall statue of some female thing. It is a misshapen creature, hewn from soft, dirty-gray stone. Its bestial face combines the worst features of a hound, baboon, and woman into a leering, fanged visage of demonic appearance. The long arms, corded with muscle, terminate in clawed hands; the feet are similarly ugly and clawed. The hollow, empty eye sockets stare balefully outwards, and the overall impression bodes of horror most malevolent.

This statue is of **Ghul**, the mother of all the **ghulaz**. Those characters bearing figurines of Chons or Heru will recognize the depiction as being that of a demoness. Writing at the base of the statue says (Decipher Script DC 30), "Ghul, she who spawned the Ghulaz!" A dozen of these foul creatures will, in fact, appear immediately, coming from Area 27A and arriving unseen through the archway concealed behind the statue.

A glance at the pedestal of the ineffably gross statue reveals a motif of dismembered body parts adorning its front. Manipulation of the stone decorations might open the secret compartment (Open Lock DC 25). Within this compartment in the base of the statue is a pair of faceted gems, carved to make them appear as eyeballs. Placing these in the eye sockets of the statue summons **Ghul**, a minor demoness deity, and her companion **Gholl**, whose statue stands in the opposite alcove (Area 26). Any character with a figurine of Isis will, upon seeing these stones, know that they are unspeakable and dangerous, and should not be placed in the statue's eye sockets or even retained as loot. Statistics for the demons and her mate can be found in the Monster Appendix.

If either of these gems is retained as treasure, each character carrying one is cursed, this affliction having the same effect as one of Rahotep's own. If the gems are destroyed immediately, however, each character that agrees with this gains 500 XP.

For details of the ghulaz see, the Monster Appendix.

Ghulaz (12): CR 7; SZ M Undead; HD 9d12; hp 58; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, +6 natural); Atk +7 melee (1d6+3 [x2], claws) and +4 melee (1d8+1, bite); SA paralyzing spittle (10 ft., 1d6 minutes, Fortitude save negates DC 17), stench, create spawn, improved grab, rake 1d6+1; SQ undead, damage reduction (10/+1), SR 12, regeneration 5 (fire and acid, regrow limbs in 3d6 minutes), +2 turn resistance; AL CE; SV Fort +3, Ref +5, Will +8; Str 17, Dex 15, Con —, Int 13, Wis 14, Cha 16.

Skills: Climb +8, Escape Artist +8, Hide +9, Intuit Direction +5, Jump +8, Listen +10, Move Silently +10, Search +7, Spot +10. **Feats:** Multiattack, Weapon Focus (claw).

27A. MESSY LAIR

The stench in this place is terrible, but you can manage it by breathing through your mouth. It is a den, a bestial lair littered with refuse and bones, excrement and rags. You see nothing that even faintly resembles an item of worth or interest, save, possibly, the archway at its far end.

This is identical in contents to Area 26A in most respects, save that it is not as smelly. Refer to that description for details, but ignore the notes relevant only to the stench of the **gholles**. This area receives undead, but not objects or non-animated corpses, from Area 22.

28. RAHOTEP'S COURT OF EVIL (EL 18+)

Refer to the description of **The Gray Aisle** (Areas 26 & 27), which details the T-shaped gray stone area and the columns of varying thickness. These form the east boundary of Area 28.

It is evident that the columns along the gray T-shaped floor area separate the palatial hall into greater and lesser portions, referring, that is, to status rather than size. The floor along the sides of the T is checkered in red and black, and the columns are of serpentine, just as you noted previously. The pillars separate the central area from two side aisles. The sloping walls descend from the ceiling

dome overhead, and the end of the place is finally (though barely) in sight — a rounded alcove about 20 feet in diameter where its flanks not angling walls, and if its end portion were not open, of course.

In the center of this portion of the hall stands a huge statue of a monster, a nightmare work carved from serpentine in a most detailed fashion. It has five pairs of arachnoid legs spaced 5 feet apart along a coiled, snake-like body. That form is thick-bodied, much as a python's. Atop an 8-foot neck, the crocodilian head sports gaping jaws, from which protrude many teeth. The 10-foot-long tail terminates in a huge scorpion-type stinger. Were it real and stretched out, this horror might measure 50 or more feet long, overall.

Beyond that statue and about 20 feet from the rear alcove, hedged round by four pillars and flanked by light-bubbles at eye level, looms a huge stone figure of Rahotep. You see it in profile, for it faces left (south). A headdress that resembles a vulture, adding 3 feet to the total height, crowns the 15-foot tall figure.

The side aisles are lined with other statues. To the left are depictions of all of the undead creatures you have encountered: ghoulish things, vampires, mummified zombies, and skeletal creatures. To the right are statues of fiendish and demonic mien.

Note that any player who asks immediately about the headdress should be entitled to a Spot check (DC 15) to relate the vulture form to the human-headed one that has been seen before. Only one character can check thus, however: no chain rolling from calls of, "I'll have my PC see if he can . . ." If the PC does relate the two, he will then react a bit later, but first the other information and action.

There is a strong evil that radiates from the south statues (undead, to the left). All these dweomers, however, were placed on the statues to encourage intruders to stay in the center, where stands the real threat. By taking either side aisle, the party can avoid the monster, the scorpion-snake in the middle. The huge serpentine monster is held in suspended animation. When any living creature comes or passes within 13 feet of it, the magic is broken and the thing returns to life. Assuming that this occurs, the characters first hear a long, sighing sound with sort of a hissing quality; the monster is drawing its first breath in many a long year.

This monster is the final defense of Rahotep — his last test of the team's energy. The intake of breath should alert the PCs. A Spot or Listen check (DC 20) is in order for each character. If they watch closely, they can see the creature's sides moving. Again, a Spot check (DC 15) is called for here for those able characters looking in its general direction. If they act quickly, the characters can take the offensive, effectively surprising the monster (and gaining 1 free round of attacks). When it resumes its animation, give the players something like:

"The green stone monster is breathing! Its coils twitch! It is alive!"

Scorpion-Snake: CR 18; SZ G Magical Beast; HD 22d10+66; hp 187; Init +0; Spd 50 ft.; AC 18 (-4 size, +12 natural); Atk +25 melee (2d6+7 [x2], claws) and +20 melee (2d6+3 and poison, sting) and +20 melee (2d8+3, bite); Face/

Reach 20 ft. by 50 ft./10 ft.; SA spell-like abilities, improved grab, squeeze, poison (sting, Fortitude save DC 36 negates 2d6 initial and secondary Str damage); SQ damage reduction (20/+2), SR 18, resistances (cold, fire, acid 20); AL CE; SV Fort +16, Ref +13, Will +9; Str 25, Dex 10, Con 16, Int 10, Wis 10, Cha 14.

Skills: Concentration +15, Listen +17, Spot +17. **Feats:** Alertness, Iron Will.

Turning the Creature to Stone: If both of the glowing eyes of the statue of Rahotep (see below) are destroyed at a distance (AC 10, Hardness 5, hp 10), or blocked or covered in some way — difficult, to be sure, but possible — the serpentine monster turns immediately to stone once again! If some unfortunate is being constricted at the time, the victim is caught fast, but may be freed eventually by hewing away the stone. If the eyes are merely covered, one of the statue's first actions after animating (due to someone's close approach) will be to remove the obstruction, releasing the scorpion-snake monster once again. However, if it has been hewn in two while petrified, it will thrash and writhe around in its death throes, and each character within a 15-foot radius of the thing will suffer 2d6 damage from its contact before it expires.

If the Serpent is Destroyed: The serpentine monster wears a jeweled collar about its neck. This item is made of green crocodile leather and set with emeralds. It blends perfectly, so it will likely go unnoticed (Spot DC 40) until the monster is slain. This is a wonderful treasure (if not destroyed by fire attacks or some such), for each of its seven gems is worth 10,000 gp each. In the collar below each, forming the settings, are magical talismans. If their existence is not detected magically, and especially if the gems are hastily removed,

these valuable items will probably go unnoticed. The talismans all have different uses, and each completely protects the person carrying it from certain ill fortunes. A single PC can only use one of these at a time. Their powers are as follows:

1. Protection from ingested, insinuated, and/or contact poisons.
2. Protection from poisonous gaze and/or poisonous breath attacks.
3. Protection from paralyzing and/or petrifying touches.
4. Protection from paralyzing and/or petrifying breaths.
5. Protection from paralyzing and/or petrifying gazes.
6. Protection from diseases and/or parasitic infections.
7. Protection from loss of external body parts (toes, fingers, limbs, etc.).

THE STATUE AND SEVENTH CURSE

During the battle, the visage of the great statue of Rahotep rotates to face the melee. The figure's glowing red crystal eyes can be seen at a range of up to 18 feet.

This statue, a golem, will animate when anyone comes within 6 feet of it; at that time, read the following aloud:

You are near the towering figure of the Archpriest-Wizard and suddenly there is movement atop it. The headdress has become a living thing, a human-faced culture. It mournfully croaks a brief phrase, flaps its wings once, then vanishes.

The croak seemed almost human, and the sound seemed to convey something — was it saying: "*So now you have incurred the Seventh Curse of Rahotep*"?

Well, whatever the message, it is now of no import, for the huge stone figure is moving ponderously toward you!



The party has, not surprisingly, just been cursed by the *ren* (name) of Rahotep. The curse delivered, it flaps upwards and proceeds to turn incorporeal, and thus disappears from harm's way. Of course, one expecting the *khui* can as well assail the *ren*. There are exactly 3 round's time for this to occur, for thereafter it is gone! Damaging the *ren* causes Rahotep to suffer a -2 penalty to all Intelligence-based skill checks for each 4 points of damage dealt to the *ren*.

The curse has two principal effects: first, it causes anyone hit to suffer maximum damage on every melee attack, and anyone slain will turn into a mummy-zombie in 1 minute; second, the specific victim will be that PC who takes the least physical damage from the *golem* (randomly determined in case of ties). Meanwhile, the *ren* travels to the statue of Rahotep, which stands in Area 37.

With respect to the first part of the curse, it will fail activation if it contacts a character with the *Netherladder*. Each other of the **Nine Evil Objects** also prevents the *dweomer* from affecting the character possessing it, but, as usual, do not prevent activation of the curse upon some individual lacking such ward.

Again, the second portion of the curse proper, as it were, fails activation if it encounters that character bearing the *Seal of Shadow*, and Rahotep will know and be delighted if that makes all **Nine Evil Objects** there present! In like vein, any character with another of these objects will be unaffected by the second portion of the curse. Regardless of that, the initial part acts fully with respect to each and every character.

Golem Idol of Rahotep: CR 12; SZ H Construct; HD 22d10; hp 121; Init +0; Spd 30 ft. (can't run); AC 28 (-2 size, +20 natural); Atk +24 melee (2d10+10 [x2], slams); Face/Reach 10 ft. by 5 ft./10 ft.; SQ construct, magic immunity, damage reduction (20/+2), weapon damage; AL CE; SV Fort +7, Ref +7, Will +10; Str 31, Dex 10, Con —, Int —, Wis 16, Cha 16.

SQ—Magic Immunity (Ex): Immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no save, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change its structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that deal damage).

SQ—Weapon Damage (Ex): An edged weapon that strikes the golem idol of Rahotep must succeed at a Fortitude save (DC 15) or take damage as per the Striking an Object rules (see Chapter 8 in the *PHB*).

If the Golem is Destroyed: When the Golem is destroyed, read the following. Note that the secret door to the west cannot be found until both sets of doors (mentioned in the text for the players, below) have been opened.

After you have destroyed the animated statue, a chill falls over your group. The walls ahead (west) shimmer as the scene changes. Two sets of doors are now visible along the angled walls before the empty alcove.

To the left (south) is a portal of black wood. Green pictures and hieroglyphs upon those two doors depict a priest using a flail to drive off creatures made of fire and other incredible monsters. To the right (north) are doors of bright reddish mahogany. Blue depictions thereon show

a wizard who holds a crook aloft, subduing ravening demons, devils, and fiends that cower below him.

Both gateways are done in the ancient style, with heavy metal hinges and supports. They are closed tight, and each pair is sealed with a large lead cartouche, which you recognize as that of "The Set Rahotep."

Another False Rahotep: The players might, and well should, decide to have the party stop and inspect the remains of the golem. Within the statue is a shriveled, blackish-red mummy wearing ancient finery and a necklace, the latter inscribed with a cartouche (Decipher Script DC 15) that reads "Rahotep." (It isn't anything of the sort, of course).

The mummy clutches a papyrus scroll (which animated the statue) and wears a ring on one bony finger. This latter item enables the wearer to pass through stone once per day (with restrictions as given below). Also herein are a bronze crook and a bronze flail, both of which are often included in depictions of Khemitian deities. These items have no powers, but radiate a dim magic aura and will prove quite useful if retained.

29. BLACK GATE OF THE MAGE (EL 12)

Refer to the description given after the golem's defeat. The gate will open safely only if a wizard or sorcerer strikes it with the bronze flail. If that occurs, the room is found to be absolutely empty. Since fire creatures and monsters are depicted hereon, and since such are more the province of mages than priests, the party has ample clues as to the proper procedure.

The portal will actually burst asunder if anyone strikes it. If this person is not a wizard or sorcerer doing so with the bronze flail, the fearsome *sekem* (power) of Rahotep emerges. If the doors to Area 30 are already open, stop and read the text given after that section (**Both Doors Open**) before continuing.

This opponent is two-dimensional, able to vanish by turning sideways regardless of the perspective of the characters.

The *sekem* vanishes at some point, passing to Area 34, when it has either slain a character or has been defeated. Its defeat deals a -2 penalty to any Intelligence-based skill checks made by Rahotep. If it causes a death, it rejoins Rahotep below, and the fallen victim turns into a *mummy-zombie* in 20 times the usual speed (only 3 minutes!). If the party defeats the *sekem*, a +3 *holy sword of sharpness* appears on floor of the chamber.

RING OF PASSTHROUGH STONE

This ring allows the wearer to pass through solid stone (similar to the *passwall* spell). The distance is limited by the hardness of the medium, as given below.

Stone Type	Maximum Distance
Igneous rock	10 feet
Metamorphic rock	20 feet
Soft sedimentary rock	30 feet
Hard sedimentary rock	40 feet

Caster Level: 9th; **Prerequisites:** Forge Ring, *passwall*; **Market Price:** 90,000 gp.

Sekem of Rahotep: CR 12; SZ M Outsider [Chaotic, Evil]; HD 14d8+14; hp 77; Init +5 (Dex, Improved Initiative); Spd 40 ft.; AC 19 (+1 Dex, +8 natural); Atk +15 melee (2d4 Wisdom, touch); SA Wisdom damage (touch, 2d4 temp); SQ two-dimensionality, magic immunity, damage reduction (15/+2), SR 22, immunities (disease, poison, fire), resistances (acid, cold 20); AL CE; SV Fort +10, Ref +12, Will +11; Str 10, Dex 12, Con 13, Int 16, Wis 14, Cha 14.

Skills: Bluff +19, Escape Artist +12, Hide +18, Intimidate +19, Intuit Direction +16, Listen +21, Move Silently +18, Search +17, Sense Motive +15, Spot +21. **Feats:** Alertness, Improved Initiative, Lightning Reflexes, Weapon Finesse (touch).

SQ—Two-Dimensionality (Ex): The sekem is two-dimensional, able to “vanish” by turning sideways as a free action. In turning, the sekem gains total concealment (50% miss chance) from attacks immediately to its sides. See *invisibility* will not reveal the sekem's location or form, but *true seeing* will, thus negating the concealment bonuses for that opponent.

SQ—Magic Immunity (Ex): The sekem is immune to all divine spells and effects. Spells cast by arcane casters have normal effect on the sekem, though it still receives its spell resistance and saving throw to avoid such effects.

30. RED GATE OF THE PRIEST (EL 14)

This is the portal of evil, of course, as indicated by the color, the crook (a distinctly ecclesiastical implement), and the nature of the creatures depicted thereon. The procedure for opening the doors is the converse of that described for those above (Area 29): they will open safely (revealing an empty room) if a good-aligned cleric strikes the gates with the bronze crook found amidst the golem's remains. Also similar to the above, any other blow releases a portion of Rahotep, this time the evil *sahu*.

If the doors to Area 29 are already open, stop and read the text given hereafter (**Both Doors Open**) before continuing.

This opponent is, in effect, an anti-being — a figure of semi-transparent black radiance (rather as if made of dark smoky quartz), from which crackling energies fly like electrical sparks. In addition to its fearsome blow of anti-energy, the *sahu* poses a special threat to spellcasters. Any spell cast at it will turn back upon the caster, who must make saving throw against his own spell or be fully affected himself. Area effect spells, however, are not so redirected.

The goal of the *sahu* is to slay a spellcaster, and it will thus try to engage one such in combat, preferring wizards and sorcerers to clerics and druids. If it succeeds in its objective, it vanishes, returning to and rejoining with Rahotep's body. As noted for the shadow, the fallen victim turns into a mummy-zombie at 20 times the usual speed. Also as given above, a *wand of minor globe of invulnerability* (50 charges) appears in Area 30 if the *sahu* is destroyed.

Whether vanquished or simply released and defeated, the *sahu* proceeds from here to Area 34. Its defeat deals a –2 penalty on all Wisdom-based checks made by Rahotep. In addition, the party gains a +2 bonus to all saves against clerical spells cast by Rahotep.

Sahu of Rahotep: CR 14; SZ M Outsider [Chaotic, Evil]; HD 14d8+14; hp 77; Init +5 (Dex, Improved Initiative); Spd 40 ft.; AC 19 (+1 Dex, +8 natural); Atk +15 melee (3d4 Wisdom, touch); SA Intelligence damage (touch, 2d4 temp); SQ spell reflection, magic immunity (all arcane spells), disenchantment, damage reduction (15/+2), immunities (disease, poison, fire), resistances (acid, cold 20); AL CE; SV Fort +10, Ref +12, Will +12; Str 10, Dex 12, Con 13, Int 14, Wis 16, Cha 16.

Skills: Bluff +18, Escape Artist +12, Hide +18, Intimidate +16, Intuit Direction +15, Listen +20, Move Silently +18, Search +14, Sense Motive +14, Spot +20. **Feats:** Alertness, Improved Initiative, Lightning Reflexes, Weapon Finesse (touch).

SQ—Spell Reflection (Su): Spells and spell-like abilities targeted against the sahu rebound on the original caster. Ranged touch effects are likewise redirected, but area effect spells are not. The rebounded spell takes full effect on the caster. This ability is similar to the *spell turning* spell. Also, this ability really applies only to divine effects, since the sahu is immune to all arcane spells.

SQ—Disenchantment (Su): Any magic weapon that strikes the sahu must succeed at a Fortitude save (DC 20) or lose its magical enchantment bonus for 1d4 rounds.

Both Doors Open: If both portals have been properly opened, avoiding combat with either of the parts of Rahotep therein, each PC gains 500 XP. When both sets of doors (Areas 29 & 30) are open, read the following aloud:

Suddenly the temperature in the area drops to near-freezing, and you can see your breath. There is a pallid light to the west, and you clearly see its source: glowing hieroglyphs have appeared on the curved stone wall of the alcove. The color emanating from them is disgusting. Who will examine this writing to decipher its meaning?

The glowing hieroglyphs will remain until their message is read. At that time, refer to Area 31, below.

31. GLOWING HIEROGLYPHS

The text of the hieroglyphs is as given below. If nobody reads them, the last two curses can be avoided, but the party can go no farther, for the wall will resist all attempts at penetration. It is thus inevitable that the final pair of vexations be released. Here is the translation of the written words of Rahotep, so enchanted as to allow anyone seeing them to read:

Seven of the Curses of The Set Rahotep have come upon you. Twice more are ye Cursed, fated mortal who dare my tomb! Nine is the number to conjoin, and I will have your lives all. Then will I have mine. The Time of Greatness for Evil is at hand.

As you read the dire message from the vile thing who dwells somewhere within this deadly labyrinth, the hieroglyphs begin to fade. Soon they are burned out, leaving only faint traces upon the sandstones at this final place of the Mortuary Palace.

The glyphs remaining there in trace should encourage a close inspection of the wall. Unlike any previous attempts

(which were fruitless, if actually made), a stone block near the floor can now be seen as being rougher than the rest, protruding slightly. Each character should get a Search check (DC 20) to discover this. A slight shove will move it inwards, and a portion of the wall then slides upward to allow entry into the westernmost room. Yet as this occurs, the west end of the 10-foot square section before the doorway tilts downward in an instant, and Area 31 becomes a pit 30 feet deep.

Final Curses: The final two Curses of Rahotep have been bestowed. They are ineffective on a character bearing any one of the **Nine Evil Objects**, but nothing negates these last two on those without such objects. The specific victims thereof are those who first read the hieroglyphs (Curse #8) and open the secret door (Curse #9). (If one person did both, the other specific victim is that party member who was farthest away from the secret door when it opened.) All specific victims—including those of previous curses, if still alive and remembering the Seventh Curse (from the vulture at Area 28)—who are standing on the sloping floor fall into the pit, taking 3d6 damage from hitting the stone floor 30 feet below. Anyone else on the slope must make a Reflex save (DC 15) or fall in for similar results.

Again, cursed PCs slain turn to mummy-zombies in 3 minutes, but for the survivors the moment of truth is at hand!

END GAME—HIDDEN TOMB ENCOUNTER KEY

The PCs should be shoulder-to-shoulder now, so to speak, sensing that they are near the conclusion and that they have really accomplished something meaningful by attaining this place in the Tomb despite all the horrible foes and deadly obstacles that were placed before them. Let them know they have done a great job! Take this time to make appropriate XP awards, as the gods themselves aid their quest.

32. SUNKEN CHAMBER

The PCs should have no problem descending to the bottom of the shaft. (Okay, some poor guys probably had a problem with falling, but the remainder can use rope or magic to get down with ease.) Read the sentences below as appropriate to the party's position.

The odd-shaped little chamber 30 feet below that is revealed by the opening of the secret door appears virtually empty. From its "V"-shaped western point to the 10-foot length of its east wall, 20 feet distant from that, there are only two things to note. These are a crypt and what lies atop it. Hewn from the living rock wall, this vault is 5 feet wide and high, and runs the entire length of the east wall. Thus it is directly below your entry point. Shutting it is a slab of stone, a lid more than 6 inches thick, sealed in place by a silvery solder. Atop this sheet of stone is a lightless, totally black shape in the conventional form of a star. This thing is no bigger than a child's hand.

All five walls of the place are adorned by inscriptions and figures, and so too is the crypt.

The air here is stale and dust covers everything. At least you know that the undead denizens of this labyrinthine place never frequented this hidden chamber.

This is the ninth of the **Nine Evil Objects**, the *Cursed Star*. The top and front of the vault are covered with writings, which seem to warn all to leave this place undisturbed. The inscriptions are individual phrases, not a single complete warning. Decipher Script (DC 25) will allow the PCs to read and note:

Woe to any who dare break my slumber!

Tread lightly, lest my rest be broken.

Death's bony wings whisper near.

Go up to the top to find your treasures elsewhere.

Evil must remain to protect this resting place.

These strange warnings give you pause. A dark and palpable evil is present. You can feel its malign energy, a cold threat that pervades the small chamber.

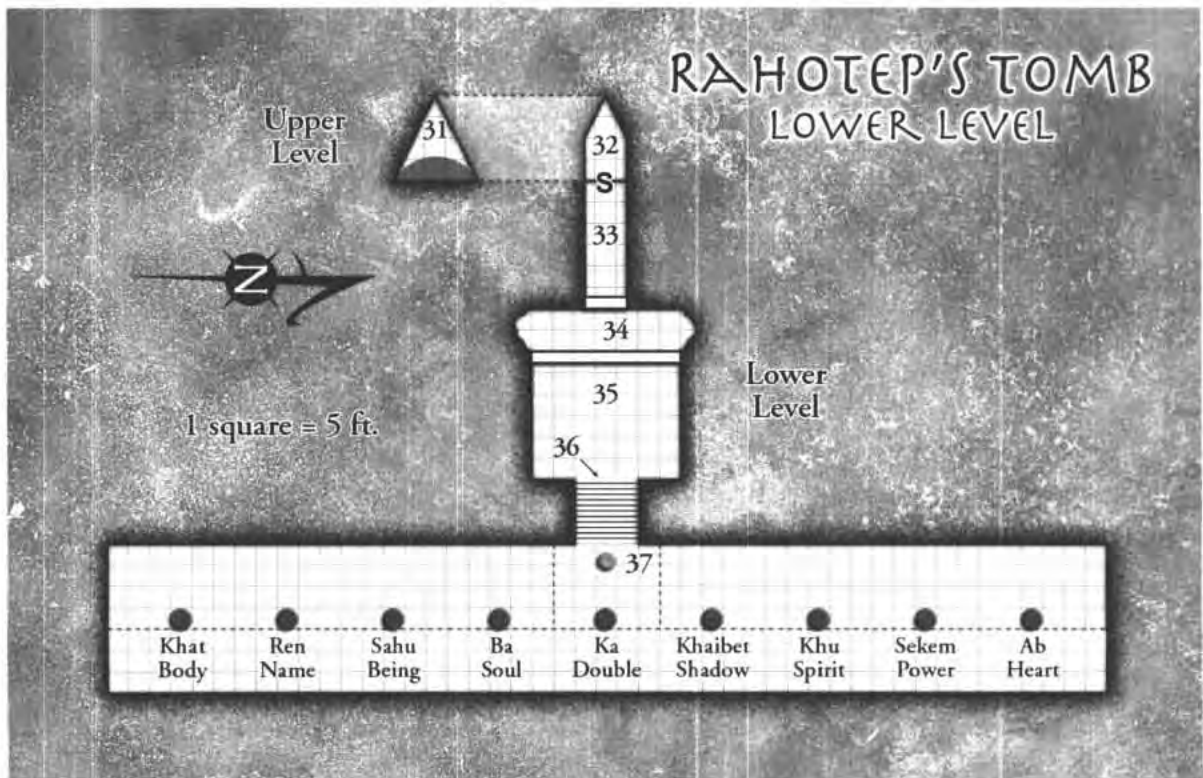
The room itself seems to have been hewn from the solid rock. The walls are covered with bas-relief figures of demons, devils, and fiends (on the north and south walls) and three serpents (east wall). The western point of the walls of this peaked room (see the side view map) is adorned with inscriptions that praise the Evil of Rahotep "nine times ninety into eternity," and so forth. A great evil is discernible, emanating from not only the crypt, but the entire eastern part of the room thereabouts. Aural examination of the crypt reveals wicked power, terrible death, and total hopelessness. (Stress this, for the unsealing of the vault will probably doom the party.)

The team might and probably will use the top of the vault as a step up to aid it in examining the east wall. Careful examination of the upper slab reveals that the southern third shows hairline cracks. Any character succeeding in a Search check (DC 20) will certainly tell the danger of putting stress on the fractured area. If more than 200 pounds of weight are placed upon this portion, the sealing forces can be negated. The chance of cracking is 5% per pound exceeding that limit. If the top cracks, then the sealing forces are destroyed.

Inside the Vault: The vault contains 2 of the 9 parts of Rahotep, the *khat* and *ab* (body and heart). If the vault is opened or unsealed in any way, the other seven parts of Rahotep, which are now gathered beyond, will be freed so as to reunite immediately with the two in the crypt, and the Unmortel Rahotep will arise and attack. (See also **Final Destruction**.) This will not alter the statistics given in the Monster Appendix. (The party's victory over the other parts, if any, did not destroy them, but merely defeated their attempts to wreak other mischief and will have delivered some damage to Rahotep.) There are other means of conjoining his nine parts, and the remainder of this section discusses those.

See the Monster Appendix for full details of Rahotep's conjoined parts enabling his rise as Unmortel.

The Secret Door: The secret door can be found with a Search check (DC 15) if the bas-relief serpents on the east wall are carefully examined. The area around one such figure is a pivoting panel, 4 feet tall and 3 feet wide. Beyond it is a 10-foot-square corridor, 20 feet long, which ends in a sealed stone slab. The place behind the secret panel is described next.



33. SEALED SLAB

Behind the pivoting stone panel is a 10-foot-wide hallway, likewise hewn from the solid sandstone. It has been unused for centuries. At the end of the 20-foot-long passage is a slab of familiar appearance: a stone block, granite, typical of others you have seen used to seal areas of the Tomb. Hieroglyphs are inscribed upon it, and immediately below these is the now instantly readable cartouche of RahoTep. The inscription is as follows:

Strike the Name of RahoTep nine times. The stone will then be sundered and your progress unimpeded.

If anyone follows these instructions, the stone shatters and the ren (Name) of RahoTep is empowered to conjoin with the khat and ab within the vault (Area 32).

Alternatively, if enough pushing force is applied smoothly — say 3 or 4 PCs with combined weight in excess of 600 pounds — the slab simply slides inward without breaking.

By shoving and straining, you have managed to shove the slab of granite about 3 feet inwards! There is now a 2-foot wide space to the left and right that allows you to proceed.

Of course, certain spells will do this, too, and in such cases simply use appropriate preamble to relay the fact that they can enter the next portion.

34. CHAMBER OF TWO WAYS

You peer through the doorway to see a room 30 feet broad, 20 feet high, and 10 feet deep to the east. It has no light sources and is bleak. A dark archway stands in each end wall, to the left (north) and right (south). The one on

the left hand is made of blood red stone, the right-hand one of black basalt. Before the latter stands a creature, a living shadow that whispers:

"You are most puissant, mortals, to have come so far. I invite you to proceed onwards unmolested, for this way is the only route to your reward!"

Yet from the northern portal steps a semi-transparent man-like figure that seems formed of electrified smoky quartz. It contradicts the shadow, saying:

"You must avoid that route, brave mortals. Pass through this way, for it alone allows you to go onward safely to victory!"

The two dark things exchange curses and gestures, then vanish.

These figures were, of course, the *khaibet* (shadow) and *sahu* (being) of RahoTep. When they vanish, they enter the statue of RahoTep in Area 37. Any player demanding it is entitled to a Spot check (DC 30) to recognize the two for what they were.

This chamber is unadorned. The far (eastern) wall is of solid stone about 18 inches thick, and that is the only safe route onward. This wall is made of stone blocks, and close examination will reveal the signs of careful flat mortaring with cement of the same hue as the rock. Any character will note this if looking at the wall from 3 or less feet distance and succeeding at a Spot check (DC 15).

Continue with Area 35, below, when and if the PCs break a hole through or otherwise pass this barrier. The arches radiate strong auras of evil. Identical hieroglyphs (Decipher Script DC 25) above them depict the symbols for Evil and Freedom in conjoined form.

The arches are transporters, but they merely send all those who enter them directly upwards 30 feet, to points near the once-hidden gates of the **Court of RahoTep** above (Areas 29

and 30). If the northern arch is thus activated, the *khaibet* is empowered to conjoin with the other parts of Rahotep within the crypt (Area 32). Use of the other arch empowers the *sahu* in like manner. This will certainly please Rahotep!

35. FIERY SPHERES (EL 2+)

The room you have found beyond the stone blocks of the east wall is also 30 feet broad and 20 feet high, but its depth is about 30 feet. Floating in the air of the room are flaming orbs of different dark red hues, each a foot across. In the middle of the far (east) wall is a slab of red sandstone 10 feet square, but the orbs block your passage to it.

A whispering voice says:

"No power you possess can overcome this barrier. Ask mercy of the Might of Rahotep, else be consumed by his fiery wrath!"

And as the whisper fades away, the orbs move toward you! What will you do now?

There are 2-5 orbs here, one for each of Rahotep's parts within the crypt (Area 32), as determined by the party's actions at the entrance to and arches within Area 34.

If an orb is struck by weapon or spell for damage, it bursts and vanishes. The explosion deals 2d6 fire damage in a 10-foot radius. If the flames on one of these spheres is extinguished, the orb falls to the floor, inanimate, and melts away within round, becoming a gooey mess of vile putrescence. If all of the orbs are struck, and none are extinguished, the *sekem* (power) of Rahotep is enabled to conjoin with the other parts in the crypt. That pleases Rahotep, too!

Fiery Orb (Hazard, CR 2): The fiery orb can move up to 30 feet per round, and attacks with a +6 melee attack bonus. Its touch deals 1d6 points of fire damage, and combustibles may catch on fire. If the orb is struck for even 1 point of damage it explodes in a 10-foot spread, dealing 2d6 points of fire damage to all in the area. A Reflex save (DC 15) halves the damage.

Once these spheres are taken care of, read:

Now that you have defeated the flaming orbs, you see that the red stone slab centered in the far wall of this chamber is covered with hieroglyphs that you can understand without translation:

"Nine Curses, nine steps; six parts have been passed. If you dare the seventh, you show a spirit beyond imprisoning."

To proceed, the PCs must break through the slab or otherwise pass it, just as they did its west wall. Suspicious folk will, of course, see through the cloaking words above and discern a clue to the danger beyond.

Red Granite Slab: 10 in thick; Hardness 5; hp 100; Break (DC 35).

36. RAINBOW STAIRS

In breaking the slab, you have revealed steps descending east. There are 9 of them, and each is 1-foot broad and tall. The top one is white, and then comes violet, indigo, blue, green, yellow, orange, red, and black. The landing, again of pure white, abuts a wall of the same snowy hue.

If nobody says anything to the contrary, assume that some character eventually treads on the seventh (orange) step during the descent. (Remember the hieroglyphs mentioned "seventh," and expert players will avoid that number!) This action empowers the *khu* of Rahotep to conjoin with the other parts. This could possibly overjoy our arch villain!

The white wall is merely a thin slab, easily broken (3 in thick; Hardness 5; hp 45; Break DC 13), and beyond it is the final room of the Tomb!

37. HALL OF NINE COLUMNS (CR 29+)

As you peer into this long hall, you have the distinct impression that you have come at last to the final chamber of this subterranean palace of death. Immediately before the entrance is a life-sized statue of Rahotep. This stone figure is carved, painted, and even clothed as if it were the ancient archpriest-wizard himself. Behind the statue is a massive column no less than 5 feet in diameter. Four more columns to either hand flank it, so there are 9 of these pillars in all.

The room is full of all manner of things: beautifully crafted furniture to the right, a royal-type Nylle River barge and a chariot to the left, grouped near the far ends of the room's west side; yet to the east, past the line of pillars, are treasures beyond belief—gems, jewelry, and huge piles of coins of all sorts, from bronze and copper to gold and even platinum!

In this hall is a row of 9 great fluted pillars, each depicting a likeness of Rahotep as part of the column (telemon-like columns). Before the entry stands an exact man-sized stone duplicate of Rahotep, and throughout the chamber are various furnishings—a barge, a chariot, an urn, and vast heaps of treasure. Whispers are audible around the entryway (the 20-foot-square shown by a dotted line on map); elsewhere is absolute silence. Fragrances of wondrous sort waft from the glowing pillars and a vile stench from the others.

DM Note: Some pillars may emit maroon light (1 for each part of Rahotep freed). Be sure to note this on your map! Extreme Evil emanates from the statue and pillars if it is divined for. Those bearing statuettes of Thoth, Heru, Isis, Nephthys, and/or Chons feel very edgy when near any glowing pillar.

Voices: Of the 9 parts of Rahotep, all that have not yet been conjoined with these in the crypt are now imprisoned in the statue before the door. If the characters have performed with utter perfection, a veritable chorus of whispers assaults their ears before they can continue, saying:

"Success!"

"All this wondrous treasure here is yours!"

"Caution! Only if all the pillars glow can you obtain your wealth."

"Help! Help me!!! Read the wall writings, for poor Rahotep needs aid."

"Rid yourself of that wicked object you bear; the magical pillars here will banish its evil forever!"

"My voice will guide you to the right spot, the vile object can be disposed of only in one place."

(The latter two urgings come only if all 9 of the **Evil Objects** are gathered in this place, as is explained hereafter.)

Although they seem to be nearby, these voices come from the statue. The number of different voices is equal to the number of unlit

pillars. There are at least two parts of Rahotep imprisoned herein, both previously encountered in the form of human-faced vultures: the *khu*, released when the first wall painting was broken, way back in Area 3, and the *ren*, which once perched atop the golem in Area 28. On the other hand, at least two are missing (and their pillars lit): the *khat* and *ab* (body and heart) are still sealed in the crypt (Area 32). (If they are not, how did the party get here???) The presence or absence of the other five parts depends on the PCs' actions during their descent from the Mortuary Palace.

All specific victims of Rahotep's Curses will eventually act to aid Rahotep herein. All others who hear the voices must make a Will save (DC 20 + 1 per voice speaking). Also, deduct any other lingering penalties from certain actions taken or lesser curses received elsewhere in the tomb. Success means that the voices have no influence. Failure means the suggestions will cause the character to comply with Rahotep's wishes.

Note that each character upon entering the 20-foot-square area before the doorway must make one check. Repeat checks may thus be required of those who pass out of and then return to this location.

Inscriptions: The writings on the plastered and painted western wall (Decipher Script DC 20) relate the following long and heart-rending tale:

Rahotep was a fine, noble, and upstanding man who did many kind and generous things. Yet an evil spirit, a demoniacal entity whose force was so powerful as to slay him, possessed the good archpriest-sorcerer. In all the land, none was strong enough to release this wonderful man from the awful doom that then *curst* him. However, the evil entity was forced to allow Rahotep one slim chance. If any mortal could penetrate the horrors the great demon had placed within this tomb, finding and bringing warmth to all that which was Rahotep, the beneficent victim of wicked possession by that demon would be liberated to dwell happily in the afterworld.

Further, those accomplishing this feat shall be rewarded handsomely, permitted to take anything desired from amongst the vast store of wealth earned by Rahotep's generous work and great charitable endeavors. An official proclamation that can be found amidst the treasures even proclaims the rescuers' legal right to their new possessions!

Choke! This last lie is perhaps too obvious. Great treasures stored up in the tomb of a philanthropic saint? Really, now. Well, the players need some breaks . . .

THE NINE EVIL OBJECTS

It is not possible for Rahotep to take one of these. Each and every one must be given to him in order for him to possess it and its power.

If there are some but not all 9 of these things now within Area 37, Rahotep will simply cause those characters under his Evil Influence to cast those held by such individuals into the interdicted portion of the chamber (to the east) as they begin activating the pillars as is detailed immediately hereafter. This is a relatively minor triumph, and while pleased, Rahotep isn't going to waste much time with such minor acquisitions — minor compared to his Unmortal status, that is. However . . .

If all 9 of the **Nine Evil Objects** are now here, there is no question about it: Rahotep's lust for power prevails over all else. He must have them. They will elevate him to full deityhood!!! (See the Appendix for the various details of all these variables in Rahotep's makeup.) Besides, there is just the barest chance that these mortal worms

might stumble upon the means to destroy him, so Rahotep is anxious, to say the least. So, what does all this mean?

Acquiring the Objects: Those whom he can influence will carry their object or objects to the designated column. Each **Evil Object** that is touched to a column vanishes, being transported instantly to the vault that holds those freed parts of the arch villain. Once this is done, they will speak as noted below if need be, and then assail any other character possessing an **Evil Object**, the aim being to wrest it away and likewise give it to Rahotep as noted. But . . .

Destroying the Objects: Should the team manage to assemble the 9 items and smash each before its pillar, then this act first paralyzes that portion of Rahotep, then destroys it upon the completion of the breaking of the last of the **Nine Evil Objects**. They can be broken thus only before the correct column and are invulnerable to damage otherwise. There is no particular order of destruction necessary to fulfill the task. However, there are few clues to which item corresponds to which pillar, save the presence of the last object on the crypt, the negating of curses (how are they aware of that, pray tell?), and the urgings from the whispering of Rahotep's portions, and no spell can be cast to give any assistance in this regard. Period. See **Pillars** below for which is which.

Failure to destroy all of the **Nine Evil Objects** properly means that they reassemble and are whole again once removed from the Tomb, after a decade has passed or immediately upon Rahotep arising as Unmortal.

Destruction of all of them means the annihilation of "Our Boy," a total victory for Truth, Justice, the Khemitian Way, and (most importantly) the PCs! As soon as any one object is thus shattered, the voices of Rahotep will begin threatening, pleading, and saying truthfully:

"If this continues, you fools will destroy every bit of wealth and the great horde of enchanted items here! Cursed to nine times nine times is the one doing what you would do!"

"I pledge my unfailing word, you will be my Chief Vizier, if you do not do the wicked thing you now contemplate!"

"Cease! Desist! You injure a worthy scion of righteousness! Please, hear Rahotep and pity him, do not do this thing!"

"More and you will destroy these treasures hoarded here for your coming! Are you mad?"

"Stop! Now, while you can, take the barge, the chariot, all the wealth of ages and depart quickly, on your lives I beg this!"

Pillars: In addition to a likeness of Rahotep, each column bears a hieroglyph and a word of hieratic script at the base. These identify (with a Decipher Script check at DC 30) the nine parts of Rahotep, listed below from left to right (north to south). Fill in your notes on whether the column is lit, in accordance with the PCs' actions in Areas 33-36.

If either a living being or the statue herein (see below) touches a column and says "Rahotep, Lives!" that part of Rahotep represented is empowered to conjoin with the others in the crypt, and the pillar illuminates. Those characters who are forced to aid Rahotep (i.e., those bearing one of the Nine Curses and those who fail to avoid the suggestions of the voices) will, at some point, start illuminating unlit columns. The first such must and will be the center one, of course, the lighting of which animates the statue of Rahotep (see below).

The wicked arch villain Rahotep is completely freed when all of the columns are illuminated. At that time, all nine parts are conjoined, and the **Unmortal Rahotep** emerges from the crypt (Area 32) by his own power. (Everybody duck!!!)

PILLARS

Hieroglyph	Word of Script	Pillar Lit?	See Area	Evil Object
Ab	Heart (S)	yes	32	Scepter of Set
Sekem	Power (M)	?	35	Serpent Ankh
Khu	Spirit (S)	no	*	Book of Eternity
Khaibet	Shadow (P)	?	34	Cleaver of Set
Ka	Double (P)	no	37	Blackened Sun
Ba	Soul (S)	no	*	Bloodied Moon
Sahu	Being (M)	?	34	Netherladder
Ren	Name (M)	?	33	Seal of Shadow
Khat	Body (P)	yes	32	Cursed Star

*Though released earlier, no opportunity is ever given for the party to empower the *khu* or *ba* to conjoin with the other parts within the crypt.

The line of pillars cannot be passed until all are lit. An invisible wall of force prevents anyone from reaching the incredible heaps of treasure. Will the party free Rahotep and probably die thus? Will greed triumph over common sense? Stay tuned . . .

Statue: If and when all of the **Nine Evil Objects** are destroyed, the *ka* statue is shattered into a rain of dust. See below as to what occurs when the figure is otherwise destroyed.

When the central column (of the *ka*) is illuminated, the statue of Rahotep is animated, a **golem**. It immediately moves toward the nearest unlit pillar at a rate of 20 feet per round. When it comes to an unlit pillar, it reaches out and touches that column while all its remaining voices (unfreed parts of Rahotep) recite the proper phrase "Rahotep, Lives!" in chorus. Each such lighting of a pillar gives the golem statue 20 additional hit points! The statue ignores all attacks and does not itself do anything but try to illuminate pillars.

When all the columns are lit, the statue vanishes, and **Rahotep the Unmortal** arises in Area 32, thereafter coming to "reward" his rescuers with free trips to the afterlife. If the statue is destroyed, the only way Rahotep can revivify is for the party members to touch the remaining unlit pillars. The statue can, of course, be attacked before it animates.

Once the *ka* statue (double) is destroyed, each character will feel triumphant and relieved. Each one who carries a statuette of any non-evil or neutral deity gets a feeling of completion and the urge to depart from the Tomb.

Two specific directions are indicated: the entrance doorway and the barge (see **Treasures**, below). If the PCs head out by conventional means, they find that some treasures have appeared in Areas 35 and 34.

Destruction: The nine parts of Rahotep cannot be destroyed by any means save that enumerated with respect to the **Nine Evil Objects**. He thus is not likely to be annihilated by the party. If Rahotep has risen as an Unmortal, however, his destruction can still be accomplished through the objects, providing this is finished prior to his arrival in Area 37.

TREASURES

If Rahotep is annihilated through the use of the **Nine Evil Objects**, then all the treasures found in this whole complex (32-37) are likewise destroyed.

The coins, gems, and jewelry that can be obtained from the areas around the illuminated pillars will amount to 80,000 gp in metal/gem value per character. This amount is fixed, regardless of the number of lit columns.

If the characters depart by using the barge in this room (see below), they get no other treasure. If they exit by a more conven-





tional means, they find all of the following items in Areas 35 and 34. However, if they leave this room, reconsider, and return out of greed, neither the barge nor the chariot will be present anywhere. Furthermore, this will require additional saves against the voices if Rahotep remains undestroyed, this time with an increased difficulty (DC 30 + 1/voice).

If the **Unmortal Rahotep** is freed at some point because of this return, assume that his attacks on the characters will probably (90%) destroy the magical items listed below regardless of the results of the battle. (For example, the PCs might climb onto the barge, illuminate the last pillar, grab some of the forbidden treasure, and then try to depart. Rahotep will certainly attack before they can escape and can, in fact, follow them into the planar reaches!

Barge: Whether found here or in Area 34, this is a magical **Barge of the Spheres**. This vessel can travel to any plane or sphere as if one were using a spell of *astral projection*. It can carry 12 characters and 12 horse-sized steeds. A magically small space within it holds a volume and weight of cargo equal to that number of passengers: i.e., 12 people and 12 steeds, or about 7 tons/1,400 cubic feet. Words of power that cause the barge to move and function are inscribed upon a small brass plaque attached to its surface (Decipher Script DC 30).

Chariot (Area 34): This 4-person vehicle is a magical **Chariot of the Wind**. In addition to passengers, it can bear 400 pounds of weight in armor, weapons, personal gear, equipment, etc. Attached to the reins are two enchanted figurines of owl-sphinxes, and several words of hieratic script are inscribed on the chariot's flooring (Decipher Script DC 30). These words of power have several specific uses, basically enabling the enlargement of the figurines into full-sized creatures (or the reverse effect) and providing the means of controlling and instructing them. The chariot's maximum aerial speed is 60 miles per hour. The owl-sphinxes can fly untiringly for

a time equal to that of night's darkness or 12 hours, whichever is the lesser.

Other Items: The following magical devices are found in Area 35, assuming that Rahotep has not been annihilated.

- A staff of earth and stone
- A staff of life
- A +5 heavy flail of mighty cleaving
- A rod of security
- An amulet of the planes
- A robe of the netherworld (from *Relics & Rituals* by Sword and Sorcery Studios)
- A lyre of building

FINAL DESTRUCTION OF THE TOMB

Exactly 15 minutes after Rahotep is annihilated and the party leaves Area 37, the ground rumbles and quivers, and a wide fissure opens between the **Mortuary Palace** (Areas 24-28) and the surface above it. Stone blocks fall to close off the **Rainbow Stair** (Area 36), and a huge slab starts to descend slowly throughout Area 33, sundering the pillars into stony splinters. Then falling stone from the ceilings begins burying chambers, steaming cracks appear in the floors, darkness thickens everywhere, etc. The team can exit by any of various means, including scampering out through Area 32, transporting up to Area 28 via the archways, or by means magic, for it is now possible to use any spells or powers to escape this place. They had better, for if they are still within its precincts at the end of 1 hour after Rahotep's destruction, they will be buried in the collapse of the place, slain, their glorious victory for naught.

To this end, you might have the figurines possessed by each character radiate an urgent need to leave the place, forgetting the

treasures that have been left elsewhere. Those most likely to urge such are Thoth, Isis, and Osiris.

If the team has managed to flinder the statue but otherwise not gotten "Our Boy," then the above occurs, only it is all an illusion that Set places to try and cut his losses, so to speak. Again the characters will need to flee, for they can't pierce or disbelieve it. There will be certain real phenomena (ground tremors, winds, etc.) to inflict a bit of damage (maybe 5d6 total) and speed them on their way. The barge and/or chariot can be employed to escape in this case. If the PCs don't beat it fast, they die! The figurines will again urge flight, for the final result is known to these deities.

If the **Unmortal Rahotep** is revived and released, the team can possibly use the **Nine Evil Objects**, or, lacking those, steal the barge, even loading the chariot and other loot thereon, and get out fast. If they have otherwise served good loyally, there might be some deital intervention to allow this escape. It will be coupled with a new quest, of course. It is one the DM must devise — or possibly from a new module from your friends at Necromancer Games! That is, Rahotep being Unmortal, the PCs must find a way to reverse or otherwise correct their mistakes and do away with the old arch villain once and for all.

See Chapter 9 for the awards to the characters that survived this adventure.

Rahotep the Unmortal, Vampire-Lich Clr15/Sor10: CR 29; Size M Undead; HD 15d12 plus 10d12; hp 243; Init +9 (Dex, Improved Initiative); Spd 60 ft.; AC 28 (+5 Dex, +13 natural); Atk +26 melee (1d4+5 and paralysis and energy drain, touch) or +26 melee (1d6+15 and paralysis and energy drain, slam) or +29/+24/+19/+14 melee (1d6+12 and 1d6 electricity, +2 *crook of lightning*); SA fear aura, domination, damaging touch (1d8+5, Will DC 31 half), paralyzing touch (Fortitude DC 31 or permanently paralyzed), energy drain, blood drain, children of the night, create spawn, smite good (1/day, +4 attack, +15 damage); SQ undead, turning immunity, damage reduction (30/+3), immunities (cold, electricity, polymorph, mind-affecting attacks), fire resistance 20, alternate form, fast healing 10, gaseous form, scent, rebuke or command undead, improved evil spells (+1 caster level from domain); AL LE; SV Fort +18, Ref +13, Will +26; Str 30, Dex 21, Con —, Int 22, Wis 31, Cha 26.

Skills: Alchemy +15, Concentration +20, Hide +14, Knowledge (arcana) +22, Knowledge (the planes) +15, Knowledge (religion) +22, Listen +18, Move Silently +16, Search +14, Sense Motive +18, Scry +23, Spellcraft +22, Spot +24. **Feats:** Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Extend Spell, Great Fortitude, Heighten Spell, Improved Critical (crook), Improved Initiative, Maximize Spell, Weapon Focus (crook).

SA—Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at Rahotep must succeed at a Will save (DC 31) or be affected as though by *fear* as cast by a 25th-level sorcerer.

SA—Domination (Su): As a standard action, to a range of 30 feet, Rahotep can target one creature. The opponent must succeed at a Will save (DC 31) or fall instantly under Rahotep's influence as though by a *dominate person* spell cast by a 12th-level sorcerer.

SA—Damaging Touch (Su): Rahotep's touch uses negative energy to deal 1d8+5 points of damage to a living creature, Will save DC 31 for half.

SA—Paralyzing Touch (Su): A living creature touched must succeed at a Fortitude save (DC 31) or be permanently paralyzed.

Remove paralysis or any spell that can remove a curse can free the victim (see the *bestow curse* spell). The effect cannot be dispelled. A creature paralyzed will appear to be dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. This power works in conjunction with Rahotep's damaging touch (see above).

SA—Energy Drain (Su): Living creatures touched suffer 3 negative levels. The Fortitude save to remove a negative level has a DC of 30. This power works in conjunction with Rahotep's damaging touch and paralyzing touch (see above).

SA—Blood Drain (Ex): Rahotep can suck blood from a living victim by making a successful grapple check. If he pins the foe, he drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

SA—Children of the Night (Su): Once per day, Rahotep can summon 4d8 dire rats, 10d10 bats, or 3d6 wolves.

SA—Create Spawn (Su): A humanoid or monstrous humanoid slain by Rahotep (through any attack method) rises as a mummy-zombie in 1d4 days under the command of Rahotep.

SQ—Turning Immunity (Ex): Rahotep cannot be turned or rebuked by any means.

SQ—Alternate Form (Su): Rahotep can assume the shape of a bat, dire bat, crocodile, wolf, or dire wolf as a standard action. This ability is similar to the *polymorph self* spell cast by a 12th-level sorcerer, except that Rahotep can only assume the forms listed here. He can remain in that form until he assumes another, or for one full day.

SQ—Fast Healing (Ex): Rahotep heals 10 points of damage each round so long as he has at least 1 hit point.

SQ—Gaseous Form (Su): As a standard action, Rahotep can assume *gaseous form* at will, as the spell cast by a 5th-level sorcerer, but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

SQ—Spider Climb (Ex): Rahotep can climb sheer surfaces as though with a *spider climb* spell.

Divine Spells Prepared (6/8+1/8+1/7+1/6+1/6+1/5+1/3+1/2+1; base DC 20 + spell level): 0—cure minor wounds, detect magic, detect poison, guidance, read magic, virtue; 1st—bane, cause fear, command, curse water, detect good, detect law, detect undead, entropic shield, inflict light wounds*; 2nd—bull's strength, darkness, death knell, desecrate*, enthrall, hold person, resist elements, silence, sounds burst; 3rd—animate dead, bestow curse, blindness/deafness, contagion*, deeper darkness, dispel magic, inflict serious wounds, wind wall; 4th—control water, death ward, dimensional anchor, imbue with spell ability, inflict critical wounds*, poison, spell immunity; 5th—break enchantment, circle of doom*, dispel good, ethereal jaunt, greater command, insect plague, plane shift; 6th—banishment, blade barrier, create undead, geas/quest, harm*, planar ally; 7th—blasphemy*, control weather, destruction, word of chaos; 8th—create greater undead, fire storm, unholy aura*.

***Domain Spell. Deity:** Set. **Domains:** Destruction (smite good at +4 attack and +15 damage, once per day); Evil (cast evil spells at +1 caster level).

Sorcerer Spells Known (cast per day: 6/8/8/8/7/4; base DC 18 + spell level): 0—arcane mark, dancing lights, daze, flare, ghost sound, light, mage hand, open/close, prestidigitation; 1st—alarm, burning hands, feather fall, grease, jump, ray of enfeeblement; 2nd—arcane lock, blur, ghoul touch, magic mouth; 3rd—gust of wind, lightning bolt, magic circle against good; 4th—enervation, ice storm; 5th—wall of force.

CHAPTER 9.

EPILOQUE

Well, it's now over. Either your PCs are rolling dice and writing down new stat numbers, or they have somehow succeeded in defeating or at least immobilizing a great evil. An alternate ending is that the evil has been released, yet either in your kindness or their brilliant play, they have escaped total destruction. In any case, what do you do now?

PLAYER CHARACTER AWARDS

In terms of cash, the PCs should be literally rolling in gold if they did even moderately well in the temple and tomb. Each should have some magical item or two worth holding on to. Such treasure aside, the real goodies (XP!) are about to be laid out for you to distribute amongst the players' PCs.

The awards discussed here are in addition to those previously given out by you at various times during this epic. There are four cases to consider now that the scenario is coming to its final conclusion. Let's work from best case to the worst:

TRIUMPH

The team managed to blow Rahotep away. He is gone, annihilated forever. This is a true feat! If this is the case, each PC should receive enough experience to go up one full level, above and beyond any other experience already awarded. In addition, the PCs are now famous in the land of Khemit and can reap some less tangible rewards.

PCs here on a casual basis will be given honorary citizenship if they stick around and share out half of their loot according to the law of the land. If they take their loot and run, then they keep what they can hold on to and have only a minor positive influence if they return to Khemit in the future and identify themselves as those who destroyed Rahotep.

If in the place due to a **Direct Mission**, the influence of the Arch-Priest and many others will go to work. After paying over their half-share of all wealth taken out, each will be granted Noble status at a Royal gala. Have a recounting by the PCs, and when the story is done, Pharaoh will make the foremost PC in the team a Baron, then next a Lord, the next a Chief Scribe, and all the rest Shakes. With these hereditary titles will go fiefs, villages or a village, herds of livestock, and such revenues as these estates produce, less the government's share, naturally.

Special Connections: If the team came on a casual basis, its success will gain it no special connections, save those indicated for doing well in earlier action in Aartuat and environs. If present on a **Direct Mission**, the PCs will have gained up to the following 7 Special Connections:

- ArchPriest of Khemit
- Vizier of the Middle Kingdom
- High Priest of Thoth
- Archbaron of Farnoc
- A high official in the Utchatu
- A Chief Scribe in Pharaoh's Court

- Captain commanding Farnoc Garrison

Each Special Connection is awarded by the DM to the PC he deems appropriate, after the team has handed over half its take, been feted, and met all of these folks at a Royal reception. If there are fewer than 7 PCs, no single PC gets 2 connections, so drop off the ones you don't assign.

VICTORY

The team has foiled Rahotep's scheme for the time, inflicted heavy casualties on his minions, and managed to get away. This is pretty good play! Each should receive 75% of the XP required to advance 1 level of experience beyond that already given. They get a formal gala at the Pharaoh's palace, but are quite famous and can make some friends if they distribute wealth as noted above.

Special Connections: If the team came on a casual basis, its success will gain it no special connections, save those indicated for doing well in earlier action in Aartuat and environs. If present on a **Direct Mission**, the PCs will have gained up to the following 5 Special Connections:

- High Priest of Thoth
- Archbaron of Farnoc
- A high official in the Utchatu
- A Chief Scribe in Pharaoh's Court
- Captain commanding Farnoc Garrison

Each Special Connection is awarded by the DM to the PC he deems appropriate, after the team has handed over half its take, been feted, and met all of these folks at a formal gala. If there are fewer than 5 PCs, no single PC gets 2 connections, so drop off the ones you don't assign.

FAILURE

The team has loosed Unmortal Rahotep but hasn't handed over all of the Nine Evil Objects to him. Each should receive 25% of the XP required to advance 1 level of experience beyond that already given. They get no gala or special connections. They have developed a new long-term enemy, who will follow them and stop at nothing to retrieve the last of the Nine Evil Objects!

DISASTER

The team has managed to feed Unmortal Rahotep the Nine Evil Objects, yet managed to flee him somehow despite their blundering. They receive no special benefits, other than a stern warning from the DM on how lucky they are to be alive. They also had better figure out a way to reverse the damage they have done! This can be expanded as the DM sees fit, though the survivors are in great danger, as the Unmortal Rahotep replaces the existing Pharaoh immediately (in a mere few hours) and declares them enemies of the state!

DEPARTURE

If the PCs have citizenship, with or without titles and lands, they can depart Khemit and return again anytime. They can appoint overseers to their lands, if any, put their affairs in order, and so forth before going.

In other cases, assuming that the PCs are satisfied that they have defeated Rahotep and have some looted treasure gained thereby, they can leave in either of two fashions:

They can get away with or without the aid of nomad tribesmen, keeping all of their gains thereby. Of course, those who don't tithe (up to a maximum of, say, 10% of their total spoils to each and every one of the deities whose figurines assisted them in the course of adventuring), they will never again receive aid from that deity or its agents or assigns, ecclesiastics included.

Remember, many of the treasures are worth more if carried away from Khemit and sold to dealers in antiquities. Any large city will do nicely.

If Rahotep was but checked, his tomb will thereafter be restored to its initial state after a period of time, and old minions restored or new ones put in their places. The spirit- and soul-vultures, *khu* and *ba*, will be free to communicate with and assist various servants of evil in the region. Some other party may venture in at a later time, and if so, you might allow some extra clues about what these PCs might face, due to this party's reports, but Khonsu-khaibet, the Demoncroc, etc., will have to be replaced with creations of your own.

STAYING IN KHEMIT

Only the DM can determine if this is desirable. The campaign development is the perquisite. This is advisable only in the case of a **Direct Mission**. In such a case, it is a great idea if the team had a **Triumph**. They will be celebrities for a year or so and renowned and respected thereafter. The government and various temples will have endless missions for them. Here is also plenty of room for free-lance adventuring on the borders, from intrigues to jungle epics possible. In the case of **Victory**, the PCs might become near-NPCs — assisting another group to really get ol' Rahotep this time . . .

In the case of **Failure** or **Disaster**, the only way to remain is to be on hand to perform such duty as is required to attempt rectification of errors. Not a few bribes will need to change hands to hush up the true facts, too, and the team will be expected to furnish such sums gladly. Still, it could be exciting and rewarding.

DM'S SPECIAL REFERENCES—EXPANDING THE SCENARIO

Khemit itself can be expanded into a full campaign setting by use and detailing of the maps and by employment of the Appendices herein, and with such aid as you might find

helpful in historical atlases and books on ancient Egypt. These notes offer a suggested sub-plot to add a bit of intrigue, as well as ideas for further development of the campaign. You can use this or not, as you see fit.

AARTUAT AND ENVIRONS

Khonsu-khaibet is absolutely a secret agent of the Utchatu, working in cooperation with the Temple of Thoth. The Sepat Governor of Inny is secretly in league with the powerful agents of Set, and with their help he plans to revolt, eventually assuming the office of Vizier of Middle Khemit under Unmortal Pharaoh Rahotep. He will have to be found out and dealt with by the PCs after the adventure in the Tomb is concluded.

TEMPLE OF OSIRIS

If the PCs perform well and destroy the evil in this place, and especially if they restore Osiris, the newly arrived High Priest fills them in on the background details given above. That person knows that there is a connection between the governor, the cult of Set here, and the proximity of the Tomb of the Evil Rahotep. The party is given royal permission to explore the whole area. You may reinforce the group with soldiers if you see fit, allowing as many as are equal to the garrison of Aartuat. Each PC is given a royal writ that allows free passage in Khemit for services to the House of the Royal Pharaoh.

TOMB OF RAHOTEP

Khonsu, soldiers, and a kheri-hebu of Thoth will accompany the party. Khonsu-khaibet has his figurine of Chons, of course, and the Priest-Mage one of Thoth.

CAMPAIGN SUGGESTIONS

AFTER THE TOMB

After final success, with the PCs proclaimed to be noble Khemitians, given land, etc., they are suddenly called upon to fight the *Accursed* forces of Evil that are attempting to overthrow the Pharaoh despite not having Rahotep on hand to lead them. The team must now learn to organize troops and fight guerilla bands, then a rebel army. Then they have to head south, take on a horde of jungle savages, and go trekking up the Nylle in search of a Lost City of Set hidden thereabouts. There is also the mountain stronghold of Set (see Chapter 11) to be dealt with.

If Rahotep has not been utterly destroyed, resurgent Evil stirs up trouble while the PCs are elsewhere. To maintain their titles and possessions in Khemit, the PCs must thereafter offer prized rewards to other adventurers (PCs or otherwise), who will investigate.

THUS ENDS THE ADVENTURE INTO THE NECROPOLIS! What lies ahead, only the future knows!



CHAPTER 10.

THE BLEMMYISH TRIBESMAN'S ACCOUNT

TRANSLATED AND ANNOTATED BY TELEMOS CHIROS

"Too bad we never looted the Great Tomb! We came over from Khalla Wadi¹ along the wild game and camel trails and thus entered the lands of the mud-dwellers.² It was a good raid, for along the way we took slaves and much booty, all of which we sent back to our tribe with two hands³ of warriors as guards and to tell of our success. The shake and most of our chief warriors were for riding on toward the sunrise, but then I discovered the fort,⁴ and that changed everything. The enemy had built their strong place not far from where we had camped. Everyone knew that mud-dwellers stuff these forts with wealth, so all were agreed that we should attack it instead of moving onwards.

"The place was too strong for us to storm, for the ones who always stay close to water⁵ are great cowards who hide behind walls of bricks or stones and use their magic⁶ in battle because they can't fight at all. We knew that there could be only a few enemies in the fort, because otherwise the soldiers and wagon-fighters⁷ would have come forth to do battle when we rode in and surrounded their place. After we spent two days camped so as to surround the fort, our scouts found that the enemy had a rich burial place nearby. We abandoned the useless squatting,⁸ and all of us rode with eagerness into the ravine where there were many weak forts,⁹ mastabas,¹⁰ buildings, and tombs hewn into the rock. This sort of thing proves the mud-dwellers are crazy people, for they pay more heed to their dead than to the living. They build fine dwelling places for and squander precious things upon dried and useless corpses. This is known by all the warrior people tribes.¹¹

"It was sad, for most of the places we found and entered had already been plundered. Mud-dwellers steal from the sacred burial places of their own. They have no shame! Besides, there are heavy curses placed upon such tombs — mostly against their own kind.¹² The great ones of this land must have thought that real men would never come to where their dead bodies were placed. We showed them differently. After taking the small forts one by one, we shared out the silver and gold and other valuable stuff, too. We killed all prisoners, of course, as we now had too few warriors to guard slaves.

"My cousin, Jhunna, had discovered a long, narrow path that he thought led back out of the ravine and into the mountains.¹³ We wanted such a trail of course, for now it was nearing the time to take our plunder and return to the clean sands of our homeland to the west. However, along the narrow way were tombs not yet touched! This was indeed work for warriors.

"Because there was yet room for precious cargo, all of us sought out and broke into the burial caves¹⁴ here. We looked into all of the small ravines around, too, and found many, many more tombs. Too bad! It was as I have already said. Those jackals rob their own! The filthy thieves had left nothing for us. So all we managed to loot were a few miserable little tombs, taking care to burn the withered corpses we found, for that is a great insult and harm to the mud-dwellers. We

feared no magic, for the puny stuff of these gutless folk have no effect on the brave.¹⁵ We also knew such acts pleased the Lord of Warriors.¹⁶

"It was I who found a rich-looking tomb, sealed, hidden on a ledge high above. It was at the end of a long ravine that had two forks.¹⁷ Why this one had been left unmolested for so long I cannot say. It was not very well hidden. The mud-dwellers are stupid, so their robbers must be likewise. That is my guess. Warriors can climb as well as they ride, and none ride so well as the brave. I shouted, and others came to join me there on a ledge before the sealed entrance. This was a Great Tomb, for it had the full picture-writing¹⁸ of the mud-chiefs all around it. Then the dung-gods¹⁹ of the land interfered.

"Before we were able to begin breaking the big stone door beyond the two pillars hewn from the rock face, we were set upon by clu-clu-cluta²⁰ (525, 5 times, 5 times 25) of the mud-dwellers' soldiers. I managed to fight so well, I escaped, as did Jhunna beside me. A few hands²¹ of our brothers likewise battled free. The path my cousin had found did, as we discovered then, lead us to our own clean lands.²² Although we paused for a moment of mourning for the many brave warriors lost, we who survived were rich indeed, so we moved fast. Enemies and poisonous creatures took their toll as we went, and on the return journey we lost half of our brothers. I was uneasy, for it was dung-god curses, not bad luck that caused that! It was the will of the Lord of Warriors, and we smiled, for the remainder of us were thus made richer still, and it was of much benefit.

"Now I am returning to the desert with Jhunna. He and I are the only ones left of the warrior braves²³ who returned from the east. The fortunes we each carry will make our families wealthy and the tribe famous. I will certainly be the Great Shake and my cousin will be a chief man, too. Jhunna will have almost as many horses, camels, carpets, wives, asses, goats, and slaves as do I then!

"My sons²⁴ will certainly return to the place of the mud-dwellers one day to avenge the deaths of my brothers and to take wealth from useless places such as their houses and graves. My sons will never deal with you²⁵ when they return laden with riches. You are all thieves. You cheat and steal shamelessly from a poor warrior. You give less than a tenth of the value of the fine jewelry and other fine things I have brought to you to sell. I curse you never to enjoy the refreshment and health of camel urine! Your sons will be eunuchs and serve as girls —"

Here the text is abruptly cut off. The man who transcribed and retained this tale for a time made some observations of his own hereafter, but they pertained to the man with whom he dealt and the Blemmyish nomads in general, not the "Great Tomb."

TRANSLATOR'S NOTES

1. *Khalla Wadi* is the pass to the oasis of Dakhla-Amun.

2. *Lands of the mud-dwellers* refer to civilized, non-desert Khemit.

3. *Two hands of warriors* means 10 mounted tribesmen. The plunder taken must have been considerable to send off that many

of their men. Incidentally, the Blemmyish, their kindred tribes, as well as most of the Yarban nomads now intermingled in the desert lands surrounding Khemit, use a quinary rather than a decimal system for counting. Numerals are used for 1 through 4, a glyph for 5, 25, 125, etc.

4. *Fort* is probably erroneous, as there is no mention of great wealth inside, so it is likely that the author of this tale discovered a fortified temple.

5. *The ones who always stay close to water* is an expression for the Khemitians in general. The nomadic tribesmen call their cavalry "soldiers," also a derisive name, for it is not "warriors," but nonetheless the nomads avoid confrontation, save if they can manage an ambush.

6. *Magic* is of course anything magical and the use of spells. The tribes are virtually helpless in this account, having no spellcasters able to match a priest or wizard, albeit they have at times managed to develop some potent sorcerers and the like.

7. *Wagon-fighters* is a reference to the chariots and their warrior crews still used by the Khemitians until recently, albeit on rare occasions and usually only in mass formations where the terrain is flat and hard. I suspect the barbarian is embellishing his yarn.

8. *Useless squatting* means the tribesmen were getting nowhere with their siege and knew it. Any fighting not done from camel or horseback is deemed improper.

9. *Weak forts* certainly refers to small temples or shrines, if the "fort" proper was indeed a large temple.

10. *Mastabas* is the Yarban word for bench, of course, and by this the tribesman means a Khemitian tomb of rectangular sort with a flat roof and inward sloping supporting walls.

11. *Warrior people tribes* means the Blemmyish, of course, and by inference all like nomads.

12. *Curses . . . mostly against their own land* seems ignorant. Magical wards and traps will function particularly well against anyone who happens to trip them. Perhaps these tomb robbers found unguarded places or broke in through walls to avoid triggering the dweomers.

13. *Mountains* evidentially refers to the plateau, bluffs, hills, and ravines that form a barrier beyond the Khemitian western desert in the Middle Kingdom area. These savage nomads have probably never seen a real mountain.

14. *Burial caves* here must mean the usual Khemitian sort, which are either actual or artificially dug places on the faces of ravines and

cliffs. A large area might contain one important tomb or a whole series of minor ones beginning at ground level and working up.

15. *The brave* refers to those warrior nomads who have, I recall, slain more than two foes and ridden on more than four raids.

16. *Lord of Warriors* is the chief deity of the strange little Blemmyish pantheon. He is said to have as many names as there are different sorts of weapons, but no single one of them may be uttered by a tribesman, on pain of death!

17. *Two forks* is possibly misleading, and if so, purposefully done. In the patrols of the nomads, this might mean a single splitting of the ravine, a forking into two tines, but he might also mean two separate branches of the main defile. Such inexactness is typical of the Blemmyish.

18. *Picture writing* means not only hieroglyphs, but those contained in cartouches, for otherwise the reference to "chiefs" makes no sense.

19. *Dung-gods* could be an epithet of derogatory sort for the Khemitian pantheon in general, but this being related after the fact, it is possible that it actually refers to unclean or evil deities worshipped by the attacking force. Deital standards are sometimes carried by troops serving a temple.

20. *Chu-chu-chuta*, literally 525 as indicated, also means very, very many in Blemmyish. In any event, a force whose number was "too few . . . to guard even slaves" is unlikely to have needed such a number of troops to defeat, nor could this nomad have fought his way through such a number of soldiers.

21. *A few hands* can mean no fewer than 15 and no more than 24 total escapees. If 25 had been able to flee, he would have used *chuta* after hands.

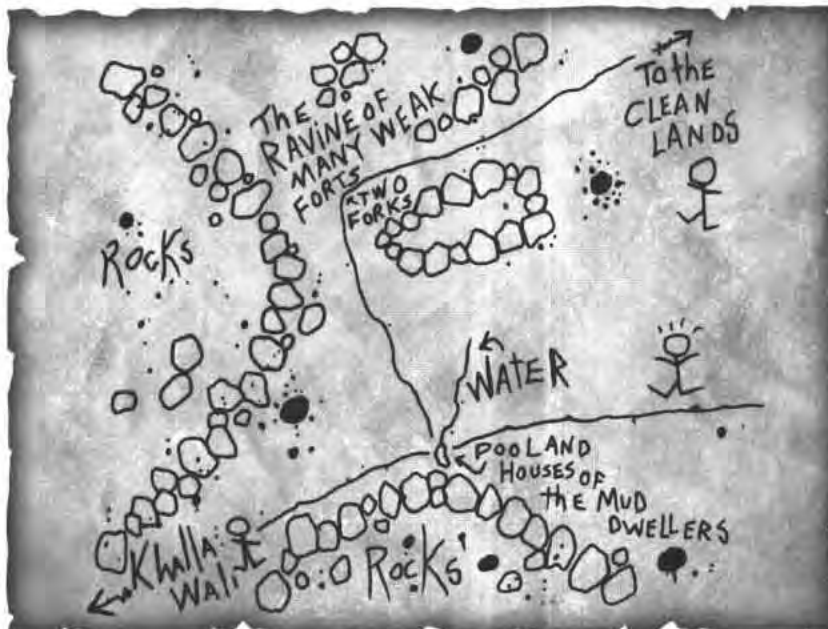
22. *Clean lands* refers to the filthy deserts over which the Blemmyish rove.

23. *Warrior braves* combining, as it does, the two terms separately noted above, seems to indicate that this band of marauders was seasoned veterans.

24. *My sons* is probably a general term, as is "brothers" as used in the text. He likely means those of kindred spirit.

25. *Deal with you* is clearly aimed at and addressing the Cyrenaic merchant traders—the mean spirit and dishonest nature of whom I myself have been too frequently suffered to endure.

Note: The above text is available as a free download from the Necromancer Games website (www.necromancergames.com) on the Product Support page.



CHAPTER 11.

TEMPLE OF SET

The temple of Set is located in the wilderness about 40 miles south of the Necropolis. Characters arriving here via the teleportal from the Temple of Osiris (Area U12) appear in Area 14, the Prisoner Purification Room.

1. PATH OF THE JACKAL-GOD (EL19)

Lining the walkway leading to the temple doors are 10 jackal-headed sphinx statues, facing inward toward the path, five per side. The statues are actually stone golem jackal-sphinxes that animate when a good-aligned creature approaches within 100 feet of the Temple, or at the behest of **Habtu**, the High Priest of the Temple. The golems will not enter the Temple of Set. If the characters escape to the doors and enter the Temple, the golems prowl the grounds for 1d4+6 rounds and then return to their resting places.

Jackal-Headed Unseelie Stone Golem Sphinx: CR 13; SZ L Construct (10 ft. long); HD 11d10; hp 97; Init +0; Spd 40 ft., fly 40 ft. (poor); AC 29 (-1 size, +20 natural); Atk +21 melee (2d4+11 [x2], claws) and +16 melee (1d8+5, bite); SA spells, roar, pounce, rake (2d4+3), breath weapon (every 1d4 rounds, poison gas, 1d6/1d6 temp Con, Fort DC 19); SQ construct, damage reduction (10/+1), SR 16, immune to poison, fire resistance 20; AL LE; SV Fort +11, Ref +7, Will +6; Str 33, Dex 10, Con —, Int 18, Wis 17, Cha 9.

SA—Spells: Unseelie stone golem sphinxes cast divine spells as 5th-level clerics from the cleric spell list and from the Death, Evil, and Trickery domains.

SA—Roar (Su): Twice per day. The first time it roars, all creatures within 250 feet must succeed at a Fortitude save (DC 19) or be paralyzed for 1d6 rounds, and those within 90 feet are deafened for 2d6 rounds (no save).

The second time it roars during the same encounter, all creatures within 250 feet must succeed at a Fortitude save (DC 19) or take 2d4 points of temporary Strength damage for 2d6 rounds. In addition, any Medium-size or smaller creatures within 90 feet must succeed at a Fortitude save (DC 19) or be thrown to the ground and take 2d8 points of damage. The force of this roar deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a successful Reflex save (DC 19).

Unseelie stone golem sphinxes are immune to the roar effects of all other unseelie sphinxes and unseelie stone golem sphinxes.

2. STATUES OF SET

Two 40-foot tall statues of Set flank the main doors to the temple. Good-aligned characters feel an inexplicable chill pass down their spines as they pass between the statues.

3. ENTRANCE HALL (EL3)

This room smells of exotic spices, frankincense, cinnamon, and jasmine. The walls are painted with fantastic murals of jackal-headed men, river deltas, and elaborate, multi-colored glyphs. Doors lead from the four cardinal points, though they have been painted to appear as part of the murals and are practically indistinguishable from the walls. Their bright brass handles, cast in the shape of snakes, gleam in the light of braziers that burn scented coals in each corner. A small triangle of red stone is embedded in the center of the floor. Garments of silk hang from pegs on the north wall. Small, earthenware jars of powder and paste sit upon a shelf nearby.

This area serves as a preparation room for those who come here in obeisance to Set. Visitors are expected to garb themselves accordingly. The vestments on the pegs are four silken robes adorned with snakelike runes. Any good-aligned creature donning a robe suffers the loss of 1 hp per round until the robe is removed. The stone triangle cannot be moved or harmed in any way; it is fully detailed in Area 4, below. Within the jars are henna, kohl, and other cosmetics. Anyone reaching among the jars without first inspecting them disturbs a nest of scorpions that have crawled behind the henna.

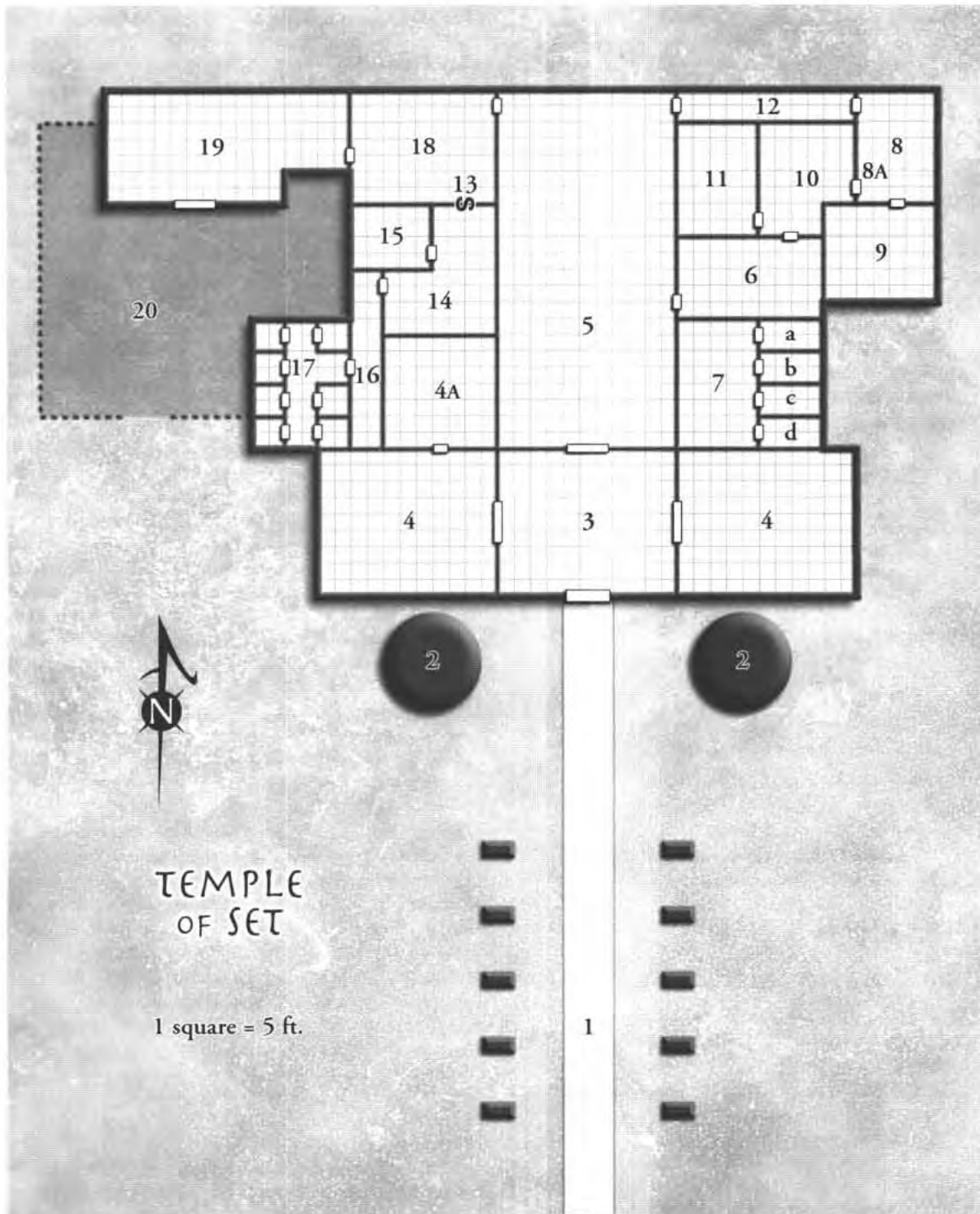
Tiny Monstrous Scorpions (8): CR 1/4; SZ T Vermin; HD 1/2d8+2; hp 4; Init +0; Spd 20 ft.; AC 14; Atk +2 melee (1d2-4 [x2], claws) and -3 melee (1d2-4 and poison, sting); Face/Reach 2 _ ft. by 2 _ ft/0 ft.; SA improved grab, poison (Fort DC 11, 1d2/1d2 temporary Str); SQ vermin; AL N; SV Fort +4, Ref +0, Will +0; Str 3, Dex 10, Con 14, Int—, Wis 10, Cha 2.

Skills: Climb +4, Hide +15, Spot +7. **Feats:** Weapon Finesse (claw, sting).

4. CHAMBERS OF TWILIGHT AND DAWN

These two rooms are each intricately painted to resemble vibrant outdoor scenes. The frescoes that cover the walls depict vast skies teeming with odd flying creatures, with rolling deserts below. The floors are covered in green carpets that resemble lush grass. The two chambers are identical, save for their respective light sources. Resting on a steel cradle in the center of the west room is a hollow sphere 3 feet in diameter. The sphere is fashioned of gold and radiates a bright yellow light, forcing anyone within 5 feet to squint against the glare. In the east chamber, sitting on a similar cradle, is a sphere of equal size, although this one is milky white in color, emitting a steady but pale luminescence. Both globes weigh 150 pounds.

These two chambers serve a special purpose in the Temple, which is itself a giant receptacle for a fragment of Set's very essence. The god has consecrated the building by bestowing upon it a piece of his immortal self. This noncorporeal substance, known as the Spark Incarnate, has permitted itself



to be made manifest in the form of a simple triangle of red stone, found on the floor in Area 3. The Spark protects the Temple from damage caused by weather and natural disasters, as well as ensuring that all followers of Set who die within its walls are delivered promptly to their proper place in the afterlife; their souls face no danger from outside forces after their bodies die. More importantly, the Spark Incarnate conveys the intangible tributes of the sacrifices in Area 5 through the infernal conduits so that Set may feed upon their power. In other words, because of the occupancy of the Spark, the deaths caused by Habtu in the sacrificial circle are not

murders for murder's sake, but rather they have a true benefit, however small, to Set himself.

Yet gods do not rest easy. In order to appease the Spark, a daily ritual must be enacted by the priests of the Temple. Every morning, as darkness gives way to daylight, a group of 3 priests enters each room and lifts the spheres from their cradles. Intoning a meditative chant, the priests pass through Area 3 and into the opposite chamber, where they place the spheres in the waiting cradles. This simple ceremony is all it takes to placate the Spark Incarnate.

The PCs might desecrate this daily rite for two reasons. First, by disturbing the integrity of the Temple, they strike at

Set himself, at least in a tiny way. If they put an end to the sacrifices and defile the ritual that keeps the Spark content, they close the conduit that funnels energy to Set in his home realm. Secondly, they might violate the ritual by accident, swapping the two globes just to see what happens. In either case, if the heroes switch the spheres before the appointed time of day, the red triangle turns black as the Spark departs to rejoin with Set. However, there is nothing to say that the Spark Incarnate has to quit the mortal realm without dealing havoc in its wake. At the DM's discretion, the Spark takes on material form, inhabiting the body of any type of demon or other horrible beast. This should only happen if the PCs have had it too easy up to this point (which is unlikely, if they arrived via the teleportal and fought their way through the Temple). No statistics are given for the manifested Spark; as the spiritual residue of a divine being, the Spark could conceivably take on the physical attributes of any creature known to man or god.

4A. GUARD ROOM (EL 13)

Bunks line the walls of this room. Several chests sit in the corners. Each contains the personal belongings of the guards. A weapon rack on the north wall holds 10 longswords, 5 small steel shields, 4 battleaxes, and 6 halberds.

Temple Guards, Male Human Ftr3 (25): CR 3; SZ M; HD 3d10+3; hp 19; Init +1 (Dex); Spd 20 ft. (base 30 ft.); AC 15; Atk +7 melee (1d8+2, masterwork battleaxe, crit x3) or +5 melee (1d4+2, light lance, crit x3) or +5 ranged (1d6, masterwork composite shortbow, crit x3, range 70 ft.); AL N; SV Fort +4, Ref +2, Will +2; Str 14, Dex 12, Con 13, Int 10, Wis 12, Cha 10.

Skills: Climb +2, Jump +2, Listen +3, Ride +8, Spot +3, Swim +1. **Feats:** Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (battleaxe).

Possessions: Scale mail, masterwork battleaxe, masterwork composite shortbow, 20 masterwork arrows.

5. SANCTUARY OF SACRIFICE (EL 17)

Unless he has a met a final fate elsewhere in the Temple, the High Priest Habtu is here, overseeing a ceremony to his fell god. Accompanying him are 14 priests and 2 shadow demons.

This chamber has a high arched ceiling, crossed with rafters of crude iron. At least a dozen carrion birds perch upon these rafters, including vultures and crows awaiting the remains of the next sacrificial victim. The birds' point of egress is a narrow fissure in the corner of the ceiling. The room smells of smoke, blood, and human sweat. Pews of black stone fill the southern end of the chamber. The floor is seamless gray marble, shot through with crimson veins. Two large objects stand in the room's northern end: a pedestal and a sacrificial circle. The pedestal holds a large open book. This is one of Set's sacred texts, entitled *Seeds of Night*. At the DM's discretion, the book contains original spells dealing with the worship of Set or formulae for wondrous items. The book is worth 1,500 gp to the right buyer. If Habtu is unaware of the PCs' presence in the Temple, he stands before the pedestal, reciting words of power from the text.

The sacrificial circle consists of an iron ring, six feet in diameter, mounted atop a dais. The dais is four feet tall and

accessed by three steps. A woman sits inside the ring, shackled to the top of the dais. Her ankles are tightly bound with snakeskin, securing her through grommets in the ring itself. The woman sits in a pool of lantern oil; the oil stands two inches deep inside the ring. When the PCs enter the room, the woman is desperately trying to pull down on a rope that is attached to what seems to be a chandelier directly over her head. The chandelier is cast of heavy iron, and 20 black candles burn within it. The woman's rope actually runs through a pulley in the rafters and comes back down to support the chandelier, which weighs several hundred pounds. If the woman loses her grip on the rope, the chandelier drops straight down on top of her, not only crushing her with its sheer mass, but igniting the oil and quickly immolating her. Habtu and his minions enjoy nothing more than watching a victim struggle with the rope — sometimes for nearly an hour — only to be destroyed in the end.

The woman, Intekes by name, will give up all hope and release the rope 1d4 rounds after the PCs enter in the room. If one of the PCs ascends the dais and grasps the rope, he keeps the deadly chandelier suspended if he succeeds in a Strength check at DC 15. On the second round, the check is made at DC 16, and so on, as the weight becomes increasingly difficult to bear. The rope is only long enough to reach a couple of feet above the dais, so the PC must be standing within the ring to reach the rope. Anyone on the dais when the chandelier hits takes 6d6 points of crushing damage and 2d10 points of fire damage. Refer to the "Catching on Fire" sidebar in Chapter 3 of the *DMG* for rules on catching fire. Intekes is killed instantly. A Reflex saving throw at DC 20 permits the PC to leap from the dais just as the chandelier smashes down. Habtu and his minions will attack anyone trying to save Intekes; a PC struggling with the rope is considered flat-footed. One of the NPCs might even attempt to cut the rope.

Throughout the ceremony, the lesser priests, occupying the pews, chant an eerie hymn to set. The shadow demons flank the dais to ensure that the victim does not escape. In the event of combat, the priests and shadow demons attack wantonly, with no attempt at cooperation. Only Habtu is so fanatical as to fight to the death.

Habtu and his followers are very powerful adversaries, and it is quite likely that the PCs will be overwhelmed. The disciples of Set pursue ruthlessly anyone who flees this chamber, hounding them throughout the Temple until they are captured or dead. They prefer to subdue the PCs, to be used later as sacrificial victims. At the DM's option, the PCs receive a small bit of aid in the form of a falcon that sits in the shadows amongst the other birds in the rafters. The falcon is an agent of Horus, who has sought revenge ever since his father, Osiris, was murdered by Set. The falcon can be whatever you as the DM require it to be — a simple bird capable of a few tricks, a semi-intelligent creature that communicates telepathically, or a fully sentient immortal proxy of Horus that speaks the PCs' language and helps them in any way it can.

Habtu (High Priest of Set), Male Human Clr16: CR 16; Size M; HD 16d8+16; hp 114; Init +2 (Dex); Spd 30 ft.; AC 18 (+2 Dex, *bracers of armor* +6); Atk +15/+10/+5 melee (1d8+3, +2 *heavy mace*); SA smite good (1/day, +4 attack, +16 damage); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +13, Ref +9, Will +17; Str 12, Dex 14, Con 13, Int 14, Wis 20, Cha 17.

Skills: Concentration +15, Diplomacy +17, Knowledge (arcana) +15, Knowledge (religion) +16, Listen +13, Spellcraft

+14, Spot +13. *Feats*: Alertness, Combat Casting, Extend Spell, Leadership, Maximize Spell, Quicken Spell, Silent Spell.

Spells Prepared (6/7+1/6+1/6+1/5+1/5+1/3+1/3+1/2+1; base DC 15 + spell level): 0—cure minor wounds (x2), detect magic, inflict minor wounds, resistance, virtue; 1st—bane, cause fear, cure light wounds, detect good, divine favor, inflict light wounds*, protection from good, random action; 2nd—bull's strength, darkness, death knell (x2), hold person, shatter*, undetectable alignment; 3rd—contagion, dispel magic, inflict serious wounds, magic circle against good*, meld into stone, protection from elements, wind wall; 4th—divine power, freedom of movement, inflict critical wounds*, poison, restoration, spell immunity; 5th—dispel good*, flame strike (x2), greater command, righteous might, slay living; 6th—create undead, geas/quest, create undead*, heal; 7th—dictum, disintegrate*, resurrection, word of chaos; 8th—cloak of chaos, symbol, unholy aura*.

**Domain Spell*. *Deity*: Set. *Domains*: Destruction (1/day, smite good, +4 attack +16 damage); Evil (cast evil spells at +1 caster level).

Possessions: Bracers of armor +6, +2 heavy mace, scroll of 2 divine spells (*resurrection* and *raise dead*), *potion of cure moderate wounds*, cloak of resistance +2, unholy symbol of Set. Note that Habtu might also possess several of the PCs' items, depending on whether or not the heroes were captured and relieved of their equipment.

Personality: Habtu is motivated by a desire to appease his deity, hoping one day to earn a position at Set's right hand. To this end, he pursues a fanatic agenda of conversion and sacrifice; he spends his days indoctrinating new disciples and torturing to death those unwilling to convert. He is haunted by memories of his former lover, Ankha (see Area 10). As a result of that ill-fated affair, he suffers from an acute and paralyzing fear of cats.

Priests and Priestess of Set, Male and Female Human Clr9 (6): CR 9; Size M; HD 9d8+3; hp 54; Init +0; Spd 30 ft.; AC 14 (*amulet of Set* +4); Attack +7/+2 melee (1d4+1, +1 dagger, 19-20/x2); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; ALCE; SV Fort +6, Ref +3, Will +9; Str 11, Dex 10, Con 10, Int 13, Wis 17, Cha 15.

Skills: Concentration +8, Diplomacy +9, Knowledge (arcana) +7, Knowledge (religion) +12, Listen +6, Spellcraft +7, Spot +6. *Feats*: Alertness, Maximize Spell, Scribe Scroll, Silent Spell, Toughness.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC 13 + spell level): 0—cure minor wounds (x2), detect magic, guidance, light, read magic; 1st—bane, cure light wounds (x2), curse water, protection from law*, obscuring mist; 2nd—bull's strength, darkness, desecrate*, inflict moderate wounds, resist elements, spiritual weapon; 3rd—animate dead, cure serious wounds (x2), magic circle against good*, summon monster III; 4th—chaos hammer*, divination, summon monster IV; 5th—dispel good*, wall of stone.

**Domain Spell*. *Deity*: Set. *Domains*: Chaos (cast chaos spells at +1 caster level); Evil (cast evil spells at +1 caster level).

Possessions: Amulet of Set (functions as bracers of armor +4), +1 dagger, wand of inflict light wounds (20 charges), scroll of 2 divine spells (*cure critical wounds* and *divine favor*), lens of detection, *potion of fly*, unholy symbol, platinum bracelet (200 gp).

Priests of Set, Male Human Clr3 (8): CR 3; SZ M; HD 3d8+3; hp 16; Init +1 (Dex); Spd 20 ft. (base 30 ft.); AC 16; Atk +5 melee (1d8+2, masterwork heavy mace) or +4 ranged



(1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); SA improved evil spells (domain power), smite (1/day, +4 attack and +3 damage); SQ rebuke undead; AL CE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 13, Con 12, Int 11, Wis 14, Cha 11.

Skills: Concentration +6, Knowledge (religion) +5, Scry +3, Spellcraft +5. **Feats:** Brew Potion, Silent Spell, Scribe Scroll.

Spells Prepared (4/3+1/2+1; base DC 12 + spell level): 0—inflict minor wounds (x2), light, resistance; 1st—divine favor, doom, inflict light wounds, protection from good*; 2nd—death knell, desecrate*, enthrall.

***Domain Spell.** **Deity:** Set. **Domains:** Destruction (1/day, +4 attack and damage bonus equal to cleric level); Evil (cast evil spells at +1 caster level).

Possessions: Scale mail, small steel shield, masterwork heavy mace, masterwork light crossbow, 20 bolts, pouch containing 60 gp.

Shadow Demons (2): CR 6; SZ M Outsider [Chaotic, Evil, Incorporeal]; HD 7d8+21; hp 52; Init +6 (Dex, Improved Initiative); Spd fly 30 ft. (perfect); AC 15 (+2 Dex, +3 deflection); Atk +9 melee (1d6, incorporeal touch) and +4 melee (1d8, incorporeal bite); SA spell-like abilities, malevolence; SQ shadow blend, incorporeal, darkvision 60 ft, immunities (poison, electricity), resistances (cold, fire, acid 20), sunlight powerlessness; AL CE; SV Fort +8, Ref +7, Will +6; Str —, Dex 15, Con 17, Int 14, Wis 13, Cha 16.

Skills: Hide +12, Intuit Direction +7, Jump +12, Listen +7, Search +7, Sense Motive +8, Spot +8. **Feats:** Dodge, Improved Initiative.

SA—Spell-like Abilities: 1/day—darkness and fear. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

SA—Malevolence (Su): Once per day, a shadow demon can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the shadow demon's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 16). A creature that successfully saves is immune to that shadow demon's malevolence for one day.

SQ—Shadow Blend (Su): During any conditions other than full daylight, Amun can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

6. PURIFICATION ROOM

The walls of this room are decorated with various paintings of a large jackal-headed creature, crocodiles, and other demonic beings. Four stone basins, 5 feet in diameter, rest on individual pedestals near the center of the room. In the middle of each basin, on a raised platform, sits a golden statue of a jackal-headed humanoid. There is a wooden door in the south wall.

The basins contain unholy water used by the priests and acolytes of the Temple during their purification rituals. The idols are all of Set. Each is valued at 10,000 gp and radiates magic if detected for. If an idol is removed from its pedestal, the creature doing so invokes a curse causing the offending creature to suffer a –4 penalty to all rolls until *remove curse*, *break enchantment*, *miracle*, or *wish* is cast to remove the curse. Note the penalties are cumulative, so if the same creature

moves all four statues, a total penalty of –16 to all rolls is incurred until the curse is lifted!

Hurat brings victims to this room for a brief interrogation by Habtu, before leading them to Area 5 to be tied to the sacrificial circle.

7. PRIESTS' CHAMBERS (EL 5+)

At any given time, there are 2d4 lesser priests of Set here tending to chores (70%) or sleeping (30%). The room contains tables, chairs, and two barrels of strong brandy. A pegged rack on the wall holds various priestly garments, all inscribed with hieroglyphs proclaiming Set as the supreme deity. A locked chest (Open Lock DC 25) contains 20 stoppered vials of unholy water wrapped tightly in leather cord so as not to spill.

Lesser Priests of Set, Male Human Clr3 (Set): CR 3; SZ M; HD 3d8+3; hp 16; Init +1 (Dex); Spd 20 ft. (base 30 ft.); AC 16 (+1 Dex, +4 armor, +1 shield); Atk +5 melee (1d8+2, masterwork heavy mace) or +4 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); SA improved evil spells (domain power), smite (1/day, +4 attack and +3 damage); SQ rebuke undead; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 13, Con 12, Int 11, Wis 14, Cha 11.

Skills: Concentration +6, Knowledge (religion) +5, Scry +3, Spellcraft +5. **Feats:** Brew Potion, Silent Spell, Scribe Scroll.

Spells Prepared (4/3+1/2+1; base DC 12 + spell level): 0—inflict minor wounds (x2), light, resistance; 1st—divine favor, doom, inflict light wounds, protection from good*; 2nd—death knell, desecrate*, enthrall.

***Domain Spell.** **Deity:** Set. **Domains:** Destruction (1/day, +4 attack and damage bonus equal to cleric level); Evil (cast evil spells at +1 caster level).

Possessions: Scale mail, small steel shield, masterwork heavy mace, masterwork light crossbow, 20 bolts, pouch containing 60 gp.

Tactics: Intruders are attacked immediately. The priests are not hesitant to kill an interloper, but they prefer to capture rather than kill. Captives are taken to Cell C in Area 17. If the fight is going against the priests, one of them goes through Area 6 into Area 5 and sounds the alarm. In 1d4 rounds the guards from Area 4a flood this room, as does Habtu and his personal retinue of priests.

7A-D PRIEST QUARTERS

Each room contains three beds of straw and feathers. Blankets are stacked in the corners, and one trunk sits in each room. The trunks contain clothes and other assorted sundries of little or no value.

8. MEDITATION CHAMBER

Though Habtu originally planned to use this room as a mummification chamber, it currently serves as an area of meditation, a kind of retreat where he and his confidants come to enjoy a few minutes of drug-induced religious rapture. The floor is covered entirely in a soft straw pallet, scented with rosemary. Sitting in the center of the mat is an elaborate water pipe, consisting of an opaque glass globe, an intricate brass stand, and several tubes of snakeskin that are capped with ivory mouthpieces. Though the pipe can contain any number of euphoria-causing narcotics, it is currently filled with a brew

of the High Priest's own concoction. He calls it *mithsoot*. Habtu makes mithsoot from the ashes of incinerated sacrificial victims, blended with a variety of pungent herbs and just a touch of cobra venom. When the coals under the brass stand are set ablaze, the mithsoot, mixed with water in the globe, comes to a boil, and the subsequent fumes are inhaled through the snakeskin tubes. Anyone breathing mithsoot vapors must succeed in a Will saving throw at DC 15 or lose 1d4 points of Wisdom for 4d10 minutes. However, during this time, 1d8 temporary hit points are gained (these may exceed the character's normal maximum). Mithsoot is addictive, so that every three consecutive failed saving throws result in a permanent loss of 1 point of Wisdom (the granted hit points are never permanent, however, always fading after 4d10 minutes). Mithsoot may have other effects at the DM's option.

8A. TRAPPED DOOR (EL 5)

Safely opening this door from either side requires a command word known only to Habtu, Hurat, and Reneb the stablemaster (Area 20), who once overheard Habtu telling Hurat the password. Failing to utter the proper phrase activates a fire glyph of warding.

Fire Glyph of Warding Trap: CR 5; 5-ft. radius blast, 6d8 points of fire damage; Reflex save (DC 19) for half damage; Search (DC 25); Disable Device (DC 25); Dispel (DC 19).

9. LIBRARY

This room is richly appointed in rugs of exotic animal pelts, plush pillows, tapestries of striking color, and several free-standing shelves sagging under the weight of thousands of books. Illumination is provided by two oil lamps with tinted glass. A silver carafe of cool water rests on the floor amongst the pillows.

This room provides a comfortable refuge for Habtu and his underlings after a grueling day of sacrificing infidels. Nearly any topic can be researched in the volumes contained here, and any manner of magical texts might occupy these shelves. Along with the books, there is also a fine collection of maps, star charts, and geographical surveys. One scroll is actually a map of the Temple complex. The books range in value from 2 gp to 2,500 gp, depending upon content (those containing spell formulae will of course fetch a higher price). It goes without saying that a large percentage of the texts deal at least indirectly with matters falling under Set's purview. Many of these are cursed. The DM is encouraged to use his imagination when stockpiling this room with literary wonders. The library is an excellent place to plant documents relating to future adventures in the campaign. Even something as simple as a crudely drawn map of an unnamed dungeon, given as a player handout, can serve as the springboard for later adventures.

10. CHAMBER OF THE YAWNING GODDESS (EL 2)

The walls, floor, and ceiling of this room are painted vibrant white, gleaming in the light of four torches in polished silver sconces. An unnatural warmth pervades the room, far more warmth than could be provided by torches alone. Dominating the northern portion of the room is a stunning sight — a beautiful woman, etched in exquisite stone, recumbent upon a pedestal of ivory. The statue lies

with her head resting on her arm and a serene look on her face, as if she is pleasantly dreaming. The skill of the sculptor is evident in the way the statue's robe has been carved with masterful detail, flowing like water over the woman's legs. The second statue, however, is not so pleasing. Rising above the slumbering woman is what appears to be a giant cobra, cast in bronze and shimmering in the torchlight. The cobra stands nearly 4 feet tall, and its hood is spread, supporting a fantastic blood-red gemstone as big as a man's fist. The cobra's eyes are fashioned of the same red jewels, and they seem to be watching you.

Close inspection of the room reveals the following: the walls are not naturally white, but have been painted; the bronze cobra is fastened permanently to the floor; the cobra's spread hood was obviously designed to support the gemstone, which seems to be a ruby; the statue of the sleeping woman is not connected to the ivory pedestal; finally, the sculptor was a master indeed — the woman has whiskers, like a cat's, made of stone and cut so fine as to be nearly invisible unless closely examined.

This room is both a tomb and a trap. Habtu once loved a woman named Ankha, but she betrayed him when she swore loyalty to Bast rather than to Set. For her blasphemy, Habtu turned her to stone. He accomplished this task by presenting her with a gift, a fabulous prize peacock he claimed to have purchased from foreign merchants. In reality, he paid to have a cockatrice disguised with an illusion, and the bird promptly petrified its new mistress. This room serves as Ankha's final resting place.

The ruby is one of the High Priest's most cherished treasures (2,000 gp). He often comes here to gaze upon its beauty and watch the light reflect from its myriad facets. Anyone searching the cobra statue discovers a thin wire running up the cobra's back (Search DC 20). The wire appears to be a trap, one that is successfully foiled with a Disable Device check at DC 20. However, the wire is a ruse. The true danger lies around the ruby itself. An invisible cobra is coiled around the gemstone and automatically strikes anyone removing the gem.

King Cobra: CR 2; SZ M Animal; HD 3d8; hp 13; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+3 Dex, +3 natural); Atk +5 melee (1d4+1 and poison, bite) or +5 ranged (poison, spittle); SA poison (initial and secondary 1d8 Con, Fortitude save DC 18), poisonous spittle (20 ft., initial and secondary 1d8 Con, Fortitude save DC 11), improved grab; SQ scent; AL N; SV Fort +1, Ref +6, Will +2; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9. **Feats:** Weapon Finesse (bite).

Ankha may be revived with *stone to flesh*, *miracle*, or *wish*. Though she holds no love for anyone who is not a follower of Bast, she willingly joins the PCs in their efforts to escape the Temple and gladly lends her skills to any battle against Habtu.

Ankha, Female Human Clr 5 (Bast): CR 5; Size M; HD 5d8+5; hp 34; Init +1 (Dex); Spd 30 ft.; AC 13; Atk +5 melee (1d8+1, masterwork heavy mace); SQ improved good spells (+1 caster level from domain), turn undead; AL NG; SV Fort +5, Ref +4, Will +6; Str 13, Dex 13, Con 12, Int 12, Wis 15, Cha 15.

Skills: Concentration +8, Diplomacy +8, Knowledge (religion) +8, Scry +7, Spellcraft +7. **Feats:** Dodge, Lightning Reflexes, Scribe Scroll.



Spells Prepared (5/4+1/3+1/1+1; base DC 12 + spell level): 0—cure minor wounds (x2), light, resistance (x2); 1st—bless, cure light wounds (x2), protection from evil*, sanctuary; 2nd—hold person, invisibility*, sound burst, zone of truth; 3rd—blindness/deafness, nondetection*.

**Domain Spell*. *Deity*: Bast. *Domains*: Good (cast good spells at +1 caster level); *Trickery* (Bluff, Disguise, and Hide are class skills).

Possessions: scroll of 2 divine spells (cure light wounds [x2]), masterwork leather armor, masterwork heavy mace, pouch with 100 gp.

11. HIGH PRIEST'S PRIVATE SANCTUM

These are the private quarters of Habtu, the High Priest of the Temple of Set. There is evidence here that Habtu once shared this bedroom with someone else; a trunk in the wardrobe is filled with a woman's mirror, tortoiseshell combs, hair ribbons, perfumes, and other items. These belonged to Ankha before the cockatrice incognito turned her to stone. The wardrobe also contains several splendid robes, all stitched with the complex iconography specific to Set. The canopy bed is elegant, but the sheets haven't been washed in weeks. An empty wine bottle sits on the floor, along with a tray of half-eaten food.

Though Habtu carries his most valuable items with him at all times, a few objects of note remain here in his boudoir. A locked steel chest (Open Lock DC 25) contains two sacks of 800 gp each, a small pouch of 16 finely cut emeralds (400 gp each), two potions (*delay poison* and *darkvision*), and a small leather slipcase containing *eyes of the eagle*. Also, any items taken from the PCs that Habtu hasn't claimed for himself or given to his minions are stored here as well.

12. HALL OF THE SILENT SCREAM (EL7)

Painted on the floor at the midpoint of this hallway is a grotesque human face, its features distorted in such a way that its mouth is freakishly huge. The gaping mouth is painted solid black and is slightly over 5 feet in diameter.

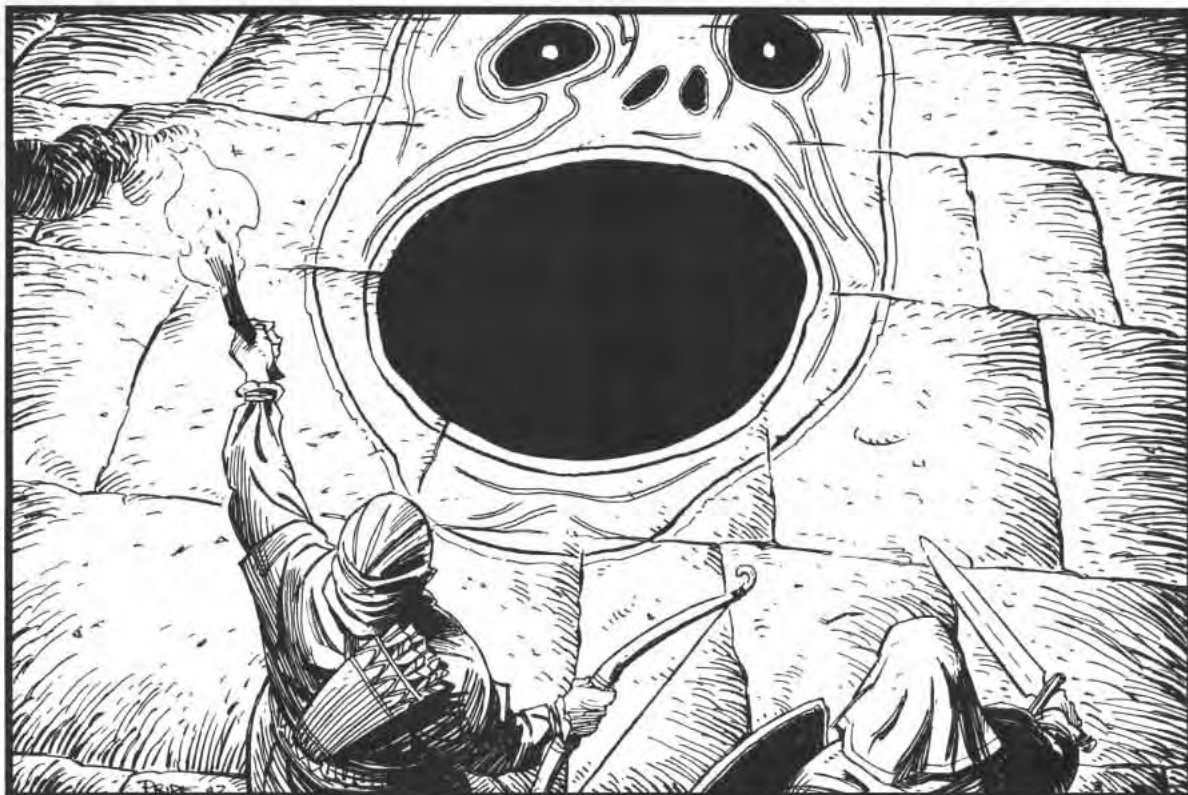
Though the painting is harmless, the floor on either side of the mouth is trapped. In an area of 5 feet on each side of the mouth is a covered pit trap that opens when more than 50 pounds of pressure is applied to it, unless deactivated by a lever inset into the wall (discovered on a Search check at DC 20). A PC who attempts to jump over the painting usually crashes into the pit on the other side. The pits are 20 feet deep. The bottom of the westernmost pit is coated in several inches of yellow mold.

Pit Trap (20 ft. Deep): CR 1; no attack roll necessary (2d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Pit Trap with Yellow Mold (20 ft. Deep): CR 7; no attack roll necessary (2d6 and see note); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Note:* the pit floor is covered with yellow mold. The mold shoots a cloud of poisonous spores (10 ft., Fort DC 15 or 1d6/2d6 temp Con) at anyone within the pit. See Chapter 4 in the *DMG* for information on yellow mold.

13. SECRET DOOR

This secret door is well hidden (Search DC 30) and links the kitchen (Area 18) with the Prisoner Purification Room (Area 14). The secret door is concealed behind the kitchen chopping block, which must first be moved out of the way. A hidden stud along the floor causes the door to swing inward on silent hinges.



14. PRISONER PURIFICATION ROOM (EL13)

Characters arriving here from the Temple of Osiris appear in the Southeast corner of the room.

Your descent into the tunnel brings you to a damp, dark room, lit by several torches in crude iron sconces on the walls. The room smells of sulfur and other less identifiable but equally unpleasant odors. In the north corner of the room stands an open and upright spike-filled sarcophagus. Several pairs of manacles hang from the eastern wall. A long table occupies the center of the room. A man is shackled to the tabletop; he lies completely still, either comatose or dead. Behind the table stands a tall, muscular, jackal-headed humanoid, flanked by four similar creatures.

The figures are Hurat the torturer and his lackeys. All wear masks (hence the jackal-heads) and are just finishing up the torture and subsequent death of a man who defiled the Temple. (This man was actually innocent of these allegations, but such are the risks of wandering around in the Temple of Set.) As soon as the PCs arrive, Hurat and his lackeys move to intercept them. They attempt to capture the PCs, so that they can torture and kill them at a more convenient time.

Behind the sarcophagus there is a secret door (Search DC 30) that leads to the kitchen (Area 18).

Hurat the Torturer, Male Human Ftr12: CR 12; SZ M; HD 12d10+24; hp 94; Init +5 (Dex, Improved Initiative); Spd 20 ft. (base 30 ft.); AC 20 (+1 Dex, +8 armor, *ring of protection* +1); Atk +18/+13/+8 melee (1d10+7, +2 *bastard sword*, 17-20/x2); AL CE; SV Fort +10, Ref +5, Will +4; Str 17, Dex 13, Con 14, Int 11, Wis 11, Cha 13.

Skills: Climb +7, Handle Animal +9, Jump +7, Profession (torturer) +7, Ride +10. **Feats:** Blind-Fight, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Expertise, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: *potion of cure moderate wounds*, *ring of protection* +1, +3 chainmail, +2 *bastard sword*, 2 daggers.

Personality: Though fundamentally loyal to Habtu, Hurat secretly believes the High Priest to be a coward. Hurat lives by his strength and battle prowess and finds it difficult to countenance the fact that Habtu requires him to torture men to death instead of ending their lives in honorable combat. Though Hurat considers himself a professional colleague of Habtu, rather than his friend, he would never openly defy the priest unless the acts of torture reached a level of unconscionable cowardice.

Hurat's Lackeys, Male Human Ftr6 (4): CR 6; SZ M; HD 6d10+12; hp 45; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 armor); Atk +10/+5 melee (1d6+5, +1 *battleaxe*, crit x3) or +8/+3 ranged (1d6, masterwork shortbow, crit x3, range 60 ft.); AL N; SV Fort +8, Ref +4, Will +4; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 12.

Skills: Climb +4, Jump +4, Listen +3, Ride +7, Spot +3, Swim +0. **Feats:** Cleave, Mounted Archery, Mounted Combat, Ride-By Attack, Power Attack, Trample, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +1 chain shirt, *potion of cure moderate wounds*, +1 *battleaxe*, cloak of resistance +1, masterwork shortbow, 20 arrows.

Tactics: Hurat and his lackeys attack relentlessly, but pull up when their opponents are nearing death (they want them alive so they can be interrogated later by Habtu the High Priest and, in due time, sacrificed). If the battle is going against Hurat and his lackeys, he flees through the secret door in the north wall to alert Habtu of the PCs' presence.

Captured PCs are stripped of all equipment (spellcasters are bound, gagged, and their spellbooks are taken from them) and led to the holding cells in Area 17, where they are thrown into an empty cell and await punishment for their crimes against the Temple. Habtu claims choice items from all equipment taken from the PCs and disperses the rest to his followers.

If the Characters are Captured: If the PCs are defeated, they are taken to the holding cells (Area 17) and thrown into Cell C. After an hour, Hurat, two of his lackeys, and 6 guards (from Area 4A) take a random PC to Area 6, where they meet with Habtu, the High Priest. After an informal exchange and a series of questions by the High Priest, Habtu orders the sacrificial death of the PC. Hurat tortures the captive to near death, and then orders his lackeys to take the captive to Area 5, where the PC is subsequently sacrificed (by fire) to Set. Refer to Area 5 for a description of the sacrifice ritual. This process is repeated every hour until all the PCs are dead. The only way for a PC to escape such a fate is to overcome Hurat, Habtu, and their lackeys at some point during the interrogation process. Though not an impossible task, an unarmed captive stands little chance of escaping at this point.

15. STORAGE

This 20-foot by 20-foot storage chamber is used by Hurat and his apprentices. It contains various articles of clothing, several torture apparatuses (manacles, screws, iron nails, rods, knives, needles, etc.). Shelves line the west wall and a wooden table sits in the center of the room with 4 chairs around it.

The shelves contain six vials of deathblade poison (silver-colored liquid, sour smelling), and one vial of vrock demon ichor (greenish-blue colored, thick, syrupy liquid, sour smelling and bitter tasting; any PC tasting the ichor must succeed at a Fortitude save at DC 20 or be nauseated for 1d6+4 minutes). Various other non-magical (and harmless) but sweet-tasting liquids and a single *potion of cure moderate wounds* can also be found on the shelves.

The table has the remnants of a feast on it: dishes (mostly clean, but one or two might still contain a bite or two to eat), mugs (three empty, but one is half full of a strong, bitter tasting wine), and some half-eaten bread.

16. HALL OF THE JACKAL-GOD

The walls in this long hallway are painted with depictions of a jackal-headed humanoid fighting and slaying all manner of creatures, including humans, animals, and strange half-human half-animal creatures.

Creatures of good alignment take 1d2 points of damage for each round they are in the hallway. Neutrally-aligned creatures take 1 point of damage per round they remain here, and evil creatures regain 1d2 hit points per round (not above their normal hit point total). A creature protected by a *protection*



from evil or magic circle against evil spell is unaffected by the evil magic that permeates this area.

17. CELLS (EL 15)

This is the holding area of the Temple's prisoners, most waiting to be tortured for various crimes committed against the faith. There is always a flame in the large iron lantern hanging on the wall, permitting a thin shaft of light to pierce the darkness of the cells. A guard, Merikesh, patrols this area and is immediately aware when the door from Area 16 is opened and the cell area entered.

Merikesh the Glabrezu: CR 15; SZ H Outsider [Chaotic, Evil]; HD 10d8+40; 85 hp; Init +0; Spd 40 ft.; AC 27 (-2 size, +19 natural); Atk +15 melee (2d6+7 [x2], pincers) and +13 melee (1d3+3 [x2], claws) and +13 melee (1d4+3, bite); Face/Reach 5 ft. by 10 ft./15 ft.; SA spell-like abilities, improved grab, summon tanar'ri; SQ damage reduction (30/+3); SR 21, tanar'ri qualities, detect magic, true seeing; AL CE; SV Fort +11, Ref +7, Will +10; Str 25, Dex 10, Con 19, Int 16, Wis 16, Cha 16.

Skills: Bluff +13, Concentration +14, Hide +2, Knowledge (arcana) +13, Listen +21, Move Silently +10, Scry +13, Search +13, Sense Motive +13, Spellcraft +13, Spot +21.
Feats: Cleave, Multiattack, Power Attack.

Tactics: Merikesh first attempts to *charm* his opponents and then casts *confusion*. Rather than kill, Merikesh is out to subdue or incapacitate. Captured opponents are stripped of all gear and possessions (save clothes) and tossed into Cell C. A spellcaster's hands are bound, to limit or prevent spellcasting.

Cell A: This cell, like all the others, contains two iron bed frames bolted to the stone floor and an unclean wooden bucket to be used as a latrine. The pallets on the beds are lice-infested. The walls are splotted with ancient stains, and bits of straw, gravel, and refuse litter the floor. The doors are solid iron, with a window 5 inches wide looking out into the hallway. A narrow beam of light from the hallway lantern is the only illumination. This cell is currently unoccupied.

Cell B: This cell is identical to the others. Lying motionless on one of the bunks is Bakenmut, an acolyte of Set being held here as punishment for drunkenness and dereliction of duty. Bakenmut was never cut out to be a priest, but came to the Temple at the request of his ailing father. He'd much rather be an explorer, and his lackadaisical approach to his duties often gets him into trouble. Though he would never openly defy Habtu and the other Temple residents, Bakenmut is tempted to join the PCs if he learns they are adventurers.

Bakenmut, Male Human Clr5 (Aker): CR 5; SZ M; HD 5d8+5; hp 28; Init +0; Spd 30 ft.; AC 10; Atk +4 melee (1d3+2, unarmed); SA divine spells; SQ turn undead; AL N; SV Fort +5, Ref +3, Will +6; Str 16, Dex 10, Con 13, Int 11, Wis 12, Cha 12.

Skills: Diplomacy +5, Knowledge (history: Khemit) +7, Knowledge (religion) +7, Spellcraft +6. **Feats:** Lightning Reflexes, Scribe Scroll, Silent Spell.

Spells Prepared (5/4+1/2+1; base DC 11 + spell level): 0—create water, guidance, light, mending, resistance; 1st—bless, comprehend languages, divine favor, magic stone*, sanctuary; 2nd—bull's strength*, darkness, enthrall.

***Domain Spell.** *Deity:* Aker. *Domains:* Earth (turn or destroy air creatures, 4/day); Strength (Bluff, Disguise, and Hide are class skills).

Note: After being locked in the cell for dereliction of duty, Bakenmut began questioning his faith and loyalty to Set. Since his imprisonment, he has experienced a gradual change of heart and has contemplated devoting himself completely to Aker (God of Earth and Death). His domains and spell selection reflect this change of alignment and attitude.

Cell C: All captured PCs are confined here. This cell resembles exactly all the others, save for a strange inscription along the south wall. Until very recently, a prisoner named Tuntuk was held in this cell (Tuntuk is the unfortunate man lying dead on the table in Area 14). Using a small boot knife, Tuntuk gouged the following words in the dark stone wall only hours before he was hauled off to his ultimate demise:

A wife and son I leave behind
To face a dusk and fate unkind
For them this single favor lies
My own redemption in disguise
My steps to folly numbered four
Since I passed this prison door
I paused and thought my right was wrong
And counted two more days along
When I looked back the way I'd run
It seemed I stared into the sun
But then I knew a state of grace
The smile of my lady's face

Though PCs who find themselves captives in this cell face all but certain death at the hands of Set's followers, they do have one slim chance of escape, thanks to the good-intentioned (if poetically questionable) efforts of the cell's former occupant. When Hurat took Tuntuk's possessions, he overlooked two items. One of these is the boot knife, which is found under the bunk on a successful Search check (DC 15). The other object is a special necklace given to Tuntuk by his wife before he embarked upon his doomed journey. The necklace is actually a prism, a small transparent crystal heirloom on a slender silver chain. Tuntuk removed the chain and wedged it between two stones in the floor. The chain is discovered on a Search check at DC 20. The prism itself contains one application of the spell *dimension door*. Anyone taking the prism in hand automatically knows its power and may call upon it if first succeeding in a Wisdom check (DC 20). Try as he might, Tuntuk was unable to muster the willpower to use the prism's magic (his Wisdom score was a mere 7). He hid the prism so his captors would not recover it.

Yet where to hide something in a nearly empty prison cell? To find the "redemption in disguise," one of the PCs should stand with his back against the door and take four steps into the room. From here, the PC should turn left, not right, as "my right was wrong." After two more steps, if the PC looks back at the door, he is momentarily blinded—the prism hangs from the ceiling by three woven strands of Tuntuk's own hair. Bands of colored light seem to appear from nowhere and strike the character in the eye. The prism hangs a foot above the head of the tallest PC, and its transparency makes it nearly impossible to detect by accident.

Cell D: This cell is empty.

Cell E: Habtu recently abducted two sisters, Sehret and Hesepti, and brought them to the Temple in hopes of converting them. He has left them in this cell for the last two days to contemplate the virtues of becoming acolytes of Set. Sehret is 21 years old and as beautiful as the morning sun. She is also

completely cowed by Habtu and is steadfastly in favor of converting to the worship of Set. In fact, her fear of death is so acute as to border on a phobia; she accompanies the PCs in an escape attempt only if she is bound and gagged. Though certainly not evil, Sehret does everything in her power to alert the Temple guards to the PCs' actions. She wants only to live.

Her sister Hesepti is only 15 years old and is as homely as her sister is stunning. However, Hesepti has an unconquerable soul and a heart like a millstone. She is relentless in her hatred for Habtu and his priests. She dreams of crushing them beneath her heel. Though physically weak, Hesepti is fearless and will join the PCs in whatever scheme they propose, regardless of the odds against success.

Sehret, Female Human Ari2: CR 1; SZ M; HD 2d8; hp 9; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3, unarmed strike); AL N; SV Fort +0, Ref +0, Will +5; Str 11, Dex 11, Con 10, Int 12, Wis 14, Cha 15.

Skills: Bluff +9, Diplomacy +7, Gather Information +7, Knowledge (religion) +6, Ride +5, Sense Motive +7. **Feats:** Endurance, Skill Focus (Bluff).

Hesepti, Female Human Ari1: CR 1/2; SZ M; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 10; Atk -1 melee (1d3-1, unarmed strike); AL N; SV Fort +0, Ref +0, Will +2; Str 8, Dex 10, Con 10, Int 12, Wis 14, Cha 10.

Skills: Bluff +4, Diplomacy +6, Disguise +4, Gather Information +6, Listen +6, Read Lips +5. **Feats:** Skill Focus (Diplomacy, Gather Information).

Cell F: The walls of this cell are wet with blood. The stench is nearly overpowering. The prisoner who was held here had the misfortune of irking Merikesh to the point that the glabrezu threw open the door, slaughtered him, and dined on his steaming entrails.

Cell G: A 52-year-old human male named Svafnir cowers in the corner of this cell. Svafnir is a pale-skinned foreigner who came to the Temple with several others in a vain attempt to loot it. Svafnir is completely mad, having lost his mind to torture days ago. He now rocks back and forth in a stupor. He speaks only gibberish. Unless his wits are restored with magic, he remains a useless parody of the man he once was. If the PCs contrive a way to heal him, Svafnir can serve whatever purpose the DM deems appropriate. He can be of any alignment and any character class. Habtu plans to sacrifice him within the next 24 hours.

18. KITCHEN

This room is stocked with dry goods, wine, and goat's milk in sufficient quantities to provide for the Temple's denizens for several days. Any common food may be found here. The room contains shelves, utensils, pots, rags, storage bins, and a large chopping block. There is no cook on duty, as the guards are expected to work in shifts preparing their own dinner. Refer to Area 13 for a description of the secret door.

19. STABLES (EL3)

The stablemaster, Reneb, tends the stock here in the stables night and day. He keeps to himself and pointedly avoids Habtu and the affairs of Set. Reneb believes that the affairs of gods are best left alone; he much prefers the company of horses than priests. At any one time, as many as 30 horses are stabled here, along with tack and necessary grooming items. Reneb himself sleeps in a converted stall in the western end of the stable. He remains completely neutral in all affairs, wanting only to provide for the animals — creatures that he considers infinitely wiser than man.

Reneb the Stablemaster, Male Human Exp4: CR 3; SZ M; HD 4d6+4; hp 18; Init +0; Spd 30 ft.; AC 10 or 12 (with leather armor); Atk +4 melee (1d6+1, club); AL N; SV Fort +2, Ref +1, Will +4; Str 13, Dex 10, Con 13, Int 12, Wis 11, Cha 10.

Skills: Animal Empathy +9, Craft (leatherworking) +6, Handle Animal +9, Listen +6, Profession (stablemaster) +8, Ride +7, Sense Motive +5, Spot +6, Use Rope +5, Wilderness Lore +5. **Feats:** Alertness, Skill Focus (Animal Empathy, Handle Animal).

Possessions: club, leather armor, 200 gp in sack hidden in barn.

20. COURTYARD

Reneb exercises the horses in this area, which is enclosed by a low wall of white limestone. Though once a carefully tended garden, the area has now been beaten down by boots and hooves. A nonfunctional fountain sits in the middle of a dry pool that at time was filled with water and fish. A sickly fig tree grows nearby, its emaciated limbs casting a skeletal shadow across the courtyard.



APPENDIX A: NPCs OF NECROPOLIS

There are a great many NPCs the player characters may face on their quest to defeat Rahotep, particularly in the village of Aartuat. The major NPCs from the adventure are listed below alphabetically by chapter in which they are first encountered.

CHAPTER 3 NPCs— AARTUAT VILLAGE

SOLDIERS, MALE HUMAN WARRIOR (40):

CR 1/2; SZ M; HD 1d8+3; hp 11; Init +0; Spd 30 ft.; AC 13 (+2 leather, +1 small steel shield); Atk +1 melee (1d6, short sword, 19-20/x2) or +1 melee (1d8, longsword, crit x3) or +1 ranged (1d8, longbow, crit x3, range 100 ft.); AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 11.

Skills: Climb +3, Intimidate +4, Jump +3. **Feats:** Endurance, Toughness.

Possessions: Leather armor, small steel shield, longbow, 20 arrows, longsword, short sword, long cowled cape of pale mustard yellow with narrow red stripes (25 gp), pouch with 21 sp.

Personality/Description: These are average regular soldiers — tough, hard drinking, and with a love for gambling. They are suspicious of outsiders and strangers, and not particularly friendly to anyone they don't know and respect. None of them likes brigands and all hate nomad raiders, even those of the unit who are themselves of like background.

These soldiers are neither fanatics nor fools. They will fight when they must, retreat in situations where they face certain death and there is hope if they get away. They are disciplined and respectful, even like their sergeant, Hetet-f, and their commanding officer, Hamephat. They will fight to the last man if these two are there and so order.

SOLDIERS (CORPORALS), MALE HUMAN WARRIOR (8):

CR 1; SZ M; HD 2d8+3; hp 15; Init +0; Spd 30 ft.; AC 13 (+3 studded leather); Atk +2 melee (1d6, short sword, 19-20/x2) or +2 melee (1d8, longsword, crit x3) or +2 ranged (1d8, longbow, crit x3, range 100 ft.); AL N; SV Fort +3, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 11.

Skills: Climb +4, Intimidate +5, Jump +4. **Feats:** Endurance, Toughness.

Possessions: Studded leather armor, longbow, 30 arrows, longsword, short sword, long cowled cape of pale mustard yellow with narrow red stripes (25 gp), silver crescent moon military insignia (5 gp), pouch with 62 sp.

Personality/Description: These are veteran soldiers promoted to minor command because they are a bit more able than the rank and file, but they are otherwise not much different from the ordinary privates. They are more concerned with seeing that everything is in order — otherwise they lose their rank and extra pay and privileges.

HETET-F (PLATOON SERGEANT), MALE HUMAN FTR6/ROG1:

CR 7; SZ M; HD 6d10+12 plus 1d6+2; hp 53; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +5 chain shirt); Atk +11/+6 melee (1d6+5, +1 short sword, 19-20/x2) or +8/+3 melee (1d8+2, longsword, crit x3) or +8/+3 ranged (1d6+2, masterwork mighty composite longbow, crit x3, range 110 ft.); SA sneak attack (+1d6); AL N; SV Fort +7, Ref +5, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10.

Skills: Bluff +2, Climb +6, Escape Artist +3, Gather Information +3, Jump +6, Listen +3, Open Locks +3, Ride +6, Spot +3, Swim -3. **Feats:** Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Sunder, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: +1 chain shirt, potion of cure moderate wounds, +1 short sword, masterwork mighty composite longbow (+2 Str bonus), 20 arrows, longsword, long cowled cape of pale mustard yellow with red hem and gold sleeves (200 gp), two gold crescent moons military insignia (50 gp), pouch with 1 violet garnet (300 gp) and 68 sp.

Personality/Description: Hetet-f is 28 years old and a military veteran of 13 years. He is strong, wily, tough, and able in a lot of different areas not entirely approved of by the government. He is very orderly in his habits and demands likewise of others under his command. He is currently courting Mastuti and will be hostile to anyone whom he perceives to be doing the same.

CAVALRY SOLDIERS, MALE HUMAN FTR2 (5):

CR 2; SZ M; HD 2d10+2; hp 17; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 chain shirt); Atk +5 melee (1d6+2, masterwork scimitar, 18-20/x2) or +4 melee (1d6+2, handaxe, crit x3) or +4 melee (1d4+2, light lance, crit x3) or +3 ranged (1d6+2, throwing axe, range 10 ft.) or +5 ranged (1d6, masterwork shortbow, crit x3, range 70 ft.); AL N; SV Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 13, Int 10, Wis 12, Cha 10.

Skills: Climb +4, Jump +3, Ride +5, Swim -2. **Feats:** Mounted Archery, Mounted Combat, Ride-By Attack, Trample.

Possessions: Chain shirt, masterwork scimitar, masterwork composite shortbow, 20 masterwork arrows, light lance, handaxe, throwing axe, long cowled cape of white fur with narrow mustard yellow stripes (25 gp), light warhorse, pouch with 23 gp.

Personality/Description: These are average cavalry troopers, not always chummy with the regular infantrymen — except when outsiders threaten them.

CALVARY SERGEANT NEMEKH, MALE HUMAN FTR7:

CR 7; SZ M; HD 7d10+14; hp 56; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 chain shirt); Atk +11/+6 melee (1d6+5, +1 scimitar, 18-20/x2) or +9/+4 melee (1d4+2, light lance, crit x3) or +10/+5 melee (1d6+2, handaxe, crit x3) or +10/+5 ranged (1d6+2, masterwork mighty composite shortbow, crit x3, range 70 ft.) or +8 ranged (1d6+2, throwing axe, range 10 ft.); AL N; SV Fort +8, Ref +4, Will +4; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 12.

Skills: Climb +4, Jump +4, Listen +3, Ride +11, Spot +3, Swim -2. **Feats:** Cleave, Mounted Archery, Mounted Combat, Ride-By Attack, Power Attack, Trample, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +1 chain shirt, *potion of cure moderate wounds*, +1 scimitar, *cloak of resistance* +1, masterwork mighty composite shortbow (+2 Str bonus), 30 masterwork arrows, light lance, masterwork handaxe, throwing axe, long cowled cape of white fur with red hem and narrow red stripes on sleeves (150 gp), light warhorse, pouch with 1 deep blue spinel (500 gp) and 73 gp.

Personality/Description: Nemekh is the best buddy and continual rival of Hetet-f, even though he is 10 years older than the other and regards him as a younger brother (or almost a son). While bragging up their respective branches, each secretly wishes the other were in the same one with him or vice versa. These two got into some trouble in Farnoc, and that's why they are posted to Aartuat . . . and might remain here for many more years before getting better duty. Each wants to remove the blot on his record by doing something noteworthy (but not through hard work or great danger).

TCHARQU, MALE HUMAN COM3/AR11:

CR 3; SZ M; HD 3D4+3 PLUS 1D8+1; HP 13; INIT +0; SPD 30 FT.; AC 12 (+2 LEATHER ARMOR); ATK +1 MELEE (1D8, LONGSWORD, 19-20/X2) OR +1 RANGED (1D4, DAGGER, 19-20/X2, RANGE 10 FT.); AL N; SV FORT +2, REF +3, WILL +4; STR 11, DEX 10, CON 12, INT 13, WIS 13, CHA 12.

Skills: Diplomacy +5, Handle Animal +3, Knowledge (Khemitian history) +5, Listen +7, Profession (scribe) +7, Spot +7. **Feats:** Alertness, Lightning Reflexes, Skill Focus (Profession [scribe]).

Possessions: Leather armor, dagger.

Personality/Description: Tcharqu is a young man, the model of bureaucracy. He is more concerned with paperwork than with results, and if crossed or treated roughly, he could cause "administrative delays" for the PCs.

SULBALTÉRN BAS-F-PY, MALE HUMAN AR16/WAR2:

CR 7; SZ M; HD 6d8+6 plus 2d8+6; hp 51; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 18 (+2 Dex, +5 masterwork chainmail, +1 buckler); Atk +8/+3 melee (1d8+1, masterwork longsword, 19-20/x2) or +10/+5 ranged (1d6+2, masterwork composite shortbow, crit x3, range 70 ft.); AL CN; SV Fort +6, Ref +4, Will +5; Str 13, Dex 14, Con 12, Int 12, Wis 11, Cha 13.

Skills: Appraise +6, Bluff +8, Diplomacy +10, Gather Information +9, Intimidate +6, Listen +8, Ride +11, Sense Motive +6, Spot +8. **Feats:** Alertness, Dodge, Improved Initiative, Weapon Focus (longsword).

Possessions: *potion of cure moderate wounds*, masterwork chainmail, masterwork composite shortbow, 20 masterwork arrows, masterwork longsword, buckler, silver hilted dagger with runes etched in blade (300 gp), gold ring with green spinel (250 gp), white fur cape with red hem (200 gp), light warhorse, pouch with 150 gp.

Personality/Description: The subaltern is a younger son of a petty baron sent off to make his way in the military because he isn't suited for much else — certainly not the priesthood or scholarly life. Recognizing his overall talents, higher authority sent him to this post to keep him out of the way. Because he is not particularly able and has no promising future, he yearns to do something important to make his name. He is just

smart enough to be dangerous. He can be a lot of trouble or a big help to those who approach him correctly. Bas-f-py is a follower of Khnemu.

HAMEPHAT (5TH LIEUTENANT), MALE HUMAN CLR1/FTR6:

CR 7; SZ M; HD 1d8+2 plus 6d10+12; hp 54; Init +2 (Dex); Spd 20 ft.; AC 19 (+7 half-plate, +2 buckler); Atk +15/+10 melee (1d8+6, longsword, 19-20/x2) or +12/+7 ranged (1d8+4, masterwork mighty composite longbow, crit x3, range 110 ft.); SQ turn undead, improved law spells (+1 caster level from domain); AL LN; SV Fort +9, Ref +4, Will +4; Str 18, Dex 14, Con 15, Int 14, Wis 11, Cha 15.

Skills: Climb +5, Concentration +6, Diplomacy +6, Handle Animal +6, Jump +5, Knowledge (arcana) +6, Knowledge (religion) +6, Ride +12, Spellcraft +6. **Feats:** Blind-Fight, Leadership, Mounted Combat, Quick Draw, Ride-By Attack, Trample, Weapon Focus (longsword), Weapon Specialization (longsword).

Divine Spells Prepared (3/1+1; base DC 10 + spell level): 0—guidance, purify food and drink, virtue; 1st—divine favor, protection from chaos*. Spells marked with asterisks ("*") are domain spells.

Domain Abilities (Law/War; Deity: Herakhty): Cast law spells at +1 caster level; free Martial Weapon Focus and Proficiency with Herakhty's favored weapon.

Possessions: +1 longsword, +1 buckler, *potion of bull's strength*, *potion of cure serious wounds*, half-plate, masterwork mighty composite longbow (+4 Str bonus), 20 arrows, light warhorse, pouch with 50 pp, 120 sp, 65 gp, and topaz (350 gp).

Personality/Description: Hamephat is 23 years old and the only son of a free farmer. His abilities allowed him to attend school without cost to his family — something they hadn't the funds for. He first entered the priesthood, but soon realized he wasn't meant for that and so joined the army. After only one year he was promoted from subaltern to 5th lieutenant — all at the age of 21. His rise was too rapid, and a jealous first lieutenant had him posted to Aartuat, realizing that with opportunity for learning and performance, this fellow would be a rival in just a few years. Now age 23, having been stuck here for some time, Hamephat is itching to do something — anything. Hamephat is a devotee of Herakhty (Horus).

HEPT-F-HRA THE MERCHANT, MALE HUMAN EXP7:

CR 6; SZ M; HD 7d6+10; hp 35; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +2 masterwork leather, *ring of protection* +1); Atk +6 melee (1d6, masterwork short sword, 19-20/x2) or +8 ranged (1d4, hand crossbow, 19-20/x2, range 30 ft.); AL CE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 13, Cha 15.

Skills: Concentration +11, Decipher Script +9, Diplomacy +12, Disable Device +3, Disguise +5, Escape Artist +6, Hide +6, Jump +7, Knowledge (nature) +11, Knowledge (religion) +5, Listen +3, Move Silently +4, Profession (merchant) +11, Read Lips +6, Spot +3. **Feats:** Alertness, Exotic Weapon Proficiency (hand crossbow), Martial Weapon Proficiency (short sword), Toughness.

Possessions: *necklace of aura shielding* (immune to detect thoughts and detect evil/chaos; aura appears good), *ring of protection* +1, *dust of illusion*, *potion of cure moderate wounds*, masterwork leather armor, masterwork short sword, hand crossbow, 10 masterwork bolts, dagger, heavy horse, pouch with 1 fire opal (600 gp) and 125 gp.

Personality/Description: At age 43, Hept-f-hra is as thoroughly sunk in evil as possible. This man will always attempt to kill a foe, especially when he has an advantage. He is not a coward, but he certainly has no death wish. If he can talk or buy his way out of a situation, he will do so. He has no real love for any family members, except his daughter, whom he dotes on.

Hept-f-hra will happily see his superior, Gerhit, disgraced or dead, as long as his own life isn't threatened in the process. Likewise, he will abandon the two hired thugs or any of his family, save his daughter Nektinefar.

NEHSI (GUARD OF HEPT-F-HRA), MALE HUMAN WAR4/ROG4:

CR 7; SZ M; HD 4d8+4 plus 4d6+4; hp 44; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +2 leather, ring of protection +1); Atk +11/+6 melee (1d8+4, +1 morningstar) or +9/+4 ranged (1d8+3, shortspear, crit x3, range 20 ft.); SA sneak attack (+2d6); SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +6, Ref +7, Will +4; Str 16, Dex 15, Con 12, Int 9, Wis 11, Cha 9.

Skills: Balance +8, Craft +6, Decipher Script +6, Disguise +6, Handle Animal +6, Hide +9, Innuendo +3, Listen +2, Move Silently +3, Spot +2, Ride +8. **Feats:** Alertness, Improved Initiative, Iron Will, Quick Draw.

Possessions: necklace of aura shielding (immune to detect thoughts and detect evil/chaos; aura appears good), +1 morningstar, dust of disappearance, 2 potions of cure light wounds, ring of protection +1, shortspear, dagger, leather armor, light horse, pouch with 200 gp.

Personality/Description: Nehsi is an ugly but falsely smiling person of husky build. He is a very cruel and evil person of less than reputable nature. In a tight situation, he will run away as quick as he can to save his own neck.

MAQ-T (GUARD OF HEPT-F-HRA), MALE HUMAN WAR6/ROG4:

CR 9; SZ M; HD 6D8 PLUS 4D6; HP 55; INIT +3 (DEX); SPD 30 FT.; AC 16 (+3 DEX, +3 LEATHER ARMOR); ATK +13/+8 MELEE (1D8+3, +1 BATTLEAXE, CRIT X3) OR +12/+7 RANGED (1D8+2, SHORTSPEAR, CRIT X3, RANGE 20 FT.); SA SNEAK ATTACK (+2D6); SQ EVASION, UNCANNY DODGE (DEX BONUS TO AC); AL CE; SV FORT +6, REF +9, WILL +5; STR 15, DEX 16, CON 10, INT 7, WIS 10, CHA 7.

Skills: Balance +6, Handle Animal +6, Hide +3, Intimidate +5, Intuit Direction +7, Listen +2, Move Silently +3, Pick Pocket +4, Profession (driver) +2, Ride +10, Spot +4, Swim +3, Tumble +5. **Feats:** Blind-Fight, Endurance, Iron Will, Mounted Combat, Weapon Focus (battleaxe).

Possessions: necklace of aura shielding (immune to detect thoughts and detect evil/chaos; aura appears good), +1 battleaxe, ring of climbing, potion of blur, +1 leather, shortspear, leather armor, light horse, pouch with 250 gp.

Personality/Description: Maq-t is a lanky fellow with pale blue eyes, a renegade from another land pretending to be Khemitian. He is a very cruel and evil person of less than reputable nature. In a tight situation, he will run away as quick as he can to save his own neck.

FA-T-TEP (WIFE OF HEPT-F-HRA), FEMALE HUMAN ROG6:

CR 6; SZ M; HD 6d6+6; hp 34; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Atk +7 melee (1d4+1, masterwork dagger, 19-20/x2) or +8 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); SA sneak attack (+3d6); SQ evasion, uncanny dodge

(Dex bonus to AC, can't be flanked); AL CE; SV Fort +3, Ref +8, Will +3; Str 12, Dex 16, Con 12, Int 14, Wis 13, Cha 12.

Skills: Balance +9, Bluff +10, Decipher Script +7, Forgery +10, Gather Information +8, Hide +10, Intimidate +5, Knowledge (religion) +7, Listen +11, Move Silently +10, Search +7, Sense Motive +9, Spot +11, Tumble +9. **Feats:** Alertness, Dodge, Expertise, Weapon Focus (dagger).

Possessions: amulet of weapon deflection (1/day, an attack that would hit her automatically misses), necklace of aura shielding (immune to detect thoughts and detect evil/chaos; aura appears good), potion of invisibility, light crossbow, 20 masterwork bolts, masterwork dagger, heavy horse, pouch with 125 gp, 3 vials of blue whinnis poison.

Personality/Description: Fa-t-tep is still nice looking, and one wouldn't think her old enough to be, and actually be, the mother of four children, two of which are fully grown. She is selfish, demanding, bossy, avaricious, and depraved.

NEKTINEFAR (DAUGHTER OF HEPT-F-HRA), FEMALE HUMAN ROG6:

CR 6; SZ M; HD 6d6; hp 22; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Atk +5 melee (1d4+1, +1 dagger, 19-20/x2) or +7 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); AL CE; SV Fort +2, Ref +9, Will +4; SA sneak attack (+3d6); SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; Str 10, Dex 14, Con 10, Int 11, Wis 14, Cha 15.

Skills: Bluff +10, Climb +4, Diplomacy +8, Disable Device +6, Disguise +8, Escape Artist +6, Gather Information +8, Hide +6, Innuendo +7, Jump +4, Listen +8, Move Silently +6, Open Lock +6, Pick Pocket +6, Read Lips +6, Search +4, Sense Motive +6, Spot +8. **Feats:** Alertness, Dodge, Lightning Reflexes, Skill Focus (Bluff).

Possessions: necklace of aura shielding (immune to detect thoughts and detect evil/chaos; aura appears good), potion of love, potion of charisma, +1 dagger, silver necklace with bloodstones (300 gp), gold ring with silver pearl (250 gp), light crossbow, 20 masterwork bolts, heavy horse, pouch with 215 gp.

Personality/Description: Nektinefar, age 18, is bad through and through. She is also very good looking, and she uses this as a weapon to control and gain what she wants. She enjoys going to the tavern, or elsewhere, and leading on several of the soldiers to see them fight over her. She will use her looks to charm and try to subvert those around her.

In most respects she is the same as her mother, though perhaps a bit more clever and ruthless. Because Hept-f-hra dotes on her, she is hated by the rest of the family. She doesn't mind at all, for she is virtual mistress of the place.

SBA-BENNU (SON OF HEPT-F-HRA), MALE HUMAN ROG4:

CR 4; SZ M; HD 4d6; hp 19; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 studded leather); Atk +5 melee (1d6+1, masterwork short sword, 19-20/x2) or +4 melee (1d4+1, dagger, 19-20/x2) or +6 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); SA sneak attack (+2d6); SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 13, Wis 12, Cha 9.

Skills: Appraise +8, Bluff +6, Gather Information +3, Hide +9, Intimidate +8, Listen +10, Move Silently +9, Profession (teamster) +8, Spot +10, Tumble +9, Use Magic Device +2. **Feats:** Alertness, Blind-Fight, Expertise.

Possessions: necklace of aura shielding (immune to detect thoughts and detect evil/chaos; aura appears good), masterwork

short sword, light crossbow, 20 bolts, dagger, studded leather armor, heavy horse, pouch with 50 gp.

Personality/Description: Sba-bennu, age 19, hates everyone, especially his parents, sister, and brother. In addition to the hatred for his family, he has scorn and contempt for those outside his family. He is an able enough student of dishonesty (having learned such traits from his parents). He is not bad looking, but already he evidences his inner wickedness, so that as people come to know him, he is disliked.

PANSBEK (SON OF HEPT-F-HRA), MALE HUMAN EXP6:

CR 5; SZ M; HD 6d6+6; hp 31; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Atk +5 melee (1d6+1, club, range 10 ft.) or +7 ranged (1d6+1, club, range 10 ft.) or +8 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); AL CE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 16, Con 12, Int 11, Wis 13, Cha 8.

Skills: Alchemy +7, Appraise +7, Climb +8, Forgery +6, Hide +9, Intimidate +4, Knowledge (religion) +4, Listen +10, Move Silently +10, Spot +10. *Feats:* Alertness, Endurance, Great Fortitude, Run.

Possessions: necklace of aura shielding (immune to detect thoughts and detect evil/chaos; aura appears good), club, light crossbow, 20 masterwork bolts, heavy horse, pouch with 35 sp.

Personality/Description: Pansbek, age 16, like his brother, hates everyone, especially his parents, sister, and brother. In addition to the hatred for his family, he has scorn and contempt for those outside his family. He is an able enough student of dishonesty (having learned such traits from his parents). He is not bad looking, but already he evidences his inner wickedness, so that as people come to know him, he is disliked.

TEFU-TEP (SLAVE), MALE HUMAN COM3:

CR 2; SZ M; HD 3d4+3; hp 10; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d3+1, unarmed); AL N; SV Fort +2, Ref +1, Will +3; Str 12, Dex 10, Con 13, Int 11, Wis 10, Cha 11.

Skills: Craft (woodworking) +8, Handle Animal +6, Profession (carpenter) +8. *Feats:* Iron Will, Skill Focus (Craft [woodworking], Profession [carpenter]).

Possessions: none.

Personality/Description: Poorly treated and dominated into submission, Tefu-tep and his wife Hunitper have come to form a bond with Afu-abtem, the good son of Hept-f-hra, and will aid him if they can, though they will not aid PCs unless so doing would aid Afu'.

HUNITPER (WIFE OF TEFU-TEP, SLAVE), FEMALE HUMAN COM3:

CR 2; SZ M; HD 3d4; hp 7; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3, unarmed); AL N; SV Fort +1, Ref +1, Will +2; Str 11, Dex 10, Con 10, Int 11, Wis 12, Cha 11.

Skills: Craft (sewing) +8, Listen +4, Profession (seamstress) +8, Spot +4. *Feats:* Great Fortitude, Skill Focus (Craft [sewing], Profession [seamstress]).

Possessions: none.

AFU-ABTEM, MALE HUMAN ROG/COM2:

CR 2; Size M; HD 1d6 plus 2d4; hp 8; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather armor); Atk +1 melee (1d6, short sword, 19-20/x2) or +2 ranged (1d4, dagger, 19-20/x2, range 10 ft.); SA sneak attack (+1d6); AL NG; SV Fort +2, Ref +3, Will +1; Str 11, Dex 13, Con 11, Int 11, Wis 12, Cha 10.

Skills: Climb +4, Escape Artist +5, Hide +5, Intuit Direction +4, Jump +5, Listen +6, Move Silently +5, Ride +5, Spot +5. *Feats:* Dodge, Great Fortitude, Skill Focus (Move Silently).

Possessions: Leather armor, dagger, short sword, pouch containing 1d10 gp.

Personality/Description: Afu-abtem, the youngest son of Hept-f-hra, knows of his father's vile purposes and hates his family for what they do. He speaks out and is beaten, derided, and made to work as a slave. Thus, he and the two servants have become a family. He will seek to aid the PCs.

ATMU-THOTH-RAHAT, MALE HUMAN EXP6:

CR 5; SZ M; HD 6d6+3; hp 26; Init +0; Spd 30 ft.; AC 10; Atk +3 melee (1d4-1, dagger, 19-20/x2); SA wrath of the gods; AL CG; SV Fort +4, Ref +4, Will +8; Str 8, Dex 10, Con 10, Int 17, Wis 16, Cha 14.

Skills: Appraise +9, Bluff +7, Craft (metalworking) +7, Craft (woodworking) +7, Diplomacy +6, Knowledge (Khemitian history) +9, Knowledge (religion) +8, Listen +6, Profession (sage) +9, Sense Motive +6, Spot +6. *Feats:* Endurance, Great Fortitude, Lightning Reflexes, Toughness.

SA—Wrath of the Gods (Su): Once per day, Atmu' can bestow a curse on a number of creatures equal to his character level. This curse forever seals the affected creatures from the aid of the Khemitian gods: i.e., the gods will not help the cursed creatures in any way. Clerics that are cursed cannot receive spells from their deity if they worship one of the Khemitian deities.

Possessions: dagger.

Personality/Description: Atmu' is a dealer in all things having to do with religion. Atmu' is a noble, a Chief Scribe, and reasonably wealthy. He doesn't depend on this business for income. He purveys and collects because of his deep faith in the Pantheon of Khemit and his fascination with all other Pantheons.

SHENAU, MALE HUMAN SORIO/DEMONURGIST2:

CR 12; SZ M; HD 10d4 plus 2d4; hp 33; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, bracers of armor +3); Atk +6/+1 melee (1d4-1, dagger, 19-20/x2), or +9/+4 ranged (1d4-1, dagger, 19-20/x2, range 10 ft.); SQ improved binding (can summon 10 HD using lesser planar binding), improved evil spells (+1 caster level when casting evil spells); AL CE; SV Fort +4, Ref +6, Will +9; Str 8, Dex 15, Con 11, Int 14, Wis 13, Cha 19.

Skills: Alchemy +17, Concentration +12, Knowledge (arcana) +6, Knowledge (the planes) +8, Knowledge (religion) +5, Profession (herbalist) +7, Scry +7, Spellcraft +14; *Feats:* Brew Potion, Craft Wondrous Item, Extend Spell, Maximize Spell, Spell Focus (Necromancy), Spell Focus (Conjuration).

Spells Known (cast per day: 6/7/7/7/5/3; base DC 14 + spell level, base DC for Necromancy and Conjuration spells is 16 + spell level): 0—arcane mark, dancing lights, detect magic, detect poison, ghost sound, light, mage hand, mending, read magic; 1st—charm person, chill touch**, feather fall, magic missile (x2); 2nd—annoying itch*, cat's grace, ghoul touch**, invisibility, web**; 3rd—dispel magic, fireball, summon monster III**, treacherous blow*; 4th—choke cloud of Hept-na***, enervation**, charnel reek*; 5th—animate dead¹, lesser planar binding**; 6th—acid fog**.

*New spell detailed in Appendix E.

**Because of Spell Focus (Necromancy) or Spell Focus (Conjuration), the base DC against these spells is 16 + spell level.

Possessions: *necklace of aura shielding* (immune to *detect thoughts* and *detect evil/chaos*; aura appears good), *bracers of armor* +3, *wand of lightning bolt* (21 charges, 9th-level caster), arcane scroll of 2 spells (*fear* and *teleport*), *Serpent Ankh*, masterwork dagger, 3 vials of giant wasp poison (injury DC 18, initial and secondary 1d6 Dex), heavy horse (secretly stabled at Hept-f-hra's), pouch with 50 gp, 10,000 gp (in trapped and magically protected coffer at residence).

Note: The *Serpent Ankh* is the first of the Nine Evil Objects the characters must acquire.

Personality/Description: Shenau is a devotee of Set. He is chief of all in the vicinity that lie outside the gorge itself. He would gladly become master of the temple, but not being a priest is a bit of a drawback, though he thinks somehow to overcome that factor. There is friction between Shenau and the High Priest of the Temple of Osiris. There is also tension between him and Hept-f-hra, and his family as well. He would gladly slay all save the merchant's daughter, whom he would make his concubine.

He dare not surrender to any foes, for his punishment would be terrible indeed. Shenau will attempt to succeed through treachery and trickery, flee to the bandits in the wastes, or otherwise fight to the death.

GERHIT, MALE HUMAN ROG8:

CR 8; SZ M; HD 8d6+8; hp 39; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 studded leather); Atk +9/+4 melee (1d6+3, +1 club, range 10 ft.) or +9/+4 melee (1d4+2, masterwork dagger, 19-20/x2) or +7/+2 ranged (1d6+2, club, range 10 ft.) or +7/+2 ranged (1d4+2, dagger, 19-20/x2, range 10 ft.); SA sneak attack (+4d6); SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +3, Ref +7, Will +4; Str 14, Dex 13, Con 12, Int 11, Wis 14, Cha 10.

Skills: Appraise +7, Bluff +5, Climb +6, Diplomacy +6, Disable Device +6, Disguise +7, Escape Artist +9, Gather Information +6, Hide +5, Intimidate +4, Intuit Direction +6, Listen +11, Move Silently +7, Pick Pocket +7, Search +6, Spot +11, Swim +6, Tumble +6. **Feats:** Alertness, Dodge, Mobility, Run.

Possessions: *necklace of aura shielding* (immune to *detect thoughts* and *detect evil/chaos*; aura appears good), +1 *studded leather*, +1 *club*, *potion of haste*, *potion of cure serious wounds*, masterwork dagger, 1,200 sp (under pallet where he sleeps).

Personality/Description: Gerhit is a follower of Sebk. Because he provides an excuse for Shenau to be in the village, and his son serves as a useful spy, Gerhit gets a fair sum from the chief. He has no love for anyone other than himself, including his own son Hep-thait, whom he finds annoying at best, but useful as a tool. Gerhit is rather cowardly, and in a tight situation will either run away or surrender — if he thinks that by doing so he'll save his skin.

HEP-THAIT, MALE HUMAN ROG1:

CR1; SZ M; HD 1d6; hp 6; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk -1 melee (1d4-1, dagger, 19-20/x2, range 10 ft.) or +1 ranged (1d4-1, dagger, 19-20/x2, range 10 ft.); SA sneak attack (+1d6); AL CE; SV Fort +0, Ref +3, Will +0; Str 8, Dex 12, Con 10, Int 10, Wis 11, Cha 8.

Skills: Appraise +4, Bluff +3, Disguise +3, Escape Artist +5, Gather Information +3, Hide +5, Move Silently +5, Listen +4, Spot +4. **Feats:** Dodge, Run.

Possessions: *necklace of aura shielding* (immune to *detect thoughts* and *detect evil/chaos*; aura appears good), dagger, pouch with 10 sp.

Personality/Description: A sneaky and vile lad of 11 years, he is the son of Gerhit, but he scorns his parent, toadying to Shenau. It does no good: both men treat him badly, which this little swine deserves. He lies and cheats whenever possible and enjoys it, along with petty cruelty too. If he is convinced it will avoid torture or death, he will talk readily about Shenau and his father, Gerhit; however, Hep-thait would rather lie or use a trick to get free than to reveal things. Speaking is thus his last resort, unless perhaps he was given a large amount of money, a mount, and some gear to get him safely out of Aartuat.

KHONSU-KHAIBET, MALE HUMAN RGR9/CLR4:

CR 13; SZ M; HD 9d10+18 plus 4d8+8; hp 101; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +3 hide, +1 buckler); Atk +17/+12/+7 melee (1d8+4, +1 longsword, 19-20/x2) or +16/+11/+6 melee (1d6+4, +1 shortspear, crit x3) or +15/+10/+5 ranged (1d8+2, masterwork mighty composite longbow, crit x3, range 110 ft.) or +15 ranged (1d6+4, +1 shortspear, crit x3, range 20 ft.); SQ track, favored enemy (+2 demons, +1 undead), turn undead, improved divination spells (+1 caster level from domain), luck (1/day, re-roll, domain power); AL NG; SV Fort +12, Ref +6, Will +9; Str 16, Dex 15, Con 14, Int 10, Wis 15, Cha 13.

Skills: Animal Empathy +9, Concentration +10, Heal +6, Hide +10, Intuit Direction +6, Knowledge (nature) +4, Knowledge (religion) +6, Listen +10, Move Silently +6, Spellcraft +6, Spot +10, Wilderness Lore +10. **Feats:** Blind-Fight, Extra Turning, Run, Silent Spell, Track, Weapon Focus (longsword).

Ranger Spells Prepared (2/1; base DC 12 + spell level): 0—*detect snares and pits*, *pass without trace*; 1st—*protection from elements*.

Cleric Spells Prepared (5/4+1/3+1; base DC 12 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *mending*, *read magic*; 1st—*cure light wounds*, *detect evil*, *detect secret doors**, *obscuring mist*, *shield of faith*; 2nd—*aid**, *augury*, *cure moderate wounds*, *speaking with animals*. Spells marked with asterisks are domain spells.

Domain Abilities (Knowledge/Luck; Deity: Thoth): Cast divination spells at +1 caster level; 1/day, can re-roll one roll, must take result of re-roll.

Possessions: +1 *shortspear*, +1 *longsword*, *potion of endurance*, 2 *potions of cure light wounds*, *wand of cure light wounds* (9 charges), dagger, buckler, masterwork mighty composite longbow (+3 Str bonus), 20 masterwork arrows, crocodile hide armor (treat as normal hide armor), holy symbol, backpack with 2,000 sp and 400 gp.

Personality/Description: This man is the only son of a free farmer, but his abilities enabled him to attend school at the Temple of Thoth without cost to his family — something they couldn't have afforded. Khonsu was then "adopted" by the High Priest there, raised as if he were the son of an aristocratic Khemitian, and thus gained accordingly, more so if he is to assume the role of an agent for the Temple of Thoth.

Khonsu's skin complexion is a paler copper-red than the usual Khemitian, he is taller than average (around 6 ft. 3 in.), and big-boned and muscular. His physique, dark brown hair, and gray eyes from his ancestry both set him apart and make him handsome indeed.

Whether or not an agent, Khonsu is a great fellow and will — if the PCs are well-intentioned, friendly, and of good alignment — assist them as he sees correct in light of their behavior and communications with him.

CHAPTER 4 NPCs— THE POOL OF HAPY

MERHA-APTUT, MALE HUMAN CLR7/SOR4:

CR 11; SZ M; HD 7d8 plus 4d4; hp 59; Init +5 (Dex, Improved initiative); Spd 30 ft.; AC 13 (+1 Dex, *bracers of armor* +1, *ring of protection* +1; AC 20 with Hapy's fetish); Atk +8/+3 melee (1d4+1, +1 *dagger*, 19-20/x2); SQ turn undead, improved divination and healing spells (+1 caster level from domains); AL NG; SV Fort +6, Ref +4, Will +12; Str 11, Dex 12, Con 10, Int 13, Wis 16, Cha 14.

Skills: Concentration +6, Diplomacy +6, Heal +8, Knowledge (arcana) +9, Knowledge (religion) +9, Scry +7, Spellcraft +9. **Feats:** Brew Potion, Combat Casting, Expertise, Improved Initiative, Maximize Spell.

Divine Spells Prepared (6/5+1/4+1/3+1/1+1; base DC 13 + spell level): 0—create water, cure minor wounds, detect magic, guidance, mending, read magic; 1st—bless, cure light wounds*, endure elements, invisibility to undead, protection from evil, shield of faith; 2nd—cure moderate wounds*, delay poison, endurance, gentle repose, sound burst; 3rd—blindness/deafness, cure serious wounds*, dispel magic, remove curse; 4th—cure critical wounds*, restoration. Spells marked with asterisks are domain spells.

Domain Abilities (Healing/Knowledge; Deity: Hapy): Cast healing spells at +1 caster level; cast divination spells at +1 caster level.

Arcane Spells Known (cast per day: 6/7/4; base DC 12 + spell level): 0—dancing lights, ghost sound, mage hand, mending, ray of frost, read magic; 1st—magic missile, shocking grasp, sleep; 2nd—Melf's acid arrow.

Possessions: +1 *dagger*, *bracers of armor* +1, *ring of protection* +1, divine scroll of 2 spells (*cure moderate wounds* and *raise dead*), divine scroll of 1 spell (*neutralize poison*), *wand of cure light wounds* (13 charges), *wand of burning hands* (27 charges), holy symbol, pouch with 125 gp, 3,000 gp (hidden in residence).

Personality/Description: While Merha-aptut is generally a benign and peaceful fellow, he has a dagger, but he will not usually attack another human with this weapon, preferring instead to utilize his spells and magic items if he is attacked. Naturally, he will not initiate any violence against any normal creature or fellow human. If attacked in his own dwelling place, he gains a +6 divine bonus to his armor class from Hapy's fetish nearby, this protection continuing for as long as needed without cost to Merha-aptut or negation of any sort by his foes.

Merha-aptut generally requires a service for his fees, for he is constantly helping the needy in Aartuat and hopes one day to build a small temple to Hapy in the village. If the demonroc has been active and slain any villager, then Merha-aptut will be prone to assist the characters if they come to him and ask advice and seek help.

CHAPTER 5 NPCs— ROAD TO THE GORGE

Captain Turpur, Male Human Rog 13:

CR 13; SZ M; HD 13d6+26; hp 71; Init +3 (Dex); Spd 30 ft.; AC 22 (+3 Dex, +4 armor, +3 shield, *ring of protection* +2); Atk +13/+8 melee (1d6+4, +2 scimitar, 15-20/x2) or +14/+9 ranged (1d6+3, +1 *mighty composite shortbow*, crit x3); SA sneak attack (+7d6), crippling strike (sneak attack deals 1 point temp Str damage); SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked, +1 against traps), slippery mind; AL CE; SV Fort +6, Ref +11, Will +6; Str 15, Dex 16, Con 15, Int 14, Wis 14, Cha 10.

Skills: Appraise +12, Balance +13, Bluff +12, Climb +8, Disguise +10, Forgery +13, Gather Information +10, Hide +15, Intuit Direction +8, Listen +10, Move Silently +15, Open Lock +11, Picket Pocket +11, Ride +11, Search +12, Sense Motive +9, Spot +10, Tumble +13. **Feats:** Blind-Fight, Combat Reflexes, Improved Critical (scimitar), Improved Unarmed Strike, Martial Weapon Proficiency (scimitar), Weapon Focus (scimitar).

SQ—Slippery Mind (Ex): If Turpur is affected by a mind-influencing or enchantment effect and fails his save, 1 round later he can attempt his save again. He only gets one extra chance to succeed at his saving throw.

Possessions: +2 scimitar, +2 buckler, +1 *studded leather armor*, +1 *mighty composite shortbow* (+2 Str bonus), *ring of protection* +2, 2 *potions of haste*, *potion of cure light wounds*, 20 masterwork arrows, gold bracelet (200 gp), light warhorse, pouch with 3 pieces of amber (50 gp each) and 200 gp, 4,500 gp (stashed away in a secret location known only to him).

Personality/Description: Turpur possesses the *Bloodied Moon* evil object. He dislikes the priest Hu-Benti and would enjoy seeing him slain in battle, as long as he and his surviving force triumphed. Immediately upon seeing that his force is being beaten, Turpur will break off and fly at best speed to safety. While a servant of evil, he is not committed as are many of the others. Turpur and his brigands are simply bad men willing to kill and pillage for their own pleasure and gain.

PRIEST HU-BENTI, MALE HUMAN CLR13:

CR 13; SZ M; HD 13d8+13; hp 77; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +6 scale mail, *amulet of natural armor* +1); Atk +12/+7 melee (1d8+3, +1 *heavy mace*) or +12/+7 (1d4+2, masterwork dagger, 19-20/x2) or +11/+6 ranged (1d8, light crossbow, 19-20/x2); SA smite good (1/day, +4 attack, +13 damage); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +9, Ref +7, Will +12; Str 15, Dex 13, Con 13, Int 13, Wis 19, Cha 14.

Skills: Concentration +11, Craft (woodworking) +5, Diplomacy +10, Knowledge (religion) +13, Scry +7, Spellcraft +9. **Feats:** Combat Casting, Craft Rod, Craft Wondrous Item, Empower Spell, Heighten Spell, Lightning Reflexes.

Divine Spells Prepared (6/6+1/6+1/5+1/5+1/3+1/2+1/1+1; base DC 14 + spell level): 0—detect magic, inflict minor wounds, light, mending, read magic, resistance; 1st—bane, detect good, doom, inflict light wounds, protection from good*, remove fear; 2nd—desecrate*, endurance, hold person, inflict moderate

wounds, silence, spiritual weapon, zone of truth; 3rd—animate dead, contagion*, deeper darkness, dispel magic, invisibility purge, protection from elements; 4th—divine power, greater magic weapon, inflict critical wounds*, lesser planar ally, poison, spell immunity; 5th—circle of doom*, ethereal jaunt, slay living, unhallow; 6th—animate objects, harm*, planar ally; 7th—blasphemy*, control weather. Spells marked with an asterisk are domain spells.

Domain Abilities (Destruction/Evil; Deity: Set): 1/day, smite good, +4 attack +13 damage; cast evil spells at +1 caster level.

Possessions: +2 scale mail, +1 heavy mace, 10 +1 bolts, amulet of natural armor +1, wand of inflict light wounds (19 charges), divine scroll of 3 spells (slay living, implosion, and flame strike), masterwork light crossbow, masterwork dagger, light warhorse, unholy symbol, pouch with 200 gp.

Personality/Description: Hu-benti hopes his performance in this situation will prove so successful that he will be promoted to Chief Priest status. He is thus doubly fanatical. He will flee, however, if Turpur runs off, as he thus saves his life and has a perfect excuse.

In battle, he will launch a readied bolt and then begin casting a spell. When he has sent whichever one he deems best, he will either engage in further casting or else combat, depending on the proximity of foes.

BANDITS (KHEMITIAN EX-SOLDIERS), MALE HUMAN WARRIOR (10):

CR 1/2; SZ M; HD 1d8+3; hp 11; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +2 leather, +1 small steel shield); Atk +2 melee (1d6+1, scimitar, 18-20/x2) or +2 melee (1d6+1, light lance, crit x3) or +2 ranged (1d8, longbow, crit x3, range 100 ft.); AL CE; SV Fort +2, Ref +0, Will +0; Str 12, Dex 12, Con 10, Int 10, Wis 10, Cha 11.

Skills: Climb +3, Intimidate +4, Jump +3. *Feats:* Endurance, Toughness.

Possessions: leather armor, small steel shield, longbow, 20 arrows, light lance, scimitar, light warhorse, pouch with 25 sp.

Personality/Description: These outlaws are much the same as average Kemitian soldiers — but are of the worst sort and deserters and/or criminals of other kings. They are more prone to fight than surrender, for they know if taken prisoner they will face trial and probable execution.

After loosing a volley or two of arrows, these men will drop their bows, take up their shields and lances, charge into melee, and then discard the lances for their scimitars.

BANDITS (TRIBAL WARRIORS), MALE HUMAN WARRIOR (8):

CR 2; SZ M; HD 3d8+6; hp 26; Init +5 (Dex, Improved initiative); Spd 30 ft.; AC 14 (+1 Dex, +2 leather, +1 shield); Atk +5 melee (1d6+2, scimitar, 18-20/x2) or +4 ranged (1d8, longbow, crit x3, range 100 ft.); AL CE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 11.

Skills: Handle Animal +6, Intimidate +6, Ride +7. *Feats:* Improved Initiative, Power Attack, Toughness.

Possessions: leather armor, small steel shield, longbow, 20 arrows, scimitar, light warhorse, pouch with 25 sp.

Personality/Description: These are renegade tribesmen — typically driven from their own people because of some cowardly act or crime. They are mercenary and completely evil.

They fight from a distance whenever possible, plying bows until forced to close combat.

BANDITS (RIFF-RAFF), MALE HUMAN ROGUE (4):

CR 2; SZ M; HD 2d6; hp 9; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); Atk +3 melee (1d6+1, short sword, 19-20/x2) or +2 melee (1d8+1, shortspear, crit x3) or +3 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.) or +2 ranged (1d8+1, shortspear, crit x3, range 20 ft.); SA sneak attack (+1d6); SQ evasion; AL CE; SV Fort +0, Ref +3, Will +0; Str 13, Dex 12, Con 11, Int 11, Wis 11, Cha 10.

Skills: Climb +6, Disable Device +5, Disguise +5, Forgery +6, Hide +5, Listen +5, Move Silently +5, Open Lock +6, Ride +2, Spot +5. *Feats:* Mounted Combat, Simple Weapon Proficiency (shortspear).

Possessions: masterwork leather armor, masterwork short sword, shortspear, masterwork light crossbow, 20 bolts, dagger, light warhorse, pouch containing 75 sp and 25 gp.

Personality/Description: These are true slum-scum. They have no loyalty save to themselves and money. At the least sign of real danger, these four will bugger off.

In battle, they will loose their bolts, cast aside their crossbows, and pick up their spears and shields. As they ride, they will cast spears and then fight with swords.

ANUBIS (FALSE ANUBIS), MALE HUMAN CLERIC (4):

CR 20; SZ M; HD 14d8+14 plus 6d4+6; hp 93; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, bracers of armor +5, ring of protection +2); Atk +11/+6 melee (1d6+1/1d6+1, +1 quarterstaff) or +10/+5 melee (1d4, dagger, 19-20/x2); SA spells, death touch (domain power); SQ turn undead, protective ward (domain power); AL CN; SV Fort +12, Ref +7, Will +15; Str 11, Dex 12, Con 12, Int 10, Wis 19, Cha 15.

Skills: Concentration +18, Craft (bookbinding) +6, Diplomacy +6, Heal +5, Knowledge (arcana) +10, Knowledge (religion) +10, Scry +6, Spellcraft +9. *Feats:* Combat Casting, Craft Wondrous Item, Extra Turning, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell.

Divine Spells Prepared (6/6+1/6+1/5+1/3+1/3+1/2+1; base DC 14 + spell level): 0—create water, cure minor wounds, detect magic, guidance, light, mending; 1st—bless, cause fear, command, divine favor, magic weapon, random action, sanctuary*; 2nd—bull's strength, darkness, death knell, hold person, shield other*, sound burst, spiritual weapon; 3rd—animate dead, bestow curse, continual flame, dispel magic, protection from elements*, speak with dead; 4th—death ward, divine power, freedom of movement, greater magic weapon, giant vermin, spell immunity*; 5th—circle of doom, greater command, raise dead, slay living*; 6th—antimagic field*, blade barrier, etherealness, summon monster VI; 7th—destruction*, repulsion, word of chaos. Spells marked with asterisks are domain spells.

Domain Abilities (Death/Protection; Deity: Anubis): 1/day, death touch deals 1d6 per cleric level; 1/day, protective ward grants creature touched resistance bonus on next save equal to cleric level.

Arcane Spells Known (cast per day: 6/7/6/3; base DC 12 + spell level): 0—daze, detect magic, disrupt undead, light, ghost sound, ray of frost, read magic; 1st—chill touch, magic missile, true strike, shocking grasp; 2nd—see invisibility, spectral hand; 3rd—hold person.

Possessions: +1 quarterstaff, bracers of armor +5, ring of protection +2, bead of force, periapt of wisdom +2, rod of absorption (11 spell levels), cloak of resistance +2, divine scroll of 3 spells (*heal*, *harm*, and *spell resistance*), arcane scroll of *fireball*, dagger, pouch with 100 sp, 25 pp, and holy symbol.

Note: “Anubis” is cursed and truly believes he is the god of the dead. If his weretherios companions initiate an attack on the party, “Anubis” will take this as a sign that they are evil persons and begin casting spells (without regard for himself or his companions)—unless the party has proven its good and benign nature to him, in which case he directs things at the weretherios (his former companions).

CHAPTER 6 NPCs— TEMPLE OF OSIRIS

TEMPLE GUARDS, MALE HUMAN WARRIOR (24):

CR 1/2; SZ M; HD 1d8+3; hp 11; Init +0; Spd 30 ft.; AC 12 (+2 leather); Atk +2 melee (1d6+1, handaxe, crit x3) or +2 melee (2d4+1, guisarme, crit x3) or +1 ranged (1d6+1, throwing axe, range 10 ft.) or +1 ranged (1d8, longbow, crit x3, range 100 ft.) or +1 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); AL LE; SV Fort +2, Ref +0, Will +0; Str 12, Dex 11, Con 10, Int 10, Wis 10, Cha 11.

Skills: Climb +4, Intimidate +4, Jump +4. *Feats*: Endurance, Toughness.

Possessions: leather armor, longbow or light crossbow, 20 arrows or bolts, guisarme, handaxe, throwing axe, pouch with 10 sp.

Personality/Description: These are average Khemitian mercenaries — about the same as regular soldiers. They are servants of Set, thus fully evil, and have fair morale, but if able, they will not fight to the death by any means. Thus, if no powerful priest is nearby, they will surrender in the face of certain death.

TEMPLE GUARDS (CORPORALS), MALE HUMAN WARRIOR (6):

CR 1; SZ M; HD 2d8; hp 12; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +4 chain shirt, +1 buckler); Atk +3 melee (1d8+1, longsword, 19-20/x2) or +3 melee (1d6+1, handaxe, crit x3), or +2 ranged (1d6+1, throwing axe, range 10 ft.); AL LE; SV Fort +3, Ref +0, Will +0; Str 12, Dex 12, Con 11, Int 10, Wis 10, Cha 11.

Skills: Climb +5, Intimidate +5, Jump +5. *Feats*: Endurance, Run.

Possessions: chain shirt, buckler, longsword, handaxe, throwing axe, pouch with 50 sp.

Personality/Description: These are veteran Khemitian mercenaries otherwise not much different from the ordinary guardsmen they lord over. They are able to use crossbows if such weapons are available, but normally they must command the regular guardsmen, so they don't carry missile weapons other than their belt axes.

TEMPLE GUARD SERGEANTS, MALE HUMAN FIGHTER (2):

CR 6; SZ M; HD 6d10+12; hp 48; Init +2 (Dex); Spd 30 ft.; AC 19 (+2 Dex, +5 masterwork chainmail, +2 buckler); Attack +10/+5 melee (1d8+4, masterwork longsword, 19-20/x2) or +9/+4 melee (1d6+2, masterwork handaxe, crit x3) or +9 ranged (1d6+2, masterwork throwing axe, range 10 ft.); AL LE; SV Fort +7, Ref +4, Will +2; Str 15, Dex 14, Con 15, Int 13, Wis 10, Cha 11.

Skills: Climb +8, Craft (weaponsmithing) +7, Handle Animal +6, Jump +8, Profession (soldier) +3, Ride +8. *Feats*: Blind-Fight, Cleave, Combat Reflexes, Endurance, Leadership, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 buckler, 2 potions of cure moderate wounds, masterwork chainmail, masterwork longsword, masterwork handaxe, masterwork throwing axe, pouch with 100 gp and pearl (250 gp).

Personality/Description: These mercenary sergeants are tough bullies who enjoy being the top-dogs of the guard force. Of course, they fear and toady to the clerics. They can use bow or crossbow with equal skill, but are generally too busy seeing to the men to do so. They are the least likely to surrender.

SETEM-NEFER (HIGH PRIEST), MALE HUMAN CLERIC:

CR 16; SZ M; HD 16d8+16; hp 104; Init +2 (Dex); Spd 30 ft.; AC 20 (+2 Dex, bracers of armor +6, ring of protection +2); Atk +13/+8/+3 melee (1d6+1, *uas rod*); SA smite good (1/day, +4 attack, +16 damage); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +13, Ref +9, Will +17; Str 13, Dex 15 (Dex 13 raised to 15 by *adder sandals*), Con 12, Int 14, Wis 21, Cha 15.

Skills: Concentration +15, Diplomacy +16, Knowledge (arcana) +15, Knowledge (religion) +16, Listen +13, Spellcraft +14, Spot +13. *Feats*: Alertness, Combat Casting, Extend Spell, Leadership, Maximize Spell, Quicken Spell, Silent Spell.

Divine Spells Prepared (6/7+1/6+1/6+1/5+1/5+1/3+1/3+1/2+1; base DC 15 + spell level): 0—cure minor wounds (x2), detect magic, inflict minor wounds, resistance, virtue; 1st—bane, cause fear, cure light wounds, curse water², detect good, divine favor, doom², entropic shield², inflict light wounds*, protection from good, protection from law², random action, sanctuary²; 2nd—bull's strength, darkness, death knell, hold person (x2), shatter*, undetectable alignment; 3rd—contagion, cure serious wounds, dispel magic, magic circle against good*, meld into stone, protection from elements, wind wall; 4th—divine power, freedom of movement, inflict critical wounds*, poison, restoration, spell immunity; 5th—dispel good*, flame strike, greater command, righteous might, slay living (x2); 6th—create undead, geas/quest, create undead*, heal; 7th—dictum, disintegrate*, resurrection, word of chaos; 8th—cloak of chaos, symbol, unholy aura*. Spells marked with asterisks are domain spells.

Note: Several bonus spells are due to the *black star ruby*.

Domain Abilities (Destruction/Evil; Deity: Set): 1/day, smite good, +4 attack +16 damage; cast evil spells at +1 caster level.

Possessions: bracers of armor +6, *adder sandals* +2 (similar to *gloves of Dexterity*), *uas rod* (club, functions as a +2 weapon to penetrate damage reduction; only functions in hands of priest

of a Khemitian god), *talisman of recall* (1/day, word of recall), *black star ruby* (functions similar to *ring of wizardry I*, but doubles divine spells of 1st level), *ring of protection* +2, divine scroll of 2 spells (*resurrection* and *raise dead*), *potion of haste*, *cloak of resistance* +2, unholy symbol.

Personality/Description: Setem-nefer is a handsome man of middling age with a commanding presence and an air of authority of (falsely) benign sort. His power seems to radiate about him, and there is no question he is a potent ecclesiastic.

He is the false chief of the seeming Temple of Osiris and actually the Hem-neter-tepi (High Priest) of the (hidden) Temple of Set, and is most malign and clever. His speech is convincing, his manner most captivating, and his understanding of all sorts of magical devices complete. He is not a brilliant mind but is a fair judge of people and an able and ready liar, so he should be able to convince unwary PCs of whatever he desires.

PRIEST TCHERIPEP, MALE HUMAN CLR12:

CR 12; SZ M; HD 12d8+12; hp 82; Init +1 (Dex); Spd 30 ft.; AC 21 (+1 Dex, +9 full plate, *amulet of natural armor* +1); Atk +11/+6 melee (1d8+2, +1 *heavy mace*) or +9/+4 ranged (1d4+1, dagger, 19-20/x2, 10 ft.); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +9, Ref +7, Will +11; Str 13, Dex 12, Con 13, Int 10, Wis 16, Cha 14.

Skills: Bluff +9, Concentration +12, Disguise +6, Hide +6, Knowledge (religion) +10, Spellcraft +8. **Feats:** Brew Potion, Dodge, Craft Wand, Lightning Reflexes, Power Attack, Scribe Scroll.

Spells Prepared (6/6+1/5+1/5+1/3+1/3+1/2+1; base DC 13 + spell level): 0—create water, detect magic, guidance, light, read magic, virtue; 1st—cause fear, change self*, cure light wounds, endure elements, obscuring mist, random action, summon monster I; 2nd—cure moderate wounds, endurance, invisibility*, resist elements, summon monster II, zone of truth; 3rd—bestow curse, blindness/deafness, daylight, inflict serious wounds, magic vestment, nondetection*; 4th—divine power, greater magic weapon, summon monster IV, unholy blight*; 5th—commune, dispel good*, true seeing, wall of stone; 6th—antilife shell, heal, mislead*.

Domain Abilities (Evil/Trickery; Deity: Set): cast evil spells at +1 caster level; Bluff, Disguise, and Hide are class skills.

Possessions: +1 full plate, +1 heavy mace, *potion of spider climb*, *wand of hold person* (15 charges), *amulet of natural armor* +1, *potion of blur*, scroll of 3 divine spells (*neutralize poison*, *slay living*, and *cure serious wounds*), dagger, unholy symbol, pouch with 3 pieces of tourmaline (150 gp each), gold pendant with fire opal (700 gp), and 200 gp.

Personality/Description: Tchериpep, the second of the Khenu (officiating prophets) of Set, plans to give the PCs a nasty surprise if they seem intractable. However, he isn't all that bright, and thus Hu-benti was sent to oversee the bandits—which this fellow resents. He might act rashly.

ISIS (PRIESTESS), FEMALE HUMAN CLR9:

CR 9; SZ M; HD 9d8+3; hp 54; Init +0; Spd 30 ft.; AC 14 (*amulet of Set* +4); Attack +7/+2 melee (1d4+1, +1 dagger, 19-20/x2); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; AL CE; SV Fort +6, Ref +3, Will +9; Str 11, Dex 10, Con 10, Int 13, Wis 17, Cha 15.

Skills: Concentration +8, Diplomacy +9, Knowledge (arcana) +7, Knowledge (religion) +12, Listen +6, Spellcraft

+7, Spot +6. **Feats:** Alertness, Maximize Spell, Scribe Scroll, Silent Spell, Toughness.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC 13 + spell level): 0—cure minor wounds (x2), detect magic, guidance, light, read magic; 1st—bane, curse water, cure light wounds (x2), protection from law*, obscuring mist; 2nd—bull's strength, darkness, desecrate*, inflict moderate wounds, resist elements, spiritual weapon; 3rd—animate dead, cure serious wounds (x2), magic circle against good*, summon monster III; 4th—chaos hammer*, divination, summon monster IV; 5th—dispel good*, wall of stone.

Domain Abilities (Chaos/Evil; Deity: Set): cast chaos spells at +1 caster level; cast evil spells at +1 caster level.

Possessions: *amulet of Set* (functions as *bracers of armor* +4), +1 dagger, *wand of inflict light wounds* (20 charges), scroll of 2 divine spells (*cure critical wounds* and *divine favor*), *lens of detection*, *potion of fly*, unholy symbol, platinum bracelet (200 gp).

NEPHTHYS (PRIESTESS), FEMALE HUMAN CLR9:

CR 9; SZ M; HD 9d8+9; hp 62; Init +0; Spd 30 ft.; AC 16 (*amulet of Set* +4, *ring of protection* +2); Attack +7/+2 melee (1d4+1, +1 dagger, 19-20/x2); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead AL CE; SV Fort +7, Ref +3, Will +9; Str 10, Dex 11, Con 12, Int 13, Wis 16, Cha 17.

Skills: Concentration +9, Diplomacy +10, Knowledge (arcana) +7, Knowledge (religion) +10, Listen +6, Spellcraft +7, Spot +6. **Feats:** Alertness, Brew Potion, Expertise, Scribe Scroll, Silent Spell.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC 13 + spell level): 0—cure minor wounds (x2), guidance, light, read magic, resistance; 1st—bless, cause fear, command, doom, protection from good*, shield of faith; 2nd—cure moderate wounds (x2), death knell, desecrate*, hold person; 3rd—contagion, dispel magic, magic circle against good*, vestment, protection from elements; 4th—chaos hammer*, dismissal, divine power; 5th—dispel good*, slay living.

Domain Abilities (Chaos/Evil; Deity: Set): cast chaos spells at +1 caster level; cast evil spells at +1 caster level.

Possessions: *amulet of Set* (functions as *bracers of armor* +4), +1 dagger, *ring of protection* +2, *potion of cure moderate wounds*, *potion of endurance*, *potion of haste*, unholy symbol, silver necklace (400 gp).

LESSER PRIESTESSES, FEMALE HUMAN CLR5:

CR 5; SZ M; HD 5d8+5; hp 32; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); Atk +5 melee (1d4+2, +1 dagger, 19-20/x2); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; AL CE; SV Fort +5, Ref +4, Will +6; Str 13, Dex 12, Con 13, Int 13, Wis 15, Cha 13.

Skills: Concentration +8, Diplomacy +7, Knowledge (religion) +8, Scry +7, Spellcraft +7. **Feats:** Expertise, Lightning Reflexes, Scribe Scroll.

Spells Prepared (5/4+1/3+1/1+1; base DC 12 + spell level): 0—cure minor wounds (x2), light, resistance (x2); 1st—cause fear, cure light wounds (x2), protection from good*, sanctuary; 2nd—hold person, sound burst, shatter*, zone of truth; 3rd—blindness/deafness, magic circle against good*.

Domain Abilities (Chaos/Evil; Deity: Set): cast chaos spells at +1 caster level; cast evil spells at +1 caster level.

Possessions: +1 dagger, *potion of invisibility*, scroll of 2 divine spells (*meld into stone* and *hold person*), scroll of 2 divine spells

(*cure light wounds* [x2]), masterwork leather armor, pouch with 100 gp.

ASSISTANT PRIESTS, MALE HUMAN CLR7 (4):

CR 7; SZ M; HD 7d8+14; hp 51; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +7 chainmail); Atk +8 melee (1d8+3, +1 heavy mace) or +8 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; AL CE; SV Fort +7, Ref +5, Will +8; Str 14, Dex 12, Con 14, Int 13, Wis 16, Cha 11.

Skills: Concentration +8, Diplomacy +6, Knowledge (arcana) +7, Knowledge (religion) +9, Ride +5, Spellcraft +7. **Feats:** Combat Casting, Extend Spell, Maximize Spell, Power Attack.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC 13 + spell level): 0—*cure minor wounds* (x2), guidance (x2), resistance (x2); 1st—*bane*, *cure light wounds* (x2), *doom* (x2), protection from good*, shield of faith; 2nd—*bull's strength*, hold person, lesser restoration, shatter*, silence, sound burst; 3rd—contagion, *cure serious wounds* (x2), magic circle against good*; 4th—*chaos hammer**, dispel magic.

Domain Abilities (Chaos/Evil; Deity: Set): cast chaos spells at +1 caster level; cast evil spells at +1 caster level.

Possessions: +1 heavy mace, 2 potions of *cure moderate wounds*, scroll of 1 divine spell (*darkness*), wand of *cure light wounds* (19 charges), +2 chainmail, masterwork light crossbow, 20 masterwork bolts, pouch with 150 gp.

LESSER ATTENDANT PRIESTS, MALE HUMAN CLR5 (12):

CR 5; SZ M; HD 5d8+5; hp 30; Init +1 (Dex); Spd 30 ft.; AC 17 (+1 Dex, +5 chainmail, +1 shield); Atk +6 melee (1d8+3, masterwork heavy mace); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; AL CE; SV Fort +5, Ref +4, Will +6; Str 14, Dex 13, Con 13, Int 13, Wis 15, Cha 13.

Skills: Concentration +8, Diplomacy +7, Knowledge (religion) +8, Scribe +7, Spellcraft +7. **Feats:** Expertise, Lightning Reflexes, Scribe Scroll.

Spells Prepared (5/4+1/3+1/1+1; base DC 12 + spell level): 0—*cure minor wounds* (x2), light, resistance (x2); 1st—*bane*, *cause fear*, *cure light wounds*, protection from good*, sanctuary; 2nd—hold person, sound burst, shatter*, zone of truth; 3rd—blindness/deafness, magic circle against good*.

Domain Abilities (Chaos/Evil; Deity: Set): cast chaos spells at +1 caster level; cast evil spells at +1 caster level.

Possessions: *potion of levitation*, scroll of 3 divine spells (*cure light wounds* [x2] and *hold person*), scroll of 2 divine spells (*cure light wounds* [x2]), masterwork chainmail, small steel shield, pouch with 100 gp.

NOVICE PRIESTS, MALE AND FEMALE HUMAN CLR2/STR1 (24):

CR 3; SZ M; HD 2d8+2 plus 1d10+1; hp 21; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +2 studded leather, +1 shield); Atk +3 melee (1d8+1, heavy mace) or +3 melee (1d8+1, shortspear, crit x3) or +3 ranged (1d6+1, throwing axe, range 10 ft.) or +3 ranged (1d8, light crossbow, 19-20/x2, range 80 ft.); SQ improved chaos and evil spells (+1 caster level from domain), rebuke undead; AL CE; SV Fort +8, Ref +1, Will +5; Str 13, Dex 12, Con 13, Int 12, Wis 14, Cha 12.

Skills: Climb +3, Concentration +6, Diplomacy +6, Knowledge (religion) +6, Ride +3, Spellcraft +6. **Feats:** Great Fortitude, Martial Weapon Proficiency (throwing axe), Power Attack, Quicken Spell.

Spells Prepared (4/3+1; base DC 12 + spell level): 0—detect magic, guidance, resistance (x2); 1st—*bane*, *cure light wounds*, protection from law*.

Domain Abilities (Chaos/Evil; Deity: Set): cast chaos spells at +1 caster level; cast evil spells at +1 caster level.

Possessions: studded leather armor, small steel shield, shortspear, throwing axe, heavy mace, light crossbow, 20 bolts.

KHERI-HEBU, MALE HUMAN CLR12/SOR6:

CR 18; SZ M; HD 12d8+12 plus 6d4+6; hp 107; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, *amulet of natural armor* +2, *ring of protection* +2); Atk +15/+10/+5 melee (1d8+2, +1 heavy mace) or +16/+11/+6 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.) or +15/+10/+5 ranged (1d4+1, masterwork dagger, 19-20/x2, 10 ft.); SQ rebuke undead, improved evil spells (+1 caster level from domain); AL CE; SV Fort +11, Ref +9, Will +16; Str 13, Dex 12, Con 12, Int 10, Wis 16, Cha 15.

Skills: Bluff +9, Concentration +12, Disguise +6, Hide +6, Knowledge (religion) +10, Spellcraft +8. **Feats:** Brew Potion, Dodge, Craft Wand, Lightning Reflexes, Power Attack, Scribe Scroll.

Divine Spells Prepared (6/6+1/5+1/5+1/3+1/3+1/2+1; base DC 13 + spell level): 0—create water, guidance, light, read magic, resistance (x2); 1st—*cause fear* (x2), change self*, *cure light wounds*, endure elements, random action, summon monster I; 2nd—*cure moderate wounds* (x2), endurance, invisibility*, resist elements, summon monster II; 3rd—bestow curse, blindness/deafness, daylight, inflict serious wounds, magic vestment, nondetection*; 4th—divine power, greater magic weapon, summon monster IV, unholy blight*; 5th—dispel good*, slay living (x2), true seeing; 6th—blade barrier, heal, mislead*.

Domain Abilities (Evil/Trickery; Deity: Set): cast evil spells at +1 caster level; Bluff, Disguise, and Hide are class skills.

Arcane Spells Known (cast per day: 6/7/6/3; base DC 12 + spell level): 0—daze, detect magic, disrupt undead, light, ghost sound, ray of frost, read magic; 1st—chill touch, magic missile, true strike, shocking grasp; 2nd—see invisibility, spectral hand; 3rd—hold person.

Possessions: +1 heavy mace, *ring of protection* +2, *potion of spider climb*, wand of fireball (15 charges), wand of charm person (13 charges), *amulet of natural armor* +2, *potion of cure moderate wounds*, scroll of 3 divine spells (*neutralize poison*, *raise dead*, and *cure serious wounds*), masterwork dagger, masterwork light crossbow, 20 masterwork bolts, unholy symbol, gold bracelet with ruby stone (600 gp), pouch with 300 gp.

CHAPTER 8 NPCs— TOMB OF RAHOTEP

RAHOTEP THE UNMORTAL, VAMPIRE-LICH CLR15/SOR10:

CR 29; Size M Undead; HD 15d12 plus 10d12; hp 243; Init +9 (Dex, Improved Initiative); Spd 60 ft.; AC 28 (+5 Dex, +13 natural); Atk +26 melee (1d4+5 and paralysis and energy drain, touch) or +26 melee (1d6+15 and paralysis and energy drain, slam) or +29/+24/+19/+14 melee (1d6+12 and 1d6 electricity, +2 *crook of lightning*); SA fear aura, domination, damaging touch (1d8+5, Will DC 31 half), paralyzing touch

(Fortitude DC 31 or permanently paralyzed), energy drain, blood drain, children of the night, create spawn, smite good (1/day, +4 attack, +15 damage); SQ undead, turning immunity, damage reduction (30/+3), immunities (cold, electricity, polymorph, mind-affecting attacks), fire resistance 20, alternate form, fast healing 10, gaseous form, scent, rebuke or command undead, improved evil spells (+1 caster level from domain); AL LE; SV Fort +18, Ref +13, Will +26; Str 30, Dex 21, Con —, Int 22, Wis 31, Cha 26.

Skills: Alchemy +15, Concentration +20, Hide +14, Knowledge (arcana) +22, Knowledge (the planes) +15, Knowledge (religion) +22, Listen +18, Move Silently +16, Search +14, Sense Motive +18, Scry +23, Spellcraft +22, Spot +24. **Feats:** Craft Magic Arms and Armor, Craft Rod, Craft Wand, Craft Wondrous Item, Extend Spell, Great Fortitude, Heighten Spell, Improved Critical (crook), Improved Initiative, Maximize Spell, Weapon Focus (crook).

SA—Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at Rahotep must succeed at a Will save (DC 31) or be affected as though by fear as cast by a 25th-level sorcerer.

SA—Domination (Su): As a standard action, to a range of 30 feet, Rahotep can target one creature. The opponent must succeed at a Will save (DC 31) or fall instantly under Rahotep's influence as though by a *dominate person* spell cast by a 12th-level sorcerer.

SA—Damaging Touch (Su): Rahotep's touch uses negative energy to deal 1d8+5 points of damage to a living creature, Will save DC 31 for half.

SA—Paralyzing Touch (Su): A living creature touched must succeed at a Fortitude save (DC 31) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell). The effect cannot be dispelled. A creature paralyzed will appear to be dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. This power works in conjunction with Rahotep's damaging touch (see above).

SA—Energy Drain (Su): Living creatures touched suffer 3 negative levels. The Fortitude save to remove a negative level has a DC of 30. This power works in conjunction with Rahotep's damaging touch and paralyzing touch (see above).

SA—Blood Drain (Ex): Rahotep can suck blood from a living victim by making a successful grapple check. If he pins the foe, he drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

SA—Children of the Night (Su): Once per day, Rahotep can summon 4d8 dire rats, 10d10 bats, or 3d6 wolves.

SA—Create Spawn (Su): A humanoid or monstrous humanoid slain by Rahotep (through any attack method) rises as a mummy-zombie in 1d4 days under the command of Rahotep.

SQ—Turning Immunity (Ex): Rahotep cannot be turned or rebuked by any means.

SQ—Alternate Form (Su): Rahotep can assume the shape of a bat, dire bat, crocodile, wolf, or dire wolf as

a standard action. This ability is similar to the *polymorph self* spell cast by a 12th-level sorcerer, except that Rahotep can only assume the forms listed here. He can remain in that form until he assumes another or for one full day.

SQ—Fast Healing (Ex): Rahotep heals 10 points of damage each round so long as he has at least 1 hit point.

SQ—Gaseous Form (Su): As a standard action, Rahotep can assume *gaseous form* at will, as the spell cast by a 5th-level sorcerer, but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

SQ—Spider Climb (Ex): Rahotep can climb sheer surfaces as though with a *spider climb* spell.

Divine Spells Prepared (6/8+1/8+1/7+1/6+1/5+1/3+1/2+1; base DC 20 + spell level): 0—cure minor wounds, detect magic, detect poison, guidance, read magic, virtue; 1st—bane, cause fear, command, curse water, detect good, detect law, detect undead, entropic shield, inflict light wounds*; 2nd—bull's strength, darkness, death knell, desecrate*, enthrall, hold person, resist elements, silence, sounds burst; 3rd—animate dead, bestow curse, blindness/deafness, contagion*, deeper darkness, dispel magic, inflict serious wounds, wind wall; 4th—control water, death ward, dimensional anchor, imbue with spell ability, inflict critical wounds*, poison, spell immunity; 5th—break enchantment, circle of doom*, dispel good, ethereal jaunt, greater command, insect plague, plane shift; 6th—banishment, blade barrier, create undead, *geas*/quest, harm*, planar ally; 7th—blasphemy*, control weather, destruction, word of chaos; 8th—create greater undead, fire storm, unholy aura*.

Domain Abilities (Destruction/Evil; Deity: Set): 1/day, smite good at +4 attack and +15 damage; cast evil spells at +1 caster level.

Sorcerer Spells Known (cast per day: 6/8/8/8/7/4; base DC 18 + spell level): 0—arcane mark, dancing lights, daze, flare, ghost sound, light, mage hand, open/close, prestidigitation; 1st—alarm, burning hands, feather fall, grease, jump, ray of enfeeblement; 2nd—arcane lock, blur, ghoul touch, magic mouth; 3rd—gust of wind, lightning bolt, magic circle against good; 4th—enervation, ice storm; 5th—wall of force.

UTAT-NEBBU, MALE ANCIENT VAMPIRE OF KHEMIT SOR16:

CR 20; Size M Undead; HD 16d12; hp 109; Init +9 (Dex, Improved Initiative); Spd 50 ft.; AC 27 (+5 Dex, +10 natural, *ring of protection* +2); Atk +12/+7 melee (1d6+6, slam); SA command obedience, paralyzing gaze (30 ft., Will save DC 24, 3d4 rounds), energy drain (3 negative levels, DC 24 to remove), blood drain (1d4 perm Con damage), children of the night, create spawn; SQ undead, damage reduction 15/+2, SR 16, immunity to turning, resistances (cold and electricity 20, fire 10), dematerialization, alternate form, regeneration 10, unnatural aura; AL CE; SV Fort +9, Ref +14, Will +14; Str 18, Dex 20, Con —, Int 19, Wis 14, Cha 23.

Skills: Alchemy +16, Bluff +14, Concentration +18, Hide +13, Knowledge (arcana) +18, Knowledge (the planes) +14, Listen +12, Move Silently +13, Search

+12, Sense Motive +10, Scry +17, Spellcraft +22, Spot +12. *Feats*: Alertness, Combat Casting, Combat Reflexes, Craft Wand, Craft Wondrous Item, Dodge, Extend Spell, Heighten Spell, Improved Initiative, Lightning Reflexes, Silent Spell.

SA—Command Obedience (Su): As a standard action, the ancient vampire can halt the actions of a creature whose name it knows (and speaks in the presence of said creature) for 1 minute if the target fails a Will save. The vampire can halt a total number of actions equal to its Intelligence bonus at any one time. Multiple opponents can be affected if the vampire knows each creature's name that is to be affected.

The ancient vampire cannot control the affected creature's actions, but does prevent it from taking the specified action for 1 minute. The affected creature is not paralyzed or helpless and can move and take any other action, other than those forbidden by the vampire. At the end of the duration, the creature can attempt the action again, though the vampire (if it can still do so) can forbid the same action again.

SA—Paralyzing Gaze (Su): An ancient vampire can paralyze a creature with fear simply by looking into the opponent's eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the ancient vampire targets must succeed at a Will save or be paralyzed with fear for 3d4 rounds. If the save is successful, that creature is immune to the paralyzing gaze of the ancient vampire for one day.

SA—Children of the Night (Su): Ancient vampires can summon 10d10 bats or spiders, 4d8 dire rats, or 3d6 Large monstrous scorpions as a standard action. These creatures arrive in 2d6 rounds and serve for 1 hour. This ability can be used once per day.

SA—Create Spawn (Su): This ability mimics that of a normal vampire. Note that while in the Tomb of Rahotep those slain by Urat-Nebbu's energy drain attack become mummy-zombies (q.v.), those slain from his blood drain attack become vampire spawn if 4 or less HD or vampires if 5 or more HD.

SQ—Dematerialization (Su): As a standard action, an ancient vampire can dematerialize at will. This confers the incorporeal special quality on the ancient vampire. It can remain in this form indefinitely and has a fly speed of 20 feet with perfect maneuverability. Note that it retains its current damage reduction (15/+2) while incorporeal.

SQ—Alternate Form (Su): The ancient vampire can assume the shape of a bat, cobra, dire bat, spider, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 14th-level sorcerer, except that the vampire can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Spells Known (cast per day: 6/8/8/7/7/7/5/3; base DC 16 + spell level): 0—arcane mark, dancing lights, daze, detect magic, flare, ghost sound, open/close, ray of frost, read magic; 1st—chill touch, mage armor, magic missile, obscuring mist, ray of enfeeblement; 2nd—arcane lock, detect thoughts, scare, summon swarm, web; 3rd—blink, dispel magic, lightning bolt, magic circle against good; 4th—enervation, ice storm, improved invisibility, phantasmal killer; 5th—cloudkill, feeblemind, hold monster, lesser planar binding; 6th—eyebite, flesh to stone, true seeing; 7th—finger of death, teleport without error; 8th—horrid wilting.

Possessions: cloak of resistance +2, ring of protection +2, wand of magic missiles (22 charges, 9th-level caster), scroll of 3 arcane spells (*summon monster V*, *incendiary cloud*, and *prismatic spray*), scroll of 2 arcane spells (*power word stun* and *web*), rod of cancellation.



APPENDIX B: MONSTER APPENDIX

The following creatures are unique to the lands of Khemit and to this adventure and may be used by DMs in any campaigns set in the lands of Khemit. New creature templates are listed at the end of this Appendix.

ARNAUT BUSH

Small Plant	
Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	10 ft.
AC:	14 (+1 size, +3 natural)
Attacks:	4 thorns +2 ranged
Damage:	Thorn 1d2 and 1d6 electricity
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Electrical thorn spray
Special Qualities:	Plant, tremorsense
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 11, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Climate/Terrain:	Any underground
Organization:	Solitary, patch (4-8), or colony (11-20)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3-5 HD (Medium-size); 6 HD (Large)

The arnaut bush appears as a five-foot tall bush with thick, supple branches, sparse leaves, and small flowering buds mid-night blue in color. Six-inch long thorns are spread across its branches and closer examination reveals them. The trunk of the arnaut bush is blackish-blue and hides the creature's mouth. When the arnaut bush slays a foe, the trunk splits open and a 10-foot long tendril emerges to drag the prey into its mouth. The tendril is too weak to be effective in combat. The bush moves by uprooting itself and sliding along the ground.

COMBAT

The arnaut bush attacks by firing a volley of thorns at any creature that comes within 20 feet.



Electrical Thorn Spray (Ex): An arnaut bush can loose a volley of 4 thorns at a single target as a standard action. This attack has a range of 20 feet with no range increment. An opponent hit by the arnaut bush's thorn spray takes normal damage

and 1d6 points of electrical damage (Fortitude save DC 14 for half electrical damage) per thorn. The creature can launch four volleys (16 thorns) each day.

Plant: The arnaut bush is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits and is immune to mind-influencing attacks.

Tremorsense (Ex): The arnaut bush can automatically sense the location of anything in contact with the ground within 60 feet of it.

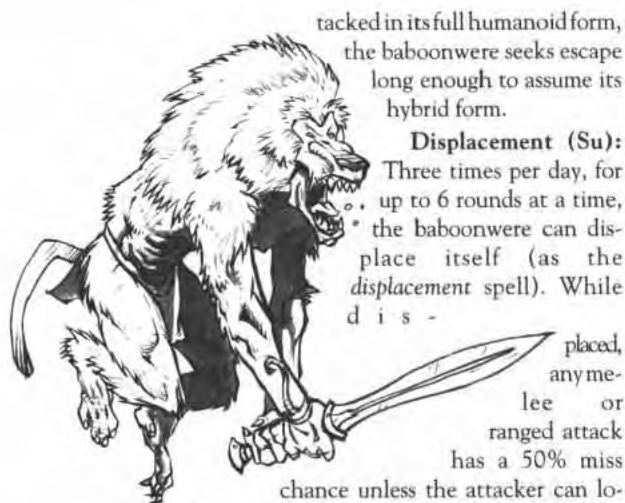
BABOONWERE

Medium-Size Shapechanger	
Hit Dice:	3d8+3 (16 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 20 ft. (40 ft., climb 30 ft. in baboon form)
AC:	15 (+2 Dex, +3 natural)
Attacks:	Bite +3 melee; or longsword +3 melee
Damage:	Bite 1d6+1; or longsword 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Displacement, alternate form, voice mimicry, damage reduction 10/+1, scent, darkvision 60 ft.
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 13, Dex 14, Con 13, Int 10, Wis 12, Cha 12
Skills:	Climb +12, Hide +7, Move Silently +7, Listen +7, Spot +7
Feats:	Alertness, Spring Attack
Climate/Terrain:	Warm desert, plains, and underground
Organization:	Solitary or troop (2-5)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

The baboonwere is not a lycanthrope, it is a shapechanger. Therefore, it does not carry and infect others with lycanthropy. It can assume the form of a baboon (its true form), a Medium-size humanoid, or a combination of the two. While they can and do associate with animals of their seeming species, they prefer the company of each other or those humans able to assume the forms of animals, likewise of evil disposition and murderous, man-eating habits.

COMBAT

The baboonwere usually changes into its humanoid form when it detects the approach of living creatures. It disguises itself as a nomad, pilgrim, merchant, or the like. When ready to attack, the baboonwere changes shape into its hybrid form in order to gain the ability to use weapons as well as its bite. In hybrid form, a baboonwere favors the longsword. If at-



tacked in its full humanoid form, the baboonwere seeks escape long enough to assume its hybrid form.

Displacement (Su):

Three times per day, for up to 6 rounds at a time, the baboonwere can displace itself (as the displacement spell). While displaced, any melee or ranged attack has a 50% miss chance unless the attacker can locate the baboonwere by some means other than sight.

A *true seeing* effect allows the user to see the creature's position, but *see invisibility* has no effect.

Alternate Form (Su): A baboonwere's natural form is that of a baboon. It can assume two other forms. The first is a Medium-size humanoid. The second form is that of a Medium-size, baboon-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the baboonwere gains all the abilities of the form (for example, a baboonwere in dwarf form has dwarven racial traits). The baboonwere keeps its ability scores and can use its displacement ability. It retains its special qualities of damage reduction, but cannot use its bite attack. In this form, it most often attacks with a longsword or short sword.

In hybrid form, a baboonwere looks like a half-human half-baboon. The baboonwere can use weapons and natural attacks, and all of its special attacks and special qualities in this form.

A baboonwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the baboonwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Voice Mimicry (Ex): A baboonwere can mimic any voice it has heard at any time it likes. Listeners can detect the ruse with a Will save (DC 12).

Feats: Baboonweres gain Spring Attack as a bonus feat. The baboonwere can use this feat with its natural attacks.

BLACK SERPENT

Gargantuan Magical Beast

Hit Dice:	19d10+133 (218 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., climb 20 ft., fly 80 ft. (clumsy)
AC:	21 (-4 size, +1 Dex, +14 natural)
Attacks:	Bite +27 melee
Damage:	Bite 2d8+18
Face/Reach:	20 ft. by 50 ft./15 ft.
Special Attacks:	Spell-like abilities, breath weapon, improved grab, constriction, swallow whole
Special Qualities:	Damage reduction 15/+2, SR 18, resistances, immunities
Saves:	Fort +18, Ref +12, Will +8
Abilities:	Str 34, Dex 13, Con 25, Int 12,

Wis 14, Cha 12
 Skills: Listen +15, Spot +16
 Feats: Cleave, Power Attack
 Climate/Terrain: Any land and underground
 Organization: Solitary or pair
 Challenge Rating: 18
 Treasure: Double standard
 Alignment: Always chaotic evil
 Advancement: 20-27 HD (Gargantuan); 28-57 HD (Colossal)

A serpent of this sort, a minor one, is a very nasty thing indeed. The serpent's head resembles a cross between a snake's and crocodile's, with long front fangs as has a snake, and rows of lesser teeth besides. The creature has an ophidian body some 50 feet long, about 2 feet in diameter at its thickest part. Set along the middle third of its body, the thickest portion, are 6 pairs of legs of the sort that enable the serpent to move at either a sprawling or erect gait, or slither noiselessly along ways no bigger than 2 feet in diameter. It has wings, but does not actually use them to fly (relying on its magic instead).

COMBAT

A black serpents attacks with its bite. If it grabs an opponent, it will constrict or swallow it. One of its favorite tactics is to constrict one opponent while biting and swallowing another.

Spell-Like Abilities: At will—*blasphemy*, *desecrate*, *detect good*, *detect magic*, *fly*, *magic circle against good*, *polymorph self*, *see invisibility*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unholy blight*; 3/day—*wall of fire* and *lightning bolt*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 12 + spell level).



Breath Weapon (Su): Cone of poison gas, 40 feet, once every 1d4 rounds; damage 1d8 points of temporary Strength, Reflex half DC 26.

Improved Grab (Ex): To use this ability, the black serpent must hit a foe of up to Large size with its bite attack. If it gets a hold, it can swallow its opponent or constrict.

Constriction (Ex): The black serpent deals 2d8+18 points of damage with a successful grapple check against Large or smaller creatures.

Swallow Whole (Ex): The black serpent can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. If the serpent swallows an opponent, it can use its Cleave feat to bite and grab another opponent.

The swallowed creature takes 2d8+9 points of crushing damage and 2d8+9 points of acid damage per round from the serpent's digestive juices. A swallowed creature can cut its way out using claws or a light piercing or slashing weapon to deal 25 points of damage to the serpent's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Resistances (Ex): Cold, fire, acid, and electricity resistance 20.

Immunities (Ex): Poison and disease immunity.

BROWN FIEND

Medium-Size Outsider (Evil, Lawful)

Hit Dice:	13d8+65 (123 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	30 (+3 Dex, +17 natural)
Attacks:	2 claws +19 melee, bite +14 melee
Damage:	Claw 2d4+6, bite 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, fear aura, summon devils
Special Qualities:	Damage reduction 20/+2, SR 26, immunities, resistances, see in darkness, telepathy
Saves:	Fort +13, Ref +11, Will +12
Abilities:	Str 23, Dex 17, Con 21, Int 18, Wis 18, Cha 16
Skills:	Bluff +16, Climb +19, Concentration +18, Disguise +16, Hide +16, Jump +19, Knowledge (arcana) +17, Listen +17, Move Silently +16, Search +17, Spellcraft +17, Spot +17
Feats:	Cleave, Great Cleave, Improved Initiative, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, team (2-4), or troupe (1 fiend of Seker and 2-4 brown fiends)
Challenge Rating:	16
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	14-20 HD (Medium-size); 21-39 HD (Large)

This creature's visage is "ineffable," it is "savage faced," something combining the worst aspects of a leprous human, a

devil, and a rabid animal. A brown fiend is six feet tall, nimble, and very fast. It is humanoid in appearance, with a warty toad-like hide seeming to hang in tatters from its lank frame. Its head is oversized, with protruding, serrated-fanged jaws.

COMBAT

The brown fiend prefers to use its spell-like abilities to assail foes, but it is by no means averse to leaping into melee and shredding its opponent with claw and fang. The brown fiend uses its intelligence and guile to the best of its ability.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *charm person*, *cone of cold*, *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *fog cloud*, *hold person*, *improved invisibility*, *magic circle against good*, *major image*, *produce flame*, *polymorph self*, *pyrotechnics*, *suggestion*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unhallow*, and *wall of ice*; 1/day—*meteor swarm* (any). These abilities are as the spells cast by a 16th-level sorcerer (save DC 13 + spell level).

Fear Aura (Su): As a free action, a brown fiend can create an aura of fear in a 10-foot radius. It is otherwise identical with *fear* cast by a 16th-level sorcerer (save DC 19). If the save is successful, that creature cannot be affected again by that brown fiend's fear aura for one day. Other devils are immune to the aura.

Summon Devils (Su): Twice per day a brown fiend can automatically summon two lemures, osyluths, or barbazus; or one erinyes, cornugon, or gelugon.

Immunities (Ex): Brown fiends are immune to fire and poison.

Resistances (Ex): Brown fiends have cold and acid resistance 20.

See in Darkness (Su): Brown fiends can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Brown fiends can communicate telepathically with any creature within 100 feet that has a language.



CELESTIAL: GUARDIAN DEVA

Medium-Size Outsider (Good)

Hit Dice:	10d8+40 (85 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 90 ft. (good)
AC:	26 (+3 Dex, +13 natural)
Attacks:	+4 <i>longsword</i> +21/+16 melee; or +3 <i>shock javelin</i> +16 ranged
Damage:	+4 <i>longsword</i> 1d8+14; +3 <i>shock javelin</i> 1d6+10
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 10/+1, SR 28, celestial qualities, immunity to energy drain
Saves:	Fort +11, Ref +10, Will +11

Abilities:	Str 24, Dex 16, Con 18, Int 18, Wis 18, Cha 19
Skills:	Concentration +17, Escape Artist +14, Hide +14, Knowledge (any three) +16, Listen +23, Move Silently +15, Sense Motive +15, Spot +23
Feats:	Alertness, Improved Initiative, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	12
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	11-15 HD (Medium-size); 16-30 HD (Large)

Guardian devas appear to be exceptionally beautiful, tall, perfectly formed humans. They are clad in tunics and wear shining armor of shining metallic hue that reflects their ethos: neutral good, green and coppery armor; chaotic good, crimson and iron armor. Guardian devas are usually found wandering the Ethereal or Elemental Planes in the employ of a deity.

A guardian deva appears as a well-muscled human with wings. They have dark brown skin, black hair, and green eyes. Their feathered wings are white with a hint of silver.



COMBAT

Guardian devas enjoy combat. Each carries a +4 longsword and two +3 shock javelins. It opens combat by hurling one of its javelins at a foe before moving into melee range to combat an opponent. It utilizes its spell-like abilities to their fullest extent.

Spell-Like Abilities: At will—*aid*, *charm elemental* (functions as the *charm monster* spell but only affects elementals), *continual flame*, *detect evil*, *discern*

lies, *dispel evil*, *dispel magic*, *fog cloud*, *holy aura*, *holy smite*, *holy word*, *invisibility* (self only), *polymorph self*, *remove curse*, *remove disease*, *remove fear*, *see invisibility*; 7/day—*cure light wounds* and *mirror image*; 1/day—*heal* and *hold monster*. These abilities are as the spells cast by a 10th-level sorcerer (DC 14 + spell level).

Immunity to Energy Drain (Ex): Guardian devas are immune to all energy drain effects (such as spells or undead attacks).

Celestial Qualities: Protective aura; tongues; fire resistance 20; electricity, cold, acid, and petrification immunity; +4 save against poison.

Skills: Extremely alert, guardian devas receive a +4 racial bonus to Spot and Listen checks.

COPPER SKELETON

Medium-Size Construct
Hit Dice: 9d10 (49 hp)

Initiative:	-1 (Dex)
Speed:	30 ft. (can't run)
AC:	29 (-1 Dex, +3 studded leather, +2 large shield, +15 natural)
Attacks:	<i>Shock shortspear</i> +10/+5 melee, or 2 slams +10 melee
Damage:	<i>Shock shortspear</i> 1d8+5 and 1d6 electricity, slam 2d8+5
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Electrical discharge, shock shortspear
Special Qualities:	Construct, magic immunity, damage reduction 20/+2, water vulnerability
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	10-15 HD (Medium-size); 16-27 HD (Large)

Copper skeletons are magical constructs animated to act as guardians and servants. They leer horribly as they move to assail their foes. A copper skeleton wears studded leather armor, carries a large shield of studded leather with bronze and animal horn, and wields a longspear whose tip shows a play of blue energy where the electricity collects, ready to spark forth.

COMBAT

Copper skeletons are effective combatants and rely on their spears in combat. If disarmed, they attack with their fists (which do not deal electrical damage on a successful hit).

Electrical Discharge (Ex): When an opponent attacks a copper skeleton with a metallic weapon, that opponent automatically takes 2d4 points of electrical damage each time it hits.

Shock Shortspear: The copper skeleton's spear is laced with electrical energy and deals 1d6 points of electricity damage on a successful attack. The copper skeleton may fire a lightning bolt from its spear, once per round, to a range of 10 feet. This bolt deals 1d6 points of electrical damage (Reflex save at DC 15 for half).



The magic energies of the spear are a part of the construct; when it ceases to function, so does the spear.

Magic Immunity (Ex): Copper skeletons are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A copper skeleton heals damage if it is hit by an electricity effect. For each point of damage the attack would normally deal, the copper skeleton heals that many points of damage.

Water Vulnerability (Ex): Water or water-based effects deal 1d4 points

of damage per gallon that hits the copper skeleton.

CONSTRUCTION

A copper skeleton's body is constructed from 3,000 pounds of pure copper. The creature costs 60,000 gp to create, which includes 1,300 gp for the body, longsword, armor, and shield. Assembling the body requires a successful Craft (armorsmithing or weaponsmithing) check (DC 20).

The creator must be 15th level and able to cast arcane spells. Completing the ritual drains 1,200 XP from the creator and requires *animate dead*, *geas/quest*, *lightning bolt*, and *polymorph any object*.

DEMON: ALDINACH (DEMON LORD)

Large Outsider (Chaotic, Evil)

Hit Dice:	16d8+80 (152 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft., fly 90 ft. (good)
AC:	34 (-1 size, +2 Dex, +23 natural)
Attacks:	+3 large vorpal scimitar of stunning +26/+21/+16/+11 melee; or 2 claws +23 melee, bite +21 melee, gore +21 melee
Damage:	+3 large vorpal scimitar of stunning 1d8+11; or claw 1d6+8, bite 1d8+4, gore 1d8+4
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, paralyzing gaze, fear aura, stun, summon demons
Special Qualities:	Damage reduction 40/+4, SR 30, immunities, resistances, telepathy, fast healing 5
Saves:	Fort +15, Ref +12, Will +17
Abilities:	Str 26, Dex 15, Con 20, Int 22, Wis 24, Cha 22
Skills:	Bluff +22, Concentration +21, Diplomacy +22, Hide +10, Intimidate +22, Knowledge (arcana) +22, Knowledge (the planes) +22, Knowledge (religion) +22, Listen +31, Move Silently +14, Scry +20, Search +20, Sense Motive +21, Spellcraft +22, Spot +31
Feats:	Cleave, Improved Initiative, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Aldinach plus 2-5 hezrous, 1 marilith, and 1 balor)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil

Advancement:

While Aldinach appears to be a 16-foot tall humanoid with jet black skin marked in blood-red arcane and demonic patterns, glowing eyes and dripping fangs, long talons with six fingers, this isn't the demon lord's true form. In truth, he is about 9 feet tall, and demonically handsome.

His true visage is hidden as the result of a curse placed on him by Rahotep (as a joke, which Aldinach does not find amusing in the least). The curse not only hides his true form, but forces Aldinach to comply with Rahotep's wishes. Lest the truth be known, he would rather see Rahotep defeated and the forces of good prevail, including Aldinach's own death, than assist the unloving agent of Set.

COMBAT

Aldinach fights with his +3 large vorpal scimitar of stunning. He will not utilize his true power against those that have invaded Rahotep's tomb; as stated, he would enjoy nothing more than seeing the would-be god defeated.

Spell-Like Abilities: At will—*blasphemy*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *polymorph self*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of ice*; 9/day—*enervation*, *ice storm*, *lightning bolt*, *ray of enfeeblement*, *slow*, and *wind wall*; 1/day—*ice cloud* (functions as *incendiary cloud*, but deals cold damage) and *storm of vengeance*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Paralyzing Gaze (Su): Paralysis for 1d6+4 rounds, 30 feet, Will save negates DC 24.

Fear Aura (Su): Aldinach generates fear in a 5-foot-radius around his body. A creature in the area must succeed at a Will save (DC 23) or flee in terror for 1d6 rounds.

Stun (Su): A creature hit by Aldinach's scimitar must make a Fortitude save (DC 20) or be stunned for 1d3 rounds.

Summon Demons (Sp): Once per day Aldinach can automatically summon 10d10 dretches, 2d4 vrocks, or 1d2 mariliths or balors.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Telepathy (Su): Aldinach can communicate telepathically with any creature within 100 feet that has a language.

Skills: Aldinach receives a +8 racial bonus to Listen and Spot checks.



DEMON: BLUE DEMON

Large Outsider (Chaotic, Evil)	
Hit Dice:	13d8+52 (110 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	30 (-1 size, +2 Dex, +19 natural)
Attacks:	2 claws +18 melee, bite +16 melee, tail sting +16 melee
Damage:	Claw 1d6+6, bite 1d8+3, tail sting 1d6+3 and poison
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, fear, improved grab, poison, summon demons, tail sting 1d8+6 and poison
Special Qualities:	Damage reduction 30/+3, SR 28, immunities, resistances, telepathy
Saves:	Fort +12, Ref +10, Will +12
Abilities:	Str 23, Dex 15, Con 18, Int 18, Wis 18, Cha 14
Skills:	Bluff +15, Concentration +17, Diplomacy +15, Hide +15, Knowledge (any one) +17, Listen +25, Move Silently +15, Scry +17, Search +17, Sense Motive +17, Spellcraft +17, Spot +25
Feats:	Blind-Fight, Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (1 blue demon, 2-5 hezrous)
Challenge Rating:	16
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	14-19 HD (Large); 20-39 HD (Huge)

A demon of this sort is 8 feet tall, broad, and fast. It is humanoid in appearance, with metallic blue, scaly skin, and a comb-like crest of spines running from the top of its knobby skull to between the shoulder blades. Its tail is prehensile, barbed, and poisonous.

COMBAT

A blue demon loves to do battle, and uses its spell-like abilities to attack foes before tearing them apart using its talons and sharp fangs. It rarely uses its barbed tail in combat, except when it grabs and holds a foe, which is then stung to death.

Spell-Like Abilities: At will—blasphemy, cloudkill, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, magic circle against good, polymorph self, read magic, telekinesis, teleport without error (self plus 50



pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of fire; 1/day—symbol (any) and implosion. These abilities are as the spells cast by a 20th-level sorcerer (save DC 12 + spell level).

Fear (Su): Gaze, 30 feet, Will save (DC 18); flee in terror for 1d6 rounds. If the save is successful, that creature cannot be affected again by that blue demon's fear gaze for one day.

Improved Grab (Ex): To use this ability, the blue demon must hit an opponent of Medium-size or smaller with both claw attacks. If it gets a hold, it stings with its tail (at +18 melee).

Poison (Ex): Tail sting, Fortitude save (DC 20); initial damage 1d6 temporary Constitution, secondary damage 2d6 temporary Constitution.

Summon Demons (Sp): Once per day a blue demon can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or blue demon.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Telepathy (Su): Blue demons can communicate telepathically with any creature within 100 feet that has a language.

Skills: Blue demons receive a +8 racial bonus to Listen and Spot checks.

DEMON: BOAR DEMON

Huge Outsider (Chaotic, Evil)	
Hit Dice:	12d8+48 (102 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	29 (-2 size, +1 Dex, +20 natural)
Attacks:	2 longswords +18 melee, bite +13 melee
Damage:	Longsword 1d8+6, bite 2d4+3
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Spell-like abilities, fear aura, gaze weapon
Special Qualities:	Damage reduction 20/+2, SR 24, immunities, resistances, telepathy
Saves:	Fort +12, Ref +9, Will +11
Abilities:	Str 23, Dex 13, Con 19, Int 16, Wis 16, Cha 16
Skills:	Bluff +15, Concentration +16, Diplomacy +15, Hide +5, Knowledge (arcana) +15, Listen +23, Move Silently +13, Search +15, Sense Motive +15, Spellcraft +15, Spot +23
Feats:	Ambidexterity, Blind-Fight, Cleave, Improved Initiative, Power Attack, Two-Weapon Fighting
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (1-2 boar demons and 2-5 vrock)
Challenge Rating:	16
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	13-18 HD (Huge); 19-36 HD (Gargantuan)

These horrible things are the servants of Set. Each has the head and legs of a warthog, and the thighs, torso, and arms of a human.

COMBAT

When one of these creatures appears, it chooses a single target and fights that individual with its two swords, its bite, and its gaze attacks. It has no fear and will not retreat. When slain, its spirit returns to the evil parts of the Duat, where Set restores its physical form.

Spell-Like Abilities: At will—*alter self*, *chill touch*, *death knell*, *deeper darkness*, *desecrate*, *detect magic*, *feeblemind*, *greater dispelling*, *invisibility* (self only), *magic circle against good* (self only), *minor image*, *raise dead*, *slow*, *unholy aura*, *unholy blight*, and *web*; 3/day—*ethereal jaunt*. These abilities are as the spells cast by a 13th-level sorcerer (save DC 13 + spell level).

Fear Aura (Su): Boar demons radiate fear in a 5-foot radius as a free action. Affected creatures must succeed at a Will save (DC 19) or be affected as though a *fear* spell cast by a 13th-level sorcerer. A creature that successfully saves cannot be affected again by the same boar demon's aura for one day. Other demons are immune to the aura.

Gaze Weapons (Su): The boar demon has six gaze weapons, each usable once per round, beginning with the first one and ending with the last one. The boar demon must use each in the order listed below. Each is effective to a range of 30 feet and has a save DC of 19.

Wisdom Drain: Deals 1d4 points of temporary Wisdom damage; Will save negates.

Incendiary: Deals 4d6 points of fire damage; must make a Reflex save (DC 15) or catch fire (see the "Catching on Fire" sidebar in Chapter 3 of the *DMG* for more details); Fortitude save negates.

Stunning: Stuns opponent for 1 full round; Fortitude save negates.

Ethereal: Turns opponent ethereal for 12 rounds; Fortitude save negates (other forms of protective magic that prevent ethereal jaunt would also prevent this effect). The boar demon will utilize its *ethereal jaunt* ability on the next round and attack the opponent ethereally.

Confusion: Confuses opponent as the *confusion* spell cast by a 13th-level sorcerer; Will save negates.

Disintegrate: Nonliving material or objects only; an area up to 10-foot cube.



Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Telepathy (Su): A boar demon can communicate telepathically with any creature within 100 feet that has a language.

Skills: Boar demons receive a +8 racial bonus to Listen and Spot checks.

Feats: A boar demon receives the Two-Weapon Fighting feat as a bonus feat. In combination with its natural abilities, this feat allows the boar demon to attack with each weapon at no penalty.

DEMON: DEMON OF IUBENI

Large Outsider (Chaotic, Evil)

Hit Dice:	13d8+52 (110 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	30 (-1 size, +2 Dex, +19 natural)
Attacks:	2 claws +18 melee, bite +16 melee
Damage:	Claw 1d6+6, bite 1d8+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, fear gaze, improved grab, summon demons
Special Qualities:	Damage reduction 30/+3, SR 24, demon qualities
Saves:	Fort +12, Ref +10, Will +12
Abilities:	Str 23, Dex 15, Con 18, Int 18, Wis 18, Cha 14
Skills:	Bluff +15, Concentration +17, Diplomacy +15, Hide +15, Knowledge (any one) +17, Listen +25, Move Silently +15, Scry +17, Search +17, Sense Motive +17, Spellcraft +17, Spot +25
Feats:	Blind-Fight, Cleave, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (1 demon of Iubeni, 2-5 hezrous)
Challenge Rating:	15
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	14-19 HD (Large); 20-39 HD (Huge)

A demon of this sort is 8 feet tall, broad, and fast. It is humanoid in appearance, with metallic blue, scaly skin and a comb-like crest of spines running from the top of its knobby skull to between the shoulder blades. It is otherwise similar to the blue demon, though lacking a prehensile and poisonous tail.

COMBAT

The demon of Iubeni loves to do battle and uses its spell-like abilities to attack foes before tearing them apart with its talons and sharp fangs.

Spell-Like Abilities: At will—*blasphemy*, *cloudkill*, *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *lightning bolt*, *magic circle against good*, *polymorph self*, *read magic*, *telekinesis*, *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *unhallow*, *unholy aura*, and *unholy blight*; 1/day—*symbol*



(any) and *implosion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 12 + spell level).

Fear Gaze (Su): Fear, 30 feet, Will save (DC 18); flee in terror for 1d6 rounds. If the save is successful, that creature cannot be affected again by that demon's fear gaze for one day.

Improved Grab (Ex): To use this ability, the demon of Iubeni must hit an opponent of Medium-size or smaller with both claw attacks. If it gets a hold, it deals claw and bite damage each round the hold is maintained.

Summon Demons (Sp): Once per day a demon of Iubeni can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or another demon of Iubeni.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Telepathy (Su): They can communicate telepathically with any creature within 100 feet that has a language.

Skills: Demons of Iubeni receive a +8 racial bonus to Listen and Spot checks.

DEMON: GHOLL (DEMON LORD OF GHOLLES)

Large Outsider (Chaotic, Evil)

Hit Dice: 19d8+95 (180 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 38 (-1 size, +3 Dex, +20 natural, *bracers of armor* +6)

Attacks: 2 claws +25 melee, bite +23 melee

Damage: Claw 1d6+7, bite 1d8+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, paralyzing gaze, stench, improved grab, summon demons or gholles, rake 1d6+3

Special Qualities: Damage reduction 40/+4, SR 30, immunities, resistances, telepathy Fort +16, Ref +14, Will +18

Saves: Str 24, Dex 17, Con 20, Int 22, Wis 24, Cha 24

Skills: Bluff +26, Concentration +24, Diplomacy +23, Hide +15, Intimidate +26, Knowledge (arcana) +25, Knowledge (the planes) +24, Knowledge (religion) +21, Listen +34, Move Silently +19, Scry +24, Search +24, Sense Motive +23, Spellcraft +25, Spot +34

Feats: Cleave, Great Cleave, Improved Initiative, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Gholl plus

Ghul, 7-12 gholles, and 7-12

ghulaz)

21

Treasure: Standard coins; double goods; standard items

Alignment: Always chaotic evil

—

Challenge Rating:

Treasure:

Alignment:

Advancement:

Gholl is a powerful demon lord and revered by the undead creatures known as gholles (q.v.). He appears as a 12-foot tall male figure with leprous flesh and clawed hands and feet of animal nature. His head is human . . . almost. It is elongated, with hyena-like jaws and bestial eyes and ears that bespeak some nightmare blend of human and animal.

COMBAT

Gholl is a powerful opponent and relishes slaying those who disturb or bother him. He uses all of his abilities to their fullest and is particularly fond of slaying an opponent and then raising that creature as a gholle using his *create gholle* spell-like ability.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *create gholle* (slain creature rises as a gholle), *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day—*fire storm* and *implosion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Paralyzing Gaze (Su): Paralysis for 3d6+2 minutes, 30 feet; Will save (DC 26) negates. Elves are not immune to Gholl's paralyzing gaze.

Stench (Ex): The stench of death and corruption sickens all creatures within 20 feet for 3d6+10 minutes that fail a Fortitude save (DC 24). A sickened creature suffers a -2 circumstance penalty to all attacks, saves, and skill checks.

Improved Grab (Ex): To use this ability, Gholl must hit a Large or smaller opponent with both claw attacks. If he gets a hold, he can make two rake attacks with his feet (+25 melee) for 1d6+3 points of damage each.

Summon Demons or Gholles (Sp): Once per day Gholl can automatically summon 10d10 dretches, 2d4 vrocks, 1d2 mariliths or balors, or 2d4 gholles.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Telepathy (Su): Gholl can communicate telepathically with any creature within 100 feet that has a language.

Skills: Gholl receives a +8 racial bonus to Listen and Spot checks.



DEMON: GHUL (LESSER DEMONNESS)

Large Outsider (Chaotic, Evil)

Hit Dice:	16d8+64 (136 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	31 (-1 size, +2 Dex, +20 natural)
Attacks:	2 claws +21 melee, bite +19 melee
Damage:	Claw 1d6+6, bite 1d8+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, paralyzing spittle, stench, improved grab, summon demons or ghulaz, rake 1d6+3
Special Qualities:	Damage reduction 40/+4, SR 28, immunities, resistances, telepathy
Saves:	Fort +14, Ref +12, Will +17
Abilities:	Str 22, Dex 15, Con 19, Int 22, Wis 24, Cha 24
Skills:	Bluff +23, Concentration +20, Diplomacy +23, Hide +14, Intimidate +23, Knowledge (arcana) +22, Knowledge (the planes) +22, Knowledge (religion) +22, Listen +31, Move Silently +18, Scry +22, Search +14, Sense Motive +15, Spellcraft +22, Spot +31
Feats:	Cleave, Great Cleave, Improved Initiative, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (Ghul plus Ghul, 7-12 ghollies, and 7-12 ghulaz)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	—

Ghul is a 12-foot tall female, misshapen creature, the mother of all ghulaz. Her bestial face combines the worst features of a hound, baboon, and woman, twisted in a leering, fanged visage of demonic appearance. Her long arms are corded with muscle and terminate in clawed hands; the feet are similarly ugly and clawed. The overall impression of her bodes horror most malevolent.

COMBAT

Ghul attacks with her claws and bite, sprinkling combat with her spell-like abilities. She is a very dangerous and deadly foe and knows no fear.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *create ghulaz* (slain creature rises as a ghulaz), *deeper darkness*, *desecrate*, *detect good*, *detect law*, *fear*, *greater dispelling*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any), *telekinesis*, *teleport without error* (self plus 50 lbs. of objects only), *tongues* (self only), *unhallow*, *unholy aura*, *unholy blight*, and *wall of fire*; 1/day—*fire storm* and *implosion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Paralyzing Spittle (Su): Requires a ranged touch attack (as per bite), range 20 ft; causes paralysis for 3d6 minutes. Fortitude save (DC 22) negates. Elves are not immune to Ghul's paralyzing spittle.

Stench (Ex): The stench of death and corruption sickens all creatures within 20 feet for 3d6+10 minutes that fail a Fortitude save (DC 22). A sickened creature suffers a -2 circumstance penalty to all attacks, saves, and skill checks.

Improved Grab (Ex): To use this ability, Ghul must hit a Large or smaller opponent with both claw attacks. If she gets a hold, she can make two rake attacks with her feet (+21 melee) for 1d6+3 points of damage each.

Summon Demons or Ghulaz (Sp): Once per day, Ghul can automatically summon 10d10 dretches, 2d4 vrock, 1d2 mariliths or balors, or 2d4 ghulaz.

Immunities (Ex): Immune to poison and electricity.

Resistances (Ex): Cold, fire, and acid resistance 20.

Telepathy (Su): Ghul can communicate telepathically with any creature within 100 feet that has a language.

Skills: Ghul receives a +8 racial bonus to Listen and Spot checks.



DEMON: HIPPODILEMON

Huge Outsider (Aquatic, Chaotic, Evil)

Hit Dice:	14d8+56 (119 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft., swim 30 ft.
AC:	28 (-2 size, +1 Dex, +19 natural)
Attacks:	Bite +21 melee, or tail slap +21 melee
Damage:	Bite 2d8+12, tail slap 1d12+12
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Improved grab, fear aura, obscuring mist
Special Qualities:	Damage reduction 30/+3, SR 23, resistances, immunities
Saves:	Fort +13, Ref +10, Will +9
Abilities:	Str 27, Dex 12, Con 19, Int 5, Wis 13, Cha 13
Skills:	Hide +7*, Listen +18, Move Silently +16, Search +6, Spot +18
Feats:	Cleave, Improved Initiative, Power Attack, Weapon Focus (bite, tail)
Climate/Terrain:	Any aquatic
Organization:	Solitary or gang (2-5)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	15-21 HD (Huge); 22-52 HD (Gargantuan)

A hippodilemon is a giant hippo-headed-crocodile-demon about 30 feet long and weighing a ton or more. One swims as does a crocodilian, propelling itself through the water with its massive tail.



COMBAT

The hippodilemon uses its bite attack primarily in combat. Opponents to its flank or rear will be attacked with its tail. This thing is not above clambering aboard ships to get at its prey. If combat is going against it, it will slip back into the water, using its *obscuring mist* ability to hide its escape and flee.

Improved Grab (Ex): To use this ability, the hippodilemon must hit a Medium-size or smaller opponent

with its bite attack. If it gets a hold, the hippodilemon grabs the opponent with its mouth. It deals automatic bite damage each round it maintains the hold.

Fear Aura (Su): Hippodilemons can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed at a Will save (DC 18) or be affected as though by a *fear* spell cast by a 14th-level sorcerer. A creature that successfully saves cannot be affected again by the same hippodilemon's aura for one day. Other demons are immune to the aura.

Obscuring Mist (Su): Once per day, as the spell of the same name as cast by a 14th-level sorcerer. Note that the hippodilemon can use this ability underwater with full effect.

Resistances (Ex): Hippodilemons have cold, fire, and acid resistance 20.

Immunities (Ex): Hippodilemons are immune to poison and electricity.

Skills: Hippodilemons gain a +8 racial bonus to Listen and Spot checks. *When submerged, a hippodilemon gains a +12 racial bonus to Hide checks.



DEMONCROC

Huge Outsider (Aquatic)

Hit Dice: 12d8+60 (89 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 20 ft., swim 30 ft.
AC: 19 (-2 size, +1 Dex, +10 natural)
Attacks: Bite +19 melee, tail slap +14 melee
Damage: Bite 2d8+12, tail slap 1d12+12

Face/Reach: 10 ft. by 30 ft./10 ft.
Special Attacks: Improved grab
Special Qualities: Alternate form, fast healing 5, damage reduction 20/+2, SR 15, resistances, immunities, darkvision 60 ft.
Saves: Fort +13, Ref +9, Will +9
Abilities: Str 27, Dex 12, Con 20, Int 12, Wis 12, Cha 8
Skills: Hide +8*, Knowledge (any one) +13, Listen +16, Move Silently +13, Search +16, Sense Motive +13, Spot +16, Swim +28
Feats: Improved Initiative, Power Attack, Weapon Focus (bite)
Climate/Terrain: Warm marsh and aquatic
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always chaotic evil
Advancement: 13-36 HD (Huge)

The demoncroc swims the layers of the lower planes devouring demons and devils, and any other creatures that cross its path. Purportedly it can swim the River Styx without suffering the memory loss effects of said waters.

The demonic spirit inhabiting this form is most bloodthirsty and malign. At night, it will cause the demoncroc to come forth and stalk through the village seeking prey. Its weight and strength enable it to smash down doors in order to get at victims; however, it can't climb stairs.

This demon crocodile is some 30 feet long and 5 feet broad.

COMBAT

The demoncroc attacks with its bite and tail slap. If the thing succeeds in its bite attack, it drags its prey underwater and attempts to drown it. If melee is going against the demoncroc, it assumes its giant carp form and attempts to swim off and hide — upstream or down, or in the depths of the pool or the muddy bottom of the pond.

Improved Grab (Ex): To use this ability, the demoncroc must hit a Large or smaller opponent with its bite attack. If it gets a hold, the demoncroc grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The demoncroc automatically deals bite damage each round it maintains the pin.

Alternate Form (Su): A demoncroc's natural form is that of a 30-foot long crocodile. It can assume one other form, once per day, as a standard action: that of a 6-foot long giant carp.

In giant carp form, the demoncroc loses its movement speed on land, but increases its swim speed to 50 feet. It retains all other abilities, except for its damage reduction (it is reduced to 10/+1).

The demoncroc can retain its giant carp form indefinitely. A change in form cannot be dispelled, nor does the demoncroc revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in giant carp form.

Resistances (Ex): Demoncrocs have cold, electricity, and acid resistance 20.

Immunities (Ex): Demoncrocs are immune to poison and fire.

Skills: *A demoncroc gains a +12 racial bonus to Hide checks when submerged.

FIEND OF SEKER

Medium-Size Outsider (Evil, Lawful)

Hit Dice:	15d8+75 (142 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	32 (+3 Dex, +19 natural)
Attacks:	2 claws +22 melee, bite +17 melee
Damage:	Claw 2d4+7, bite 1d8+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, fear aura, summon devils
Special Qualities:	Damage reduction 20/+2, SR 26, immunities, resistances, see in darkness, telepathy
Saves:	Fort +14, Ref +12, Will +14
Abilities:	Str 25, Dex 17, Con 21, Int 20, Wis 20, Cha 16
Skills:	Bluff +20, Climb +23, Concentration +22, Disguise +19, Hide +19, Jump +23, Knowledge (arcana) +21, Listen +21, Move Silently +20, Search +21, Spellcraft +21, Spot +21
Feats:	Cleave, Great Cleave, Improved Initiative, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary, team (2-4), or troupe (1 fiend of Seker and 2-4 brown fiends)
Challenge Rating:	18
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	16-25 HD (Medium-size); 26-45 HD (Large)

This creature's visage is "ineffable," it is "savage faced," something combining the worst aspects of a leprous human, a devil, and a rabid animal. A fiend of Seker is six feet tall, nimble, and very fast. It is humanoid in appearance, with a warty toad-like hide seeming to hang in tatters from its lank frame. Its head is oversized, with protruding, serrated-fanged jaws.

COMBAT

The fiend of Seker prefers to use its spell-like abilities to assail foes, but it is by no means averse to leaping into melee and shredding its opponent with claw and fang. The fiend of Seker uses its intelligence and guile to the best of its ability.



Spell-Like Abilities: At will—animate dead, blasphemy, charm person, cone of cold, create undead, desecrate, detect good, detect magic, dispel magic, fog cloud, hold person, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, sugges-

tion, teleport without error (self plus 50 pounds of objects only), unholy aura, unhallow, and wall of ice; 1/day—energy drain and meteor swarm (any). These abilities are as the spells cast by a 17th-level sorcerer (save DC 13 + spell level).

Fear Aura (Su): As a free action, a fiend of Seker can create an aura of fear in a 10-foot radius. It is otherwise identical with *fear* cast by a 16th-level sorcerer (save DC 20). If the save is successful, that creature cannot be affected again by that fiend of Seker's fear aura for one day. Other devils are immune to the aura.

Summon Devils (Su): Twice per day a fiend of Seker can automatically summon two lemures, osyluths, barbaz, or brown fiends; or one erinyes, cornugon, or gelugon.

Immunities (Ex): Fiends of Seker are immune to fire and poison.

Resistances (Ex): Fiends of Seker have cold and acid resistance 20.

See in Darkness (Su): Fiends of Seker can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Fiends of Seker can communicate telepathically with any creature within 100 feet that has a language.

FINBACK DRAGON

Dragon (Water)

Climate/Terrain:	Temperate and warm aquatic
Organization:	Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)
Challenge Rating:	Wyrmling 2; very young 3; young 4; juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wyrm 21; great wyrm 23
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	Wyrmling 6-7 HD (Small); very young 9-10 HD (Medium-size); young 12-13 HD (Medium-size); juvenile 15-16 HD (Large); young adult 18-19 HD (Large); adult 21-22 HD (Huge); mature adult 24-25 HD (Huge); old 27-28 HD (Huge); very old 30-31 HD (Huge); ancient 33-34 HD (Gargantuan); wyrm 36-37 HD (Gargantuan); great wyrm 39+ HD (Gargantuan)

Finback dragons make their homes in the seas and rivers of Khemit. Rumored to be a creation of the god Set, these massive creatures are as evil as their supposed master. Finbacks are cunning, clever, and malevolent in nature.

A finback dragon appears as a large crocodile-dragon hybrid. Its body is long and slender with a large ridged fin that runs from the base of its head to the middle part of its back. Two sharp horns rise from the top of its head. Its scales are deep blue, but gradually fade to dull blue as it ages.

Finbacks are solitary, selfish creatures that rarely operate with other creatures, including other finbacks. They are highly territorial creatures and slay any creature that enters their domains (including other finbacks, unless it is mating season for the finback).

COMBAT

Finbacks cannot fly and therefore lose several of their land-based cousin's attack methods. This matters not to the finback, for while it does indeed lack wings, it more than makes up for it in wit and method. In combat, the finback is very intelligent and does not attack a foe that seems more powerful than it. A finback's favorite tactic is to capsize a ship, thereby dumping the crew into the water where it can best attack its hampered opponents (who must find a way to stay afloat and attack at the same time).

Breath Weapon

(Su): The finback dragon has one type of breath weapon, a cone of scalding vapor (treat as fire damage). The dragon can use its breath weapon above or below water.



Water Breathing (Ex): Finback dragons can breathe water as easily as air.

Charm Reptiles (Sp): A finback dragon can use this ability up to three times per day. It operates as a *mass charm* spell that works only on scaled animals like reptiles and fish. The finback dragon's caster level is equal to its HD. The dragon can communicate with any charmed animal as though casting a *speak with animals* spell.

Capsize (Ex): A finback dragon of young adult to old has a 95% chance of capsizing a boat of less than 20 feet long, a 50% chance of capsizing a boat from 20 to 60 feet long, and a 20% chance of capsizing a boat over 60 feet long. Very old and older finbacks have a 100% chance of capsizing boats under 20 feet long, a 75% chance of capsizing a boat from 20 to 60 feet long, and a 50% chance of capsizing a boat over 60 feet long.

Other Spell-Like Abilities: 3/day—control water, control winds, and fog cloud; 1/day—control weather and horrid wilting.

FINBACK DRAGONS BY AGE

Age	Size	Hit Dice	(hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon	Fear (DC)	DC	SR
Wyrmling	S	5d12+5	(37)	15 (+1 size, +4 natural)	+6	+5	+4	+4	2d6	(13)	-	-
Very young	M	8d12+16	(68)	17 (+7 natural)	+9	+8	+6	+6	4d6	(16)	-	-
Young	M	11d12+22	(93)	20 (+10 natural)	+13	+9	+7	+8	6d6	(17)	-	-
Juvenile	L	14d12+42	(133)	22 (-1 size, +13 natural)	+16	+12	+9	+11	8d6	(20)	-	-
Young adult	L	17d12+68	(178)	25 (-1 size, +16 natural)	+21	+14	+10	+12	10d6	(22)	22	19
Adult	H	20d12+100	(230)	27 (-2 size, +19 natural)	+25	+17	+12	+15	12d6	(25)	25	21
Mature Adult	H	23d12+115	(264)	30 (-2 size, +22 natural)	+29	+18	+13	+16	14d6	(26)	26	22
Old	H	26d12+156	(325)	33 (-2 size, +25 natural)	+33	+21	+15	+19	16d6	(29)	27	24
Very old	H	29d12+174	(362)	36 (-2 size, +28 natural)	+37	+22	+16	+20	18d6	(30)	29	25
Ancient	G	32d12+224	(432)	37 (-4 size, +31 natural)	+39	+25	+18	+23	20d6	(33)	32	27
Wyrms	G	35d12+280	(507)	40 (-4 size, +34 natural)	+43	+27	+19	+24	22d6	(35)	34	28
Great wyrm	G	38d12+304	(551)	43 (-4 size, +37 natural)	+47	+29	+21	+27	24d6	(37)	36	30

FINBACK DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Wyrmling	40 ft., swim 60 ft.	11	10	13	10	11	10		-
Very young	40 ft., swim 60 ft.	13	10	15	10	11	10	Control water	-
Young	40 ft., swim 60 ft.	15	10	15	12	13	12		-
Juvenile	40 ft., swim 60 ft.	17	10	17	14	15	14	Water breathing, charm reptiles	1st
Young adult	40 ft., swim 60 ft.	21	10	19	14	15	14	Capsize, damage reduction 5/+1	3rd
Adult	40 ft., swim 60 ft.	25	10	21	16	17	16	Control winds	5th
Mature Adult	40 ft., swim 60 ft.	27	10	21	16	17	16	Damage reduction 10/+1	7th
Old	40 ft., swim 60 ft.	29	10	23	18	19	18	Fog cloud	9th
Very old	40 ft., swim 60 ft.	31	10	23	18	19	18	Damage reduction 15/+2	11th
Ancient	40 ft., swim 60 ft.	33	10	25	20	21	20	Control weather	13th
Wyrms	40 ft., swim 60 ft.	35	10	27	20	21	20	Damage reduction 20/+3	15th
Great wyrm	40 ft., swim 60 ft.	37	10	27	22	23	22	Horrid wilting	17th

FLYING SCORPION

Tiny Vermin	
Hit Dice:	1/2d8+2 (4hp)
Initiative:	+0
Speed:	20 ft., fly 40 ft. (average)
AC:	14 (+2 size, +2 natural)
Attacks:	2 claws +2 melee, sting -3 melee
Damage:	Claw 1d2-4, sting 1d2-4 and poison
Face/Reach:	2 1/2 ft. by 2 1/2 ft.
Special Attacks:	Improved grab, poison
Special Qualities:	Vermin
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +4, Hide +15, Spot +7
Feats:	Weapon Finesse (claw, sting)
Climate/Terrain:	Temperate and warm land
Organization:	Colony (8-16)
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	—

Flying scorpions appear as small winged scorpions. Their wings are insect-like in appearance.

COMBAT

Flying scorpions, like their normal counterparts, are likely to attack any creature that approaches. When airborne, they swarm to attack.

Improved Grab (Ex): To use this ability, the flying scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A flying scorpion that gets a hold on an opponent of Tiny or smaller size automatically deals damage with both claws, biting and stinging at its full attack value.

Poison (Ex): Flying scorpions deal 1d2 points of temporary Strength damage (initial and secondary) if the victim fails a Fortitude save (DC 11).

Skills: A flying scorpion receives a +4 racial bonus to Climb, Hide, and Spot checks.



GHOLLE

Large Undead	
Hit Dice:	10d12 (65 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	19 (-1 size, +2 Dex, +8 natural)
Attacks:	2 claws +10 melee, bite +7 melee
Damage:	Claw 1d6+5, bite 1d8+2
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Paralyzing gaze, stench, create spawn, improved grab, rake 1d6+2
Special Qualities:	Undead, damage reduction 10/+2, SR 16, regeneration 5, +4 turn resistance
Saves:	Fort +3, Ref +5, Will +9

Abilities:	Str 21, Dex 15, Con —, Int 13, Wis 15, Cha 17
Skills:	Climb +11, Escape Artist +10, Hide +5, Intuit Direction +5, Jump +10, Listen +10, Move Silently +8, Search +7, Spot +10
Feats:	Cleave, Multiattack, Power Attack, Weapon Focus (claw)
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-4), or troupe (2-4 plus 7-12 ghulaz or ghouls)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11-15 HD (Large); 16-20 HD (Huge)

These vile things often dwell in packs, often including ghulaz (q.v.) and/or once-human ghouls. Naturally, their favorite food is carrion and human corpses, but a fresh one will do if they can't wait for "aging."

These creatures stand about 12 feet tall and have clawed hands and feet of animal nature despite their human-like fingers and toes. Their skull is also humanoid in shape, albeit more akin to that of a gorilla. It is elongated, with massive hyena-like jaws, glaring bestial eyes, and hyena-like ears.

COMBAT

Gholles attack any living creature on sight, usually attempting to catch would-be prey by surprise.

Paralyzing Gaze (Su): Paralysis for 1d6 minutes, 30 feet; Will save (DC 17) negates. Elves are not immune to the paralyzing gaze of a gholle.

Stench (Ex): The stench of death and corruption sickens all creatures within 10 feet for 1d6+7 minutes that fail a Fortitude save (DC 16). A sickened creature suffers a -2 circumstance penalty to all attacks, saves, and skill checks.

Create Spawn (Su): In most cases, gholles devour those they kill. Yet those that are not devoured rise as gholles in 1d4 days. Spawn are not under command of the gholle that killed them. They retain none of the abilities they had in life.

Improved Grab (Ex): To use this ability, the gholle must hit a Large or smaller opponent with both claw attacks. If it gets a hold, it can make two rake attacks with its feet (+10 melee) for 1d6+2 points of damage each.

Regeneration (Ex): Fire and acid deal normal damage to a gholle. Lost limbs regrow in 3d6 minutes. A gholle can reattach a severed member immediately by holding it to the stump.



GHoul: GHoul of Khemit

Medium-Size Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	16 (+2 Dex, +4 natural)
Attacks:	Bite +4 melee, 2 claws +1 melee
Damage:	Bite 1d8+1 and disease, claw 1d4 and disease
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Fear gaze, disease, stench
Special Qualities:	Undead, damage reduction 10/+1
Saves:	Fort +1, Ref +3, Will +6
Abilities:	Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 16
Skills:	Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8
Feats:	Multiattack, Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-4), or pack (2-4 plus 7-12 standard ghouls)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	5-12 HD (Medium-size)

Ghouls of Khemit are vile undead creatures that survive by feasting on living flesh. In the process of turning from human to ghoul, the body thins and becomes narrow and sinewy, the skin becomes leathery and grayish, hands and feet broaden and lengthen, and the nails of hands and feet become clawed. The skull elongates, the front growing to resemble a muzzle, and teeth become pointed and sharp, with canine fangs and bone-crunching rear molars.

A few ghouls of Khemit (perhaps 1 in 100) retain knowledge of their former life and may be found with abilities (spellcasting, for instance) they once possessed.

COMBAT

The ghouls of Khemit attack using their claws and bite, and will attack from surprise if the opportunity presents itself.

Fear Gaze (Su): Affected by *fear* cast by a 6th-level sorcerer, 30 feet, Will save (DC 15) negates. A creature that successfully saves cannot be affected again by the same ghoul's gaze for one day.

Disease (Ex): The touch of these monsters is unclean; filth fever: claw or bite, Fortitude save (DC 12), incubation period 1d3 days, damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see *Disease*, Chapter 3 in the *DMG*).

Stench (Ex): The stench of death and corruption sickens all creatures within 10 feet for 1d6+10 minutes that fail a Fortitude save (DC



15). A sickened creature suffers a -2 circumstance penalty to all attacks, saves, and skill checks.

GHoul: VAMPIRIC GHoul

Medium-Size Undead

Hit Dice:	7d12 (45 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	21 (+4 Dex, +7 natural)
Attacks:	2 claws +8 melee, bite +5 melee
Damage:	Claw 1d6+4 and lethargy, bite 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Lethargy, blood drain, create spawn
Special Qualities:	Undead, damage reduction 10/+1, SR 15, cold and electricity resistance 10, alternate form, fast healing 3, sunlight vulnerability
Saves:	Fort +2, Ref +6, Will +8
Abilities:	Str 19, Dex 19, Con —, Int 15, Wis 16, Cha 20
Skills:	Bluff +13, Escape Artist +11, Hide +15, Intuit Direction +5, Jump +9, Listen +14, Move Silently +13, Search +11, Sense Motive +7, Spot +14
Feats:	Alertness, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary, pack (2-4), or gang (6-11)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8-13 HD (Medium-size); 14-21 HD (Large)

Vampiric ghouls are possibly the most malign and wicked of the undead, vile creatures that survive by feasting on living flesh and warm blood. Vampiric ghouls are more akin to vampires than they are their ghoulish brethren, so they keep their usual human attractiveness (albeit with a great inner ugliness). Feeding on flesh sustains their natural existence, but the quaffing of blood energizes them.

COMBAT

Vampiric ghouls attack using all of the powers available to them in combat. A lethargic creature will be attacked and drained of blood, unless there is an immediate threat to the vampiric ghoul in question. They are very cunning and intelligent. If combat is going against them, they change to rat form and flee.

Lethargy (Su): Living creatures hit by a vampiric ghoul's claw attack must succeed at a Will save (DC 18) or be affected as though by a *sleep* spell as cast by a 6th-level sorcerer. Creatures over 5 HD are immune to the sleep effects and are *slowed* (as the *slow* spell) for 6 rounds if they fail the Will save. The slow effects are not cumulative.

Blood Drain (Ex): By making a successful grapple check against a living creature, a

vampiric ghoul can pin its foe, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Create Spawn (Su): A humanoid or monstrous humanoid drained to Constitution 0 or less returns as a vampiric ghoul in 1d4 days. It is not under the command of the vampiric ghoul that killed it and does not retain any abilities of its former life. A creature slain by any other attack does not rise as a vampiric ghoul.

Alternate Form (Su): A vampiric ghoul can assume the form of a rat as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th-level sorcerer. It can change forms as often as desired.

Sunlight Vulnerability (Ex): Exposing a vampiric ghoul to sunlight disorients it. It can take only partial actions and is destroyed completely on the next round if it cannot escape.

Skills: Vampiric ghouls gain a +4 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Feats: Vampiric ghouls gain Alertness and Improved Initiative as bonus feats.

GHULAZ

Medium-Size Undead

Hit Dice:	9d12 (58 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	18 (+2 Dex, +6 natural)
Attacks:	2 claws +8 melee, bite +5 melee
Damage:	Claw 1d6+3, bite 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Paralyzing spittle, stench, create spawn, improved grab, rake 1d6+1
Special Qualities:	Undead, damage reduction 10/+1, SR 12, regeneration 5, +2 turn resistance
Saves:	Fort +3, Ref +5, Will +8
Abilities:	Str 17, Dex 15, Con —, Int 13, Wis 14, Cha 16
Skills:	Climb +8, Escape Artist +8, Hide +9, Intuit Direction +5, Jump +8, Listen +10, Move Silently +10, Search +7, Spot +10
Feats:	Multiattack, Weapon Focus (claw)
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2-4), or pack (2-4 plus 6-11 ghouls)
Challenge Rating:	7
Treasure:	Standard



Alignment: Always chaotic evil
Advancement: 10-14 HD (Medium-size); 15-18 HD (Large)

Ghulaz are undead creatures rumored to have originated on another plane of existence. These vile creatures often dwell in packs, including gholles and/or once-human ghouls. These murderous monstrosities are akin to the gholle and are every bit as evil.

These creatures stand about 6 feet tall and have clawed hands and feet of animal nature despite their human-like fingers and toes. Their skull is also humanoid in shape, albeit more akin to that of a gorilla. It is elongated, with massive, hyena-like jaws, glaring bestial eyes, and hyena-like ears. These vile things seem to be an amalgam of the worst features of a hound, baboon, and a human, blending them into a leering, fanged visage of demonic appearance. They have long arms, corded with muscle, that terminate in hideous clawed hands and feet.

COMBAT

Ghulaz attack their opponents with their claws and paralyzing spittle. Creatures slain by a ghulaz are usually devoured. They fight unceasingly until either they or their opponents are dead.

Paralyzing Spittle (Su): Requires a ranged touch attack (as per bite), range 20 ft; causes paralysis for 3d6 minutes. Fortitude save (DC 17) negates. Elves are not immune to Ghul's paralyzing spittle.

Stench (Ex): The stench of death and corruption sickens all creatures within 10 feet for 1d6+6 minutes that fail a Fortitude save (DC 16). A sickened creature suffers a -2 circumstance penalty to all attacks, saves, and skill checks.

Create Spawn (Su): In most cases, ghulaz devour those they kill. Yet those that are not devoured rise as gholles in 1d4 days. Spawn are not under command of the ghulaz that killed them. They retain none of the abilities they had in life.

Improved Grab (Ex): To use this ability, the ghulaz must hit a Medium-size or smaller opponent with both claw attacks. If it gets a hold, it can make two rake attacks with its feet (+8 melee) for 1d6+1 points of damage each.

Regeneration (Ex): Fire and acid deal normal damage to a ghulaz. Lost limbs regrow in 3d6 minutes. A ghulaz can reattach a severed member immediately by holding it to the stump.



GIANT CROCODILE OF SEBK

Huge Animal (Aquatic)

Hit Dice:	13d8+52 (110 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	18 (-2 size, +1 Dex, +9 natural)
Attacks:	Bite +15 melee, or tail slap +15 melee
Damage:	Bite 2d8+12, tail slap 1d12+12
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab, knockdown
Special Qualities:	Scent
Saves:	Fort +8, Ref +9, Will +5
Abilities:	Str 27, Dex 12, Con 19, Int 3, Wis 12, Cha 2
Skills:	Hide +*, Listen +5, Spot +5
Climate/Terrain:	Warm marsh and aquatic
Organization:	Solitary or colony (6-11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral evil
Advancement:	14-39 HD (Huge)

The crocodile of Sebk appears as a 24-foot long crocodile.

COMBAT

The crocodile of Sebk attacks with its bite. If it gets a hold, it drags its prey into deep water attempting to drown it.

Improved Grab (Ex): To use this ability, the crocodile of Sebk must hit a Large or smaller opponent with its bite attack. If it gets a

hold, the crocodile of Sebk grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile of Sebk automatically deals bite damage each round it maintains the pin.

Knockdown (Ex): If the crocodile of Sebk deals 10 or more

points of damage with its tail slap with a single attack against an opponent in melee, it can make a trip attack as a free action against the same target.

Skills: *A crocodile of Sebk gains a +12 racial bonus to Hide checks when submerged.

Attacks:	2 slams +8 melee
Damage:	Slam 2d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Construct, magic immunity, damage reduction 10/+1
Saves:	Fort +2, Ref +1, Will +2
Abilities:	Str 17, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	8-9 HD (Medium-size)

These are the animated and magically constructed remains of former soldiers from the temple.

COMBAT

Lesser flesh golems attack with their fists in combat.

Magic Immunity (Ex): Lesser flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire- and cold-based effects *slow* them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any *slow* effect on the golem and cures 1 hit point for each 3 points of damage it would otherwise deal.

CONSTRUCTION

The pieces of a lesser flesh golem must come from normal human corpses that have not decayed significantly. Assembly requires a minimum of three different bodies for the parts (limbs, torso, and brain).

The golem costs 35,000 gp to create, which includes 350 gp for the construction of the body. Assembling the body requires a successful Craft (leatherworking) or Heal check (DC 13).

The creator must be 13th level and able to cast arcane spells. Completing the ritual drains 800 XP from the creator and requires *animate dead*, *geas/quest*, *limited wish*, and *polymorph any object*.



GOLEM: LESSER FLESH GOLEM

Medium-Size Construct

Hit Dice:	7d10 (38 hp)
Initiative:	-1 (Dex)
Speed:	30 ft. (can't run)
AC:	15 (-1 Dex, +6 natural)

GOLEM IDOL OF RAHOTEP

Huge Construct

Hit Dice:	22d10 (121 hp)
Initiative:	+0
Speed:	30 ft. (can't run)
AC:	28 (-2 size, +20 natural)
Attacks:	2 slams +24 melee
Damage:	Slam 2d10+10

Face/Reach: 10 ft. by 5 ft./10 ft.
Special Qualities: Construct, magic immunity, damage reduction 20/+2, weapon damage
Saves: Fort +7, Ref +7, Will +10
Abilities: Str 31, Dex 10, Con —, Int —, Wis 16, Cha 16
Climate/Terrain: Tomb of Rahotep
Organization: Solitary (unique)
Challenge Rating: 12
Treasure: None
Alignment: Always chaotic evil
Advancement: —

*The golem contains a portion of the essence of Rahotep, hence the high Wisdom and Charisma.

The golem idol of Rahotep is possessed by a spiritual portion of Rahotep. It appears as a 14-foot tall statue constructed of stone.



COMBAT

The golem idol attacks with its fists.

Magic Immunity (Ex): Immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no save, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change its

structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that deal damage).

Weapon Damage (Ex): An edged weapon that strikes the golem idol of Rahotep must succeed at a Fortitude save (DC 15) or take damage as per the Strike an Object rules (see Chapter 8: Combat in the *PHB*).

GUARDIAN FIEND

Large Outsider (Evil, Lawful)

Hit Dice: 12d8+48 (102 hp)
Initiative: +2 (Dex)
Speed: 40 ft.
AC: 28 (-1 size, +2 Dex, +17 natural)
Attacks: Bastard sword +17/+12/+7 melee; or 2 claws +17 melee, bite +12 melee
Damage: Bastard sword 1d10+6; claw 1d8+6, bite 2d4+3
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Spell-like abilities, fear aura, weapon attunement, summon devils
Special Qualities: Damage reduction 20/+2, SR 24, immunities, resistances, see in darkness, telepathy
Saves: Fort +13, Ref +10, Will +13

Abilities: Str 23, Dex 15, Con 19, Int 22, Wis 20, Cha 16
Skills: Bluff +16, Climb +20, Concentration +19, Disguise +17, Jump +19, Knowledge (arcana) +20, Listen +21, Move Silently +16, Search +20, Sense Motive +19, Spellcraft +20, Spot +21
Alertness, Cleave, Dodge, Power Attack
Climate/Terrain: Any land and underground
Organization: Solitary, team (2-4), squad (6-10), or troupe (1-2 guardian fiends, 6-10 barbazus, and 1-4 osyluths)
Challenge Rating: 13
Treasure: Standard coins; double goods; standard items
Alignment: Always lawful evil
Advancement: 13-18 HD (Large): 19-36 HD (Huge)

Guardian fiends appear as 8-foot tall humanoids with a bristled and warty, pig-like hide hanging in lapping folds from their body. The head is gourd-like, with wide mouth filled with serrated-fangs.

COMBAT

The guardian fiend prefers to use its spell-like abilities or weapons to assail foes, but it is by no means averse to leaping into melee and shredding its opponent with claw and fang.

Spell-Like Abilities: At will—*animate dead*, *charm monster*, *desecrate*, *detect good*, *detect magic*, *detect thoughts*, *dispel good*, *fireball*, *fly*, *fog cloud*, *magic circle against good*, *polymorph self*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, and *wall of fire*. These abilities are as the spells cast by a 13th-level sorcerer (save DC 13 + spell level).

Fear Aura (Su): As a free action, a guardian fiend can create an aura of fear in a 10-foot radius. It is otherwise identical with *fear* cast by a 13th-level sorcerer (save DC 19). If the save is successful,

that creature cannot be affected again by that guardian fiend's fear aura for one day. Other devils are immune to the aura.

Weapon Attunement (Su): Any weapon wielded by

a guardian fiend takes on one of the following special qualities: *vorpal*; armor damager (on a successful critical strike, the armor must succeed at a Fortitude save DC 20 or be torn away and destroyed); *acid* (weapon deals 1d6 points of acid damage on round it hits, then 1d4 on round following); or *unholy*.

Each guardian fiend possesses only one weapon attunement ability.



Summon Devils (Su): Once per day a guardian fiend can attempt to summon 2d4 osyluths or 1d6 hamatulas with a 35% chance of success, or another guardian fiend with a 20% chance of success.

Immunities (Ex): Guardian fiends are immune to fire and poison.

Resistances (Ex): Guardian fiends have cold and acid resistance 20.

See in Darkness (Su): Guardian fiends can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Telepathy (Su): Guardian fiends can communicate telepathically with any creature within 100 feet that has a language.

HAPNET-RA

Gargantuan Magical Beast

Hit Dice:	20d10+160 (270hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	60 ft., fly 200 ft. (clumsy)
AC:	23 (-4 size, +1 Dex, +16 natural)
Attacks:	2 claws +26 melee, bite +21 melee
Damage:	2 claws 2d6+10, bite 2d8+5
Face/Reach:	20 ft by 40 ft/15 ft
Special Attacks:	Shriek, spell-like abilities, improved grab, snatch, death throes
Special Qualities:	Damage reduction 30/+3, SR 21, <i>magic circle against evil</i> , <i>plane shift</i> , <i>darkvision</i> 120 ft.
Saves:	Fort +20, Ref +13, Will +11
Abilities:	Str 31, Dex 13, Con 27, Int 18, Wis 20, Cha 22
Skills:	Concentration +18, Knowledge (any) +14, Listen +23, Spot +23
Feats:	Alertness, Cleave, Flyby Attack, Improved Initiative, Mutliattack, Power Attack
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	22
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	21-35 HD (Gargantuan); 36-60 HD (Colossal)

The hapnet-ra is a gigantic bird of immense proportions found in the land of Khemit. It rarely ventures forth from its lair (wherever that may be).

A hapnet-ra appears as a large bird with a 40-foot wingspan. Its feathers are bright violet, scarlet, crimson, and orange. Its beak and claws are blue-violet and its eyes are the color of rubies.

COMBAT

The hapnet-ra almost always opens combat with its shriek. It follows up with its spell-like abilities and claw attacks.

Shriek (Su): All creatures with less than 20 HD and within 30 feet must succeed at a Will save (DC 26) or become panicked for 2d4 rounds. This is a sonic mind-affecting fear

effect. Whether or not the save is successful, an affected creature is immune to that hapnet-ra's shriek for one day.

Spell-Like Abilities: At will—*blindness/deafness*, *blink*, *blur*, *continual flame*, *cure light wounds* (twice per day per individual), *find traps*, *fire shield*, *invisibility*, *misdirection*, *produce flame*, *pyrotechnics*, *remove curse*, *remove disease* (once per creature per day), and *remove fear*; 6/day—*cure light wounds*;



By spreading its wings and performing a ritual dance as a full round action, the hapnet-ra can cast the following: *dismissal*, *dispel evil*, and *dispel magic*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

The following spells are always active on the hapnet-ra. They can be dispelled, but the hapnet-ra can activate them on its next turn as a free action: *detect evil* and *detect magic*.

Improved Grab (Ex): To use this ability, the hapnet-ra must hit with both claw attacks.

Snatch: If a hapnet-ra gets a hold on a creature of Small or smaller size, it automatically deals damage with both claws each round its hold is maintained.

The hapnet-ra can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 30 feet and takes 3d6 points of damage. If the hapnet-ra flings it while flying, the creature suffers this amount or falling damage, whichever is greater.

Death Throes (Su): A hapnet-ra can cause its body to explode in a blinding flash of light, flames, and smoke. This instantly kills the hapnet-ra and deals 20d6 points of fire damage to all within 30 feet. A Reflex save (DC 28) halves the damage. For the next two minutes, the area is covered in smoke and white-hot embers. Any creature that remains in the area takes 4d6 points of fire damage per round (Reflex for half DC 28). The smoke obscures vision as the *fog cloud* spell. A young hapnet-ra, with all the statistics and powers of the adult hapnet-ra, is born from the fire and ash 3 rounds after the hapnet-ra uses its death throes ability. A hapnet-ra very rarely utilizes this ability, and then only if it is faced with certain destruction.

Plane Shift (Su): A hapnet-ra can enter the Material, Ethereal, or Astral plane. This ability affects only the hapnet-ra. It is otherwise similar to the spell of the same name.

Magical Circle Against Evil (Su): A hapnet-ra has a continual *magic circle against evil* that affects a 20-foot radius. The aura can be dispelled, but the hapnet-ra can create it again as a free action on its next turn.

Death Throes (Su): A hapnet-ra can cause its body to explode in a blinding flash of light, flames, and smoke. This instantly kills the hapnet-ra and deals 20d6 points of fire damage to all within 30 feet. A Reflex save (DC 28) halves the damage. For the next two minutes, the area is covered in smoke and white-hot embers. Any creature that remains in the area takes 4d6 points of fire damage per round (Reflex for half DC 28). The smoke obscures vision as the *fog cloud* spell. A young hapnet-ra, with all the statistics and powers of the adult hapnet-ra, is born from the fire and ash 3 rounds after the hapnet-ra uses its death throes ability. A hapnet-ra very rarely utilizes this ability, and then only if it is faced with certain destruction.

Skills: The hapnet-ra receives a +8 racial bonus to Listen and Spot checks.

HIERACODRAKE

Large Dragon

Hit Dice:	15d12+45 (142 hp)
Initiative:	+1 (Dex)
Speed:	40 ft., fly 150 ft. (poor)
AC:	18 (-1 size, +1 Dex, +8 natural)
Attacks:	2 claws +17 melee, bite +15 melee
Damage:	Claw 1d8+3, bite 2d6+1
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Sonic breath weapon
Special Qualities:	Immunities
Saves:	Fort +12, Ref +10, Will +10
Abilities:	Str 17, Dex 13, Con 16, Int 4, Wis 13, Cha 11
Skills:	Hide +12, Listen +18, Spot +18
Feats:	Alertness, Multiattack, Power Attack
Climate/Terrain:	Temperate and warm desert
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	16-19 HD (Large); 20-45 HD (Huge)

Hieracodrakes are found in warm, arid climates such as deserts or salt flats. A hieracodrake's scales range from sandy yellow to drab yellow. Its wings are mottled gray and its eyes are crimson.

Hieracodrakes are carnivorous creatures and very territorial, even fighting amongst themselves to protect their domains. Only



cult
most

as mounts from a very young age.

in the summer-time is it common to find a pair together — a mated pair, which stays together only until the end of the summer months when the female lays a clutch of 1d4 eggs. The eggs are buried beneath the sand before both drakes abandon the eggs and go their separate ways. The young, when the eggs hatch near the end of the autumn months, are left to fend for themselves.

Hieracodrakes are difficult to domesticate as adults; are domesticated and raised

COMBAT

An hieracodrake opens combat from the air using its sonic attack before closing to melee range.

Sonic Breath Weapon (Su): A hieracodrake can blast sonic energy in a cone up to 80 feet long. This attack deals 5d6 points of sonic damage to all within the cone (Reflex save DC 218

20 for half). Objects of wood, stone, metal, or glass that are within the cone must succeed at a Fortitude save (DC 20) or shatter.

Immunities (Ex): Hieracodrakes are immune to all paralysis, sleep, and sonic effects.



HIPPOPOTAMUS

Large Animal

Hit Dice:	6d8+18 (45 hp)
Initiative:	+0
Speed:	30 ft.
AC:	14 (-1 size, +5 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d8+6
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Trample
Special Qualities:	Scent
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 19, Dex 10, Con 16, Int 2, Wis 12, Cha 4
Skills:	Listen +8, Spot +5
Climate/Terrain:	Warm plains
Organization:	Solitary or herd (2-12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	7-10 HD (Large); 11-18 HD (Huge)

The hippo is a peaceful creature, but will defend its lair and young if provoked.

COMBAT

Hippos attack by trampling and biting their foes.

Trample (Ex): A hippopotamus can trample Small or smaller creatures for 1d8+6 points of damage. Opponents who do not make attacks of opportunity against the hippo can attempt a Reflex save (DC 17) to halve the damage.

INPHIDIAN

Medium-Size Aberration

Hit Dice:	4d8+12 (30 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	17 (+3 Dex, +4 natural)
Attacks:	2 bites +5 melee
Damage:	Bite 1d4+2 and poison

Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Blinding spray, poison
Special Qualities: Darkvision 60 ft.
Saves: Fort +3, Ref +4, Will +5
Abilities: Str 14, Dex 16, Con 15, Int 12, Wis 12, Cha 12
Skills: Hide +9, Listen +10, Move Silently +8, Search +6, Spot +10
Feat: Alertness
Climate/Terrain: Any land and underground
Organization: Solitary, pair, or gang (2-5)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral evil
Advancement: 7-15 HD (Medium-size); 16-18 HD (Large)

An inphidian is the result of a failed ancient, evil, and ensorcelled experiment involving humans and snakes, possibly by an ancient cult of snake worshippers; at least, that is the conjecture among



sages and those who have actually encountered the race of inphidians. Some sages believe that the inphidians are former worshippers that were cursed by the snake god himself for some wrongdoing.

An inphidian appears as a humanoid standing about 6 feet tall. Its skin is covered with blue-green scales and its head is almost snake-like in appearance. It has no hair on its head or body. The most unusual feature of an inphidian is its hands; for where they should be, they are not. Each hand has been replaced with the head of a viper with scales of the same blue-green color as the other parts of the inphidian.

COMBAT

An inphidian enters combat first spewing its blinding spray at a target, and then moving into melee range where its snake-hands bite its opponents.

Blinding Spray (Ex): Once per minute, an inphidian can spew forth a line of milky-white liquid that causes blindness for 6 rounds to any single creature struck. A Reflex save at DC 14 negates.

Poison (Ex): Snake-hands, Fortitude save (DC 14); initial damage 1d3 temporary Strength, secondary damage 1d6 temporary Strength.

IRON MUMMY

Medium-Size Construct

Hit Dice: 10d10 (55 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (can't run)
AC: 25 (-1 Dex, +16 natural)
Attacks: 2 slams +13 melee, 2 snakes +8 melee
Damage: Slam 2d8+6, snake 1d2 and poison
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Poison
Special Qualities: Construct, damage reduction 20/+2, magic immunity, rust vulnerability
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain: Any land and underground
Organization: Solitary or gang (2-4)
Challenge Rating: 8
Treasure: None, plus small gem (500-1,000 gp value)
Alignment: Always neutral
Advancement: 11-18 (Medium-size); 19-30 HD (Large)

These constructs are activated by magic and are usually found guarding a place the creator doesn't want a person to enter. An iron mummy resembles an actual mummy, complete with bandages, though underneath the bandages is a body composed completely of iron.

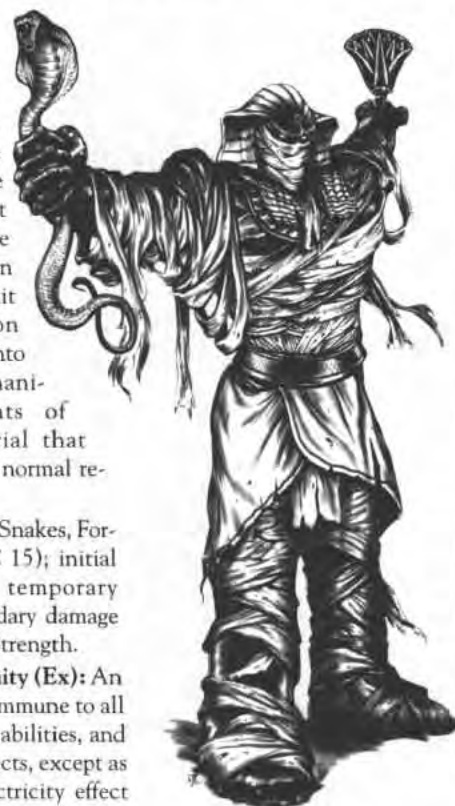
An iron mummy carries a lotus flower in each hand that will, upon command, animate into a lotus-asp snake. The feet of an iron mummy are wrapped in bandages, thus it makes little or no noise when it moves.

COMBAT

Iron mummies strike with deadly accuracy, pummeling a foe with its fists while the snakes it grasps bite at the opponent. When reduced to 0 hit points, an iron mummy breaks into hundreds of inanimate fragments of metallic material that slowly revert to normal remains.

Poison (Ex): Snakes, Fortitude save (DC 15); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Magic Immunity (Ex): An iron mummy is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect



slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the iron mummy and cures 1 hit point for each 3 points of damage it would otherwise deal. The iron mummy rolls no saving throw against fire effects.

Rust Vulnerability (Ex): An iron mummy is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

CONSTRUCTION

An iron mummy's body is sculpted from 3,000 pounds of pure iron.

The iron mummy costs 60,000 gp to create, which includes 1,200 gp for the body. Assembling the body requires a successful Craft (armorsmithing or weaponsmithing) check (DC 20).

The creator must be 15th level and able to cast divine spells. Completing the ritual drains 1,200 XP from the creator and requires *animate dead*, *poison*, *geas/quest*, and *polymorph any object*.

JACKALWERE

Medium-Size Shapechanger

Hit Dice:	4d8+4 (22 hp)
Initiative:	+2 (Dex)
Speed:	30 ft. (50 ft. in jackal form)
AC:	16 (+2 Dex, +4 natural)
Attacks:	Bite +5 melee, or longsword +4 melee
Damage:	Bite 2d4+1, or longsword 1d8+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sleep gaze
Special Qualities:	Alternate form, damage reduction 10/+1, darkvision 60 ft.
Saves:	Fort +5, Ref +6, Will +5
Abilities:	Str 13, Dex 15, Con 13, Int 12, Wis 14, Cha 12
Skills:	Bluff +5, Disguise +4, Hide +8, Listen +4, Move Silently +6, Spot +6, Wilderness Lore +3
Feats:	Track, Weapon Finesse (bite)
Climate/Terrain:	Temperate land
Organization:	Solitary, pack (2-4), or troupe (1-2 plus 2-8 jackals)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

The jackalwere is not a lycanthrope, it is a shapechanger. Therefore, it does not carry and infect its victims with lycanthropy. It can assume the form of a jackal (its true form), any Medium-size humanoid, or a combination of the two. The jackalwere is the bane of humankind. It loves the taste of human, elf, and halfling flesh.

COMBAT

The jackalwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the jackalwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the

ability to use a weapon as well as its bite. If attacked in its full humanoid form, the jackalwere will seek escape, long enough to assume its hybrid form.

Sleep Gaze (Su): affected as *sleep* cerer. Note that

30 feet, Will save negates DC 13; spell cast by a 12th-level sorcerer with more than 5 HD can be affected.

Alternate Form (Su): A jackalwere's natural form is that of a jackal. In jackal form, it retains its damage reduction and can use its sleep gaze attack. It can also assume two other forms. The first is a Medium-size humanoid. The second form is that of a Medium-size, jackal-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the jackalwere gains all the abilities of the form (for example, a jackalwere in dwarf form has dwarven racial traits). The jackalwere keeps its ability scores and can use its sleep gaze. It retains its special qualities of damage reduction, but cannot use its bite attack. In hybrid form, a jackalwere looks like a bipedal jackal. In hybrid form, the jackalwere can use weapons and natural attacks, all of its special attacks, and it retains all special qualities.

A jackalwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the jackalwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

KING COBRA

Medium-Size Animal

Hit Dice:	3d8 (13 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.
AC:	16 (+3 Dex, +3 natural)
Attacks:	Bite +5 melee, or spittle +5 ranged
Damage:	Bite 1d4-1 and poison, spittle poison
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks:	Poison, poison spittle, improved grab
Special Qualities:	Scent
Saves:	Fort +1, Ref +6, Will +2
Abilities:	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +12, Listen +9, Spot +9
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Warm land and underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral



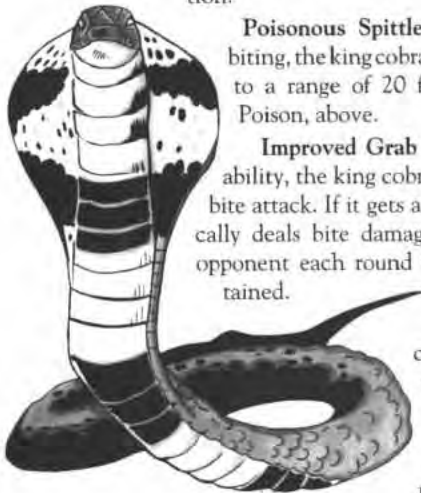
Advancement: 4 HD (Medium-size); 5 HD (Large)

The world's largest venomous snake, the king cobra is agile and excitable and can inject a staggering quantity of venom into its victims. King cobras defend themselves readily, hissing and moving forward while maintaining the hooded threat posture.

COMBAT

An angered king cobra stretches the skin across its neck ribs into a hood, sways the upper part of its body, and makes a hissing sound that sounds like the growl of a small dog. It attacks by biting or spitting venom at its opponent.

Poison (Ex): Bite, Fortitude save (DC 18); initial and secondary damage 1d8 temporary Constitution.



Poisonous Spit (Ex): In lieu of biting, the king cobra can spit its venom to a range of 20 feet; damage is as Poison, above.

Improved Grab (Ex): To use this ability, the king cobra must hit with its bite attack. If it gets a hold, it automatically deals bite damage and poisons its opponent each round the hold is maintained.

Skills: King cobras receive a +4 racial bonus to Hide, Listen, and Spot checks and a +8 racial bonus to Balance checks.

They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

LAMIA OF KHEMIT

Large Magical Beast

Hit Dice: 11d10+22 (82 hp)
Initiative: +1 (Dex)
Speed: 40 ft.
AC: 19 (-1 size, +1 Dex, +9 natural)
Attacks: 2 claws +14 melee, bite +12 melee, tail slam +12 melee
Damage: Claw 1d6+4, bite 1d8+2 and poison, tail slam 1d6+2
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Attacks: Spell-like abilities, improved grab, constriction 1d6+2, poison
Special Qualities: Damage reduction 10/+1
Saves: Fort +9, Ref +8, Will +7
Abilities: Str 18, Dex 13, Con 15, Int 13, Wis 15, Cha 12
Skills: Bluff +10, Concentration +11, Hide +6, Move Silently +9
Feats: Iron Will, Multiattack, Weapon Focus (bite, claw)
Climate/Terrain: Any desert, hill, or underground
Organization: Solitary, pair, or gang (2-4)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 12-15 HD (Large); 16-33 HD (Huge)



This man-eating monster appears with a human female head, upper torso and arms, snake-like body, and feline legs. They are strong creatures, but move slower than their normal counterparts. They are carnivorous and of a vicious nature, delighting in the torment of helpless prey.

COMBAT

A lamia of Khemit attacks with its clawed hands and bite. It uses its tail in battle to grab and constrict an opponent. A held opponent is often bitten and poisoned, then discarded when it finally expires.

Spell-Like Abilities: 1/day—*displacement*, *major image*, *mirror image*, and *polymorph self*. These abilities are as the spells cast by an 11th-level sorcerer (save DC 11 + spell level).

Improved Grab (Ex): To use this ability, the lamia of Khemit must hit an opponent of up to Medium-size with its tail slam. If it gets a hold, it can constrict.

Constriction (Ex): A lamia of Khemit deals 1d6+2 points of damage with a successful grapple check against Medium-size or smaller creatures. The lamia of Khemit can attack a trapped creature with both claws and its bite at its full attack value.

Poison (Ex): Bite, Fortitude save (DC 17); initial damage 1d6 temporary Dexterity, secondary 2d6 temporary Dexterity.

LEOPHIUS

Large Beast

Hit Dice: 7d10+14 (52 hp)
Initiative: +3 (Dex)
Speed: 20 ft., climb 20 ft.
AC: 18 (-1 size, +3 Dex, +6 natural)
Attacks: Bite +9 melee
Damage: Bite 1d8+7
Face/Reach: 5 ft. by 5 ft. (coiled)/10 ft.
Special Attacks: Improved grab, constrict 1d8+7
Special Qualities: Scent
Saves: Fort +7, Ref +8, Will +3
Abilities: Str 21, Dex 17, Con 15, Int 8, Wis 12, Cha 10
Skills: Balance +11, Climb +13, Hide +10, Listen +8, Spot +8
Climate/Terrain: Any land and underground
Organization: Solitary or pair
Challenge Rating: 5
Treasure: Standard

Alignment: Usually chaotic evil
Advancement: 8-12 HD (Large); 13-21 HD (Huge)

A leophius appears as a large, 15-foot long monster with the head of a lion and the serpentine body of a giant constrictor snake. It is malign and of ferocious nature.



COMBAT

The leophius is an aggressive creature and attacks with its bite. It attacks by grabbing with its mouth and then wrapping its body around the opponent and squeezing it.

Improved Grab (Ex): To use this ability, the leophius must hit with its bite attack. If it gets a hold, it can constrict.

Constrict (Ex): A leophius deals 1d8+7 points of damage with a successful grapple check against Medium-size or smaller creatures.

Skills: The leophius receives a +4 racial bonus to Hide checks and a +8 racial bonus to Balance checks.

LIONWERE

Large Shapechanger

Hit Dice: 7d8+7 (38 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (40 ft. in lion form)
AC: 17 (-1 size, +2 Dex, +6 natural)
Attacks: 2 claws +9 melee, bite +5 melee; or longsword +9 melee
Damage: Claw 1d6+5, bite 1d8+2; or longsword 1d8+5
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Weakness gaze, roar, pounce, improved grab, rake 1d6+2
Special Qualities: Alternate form, damage reduction 15/+1, scent, darkvision 60 ft.
Saves: Fort +8, Ref +7, Will +7
Abilities: Str 21, Dex 15, Con 13, Int 14, Wis 14, Cha 12
Skills: Balance +8, Hide +3, Jump +10, Listen +8, Move Silently +8, Spot +7
Feats: Blind-Fight, Great Fortitude, Power Attack, Weapon Focus (bite)
Climate/Terrain: Warm plains and underground
Organization: Solitary or pack (2-5)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

The lionwere is not a lycanthrope, it is a shapechanger. Therefore, they do not carry and infect their victims with lycanthropy. It can assume the form of a lion (its true form), any Large humanoid, or a combination of the two.

COMBAT

The lionwere usually changes into its humanoid form when it detects the approach of living creatures.

It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in. When ready to attack, the lionwere changes shape into its hybrid form.

It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon as well as its bite and claws. If attacked in its full humanoid form, the lionwere will seek escape, long enough to assume its hybrid form.

Weakness Gaze (Su): Twice per day, 30 feet, Fortitude save negates DC 14; deals 1d4+1 points of temporary Strength damage.

Roar (Su): When a lionwere roars, all creatures within a 300-foot spread must succeed at a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. If the save is successful, an affected creature is immune to that lionwere's roar for one day.

Pounce (Ex): If a lionwere in hybrid or lion form leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the lionwere in hybrid or lion form must hit with a claw or bite attack. If it gets a hold, it can rake.

Alternate Form (Su): A lionwere's natural form is that of a lion. In lion form it retains its damage reduction and can use its roar and gaze attacks. It can also assume two other forms. The first is a Large humanoid. The second form is that of a Large, lion-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the lionwere gains all the abilities of the form (for example, a lionwere in dwarf form has dwarf racial traits). The lionwere keeps its ability scores and can use its weakness gaze. It retains its damage reduction, but cannot use its bite attack or roar attack.

In hybrid form, a lionwere looks like a bipedal lion. In hybrid form, the lionwere can use weapons and natural attacks, all of its special attacks, and it retains all special qualities.

A lionwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the lionwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.



MANLOGON

Huge Outsider (Evil, Lawful)

Hit Dice:	12d8+48 (102 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 50 ft. (clumsy)
AC:	17 (-2 size, +2 Dex, +7 natural)
Attacks:	2 claws + 16 melee, bite + 14 melee; or 6 spikes + 12 ranged
Damage:	Claw 2d8+6, bite 2d6+3; or spike 1d8+3
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Spell-like abilities, spikes
Special Qualities:	Scent, immune to poison, resistances (acid, cold, fire, electricity 20)
Saves:	Fort +12, Ref +10, Will +7
Abilities:	Str 22, Dex 15, Con 19, Int 11, Wis 12, Cha 12
Skills:	Concentration +16, Listen +16, Spellcraft +9, Spot +16*
Feats:	Improved Initiative, Iron Will, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	13-24 HD (Huge); 25-36 HD (Gargantuan)

The manlogon is a fierce hellspawned manticore. It resembles the standard manticore, but its eyes burn with a hellish glow of evil and malevolence.

COMBAT

The manlogon begins most attacks with a volley of tail spikes or its spell-like abilities. It attacks from the air whenever possible.



Spell-Like Abilities: 3/day—darkness, poison; 1/day—blasphemy, contagion, desecrate, unholy blight. These abilities are as the spells cast by a 12th-level sorcerer (save DC 11 + spell level).

Spikes (Ex): With a snap of its tail, a manlogon can loose a volley of six spikes as a standard action. This attack has a range of 180 feet with no range increments. A spike threatens a critical hit on a natural attack roll of 19 or 20. The manlogon can launch twenty-four spikes in any one day.

Skills: Manlogons receive a +4 racial bonus to Spot checks in daylight.

MENKAU (SAND GIANT)

Huge Giant (Earth)

Hit Dice:	17d8+102 (178 hp)
Initiative:	+1 (Dex)
Speed:	50 ft.
AC:	23 (-2 size, +1 Dex, +12 natural, +2 leather)
Attacks:	Gargantuan greatsword +24/+19/+14 melee; or 2 slams +23 melee
Damage:	Gargantuan greatsword 4d6+19; or slam 1d8+13
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Spell-like abilities, shape earth
Special Qualities:	Rock catching, scent
Saves:	Fort +16, Ref +6, Will +6
Abilities:	Str 37, Dex 13, Con 23, Int 12, Wis 12, Cha 14
Skills:	Jump +26, Listen +7, Spot +10
Feats:	Cleave, Great Cleave, Power Attack, Weapon Focus (greatsword)
Climate/Terrain:	Warm desert
Organization:	Solitary, gang (2-4), raiding party (6-9 plus 1 cleric or sorcerer of 6th-9th level), family (2-4 plus 35% noncombatants), or tribe (8-27 plus 35% noncombatants and 1 sorcerer of 10th-12th level and 1 cleric of 9th-11th level)
Challenge Rating:	14
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral evil
Advancement:	By character class

Menkau are brutal, somewhat barbaric giants that prey on those weaker than themselves.

They have dark tan skin, brown hair, and dark brown or dark green eyes. An adult male stands approximately 20 feet tall. Males tend to wear their hair and beards braided.

Menkau wear light clothes and light armor (if any). On occasion, the males may don chainmail (in times of battle).

A typical menkau's bag contains food, 3d4 mundane items, and a modest amount of cash (no more than 12d10 coins).

COMBAT

Menkau favor their greatswords in combat. They usually begin combat by shaping a fist from the surrounding terrain

and attacking with their greatswords in concert with the earthen fist.

Spell-Like Abilities: Once per day, a menkau can *control earth* (functions as *control water* but only affects earth) as a 20th-level druid.

Shape Earth (Su): Once per day, a menkau can form a volume of sand into the shape of a 20-foot long arm ending in a clenched fist (AC 20, hp 65). The fist attacks using the menkau's attack roll and deals 1d8+13 points of slam damage. A creature struck must succeed at a Fortitude save (DC 23) or be stunned for 1 round. A stunned creature can't act and loses its Dexterity bonus to AC. At attack a stunned

The arm remains for 17 rounds and the menkau does not need to concentrate to maintain the arm. The fist loses shape if it reaches 0 hit points, ration expires, or the menkau dies.

Skills and Feats: Menkau have EHD (extra hit dice) as though they were large creatures.

MENKAU SOCIETY

Menkau make their homes in warm desert lands away from civilization. They live in organized tribes consisting of 8-9 families of 2-4 members each. On occasion, a tribe forms a raiding party and they set off to the nearest civilized place, returning at a later time with food, coins, and captives.

For each adult in a menkau's lair, there is a 40% chance that the lair has 1d3 captives of any humanoid race.

MENKAU CHARACTERS

A menkau's favored class is fighter. Many tribes or groups include druids or clerics with access to two of the following domains: Earth, Evil, Strength, and War.

MENYNOKA (SERPENT-MAN)

Medium-Size Monstrous Humanoid	
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft.
AC:	12 (+2 natural)
Attacks:	Scimitar +2 melee, or bite +2 melee
Damage:	Scimitar 1d6, or bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +1, Ref +3, Will +4
Abilities:	Str 10, Dex 10, Con 12, Int 14, Wis 13, Cha 10

Skills:

Appraise +11, Bluff +4, Diplomacy +5, Gather Information +4, Innuendo +4, Profession (merchant) +11, Sense Motive +6 Expertise, Great Fortitude, Improved Trip

Feats:

Climate/Terrain:

Any temperate land

Organization:

Caravan (3-12 menynoka plus 2-12 3rd-5th level fighters)

Challenge Rating:

1

Treasure:

Double standard

Alignment:

Usually neutral good

Advancement:

By character class

Menynoka (min-ya-no-ka) are 6-foot tall reptilian humanoids with snake-like heads. A menynoka's body is covered with small, fine scales ranging in color from dark green to light brown. Its eyes are black and it speaks with a smooth, hissing-like accent.

Menynoka are known as the merchants of Khemit. They spend most of their time plying their trade along the coasts or in the larger cities. They are fair and honest in their profession and rarely ever cheat a potential customer, unless the customer attempts to cheat the menynoka first.

Menynoka speak their own language, Common, and two other languages.

COMBAT

Menynoka are not combatants by nature and prefer to talk their way out of trouble or leave the battle to the bodyguards in their employ. They are not cowards, however, and if pressed into combat, they fight with great courage and determination.

Menynoka prefer weapons in combat, rarely ever employing their bite against an opponent. (They believe using their bite lowers their class to nothing more than that of an animal, thus they avoid using it unless given no choice.)

Menynoka are very disciplined and organized in battle, directing their bodyguards as if commanders of some military campaign. Menynoka hate inphidians and attack them on sight.

Skills: Menynoka receive a +4 racial bonus to Appraise and Profession (merchant) checks.

MENYNOKA SOCIETY

Menynoka spend their time traveling across the great lands of Khemit, buying and selling their wares to those they encounter. They rarely ever settle in one place for any length of time. When encountered, a menynoka has several bodyguards in its



employ, for it is known that the menynoka are the best merchants in the lands and often carry large sums of gold on their person.

Menynoka exude patience and understanding with their customers. They never cheat a customer, and no menynoka ever cheats another menynoka. A customer that attempts to cheat a menynoka is often attacked and is definitely remembered so no menynoka has dealings with that person in the future.

Entire families often travel in the merchant caravans, so it is not uncommon to see female and juvenile menynoka, though neither usually follows the merchant profession of the male menynoka. In most families, the female menynoka are reserved to raising the children, though it is not unheard of to encounter a husband-wife merchant team.

Typical bodyguards of the menynoka include fighters and warriors of 3rd-5th level, with the exact number of bodyguards depending on the riches and goods contained in the merchant caravan.

Inphidians and menynoka have a hatred for each other that goes back before recorded time. Some scholars believe the two races are related or share the same origin. In either case, menynoka have no dealings with inphidians or those that consort with them. They attack them on sight and fight to the death.

MENYNOKA CHARACTERS

The menynoka's favored class is wizard. Leaders are always wizards or wizard/fighters. They are most often found leading a caravan of menynoka across the lands of Khemit. Menynoka clerics and adepts usually worship Amun, Buto, Chons, or Ra.

PLAYER CHARACTER MENYNOKA

Menynoka characters have +2 Con and +4 Int. Menynoka characters are ECL 2.

MONSTER OF SET

	Huge Magical Beast (Beast of Set)
Hit Dice:	18d8+90 (171 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 50 ft. (poor)
AC:	21 (-2 size, +1 Dex, +12 natural)
Attacks:	Bite +25 melee, bite +23 melee, butt +23 melee, 2 claws +23 melee
Damage:	Bite 2d8+8, bite 2d6+4, butt 2d6+4, claw 1d8+4
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Breath weapon, spell-like abilities, frightful presence
Special Qualities:	Damage reduction 20/+2, SR 25, poison immunity, resistances, scent, darkvision 60 ft.
Saves:	Fort +16, Ref +12, Will +8
Abilities:	Str 27, Dex 13, Con 21, Int 4, Wis 15, Cha 14
Skills:	Hide +0, Listen +14, Spot +14
Feats:	Alertness, Improved Initiative, Multiattack, Weapon Focus (bite, bite, claw, butt)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	14

Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	—

The monster of Set appears as a rather unholy and evil chimera about 20 feet long. Though it resembles a standard chimerical creature, it is far from average.

COMBAT

In combat, the monster of Set uses all of its abilities to bring down its opponents.

Breath Weapon (Su): Cone of fire, 20 feet, every 1d4 rounds, damage 3d8; Reflex save half DC 24.

Spell-Like Abilities: 3/day—*cure moderate wounds* (self only), *darkness*, *displacement*, and *polymorph self*; 1/day—*blasphemy*, *desecrate*, *dispel good*, *protection from good*, and *unholy blight*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).



Frightful Presence (Ex): Activated when the monster of Set roars, this forces all creatures within 30 feet with less than 18 HD to make a Will save (DC 21) or become frightened (see "Fear" in Chapter 3 of the *DMG*). The effect lasts for 5d6 rounds.

Resistances: The monster of Set has cold, fire, electricity, and acid resistance 20.

Skills: The monster of Set's three heads give it a +2 racial bonus to Spot and Listen checks.

MUMMY: MUMMY OF KHEMIT

	Medium-Size Undead
Hit Dice:	8d12+3 (55 hp)
Initiative:	+0
Speed:	20 ft.
AC:	19 (+9 natural)
Attacks:	Slam +9 melee
Damage:	Slam 1d6+6 and Wisdom damage
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Despair, Wisdom damage
Special Qualities:	Undead, damage reduction 10/+1,

Saves:	spell absorption and reflection, resistant to blows, fire vulnerability Fort +2, Ref +2, Will +7
Abilities:	Str 19, Dex 10, Con —, Int 6, Wis 12, Cha 15
Skills:	Hide +9, Listen +12, Move Silently +9, Spot +12
Feats:	Alertness, Toughness
Climate/Terrain:	Any desert and underground
Organization:	Solitary, wardens (2-4), or guardians (6-10)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-14 HD (Medium-size); 15-24 HD (Large)

The mummy of Khemit is a preserved corpse animated through the use of sinister and dark magic to further the ends of the caster and "creator." They are often found guarding tombs and burial vaults, destroying all that trespass within.

A mummy of Khemit appears as a rotting, desiccated corpse wrapped in bandages. It moves slowly, though this by no means should infer that it is a weak creature at all. In fact, these creatures are feared for their dark and evil powers that can slay a living creature and return it to life as a mummy-zombie, a horrible creature that serves the dark gods themselves.

Mummies of Khemit are attracted to the smell of burning tanna leaves. They can detect such fires at a range of one-half mile per leaf burned. If brought within 5 feet of such a fire, the mummy heals 1d4 points of damage per leaf burned.

COMBAT

Mummies of Khemit attack without fear or mercy, pummeling their foes with their fists.

Despair (Su): At the mere sight of a mummy of Khemit, the viewer must succeed at a Will save (DC 17) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Wisdom Damage (Su): The touch of a mummy of Khemit deals 1d6 points of temporary Wisdom damage to a living foe. A creature reduced to Wisdom 0 by a mummy of Khemit dies. There is no save against this attack, much like the Strength drain of a shadow.

A creature slain in such a manner rises as a mummy-zombie (q.v.), unless *remove curse* and *raise dead* are cast on the creature within 6 rounds.

Spell Absorption and Reflection (Su): A mummy of Khemit can absorb one spell each round and reflect it back on the caster or another

opponent within range. The reflected spell has a full effect

on the target, just as if the mummy had cast the spell, though the spell has a caster level equal to that of the original caster. The mummy of Khemit can absorb one spell per round; additional spells affect it normally. The mummy of Khemit cannot absorb fire spells.

Resistant to Blows (Ex): Physical attacks deal only half damage to the mummy of Khemit. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy of Khemit takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

MUMMY: LIGHTNING-QUICK MUMMY

Medium-Size Undead

Hit Dice:	16d12 (104 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	29 (+5 Dex, +10 natural, +4 haste)
Attacks:	Crook +13 melee, flail +8 melee, scarab beetle +8 ranged; or slam +13/+8 melee
Damage:	Crook 1d6+5, flail 1d8+2, scarab beetle (see below); slam 1d6+7 and mummy rot
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mask of Rahotep, scarab beetle, despair, mummy rot, crook of lightning, electricity
Special Qualities:	Undead, resistant to blows, damage reduction 20/+2, fire vulnerability
Saves:	Fort +5, Ref +10, Will +12
Abilities:	Str 21, Dex 20, Con —, Int 8, Wis 14, Cha 15
Skills:	Hide +19, Listen +15, Move Silently +19, Spot +15
Feats:	Alertness, Ambidexterity, Cleave, Power Attack, Two-Weapon Fighting
Climate/Terrain:	Any land and underground
Organization:	Solitary (unique)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	—

This terrible foe simulates a supposed Rahotep, so there is considerable peril involved in fighting against this thing.

COMBAT

The lightning-quick mummy attacks relentlessly in combat using its crook, flail, and scarab beetle attacks (in that order). It will not use its mummy rot ability unless it is disarmed or outmatched (not likely). Whether due to the magic of the mummy itself or the magical effects of the mask of Rahotep, the lightning-quick mummy's despair ability does not function so long as it wears the mask.

Note also, the lightning-quick mummy can fire three bolts of electricity from its crook, attack with its flail, and spit one



beetle all in a single round. This is not a creature to be trifled with.

Mask of Rahotep: This creature wears a mask in the likeness of Rahotep.

The mask grants the mummy a +8 enhancement bonus to its Dexterity, doubles its speed, *hastes* the creature (as the spell, though it only gets the +4 bonus to AC and not the extra partial action), and allows it to spit scarab beetles (see below) for as long as the mask is worn. If the mask is somehow removed, the mummy's Dexterity drops to 12, its speed drops to 20 feet, it loses the AC bonus, and it loses its ability to spit scarab beetles. This mask will only function for an undead creature, and only then if Rahotep permits it.

Scarab Beetle (Su): While wearing the mask of Rahotep, this creature can spit one scarab beetle every other round to a maximum range of 10 feet. Specific effects vary depending on the exact type of beetle the mummy spits.



feet. Each bolt deals 1d6 points of electrical damage (Reflex save at DC 20 for half).

If the lightning-quick mummy has a creature caught with the crook, it cannot fire the crook's lightning bolts, but rather, the trapped creature takes the brunt of all three bolts: 3d6 points of electrical damage (Fortitude save at DC 20 for half).

Despair (Su): The mere sight of the lightning-quick mummy paralyzes the viewer with fear for 1d6 rounds unless a successful Will save (DC 20) is made. Whether or not the save is successful, that creature cannot be affected again by that lightning-quick mummy's despair ability for one day.

Mummy Rot (Su): Supernatural Disease: slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic (see Disease, Chapter 3 in the *DMG*). Afflicted creatures that die shrivel away into sand that blows away into nothingness unless both a *remove curse* and *raise dead* are cast on the remains within 6 rounds.

Resistant to Blows (Ex): Physical attacks deal only half damage to the lightning-quick mummy. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A lightning-quick mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Feats: Due to its natural abilities and Ambidexterity and Two-Weapon Fighting feats, the lightning-quick mummy can attack with all its weapons without penalty.

MUMMY: MUMMY-ZOMBIE

Medium-Size Undead

Hit Dice:	14d12 (91 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	20 (+1 Dex, +9 natural)
Attacks:	2 claws +13 melee, bite +8 melee
Damage:	Claw 1d4+5, bite 1d6+2 and 2d6 permanent Constitution drain
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Constitution drain
Special Qualities:	Undead, damage reduction 10/+1, cold resistance 10, find target
Saves:	Fort +4, Ref +5, Will +11
Abilities:	Str 21, Dex 13, Con —, Int —, Wis 15, Cha 15
Feats:	Improved Initiative, Toughness, Weapon Focus (claw, bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack
Challenge Rating:	10
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—

Crook of Lightning: 1d6 damage, bludgeoning, Medium-size weapon, weight 4 lb., crit x2. On a successful hit against a Medium-size or smaller creature, the wielder can start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the opponent is held fast and may suffer electricity damage (see below).

Electricity (Su): Once per round, in lieu of striking an opponent with the crook, the lightning-quick mummy can use its crook of lightning to fire three bolts of electricity at an opponent (or multiple opponents) to a maximum range of 10

zombies appear much as the former person did in life. It will still possess any armor and weapons the creature had, though it cannot use spells or spell-like abilities.

A mummy-zombie blames its former associates for its current state ("How could my comrades allow me to attain this form?") and will follow them relentlessly, seeking to kill them and turn them into new allies.

COMBAT

A mummy-zombie attacks with its clawed hands and sharp teeth. They are relentless in combat and will attack until slain.

Constitution Drain (Su): Anyone hit by the mummy-zombie's bite must succeed at a Fortitude save (DC 19) or take 2d4 points of permanent Constitution drain. A creature reduced to Constitution 0 dies immediately and will rise as a mummy-zombie in 1d10+15 minutes.

Find Target (Sp): If commanded by Rahotep, the mummy-zombie can locate members of its former adventuring party as though guided by *discern location*. This ability has a maximum range of one-half mile.



OOZE: GIANT RED AMOEBA

Huge Ooze	
Hit Dice:	12d10+48 (134 hp)
Initiative:	-5 (Dex)
Speed:	20 ft., climb 20 ft.
AC:	3 (-2 size, -5 Dex)
Attacks:	Slam +13 melee
Damage:	2d6+4 and 2d6 acid
Face/Reach:	5 ft. by 20 ft./10 ft.
Special Attacks:	Improved grab, acid, constrict 2d6+4 and 2d6 acid
Special Qualities:	Blindsight, electricity absorption, ooze
Saves:	Fort +9, Ref -1, Will -1
Abilities:	Str 19, Dex 1, Con 19, Int —, Wis 1, Cha 1
Climate/Terrain:	Any marsh and underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	13-17 HD (Huge); 18-36 HD (Gargantuan)

This is a monstrous thing found hunting in subterranean settings. It is always hungry and aggressive. Although it has no mind, it can sense living creatures and is an effective hunter. It can pass through a crack as small as 1 inch high and about 6 inches wide, or down a hole of 3-inches diameter.

COMBAT

The giant red amoebid attacks using a pseudopod formed from its body that it uses to batter or grab and constrict its prey.

Improved Grab (Ex): To use this ability, the giant red amoebid must hit with its slam attack. If it gets a hold, it can constrict.

Acid (Ex): The amoebid secretes a digestive acid that dissolves organic material and metal. Any melee hit deals acid damage. The amoebid's acidic touch deals 50 points of damage per round to wood or metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 20).

A metal or wooden weapon that strikes a red amoebid also dissolves immediately unless it succeeds at a Reflex save (DC 20).

Constrict (Ex): A giant red amoebid deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Electricity Absorption

(Ex): Any electricity effect (spells or blue dragon breath, for instance) *hastes* the giant red amoebid as if by the spell of the same name. It does not gain the dodge bonus to AC, but its speed increases by 10 feet and it gains an extra partial action before or after its regular action. This *haste* effect lasts 3 rounds +1 round for each additional electricity effect absorbed.



OPHIDILE

Huge Magical Beast	
Hit Dice:	10d10+40 (95 hp)
Initiative:	+1 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	18 (-2 size, +1 Dex, +9 natural)
Attacks:	Python bite +15 melee, viper bite +13 melee, cobra bite +13 melee (or cobra spittle +9 ranged)
Damage:	Python bite 1d8+7, viper bite 1d6+3 and poison, cobra bite 1d6+3 and poison; cobra spittle poison
Face/Reach:	5 ft. by 30 ft./10 ft. (15 ft. with python head)
Special Attacks:	Paralyzing gaze, poison, poison spittle, improved grab, constriction, obscuring mist
Special Qualities:	Damage reduction 10/+1, resistances, immunities
Saves:	Fort +11, Ref +8, Will +4
Abilities:	Str 25, Dex 12, Con 19, Int 4, Wis 13, Cha 10
Skills:	Hide +0*, Listen +6, Spot +6
Feats:	Alertness, Multiattack

Climate/Terrain:	Warm marsh and aquatic
Organization:	Solitary or pack (2-4)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11-16 HD (Huge); 17-30 HD (Gargantuan)

An ophidile has a crocodile body some 20 feet long. Three snake-necks protrude from the shoulders: a cobra-like one about 7 feet long, a viper-like one about 8 feet long, and a python-like one about 15 feet long. The cobra and viper heads flank that of the python and serve to protect it when it attacks.

COMBAT

The ophidile strikes its opponent in combat with each of its snake-like heads. The cobra head can opt to spit its poison at a target. If the python head bites an opponent and latches on, it coils around the foe, attempting to drag it back into the water to drown it — all the while the viper and cobra heads bite and poison the victim.

A favored tactic of the ophidile is to remain submerged while the python head peers from the water in search of prey. Using this tactic often allows the ophidile to attack completely by surprise.

Paralyzing Gaze (Su): Cobra head, 30 feet, Will save (DC 15) or paralyzed for 1 round.

Poison (Ex): Cobra or viper bite, Fortitude save (DC 19), initial and secondary damage 1d6 temporary Constitution.

Poisonous Spit (Ex): In lieu of biting, the cobra head can spit its venom to a range of 20 feet; damage is as above for the cobra's poison.

Improved Grab (Ex): To use this ability, the ophidile must hit a Large or smaller creature with its python bite. If it gets a hold, it can constrict.

Constriction (Ex): The python deals 1d8+7 points of damage with a successful grapple check against opponents of up to Large size.

Obscuring Mist (Su): Once per day, an ophidile can create a mist (as the *obscuring mist* spell). This ability is as the spell cast by a 10th-level sorcerer. The ophidile can use this ability underwater with full effect.

Resistances (Ex): Ophidiles have cold and fire resistance 20.

Immunities (Ex): Ophidiles are immune to poison and disease.

Skills: *When submerged, an ophidile gains a +12 racial bonus to Hide checks.



OWLWERE

Small Shapechanger

Hit Dice:	3d8 (13 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft. (10 ft., fly 40 ft. [average] in owl form)
AC:	15 (+1 size, +2 Dex, +2 natural)
Attacks:	2 claws +5 melee, or short sword +3 melee
Damage:	Claw 1d3, or short sword 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Weakness gaze, silence
Special Qualities:	Alternate form, damage reduction 10/+1, darkvision 60 ft.
Saves:	Fort +3, Ref +5, Will +4
Abilities:	Str 10, Dex 15, Con 10, Int 12, Wis 12, Cha 12
Skills:	Hide +11, Listen +11, Move Silently +15, Search +5, Spot +7*
Feats:	Improved Initiative, Weapon Finesse (claws)
Climate/Terrain:	Any forest, hill, plains, mountains, and underground
Organization:	Solitary or pack (2-5)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

The owlwere is not a lycanthrope, it is a shapechanger. Therefore, they do not carry and infect their victims with lycanthropy. It can assume the form of an owl (its true form), any Small humanoid, or a combination of the two.

COMBAT

The owlwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a merchant, peasant, or similar humanoid in order to lure its prey in.

When ready to attack, the owlwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use a weapon as well as its claws.

If attacked in its full humanoid form, the owlwere will seek escape, long enough to assume its hybrid form.

Weakness Gaze (Su): Twice per day, 30 feet, Fortitude save negates DC 14; deals 1d4+1 points of temporary Dexterity damage.

Silence (Su): Twice per day, the owlwere can project silence (as the spell) in a 15-foot radius



around its body. Creatures affected must succeed at a Will save (DC 12) to negate. This effect lasts 5 minutes.

Alternate Form (Su): An owlwere's natural form is that of an owl. In owl form it retains its damage reduction and can use its gaze and silence attacks. It can also assume two other forms. The first is a Small humanoid. The second form is that of a Small, owl-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the owlwere gains all the abilities of the form (for example, an owlwere in halfling form has halfling racial traits). The owlwere keeps its ability scores and can use its weakness gaze, claws, and silence attack. It retains its special qualities of damage reduction.

In hybrid form, an owlwere looks like a bipedal owl. In hybrid form, the owlwere can use weapons and natural attacks, all of its special attacks, and it retains all special qualities.

An owlwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the owlwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Owlweres receive a +4 racial bonus to Listen checks and a +7 to Move Silently checks. *They receive a +4 racial bonus to Spot checks in dusk and darkness.

SAHU OF RAHOTEP

Medium-Size Outsider (Chaotic, Evil)	
Hit Dice:	14d8+14 (77 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	19 (+1 Dex, +8 natural)
Attacks:	Touch +15 melee
Damage:	Touch 2d4 Intelligence
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Intelligence damage
Special Qualities:	Spell reflection, magic immunity, disenchantment, damage reduction 15/+2, immunities, resistances
Saves:	Fort +10, Ref +12, Will +12
Abilities:	Str 10, Dex 12, Con 13, Int 14, Wis 16, Cha 16
Skills:	Bluff +18, Escape Artist +12, Hide +18, Intimidate +16, Intuit Direction +15, Listen +20, Move Silently +18, Search +14, Sense Motive +14, Spot +20
Feats:	Alertness, Improved Initiative, Lightning Reflexes, Weapon Finesse (touch)
Climate/Terrain:	Tomb of Rahotep
Organization:	Solitary (unique)
Challenge Rating:	14
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—

This creature is, in effect, an anti-being — a figure of semi-transparent black radiance (rather as if made of dark smoky quartz), from which crackling energies fly like electrical sparks.

COMBAT

The sahu attacks using its touch attack.

Intelligence Damage (Su): Touch attack deals 2d4 points of temporary Intelligence damage (no save). A creature that reaches Intelligence 0 dies and rises as a mummy-zombie in 10 minutes.

Magic Immunity (Ex): The sahu is immune to all arcane spells and effects.

Spell Reflection (Su): Spells and spell-like abilities targeted against the sahu rebound on the original caster. Ranged touch effects are likewise redirected, but area effect spells are not. The rebounded spell takes full effect on the caster. This ability is similar to the *spell turning* spell. Also, this ability really applies only to divine effects, since the sahu is immune to all arcane spells.

Disenchantment (Su):

Any magic weapon that strikes the sahu must succeed at a Fortitude save (DC

20) or lose its magical enchantment bonus for 1d4 rounds.

Immunities (Ex): The sahu is immune to disease, poison, and fire.

Resistances (Ex): The sahu has acid and cold resistance 20.

SAK

Large Beast	
Hit Dice:	8d10+24 (62 hp)
Initiative:	+2 (Dex)
Speed:	40 ft., fly 80 ft. (average)
AC:	17 (-1 size, +2 Dex, +6 natural)
Attacks:	Bite +9 melee, 2 claws +4 melee
Damage:	Bite 2d6+4, claw 1d4+2
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Pounce, rake 1d4+2
Special Qualities:	Scent
Saves:	Fort +9, Ref +8, Will +3
Abilities:	Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8
Skills:	Jump +8, Listen +7, Spot +7*
Climate/Terrain:	Any warm land
Organization:	Solitary, pair, or pride (6-10)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	9-12 HD (Large); 13-24 HD (Huge)

Saks are distant relatives of griffons. They have the hind-quarters of a horse, the forequarters of a lion, and the head of a hawk.

COMBAT

Saks prefer to pounce on their prey by diving or leaping from above.



SANDDEVIL

Huge Elemental (Earth)

Hit Dice:	16d8+64 (136 hp)
Initiative:	+0
Speed:	20 ft.
AC:	19 (-2 size, +11 natural)
Attacks:	Slam +17
Damage:	Slam 2d6+10
Face/Reach:	10 ft. by 30 ft./10 ft.
Special Attacks:	Sand blast, sand screen, quicksand
Special Qualities:	Elemental, damage reduction 10/+1, natural state, tremorsense, immunity to piercing weapons, vulnerabilities
Saves:	Fort +14, Ref +5, Will +5
Abilities:	Str 24, Dex 10, Con 18, Int 6, Wis 11, Cha 11
Skills:	Hide +14, Listen +16
Feats:	Alertness, Cleave, Power Attack, Sunder
Climate/Terrain:	Any desert
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Usually neutral (evil tendencies)
Advancement:	17-22 HD (Huge); 23-48 HD (Gargantuan)

The sanddevil appears as a huge 15-foot tall, 30-foot diameter colony of living sand. The sanddevil is a native of the plane of Elemental Earth.

COMBAT

A sanddevil attacks using its sand blast, sand screen, and quicksand attacks. Its favored tactic is to lie in wait for its prey and then spring out, catching its target unaware. It

can manipulate part of its body into that of a large fist-like shape that it uses to pummel a foe, though the sanddevil rarely uses this attack. It prefers to use its sand blast, sand screen, and quicksand abilities (it can use all three of these attacks simultaneously).

Sand Blast (Ex): Once per round, the sanddevil can fire a line of sand and rock at a single target to a distance of 30 feet. An opponent hit takes 6d6 points of damage (Reflex save for half at DC 22).

Sand Screen (Ex): Once per round, the sanddevil can whirl up a curtain of sand that obscures vision, smothers unprotected flames, and even chokes protected flames (50% chance). A living creature caught in the area of effect when the sanddevil raises the sand screen must make a Reflex save (DC 22) or take 2d6 points of subdual damage and be blinded for 1d4 rounds.

The sand screen is 15 feet wide, 2 feet thick, and 30 feet tall. Tiny and small flying creatures cannot pass through the barrier. Creatures within 5 feet of the sand screen have one-half concealment (20% miss chance). Creatures further away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A strong wind (21+ mph), or *wind wall* or *control winds* spell disperses the sand screen in 1 round. A *gust of wind* spell disperses the sand screen in 4 rounds.

The sand screen remains for 16 rounds before collapsing.

Quicksand (Ex): Anyone that steps on the actual surface of the sanddevil will be drawn down, as the creature displaces its body under the subject. By making a successful grapple check, the sanddevil encloses its body around the target. The opponent can escape by making a Strength check (DC 24). Each round that the creature fails to escape, it sinks deeper into the sanddevil (and the Strength DC to escape increases by +2 per round). After 5 rounds, the creature is completely submerged and begins taking suffocation damage (see the "Suffocation" sidebar in Chapter 3 of the *DMG*).

The sanddevil can trap only one creature at a time using this method, though once a creature is completely absorbed, it can utilize this attack mode again.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Natural State (Ex): A sanddevil's natural form is that of a pile of earth and sand. In this form it is effectively invisible until it attacks.

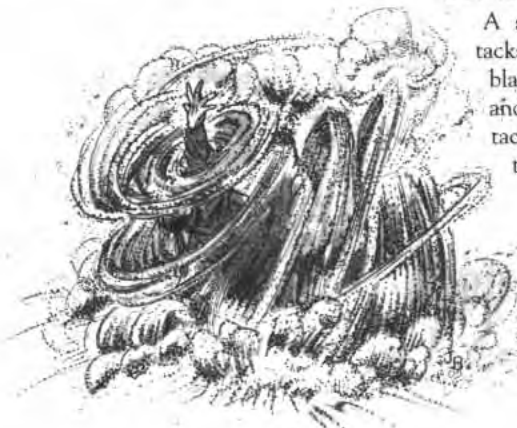
Tremorsense (Ex): A sanddevil can automatically sense the location of anything within 60 feet by vibration and sound.

Immune to Piercing Weapons (Ex): A sanddevil is able to flow around any piercing attacks, thus suffering no damage from piercing weapons.

Vulnerabilities (Ex): A sanddevil that is drenched with at least five gallons of water acts as if *slowed* (as the *slow* spell) for 3 rounds. *Control winds*, *whirlwind*, *move earth*, or *wind wall* cast on a sanddevil deal 1d4 points of damage per caster level. *Transmute rock to mud* deals 8d6 points of damage to a sanddevil. Fire-based effects deal 1d4 points of additional damage to a sanddevil per caster level.

Because the sand grains that make up the sanddevil are like living cells, it is vulnerable to the *flesh to stone* spell.

Skills: Sanddevils receive a +8 racial bonus to Hide checks due to their coloration.



SAND ELEMENTAL

Small Elemental (Earth)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+4 (Improved Initiative)
Speed:	30 ft.
AC:	14 (+1 size, +3 natural)
Attacks:	Slam +3 melee
Damage:	1d4+3 and dehydration
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Dehydration, limited earth mastery, sandstorm
Special Qualities:	Elemental
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +5, Spot +5
Feat:	Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	Small 3 HD (Small); medium 5-7 HD (Medium-size); large 9-15 HD (Large); huge 17-20 HD (Huge); greater 22-23 HD (Huge); elder 25+ HD (Huge)

The sand elemental is native to the Elemental Plane of Earth but once in a while finds a vortex to the Material Plane and enters it so as to wreak destruction on the Material Plane.

The sand elemental appears as a mass of swirling sand, roughly humanoid in shape. No facial features or distinguishing marks can be found on the sand elemental.



COMBAT

The sand elemental attacks by pummeling its opponents with its fists. Each hit drains water from the body of its foes.

Dehydration (Ex):

Those hit by the sand elemental's slam attack must succeed at a Fortitude

save or take temporary Constitution damage as the sand elemental drains the water from the creature's body. The amount of damage is dependent on the elemental's size (see the table below).

At Constitution 0, the victim's body is completely drained of water and crumbles to sand.

Limited Earth Mastery (Ex): The sand elemental gains a +1 attack and damage bonus if both it and its foe touch ground composed entirely of sand or sand.

Sandstorm (Su): The sand elemental can transform itself into a sandstorm once every 10 minutes, provided it is touching sand or ground covered with sand. The elemental can

remain in this form 1 round per 2 HD it possesses. In sandstorm form, its movement rate is tripled.

All creatures within a 10-foot radius of the center of the sandstorm take 1d6 points of damage each round they remain in the sandstorm. The radius of effect increases with the size of the elemental (see the table below). Characters in the swirling sands are blinded and must make a Balance check (DC 15) or fall prone during each round they move more than 5 feet.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits. Sand elementals have darkvision with a range of 60 feet.

SAND ELEMENTAL, MEDIUM

Medium-Size Elemental (Earth)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
AC:	14 (+1 Dex, +3 natural)
Attacks:	Slam +6 melee
Damage:	Slam 1d6+4 and dehydration
Saves:	Fort +5, Ref +2, Will +1
Abilities:	Str 16, Dex 12, Con 13, Int 4, Wis 11, Cha 11
Skills:	Listen +7, Spot +7
Feats:	Dodge, Improved Initiative
Challenge Rating:	3

SAND ELEMENTAL, LARGE

Large Elemental (Earth)

Hit Dice:	8d8+32 (68 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
AC:	15 (-1 size, +2 Dex, +4 natural)
Attacks:	Slam +9/+4 melee
Damage:	Slam 2d6+6 and dehydration
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Qualities:	Damage reduction 10/+1
Saves:	Fort +9, Ref +4, Will +2
Abilities:	Str 18, Dex 14, Con 17, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +11
Feats:	Dodge, Improved Initiative, Mobility
Challenge Rating:	5

SAND ELEMENTAL, HUGE

Huge Elemental (Earth)

Hit Dice:	16d8+80 (152 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
AC:	16 (-2 size, +4 Dex, +4 natural)
Attacks:	Slam +15/+10/+5 melee
Damage:	Slam 2d8+7 and dehydration
Face/Reach:	10 ft. by 5 ft./15 ft.
Special Qualities:	Damage reduction 10/+2
Saves:	Fort +13, Ref +9, Will +5
Abilities:	Str 20, Dex 18, Con 17, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18
Feats:	Dodge, Improved Initiative, Mobility, Power Attack

Challenge Rating: 7

SAND ELEMENTAL, GREATER

Huge Elemental (Earth)
Hit Dice: 21d8+105 (199 hp)
Initiative: +9 (+5 Dex, +4 Improved Initiative)
AC: 21 (-2 size, +5 Dex, +8 natural)
Attacks: Slam +19/+14/+9 melee
Damage: Slam 2d8+9 and dehydration
Special Qualities: Damage reduction 10/+2
Saves: Fort +17, Ref +12, Will +7
Abilities: Str 22, Dex 20, Con 21, Int 6, Wis 11, Cha 11
Skills: Listen +23, Spot +23
Feats: Cleave, Dodge, Improved Initiative, Mobility, Power Attack
Challenge Rating: 9

SAND ELEMENTAL, ELDER

Huge Elemental (Earth)
Hit Dice: 24d8+120 (228 hp)
Initiative: +10 (+6 Dex, +4 Improved Initiative)
AC: 22 (-2 size, +6 Dex, +8 natural)
Attacks: Slam +23/+16/+13/+8 melee
Damage: Slam 2d8+10 and dehydration
Face/Reach: 10 ft. by 5 ft./15 ft.
Special Qualities: Damage reduction 15/+3
Saves: Fort +19, Ref +14, Will +8
Abilities: Str 24, Dex 22, Con 21, Int 6, Wis 11, Cha 11
Skills: Listen +26, Spot +26
Feats: Cleave, Dodge, Improved Initiative, Mobility, Power Attack
Challenge Rating: 11

SAND ELEMENTAL SIZES

	Sandstorm		
Elemental	Height	Weight	Effect Radius
Small	4 ft.	40 lb.	10 ft.
Medium	8 ft.	375 lb.	20 ft.
Large	16 ft.	3,000 lb.	40 ft.
Huge	32 ft.	24,000 lb.	50 ft.
Greater	36 ft.	27,000 lb.	60 ft.
Elder	40 ft.	30,000 lb.	60 ft.

	Dehydration	
Elemental	DC	Con
Small	12	1d2
Medium	13	1d3
Large	17	1d4
Huge	21	1d6
Greater	25	1d8
Elder	27	2d6

SCORPION-SNAKE

Gargantuan Magical Beast
Hit Dice: 22d10+66 (187 hp)
Initiative: +0
Speed: 50 ft.
AC: 18 (-4 size, +12 natural)
Attacks: 2 claws +25 melee, sting +20 melee, bite +20 melee
Damage: Claw 2d6+7, sting 2d6+3 and poison, bite 2d8+3
Face/Reach: 20 ft. by 50 ft./10 ft.
Special Attacks: Spell-like abilities, improved grab, squeeze, poison
Special Qualities: Damage reduction 20/+2, SR 18, resistances
Saves: Fort +16, Ref +13, Will +9
Abilities: Str 25, Dex 10, Con 16, Int 10, Wis 10, Cha 14
Skills: Concentration +15, Listen +17, Spot +17
Feats: Alertness, Iron Will
Climate/Terrain: Temperate and warm land and underground
Organization: Solitary
Challenge Rating: 18
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 23-32 HD (Gargantuan); 33-66 HD (Colossal)

This giant serpentine monster has five pairs of arachnoid legs spaced 5 feet apart along a coiled, snake-like body. Atop an 8-foot neck, the crocodilian head sports gaping jaws, from which protrude many teeth. The 10-foot long tail terminates in a huge scorpion-like stinger. Two huge scorpion-like pincers flank its serpentine body. Overall, the creature measures about 50 feet in length.

COMBAT

The scorpion-snake strikes quickly and accurately in combat. If it traps an opponent in its pincers, it will bite and sting that creature until it is dead.

Spell-Like Abilities: At will—*darkness*, *death knell*, *desecrate*, *detect good*, *detect magic*, *doom*, *fear*, *fog cloud*, *see invisibility*, and *unholy blight*; 3/day—*blasphemy*, *charm person*, *hold person*, *polymorph self*, and *wall of fire*. These abilities are as the spells cast by a 16th-level sorcerer (save DC 12 + spell level).



Improved Grab (Ex): To use this ability, the scorpion-snake must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A scorpion-snake that gets a hold on an opponent of up to Gargantuan size automatically deals damage with both claws, biting and stinging at its full attack value.

Poison (Ex): Sting, Fortitude save (DC 36); initial and secondary damage 2d6 temporary Strength.

Resistances (Ex): Scorpion-snakes have cold, fire, and acid resistance 20.

Skills: Scorpion-snakes receive a +8 racial bonus to Listen and Spot checks.

SEBK-GOLEM STATUE

Large Construct

Hit Dice:	14d10 (77 hp)
Initiative:	+0
Speed:	20 ft. (can't run)
AC:	27 (-1 size, +18 natural)
Attacks:	2 slams +19 melee, or <i>uas scepter</i> +22/+17 melee
Damage:	Slam 2d10+9, or <i>uas scepter</i> 2d6+12
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	<i>Uas scepter</i> , slow, ankh of Sebk
Special Qualities:	Construct, damage reduction 30/+2, magic immunity, resistances
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 29, Dex 10, Con —, Int 14*, Wis 14*, Cha 12*
Skills:	Listen +15, Move Silently +12, Spot +15
Feats:	Blind-Fight, Power Attack, Weapon Focus (<i>uas scepter</i> , slam)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	15-22 HD (Large); 23-42 HD (Huge)

* The golem contains a portion of the essence of Sebk, hence the Intelligence score, high Wisdom and Charisma, and skills and feats.

The Sebk-golem statue appears as a 10-foot tall, crocodile-headed, green stone statue. It is crowned with a pair of flat, wavy-curved ram's horns topped by two plumes of black. It holds a *uas scepter* in its right hand and a red-hued ankh in its left hand.

COMBAT

The Sebk-golem statue attacks using its *slow* ability and its *uas scepter*. During combat, it will use its ankh to summon one giant crocodile per round to fight alongside it.

Uas Scepter: Once per minute, the *uas scepter* can permanently disenchant any single magic item it touches (Will save DC 20 to resist, similar to *Mord's disjunction* effect). It otherwise functions as a +3 *large heavy mace*.

Slow (Su): The Sebk-Golem statue can, as a free action, every other round, use this ability to a range of 10 feet. An affected creature must succeed at a Will save (DC 13) or be *slowed* (as the spell) for 7 rounds.

Ankh of Sebk: Once per round, it can summon a giant crocodile (see Appendix 1: Animals in the MM) that remains in the area and attacks for one minute before disappearing. The ankh can summon a total of 20 giant crocodiles in a single day. Any creature not of Sebk's faith that touches the ankh gains one negative level for each round it is held. The Fortitude save to remove the negative level has a DC of 18.

Magic Immunity (Ex): Immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no save, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change its structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that deal damage).

Resistances (Ex): Cold and fire resistance 20.



SEFER

Huge Magical Beast

Hit Dice:	15d10+90 (172 hp)
Initiative:	+0
Speed:	50 ft., fly 80 ft. (poor)
AC:	23 (-2 size, +15 natural)
Attacks:	2 claws +23 melee, bite +18 melee
Damage:	Claw 2d4+10, bite 2d6+5
Face/Reach:	10 ft. by 20 ft./10 ft.
Special Attacks:	Pounce, rake 2d4+5
Special Qualities:	Scent
Saves:	Fort +15, Ref +9, Will +7
Abilities:	Str 31, Dex 10, Con 23, Int 8, Wis 15, Cha 15
Skills:	Listen +15, Spot +16*
Feats:	Alertness, Flyby Attack, Power Attack
Climate/Terrain:	Any warm land
Organization:	Solitary
Challenge Rating:	13
Treasure:	Standard
Alignment:	Always neutral
Advancement:	16-21 HD (Huge); 22-45 HD (Gargantuan)

A sefer is a distant relative of the sphinx and griffon. It appears as a 20-foot long creature with the body of a lion and the head of an eagle. Two large feathered wings protrude from its shoulders.

**COMBAT**

A sefer attacks with its deadly claws and bite attack. It favors dive attacks in combat, but is not smart enough to employ any real tactics.

Pounce (Ex): If a sefer leaps upon a foe during the first round of combat, it can make a full attack action even if it has already taken a move action.

Rake (Ex): A sefer that pounces onto a creature can make two rake attacks with its hind legs (+23 melee), dealing 2d4+5 points of damage.

Skills: *Sefers receive a +4 racial bonus to Spot checks in daylight.

SEKHEM OF RAHOTEP

Medium-Size Outsider (Chaotic, Evil)

Hit Dice:	14d8+14 (77 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	19 (+1 Dex, +8 natural)
Attacks:	Touch +15 melee
Damage:	Touch 2d4 Wisdom
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Wisdom damage
Special Qualities:	Two-dimensionality, magic immunity, damage reduction 15/+2, SR 22, immunities, resistances
Saves:	Fort +10, Ref +12, Will +11
Abilities:	Str 10, Dex 12, Con 13, Int 16, Wis 14, Cha 14
Skills:	Bluff +19, Escape Artist +12, Hide +18, Intimidate +19, Intuit Direction +16, Listen +21, Move Silently +18, Search +17, Sense Motive +15, Spot +21
Feats:	Alertness, Improved Initiative, Lightning Reflexes, Weapon Finesse (touch)
Climate/Terrain:	Tomb of Rahotep
Organization:	Solitary (unique)
Challenge Rating:	12
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—

This mental portion of Rahotep appears to be a near-lightless black form of a man wearing a strange headdress, clad in robes, but in silhouette only.

COMBAT

The sekem attacks using its touch attack. After attacking, it changes facing so its side is to the attacker, thereby granting the sekem its concealment bonus from its two-dimensional form.

Wisdom Damage (Su): Touch attack deals 2d4 points of temporary Wisdom damage (no save). A creature that reaches Wisdom 0 dies and rises as a mummy-zombie in 10 minutes.

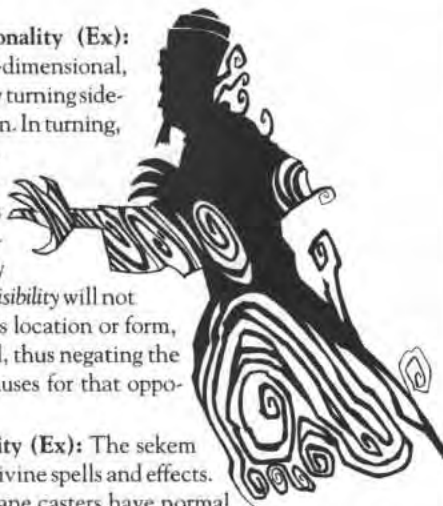
Two-Dimensionality (Ex):

The sekem is two-dimensional, able to "vanish" by turning sideways as a free action. In turning, the sekem gains total concealment (50% miss chance) from attacks immediately to its sides. *See invisibility* will not reveal the sekem's location or form, but *true seeing* will, thus negating the concealment bonuses for that opponent.

Magic Immunity (Ex): The sekem is immune to all divine spells and effects. Spells cast by arcane casters have normal effect on the sekem, though it still receives its spell resistance and saving throw to avoid such effects.

Immunities (Ex): The sekem is immune to disease, poison, and fire.

Resistances (Ex): The sekem has acid and cold resistance 20.

**SERPENT OF THE DUAT**

Gargantuan Outsider (Chaotic, Evil, Fire)

Hit Dice:	34d8+272 (425 hp)
Initiative:	+4 (Improved Initiative)
Speed:	60 ft., climb 20 ft., fly 90 ft. (clumsy)
AC:	38 (-4 size, +32 natural)
Attacks:	Bite +46 melee, tail slam +44 melee; or bite +46 melee, tail sting +44 melee
Damage:	Bite 4d6+16, tail slam 2d8+8; tail sting 2d8+8 and poison
Face/Reach:	20 ft. by 50 ft./15 ft.
Special Attacks:	Spell-like abilities, breath weapon, improved grab, constriction, swallow whole, poison
Special Qualities:	Damage reduction 30/+3, SR 30, resistances, immunities
Saves:	Fort +27, Ref +21, Will +27
Abilities:	Str 42, Dex 10, Con 27, Int 28, Wis 26, Cha 28
Skills:	Bluff +47, Climb +62, Concentration +46, Diplomacy +47, Intuit Direction +46, Jump +54, Knowledge (arcana) +47, Knowledge (any one) +47, Listen +46, Move Silently +38, Search +47, Sense Motive +46, Scry +47, Spellcraft +47, Spot +46
Feats:	Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack
Climate/Terrain:	Any land and underground
Organization:	Solitary or troupe (serpent plus 1-2 black serpents)
Challenge Rating:	23
Treasure:	Double standard

Alignment: Always chaotic evil

Advancement: —

A serpent of this sort, a major one, is a very nasty thing indeed. The serpent's head resembles a cross between a snake's and crocodile's, with long front fangs as has a snake and rows of lesser teeth besides. The creature has an ophidian body some 64 feet long, about 4 feet in diameter at its thickest part. Set along the middle third of its body, the thickest portion, are 6 pairs of legs of the sort that enable the serpent to move at either a sprawling or erect gait, or slither noiselessly along ways no bigger than 4 foot diameter. It has wings, but does not actually use them to fly (relying on its magic instead).

COMBAT

The serpent attacks using all of its spell-like abilities and physical attacks. If it grabs an opponent with its tail, it will hold that opponent until either it or the serpent is dead. In lieu of grabbing an opponent with its tail, it can sting an opponent, injecting the creature with a virulent and debilitating poison.

Spell-Like Abilities: At will—*blasphemy*, *desecrate*, *detect good*, *detect magic*, *dispel good*, *fly*, *magic circle against good*, *major image*, *polymorph self*, *see invisibility*, *teleport without error* (self plus 50 pounds of objects only), *unholy aura*, *unholy blight*; 3/day—*wall of fire* and *lightning bolt*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level). The serpent of the Duat can replicate divine spells as a 20th-level cleric. It can cast spells of the Death, Evil, and Trickery domains.

Breath Weapon (Su): Cone of fire, 60 feet, once every 1d4 rounds; damage 14d10, Reflex half DC 33.

Improved Grab (Ex): To use this ability, the serpent of the Duat must hit a foe of up to Large size with its bite or tail attack. If it gets a hold, it can swallow its opponent (bite attack) or constrict (tail attack).

Constriction (Ex): The serpent of the Duat deals 4d6+16 points of damage with a successful grapple check against Large or smaller creatures. It can move a held opponent from its tail to its mouth as a free action.

Swallow Whole (Ex): The serpent of the Duat can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. If the serpent swallows an opponent, it can use its Cleave feat to bite and grab another opponent.

The swallowed creature takes 2d8+8 points of crushing damage and 2d8+8 points of acid damage per round from the serpent's digestive juices. A swallowed creature can cut its way out using claws or a light piercing or slashing weapon to deal 50 points of damage to the serpent's

digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Poison (Ex): Tail sting, Fortitude save (DC 33); initial damage 1d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Resistances (Ex): Cold, fire, acid, and electricity resistance 30.

Immunities (Ex): Poison and disease immunity.

SETCHA

Large Beast

Hit Dice: 9d10+36 (85 hp)
Initiative: +1 (Dex)
Speed: 40 ft., fly 80 ft. (average)
AC: 19 (-1 size, +1 Dex, +9 natural)
Attacks: Bite +10 melee, 2 claws +5 melee
Damage: Bite 2d4+5 and poison, claw 1d6+2
Face/Reach: 5 ft. by 10 ft./5 ft. (10 ft. with bite)
Special Attacks: Poison, pounce, rake 1d4+2
Special Qualities: Scent
Saves: Fort +10, Ref +7, Will +4
Abilities: Str 20, Dex 13, Con 18, Int 6, Wis 13, Cha 8
Skills: Listen +7, Spot +7
Climate/Terrain: Any warm land
Organization: Solitary, pair, or pride (6-10)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 10-14 HD (Large); 15-27 HD (Huge)

Setchas are distant relatives of the griffon or possibly the sphinx. A setcha appears as a 12-foot long creature with the body of a leopard and the head of a cobra.

COMBAT

Setchas prefer to pounce on their prey by diving or leaping from above.

Poison (Ex): Bite, Fortitude save (DC 18); initial and secondary damage 1d6 temporary Constitution.

Pounce (Ex): If a setcha leaps upon a foe during the first round of combat, it can make a full attack action even if it has already taken a move action.

Rake (Ex): A setcha that pounces onto a creature can make two rake attacks with its hind legs (+10 melee) dealing 1d6+2 points of damage.

SHA

Large Magical Beast

Hit Dice: 9d8+18 (58 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 50 ft.
AC: 18 (-1 size, +1 Dex, +9 natural)



Attacks:	Bite +11 melee, 2 hooves +6 melee; or tail slam +11 melee
Damage:	Bite 1d8+3, hoof 1d6+1; tail slam 2d6+3
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spell-like abilities, stun
Special Qualities:	Scent
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 17, Dex 13, Con 15, Int 14, Wis 16, Cha 16
Skills:	Concentration +9, Listen +8, Move Silently +9, Spot +8
Feats:	Alertness, Combat Casting, Improved Initiative, Power Attack
Climate/Terrain:	Any warm land
Organization:	Solitary or pack (2-4)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral evil
Advancement:	10-15 HD (Large); 16-27 HD (Huge)

A sha appears as a large antelope-like creature with square, crocodilian-like heads. Its tail is long and ends in a mass of hardened bone. Shas dislike most other creatures and attack them at first sight. They are particularly fond of human flesh.

COMBAT

Shas attack with their bite, hooves, and spell-like abilities. Opponents who attempt to flank a sha will be attacked with its tail slam.

Spell-Like



Abilities: At will—*confusion*, *darkness*, *invisibility*, *magic missile*, and *sleep*; 1/day—*circle of doom*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Stun (Ex): Tail slam; Fortitude save (DC 16) or stunned 1d2 rounds.

SHADOW DEMON

Medium-Size Outsider (Chaotic, Evil) (Incorporeal)

Hit Dice:	7d8+21 (52 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 40 ft. (perfect)
AC:	5 (+2 Dex, +3 deflection)
Attacks:	Incorporeal touch +9 melee, incorporeal bite +4 melee
Damage:	Incorporeal touch 1d6, incorporeal bite 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spell-like abilities, malevolence
Special Qualities:	Shadow blend, incorporeal, darkvision 60 ft., immunities, resistances, sunlight powerlessness
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str —, Dex 15, Con 17, Int 14, Wis 13, Cha 16

Skills:	Hide +12, Intimidate +10, Intuit Direction +10, Listen +9, Search +9, Sense Motive +8, Spot +9
Feats:	Blind-Fight, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	8-11 HD (Medium-size); 12-21 HD (Large)

Shadow demons are demons imprisoned in their current shadow form by Abyssal lords and other powerful evil entities. A shadow demon is not undead and therefore cannot be turned.

A shadow demon appears as a normal shadow with two large shadowy wings protruding from its shoulders.

COMBAT

A shadow demon enters combat with its spell-like abilities and malevolence ability. Failing these, it attacks with its incorporeal touch and bite.

Spell-like Abilities: At will—*detect magic*; 1/day—*darkness* and *fear*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Malevolence (Su): Once per day, a shadow demon can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the shadow demon's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to that shadow demon's malevolence for one day.

Shadow Blend (Su): During any conditions other than full daylight, a shadow demon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, will.

Resistances (Ex): Cold, fire and acid resistance 20.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or



better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Immunities (Ex): Immune to poison and electricity.

Sunlight Powerlessness (Su): Shadow demons are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A shadow demon caught in sunlight cannot attack and can take only partial actions.

SPHINX: BORDERER SPHINX

Large Magical Beast

Hit Dice:	12d10+48 (114 hp)
Initiative:	+0
Speed:	50 ft., fly 80 ft. (poor)
AC:	22 (-1 size, +13 natural)
Attacks:	2 claws +18 melee, bite +13 melee Frog-headed: tongue +11 ranged Ibex-headed: butt +13 melee Claw 2d4+7, bite 2d6+3 Frog-headed: tongue grapple Ibex-headed: butt 2d6+3 Lizard-headed: bite 2d8+3* Hippo-headed: bite 2d8+3* Vulture-headed: bite 1d8+3* Wolf-headed: bite 2d6+3*
Damage:	*Damage listed for this type replaces the normal 2d6+3 bite damage
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spells, roar, pounce, rake 2d4+3, improved grab (frog-headed only), spit acid (lizard-headed only)
Special Qualities:	Damage reduction 10/+1, SR 16, immune to poison, resistances
Saves:	Fort +12, Ref +8, Will +7
Abilities:	Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17
Skills:	Concentration +12, Intimidate +11, Listen +11, Spot +11, Wilderness Lore +11
Feats:	Cleave, Combat Casting, Flyby Attack, Great Cleave, Power Attack, Track
Climate/Terrain:	Any warm land
Organization:	Solitary
Challenge Rating:	Frog-headed 12; Ibex-headed 11; Lizard-headed 12; Hippo-headed 11; Jackal-headed 11; Vulture-headed 11; Wolf-headed 11
Treasure:	Standard
Alignment:	Always neutral
Advancement:	13-16 HD (Large); 17-36 HD (Huge)

Borderer sphinxes are relatives of other sphinxes. Each borderer sphinx has a leonine torso, great forepaws, and large feathered wings. The head of a borderer sphinx varies greatly: frog-headed, ibex-headed, lizard-headed, hippo-headed, jackal-headed, vulture-headed, or wolf-headed. Borderer sphinxes generally consider humans and humanoids to be intruders and foes.



COMBAT

Borderer sphinxes attack with their claws and whatever other attacks the variant species possesses. They generally use their spells for defense and healing themselves in battle.

Spells: All borderer sphinxes cast divine spells as a 6th-level cleric from the cleric spell list and from the Healing, Knowledge, and Protection domains.

Roar (Su): Twice per day, all borderer sphinxes can unleash a powerful roar (croak, cry, etc.). The first time it roars, all creatures within 250 feet must succeed at a Fortitude save (DC 19) or be paralyzed for 1d6 rounds, and those within 90 feet are deafened for 2d6 rounds (no save).

The second time it roars during the same encounter, all creatures within 250 feet must succeed at a Fortitude save (DC 19) or take 2d4 points of temporary Strength damage for 2d6 rounds. In addition, any Medium-size or smaller creatures within 90 feet must succeed at a Fortitude save (DC 19) or be thrown to the ground and take 2d8 points of damage. The force of this roar deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a successful Reflex save (DC 19).

Borderer sphinxes are immune to the roar effects of all other borderer sphinxes.

Pounce (Ex): If a borderer sphinx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A borderer sphinx that pounces on an opponent can make two rake attacks with its hind legs (+18 melee) for 2d4+3 points of damage.

Improved Grab (Ex): To use this ability, the frog-headed sphinx must hit an opponent of up to Large size with its tongue attack. If successful, a grabbed victim is pulled into the frog-headed sphinx's mouth on the same round for a bite attack.

Spit Acid (Ex): Lizard-headed sphinx, stream of acid 5 feet high, 5 feet wide, and 50 feet long, once per minute; damage 2d6, Reflex half DC 20.

Resistances (Ex): Borderer sphinxes have fire resistance 20.

SPHINX-PARODY (PARADINX)

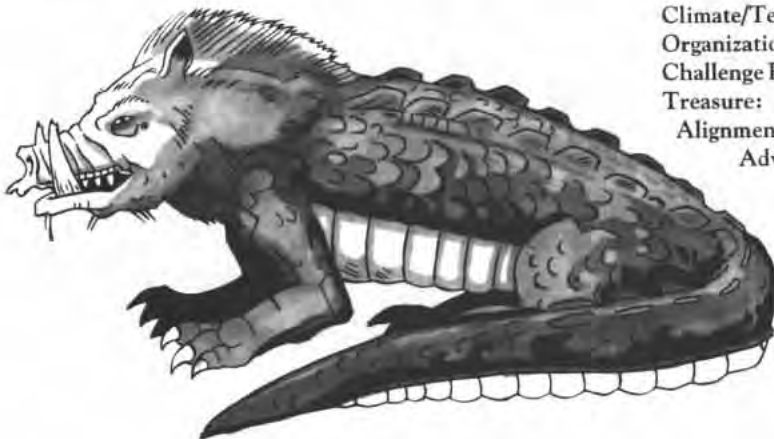
Large Magical Beast

Hit Dice:	10d10+30 (85 hp)
Initiative:	+0
Speed:	30 ft., fly 60 ft. (poor)
AC:	20 (-1 size, +11 natural)
Attacks:	2 claws +15 melee, bite +10 melee <i>Okapi-headed:</i> 2 horns +10 melee Claw 1d6+6, bite 1d8+3 <i>Okapi-headed:</i> horn 1d6+3
Damage:	
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spell-like abilities, pounce, rake 1d6+3, bray (ass-headed), spit acid (camel-headed)
Special Qualities:	Damage reduction 10/+1, SR 18
Saves:	Fort +10, Ref +7, Will +6
Abilities:	Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 16
Skills:	Concentration +16, Intimidate +10, Listen +13, Spot +13
Fests:	Alertness, Cleave, Combat Casting, Flyby Attack, Power Attack
Climate/Terrain:	Any warm land and underground
Organization:	Solitary or gang (2-4)
Challenge Rating:	Ass-headed 9; Camel-headed 8; Okapi-headed 8; Warthog-headed 8
Treasure:	Standard
Alignment:	Always evil
Advancement:	11-15 HD (Large); 16-30 HD (Huge)

A sphinx-parody is not a true sphinx, in the general term. A monster of this sort is a large reptile-animal species with various head appearances (ass, camel, okapi, or warthog) and combat abilities. All are malign and evil.

COMBAT

Each sphinx-parody has its own forms of attack, but, in general, all use claws and bite. They attack without fear, though if combat is going against them, they will not hesitate to flee.



Spell-Like Abilities: 3/day—*darkness*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, and *produce flame*; 2/day—*bestow curse*, *cure moderate wounds* (self or another sphinx-parody only), *displacement*, and *polymorph self*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).

Pounce (Ex): If a sphinx-parody leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A sphinx-parody that pounces on an opponent can make two rake attacks with its hind legs (+15 melee) for 1d6+3 points of damage.

Bray (Su): Ass-headed sphinx-parody only. Three times per day, an ass-headed sphinx-parody can loose a loud bray. All creatures within 60 feet must succeed at a Will save (DC 18) or take 1d4 points of temporary Wisdom damage for 2d4 rounds.

All sphinx-parodies are immune to these effects.

Spit Acid (Ex): Camel-headed sphinx-parody only. Stream of acid 5 feet high, 5 feet wide, and 30 feet long, once every 1d4 rounds; damage 1d6, Reflex half DC 18.

SPHINX: SEELIE SPHINX

Large Magical Beast

Hit Dice:	11d10+44 (97 hp)
Initiative:	+0
Speed:	50 ft., fly 80 ft. (poor)
AC:	21 (-1 size, +12 natural)
Attacks:	2 claws +16 melee, bite +11 <i>Ram-headed:</i> butt +11 melee Claw 2d4+6, bite 1d8+3 <i>Ram-headed:</i> butt 2d6+3 <i>Turtle-headed:</i> bite 2d6+3* <i>Falcon-headed:</i> bite 1d10+3* *Damage listed for this type replaces the normal 1d8+3 bite damage of all other seelie sphinxes
Damage:	
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spells, roar, pounce, rake 2d4+3
Special Qualities:	Damage reduction 10/+1, SR 17, immune to poison, resistances
Saves:	Fort +11, Ref +7, Will +6
Abilities:	Str 23, Dex 10, Con 18, Int 17, Wis 18, Cha 18
Skills:	Concentration +15, Intimidate +12, Knowledge (any one) +11, Listen +14*, Spot +14*
Feats:	Alertness, Cleave, Combat Casting, Flyby Attack, Great Cleave, Power Attack
Climate/Terrain:	Any warm land
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always good
Advancement:	12-15 HD (Large); 16-33 HD (Huge)

Seelie sphinxes are relatives of other sphinxes. Each seelie sphinx has a leonine torso, great forepaws, and large feathered wings. The head

of a seelie sphinx varies greatly. Seelie sphinxes have the head of one of the following animals: beetle, bovine, ram, turtle, baboon, dog, fish, owl, bennu, falcon, human, or ibis.

Seelie sphinxes are not homophiles, but are concerned with the welfare of those of just disposition. If they encounter humans, they generally reserve judgement as to how they should be treated.

COMBAT

Seelie sphinxes attack with their claws and whatever other attacks the variant species possesses. They use their spells for protection and healing during combat.

Spells: All seelie sphinxes cast divine spells as a 5th-level cleric from the cleric spell list and from the Good, Healing, and Protection domains.

Roar (Su): Twice per day, all seelie sphinxes can unleash a powerful roar (croak, cry, etc.). The first time it roars, all creatures within 250 feet must succeed at a Fortitude save (DC 19) or be paralyzed for 1d6 rounds, and those within 90 feet are deafened for 2d6 rounds (no save).

The second time it roars during the same encounter, all creatures within 250 feet must succeed at a Fortitude save (DC 19) or take 2d4 points of temporary Strength damage for 2d6 rounds. In addition, any Medium-size or smaller creatures within 90 feet must succeed at a Fortitude save (DC 19) or be thrown to the ground and take 2d8 points of damage. The force of this roar deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a successful Reflex save (DC 19).

Seelie sphinxes are immune to the roar effects of all other seelie sphinxes.

Pounce (Ex): If a seelie sphinx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A seelie sphinx that pounces on an opponent can make two rake attacks with its hind legs (+16 melee) for 2d4+3 points of damage.

Resistances (Ex): Seelie sphinxes have fire resistance 20.

Skills: Falcon-headed seelie sphinxes receive a +4 racial bonus to Spot checks in daylight. Owl-headed seelie sphinxes receive a +4 racial bonus to Listen checks and a +4 racial bonus to Spot checks made in dusk or darkness.

SPHINX: UNSEELIE SPHINX

Large Magical Beast

Hit Dice:	11d10+44 (97 hp)
Initiative:	+0
Speed:	50 ft., fly 80 ft. (poor)
AC:	21 (-1 size, +12 natural)
Attacks:	2 claws +16 melee, bite +11 <i>Scorpion-headed:</i> tail sting +11 melee
Damage:	Claw 2d4+6, bite 1d8+3 <i>Catfish-headed:</i> bite 2d4+3* <i>Cobra-headed:</i> bite 1d8+3 and poison <i>Crocodile-headed:</i> bite 2d6+3* <i>Scorpion-headed:</i> tail sting 2d4+3 and poison *Damage listed for this type replaces the normal 1d8+3 bite damage of all other unseelie sphinxes
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Spells, roar, pounce, rake 2d4+3 <i>Scorpion-headed and Cobra-headed:</i> poison
Special Qualities:	Damage reduction 10/+1, SR 16, immune to poison, resistances
Saves:	Fort +11, Ref +7, Will +7
Abilities:	Str 23, Dex 10, Con 18, Int 18, Wis 19, Cha 19
Skills:	Concentration +18, Intimidate +15, Listen +16, Spot +16
Feats:	Alertness, Blind-Fight, Cleave, Combat Casting, Flyby Attack, Great Cleave, Power Attack
Climate/Terrain:	Any warm land
Organization:	Solitary
Challenge Rating:	10 (cobra- and scorpion-headed are 11)
Treasure:	Standard
Alignment:	Always evil
Advancement:	12-15 HD (Large); 16-33 HD (Huge)

Unseelie sphinxes are relatives of other sphinxes. Each unseelie sphinx has a leonine torso, great forepaws, and large feathered wings. The head of an unseelie sphinx varies greatly. Unseelie sphinxes have the head of one of the following animals: catfish, crocodile, mantis, scorpion, cobra, okapi, stork, warthog, ass, goat, or parrot.

Unseelie sphinxes are wicked, evil man-eaters. If they encounter humans, they will seek to ambush or capture them so as to torture them and feast later.





COMBAT

Unseelie sphinxes attack with their claws and whatever other attacks the variant species possesses. They use their spells offensively in combat and usually attempt to attack from surprise so as to ambush their opponents.

Spells: All unseelie sphinxes cast divine spells as a 5th-level cleric from the cleric spell list and from the Death, Evil, and Trickery domains.

Roar (Su): Twice per day, all unseelie sphinxes can unleash a powerful roar (croak, cry, etc.). The first time it roars, all creatures within 250 feet must succeed at a Fortitude save (DC 19) or be paralyzed for 1d6 rounds, and those within 90 feet are deafened for 2d6 rounds (no save).

The second time it roars during the same encounter, all creatures within 250 feet must succeed at a Fortitude save (DC 19) or take 2d4 points of temporary Strength damage for 2d6 rounds. In addition, any Medium-size or smaller creatures within 90 feet must succeed at a Fortitude save (DC 19) or be thrown to the ground and take 2d8 points of damage. The force of this roar deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a successful Reflex save (DC 19).

Unseelie sphinxes are immune to the roar effects of all other unseelie sphinxes.

Pounce (Ex): If an unseelie sphinx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): An unseelie sphinx that pounces on an opponent can make two rake attacks with its hind legs (+16 melee) for 2d4+3 points of damage.

Poison (Ex): Bite (cobra-headed) or tail sting (scorpion-headed), Fortitude save (DC 19):

Cobra-headed: Initial and secondary damage: 1d8 points of temporary Constitution.

Scorpion-headed: Initial damage 1d6 points of temporary Strength damage, secondary damage 2d6 points of temporary Strength damage.

Resistances (Ex): Unseelie sphinxes have fire resistance 20.

Damage:
Face/Reach:
Special Attacks:
Special Qualities:
Saves:
Abilities:
Skills:
Feats:

Climate/Terrain:
Organization:
Challenge Rating:
Treasure:
Alignment:
Advancement:

melee
Bite 2d6+4, bite 1d8+2, butt 1d8+2, claw 1d6+2
5 ft. by 10 ft./5 ft.
Breath weapon, spell-like abilities, frightful presence
Damage reduction 20/+2, SR 25, poison immunity, resistances, scent, darkvision 60 ft.
Fort +14, Ref +12, Will +12
Str 19, Dex 13, Con 17, Int 4, Wis 14, Cha 14
Hide +4, Listen +14, Spot +14
Alertness, Improved Initiative, Multiattack, Weapon Focus (bite, bite, claw, butt)
Any land and underground
Solitary
13
Standard
Always chaotic evil
—

The white monster appears as a rather unholy and evil chimera, white in color. Though it resembles a standard chimerical creature, it is far from average.

COMBAT

In combat, the white monster will concentrate on one or two opponents, using all of its abilities to bring down its targets.

Breath Weapon (Su): Cone of cold, 20 feet, every 1d4 rounds, damage 3d8; Reflex save half DC 22.

Spell-Like Abilities: 3/day—*cure moderate wounds* (self only), *darkness*, *displacement*, and *polymorph self*; 1/day—*blasphemy*, *desecrate*, *dispel good*, *protection from good*, and *unholy blight*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 12 + spell level).

Frightful Presence (Ex): Activated when the white monster roars, this forces all creatures within 30 feet with less than 18 HD to make a Will save (DC 21) or become frightened (see "Fear" in Chapter 3 of the *DMG*). The effect lasts for 5d6 rounds.

Resistances: The white monster has cold, fire, electricity, and acid resistance 20.

Skills: The white monster's three heads give it a +2 racial bonus to Spot and Listen checks.



WHITE MONSTER

Large Magical Beast (Beast of Set)

Hit Dice: 18d8+54 (135 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft., fly 50 ft. (poor)
AC: 18 (-1 size, +1 Dex, +8 natural)
Attacks: Bite +22 melee, bite +20 melee, butt +20 melee, 2 claws +20

WOLFWERE

Medium-Size Shapechanger

Hit Dice:	5d8+10 (32 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft. (50 ft. in wolf form)
AC:	17 (+2 Dex, +5 natural)
Attacks:	Bite +5 melee, or bastard sword +4 melee
Damage:	Bite 1d6+1, bastard sword 1d10+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Song of lethargy
Special Qualities:	Damage reduction 10/+1, SR 13, alternate form, darkvision 60 ft.
Saves:	Fort +6, Ref +6, Will +5
Abilities:	Str 13, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Skills:	Disguise +8, Hide +5, Listen +8, Move Silently +5, Perform (ballad, flute, harp, lute, mandolin, melody, ode) +7, Spot +8, Wilderness Lore +5
Feats:	Alertness, Improved Initiative, Track, Weapon Finesse (bite)
Climate/Terrain:	Any forest and underground
Organization:	Solitary, gang (2-4), or troupe (1-3 plus 2-4 wolves)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

The wolfwere is not a lycanthrope, it is a shapechanger. Therefore, it does not carry and infect others with lycanthropy. It can assume the form of a wolf (its true form), a Medium-size humanoid, or a combination of the two. The wolfwere is the bane of humankind. They love the taste of human, elf, and halfling flesh.

COMBAT

The wolfwere usually changes into its humanoid form when it detects the approach of living creatures. It will disguise itself as a pilgrim, minstrel, merchant, etc. It usually carries a stringed instrument, so as not to arouse suspicion when it uses its song of lethargy.

When ready to attack, the wolfwere changes shape into its hybrid form. It will almost always assume this shape when engaged in combat, as it gains the ability to use weapons as well as its bite. In hybrid form, a wolfwere favors the battleaxe or bastard sword.

If attacked in its full humanoid form, the wolfwere will seek escape, long enough to assume its hybrid form.

Song of Lethargy (Ex): When a wolfwere sings, all creatures (other than wolfweres) within a 60-foot spread must succeed at a Will save (DC 14) or be *slowed* (as the spell) for 1d4+5 rounds. This is a sonic mind-affecting charm. If the save is successful, that creature cannot be affected again by that wolfwere's song for one day. The effects of this ability cannot be countered by a bard's countersong ability.

Alternate Form (Su): A wolfwere's natural form is that of a wolf. It can assume two other forms. The first is a Medium-size humanoid. The second form is that of a Medium-size, wolf-humanoid hybrid. Changing forms is a standard action.

In humanoid form, the wolfwere gains all the abilities of the form (for example, a wolfwere in dwarf form has dwarven racial traits). The wolfwere keeps its ability scores and can use its song of lethargy. It retains its special qualities of damage reduction and spell resistance, but cannot use its bite attack.

In hybrid form, a wolfwere looks like a bipedal wolf. The wolfwere can use weapons and natural attacks and all of its special attacks and special qualities in this form.

A wolfwere remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the wolfwere revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.



MONSTER TEMPLATES

The following creature templates are unique to the lands of Khemit.

TEMPLATE: ANCIENT VAMPIRE OF KHEMIT

The ancient vampire is a creature of legend from the lands of Khemit. Vampires themselves are feared and respected for their power, but the ancients are revered as deities by some. It is believed by scholars that the ancient vampire only truly achieves this status through the divine will of an evil deity (Set, most likely).

CREATING AN ANCIENT VAMPIRE OF KHEMIT

"Ancient Vampire" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all of the creature's base statistics and special abilities as noted here.

Ancient vampires of Khemit are stronger than the standard vampire presented in Appendix 3 of the MM.

Hit Dice:	Increase to d12.
Speed:	An ancient vampire's speed improves by +20.
AC:	The base creature's natural armor improves by +10.
Attacks:	An ancient vampire retains all the attacks of the base creature and also gains a slam attack if it didn't already have one.

Damage:

For ancient vampires that gain a slam attack, use the table for vampires in Appendix 3 of the **MM**. For creatures with natural attacks, use either their old damage or the damage value presented on the table, whichever is higher.

Special Attacks:

An ancient vampire retains all the special attacks of the base creature and gains those listed below. Saves have a DC of $10 + 1/2$ ancient vampire's HD + ancient vampire's Charisma modifier, unless noted otherwise.

Command Obedience (Su): As a standard action, the ancient vampire can halt the actions of a creature whose truename it knows (and speaks in the presence of said creature) for 1 minute if the target fails a Will save. The vampire can limit a number of actions equal to its character level at any one time. Multiple opponents can be affected, if the vampire knows each creature's truename. Note the vampire is still limited to a total number of actions at a given time equal to its character level.

The ancient vampire cannot control the affected creature's actions, but does prevent it from taking certain actions. The affected creature is not paralyzed or helpless and can move and take any other action, other than that forbidden by the vampire's control. At the end of the duration, the creature can attempt the action again, though the vampire (if it can still do so) can forbid the creature again.

Paralyzing Gaze (Su): An ancient vampire can paralyze a creature with fear simply by looking into the opponent's eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the ancient vampire targets must succeed at a Will save or instantly become paralyzed with fear for 3d4 rounds. If the save is successful, that creature is immune to the paralyzing gaze of the ancient vampire for one day.

Energy Drain (Su): Living creatures hit by an ancient vampire's slam attack suffer 3 negative levels.

Blood Drain (Ex): An ancient vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained.

Children of the Night (Su): Ancient vampires can summon 10d10 bats or spiders, 4d8 dire rats, or 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve for 1 hour. This ability can be used once per day.

Create Spawn (Su): A creature slain by an ancient vampire's energy drain attack rises as a vampire spawn (see the **MM**) 1d4 days after burial.

If a creature is slain from the ancient vampire's blood drain, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. The newly created vampire is under the command of the vampire that created it and remains enslaved until its master's death.

Special Qualities:

An ancient vampire retains all the special qualities of the base creature and gains those listed below. It also gains the undead type.

Damage Reduction (Su): Ancient vampires gain damage reduction 15/+2.

Spell Resistance (Ex): Ancient vampires have SR 16.

Turning Immunity (Ex): An ancient vampire cannot be turned.
Resistance (Ex): Ancient vampires gain cold and electricity resistance 20 and fire resistance 10.

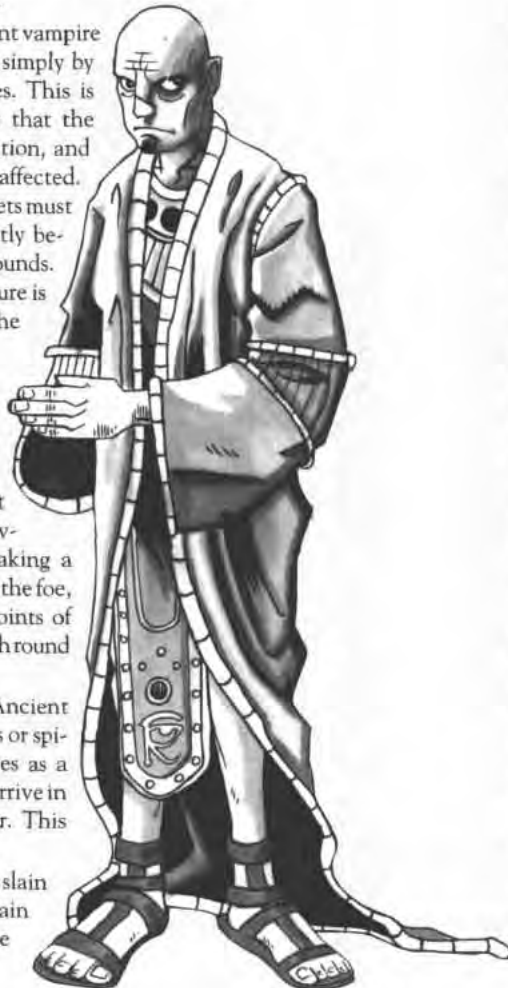
Dematerialization (Su): As a standard action, an ancient vampire can dematerialize at will. This confers the incorporeal special quality on the ancient vampire. It can remain in this form indefinitely and has a fly speed of 20 feet with perfect maneuverability. Note that it retains its current damage reduction (15/+2) while incorporeal.

Alternate Form (Su): The ancient vampire can assume the shape of a bat, dire bat, spider, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 14th-level sorcerer, except that the vampire can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Regeneration (Ex): An ancient vampire regenerates 10 hit points per round. Fire and acid deal normal damage to an ancient vampire. If the ancient vampire loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

An ancient vampire reduced to 0 hit points dematerializes (becomes incorporeal) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at the rate of 10 hit points per round.

Unnatural Aura (Su): An ancient



Saves:	Same as the base creature.
Abilities:	Increase from the base creature as follows: Str +8, Dex +6, Int +4, Wis +4, Cha +6. As undead creatures, ancient vampires have no Constitution score.
Skills:	Ancient vampires gain a +8 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise, same as the base creature.
Feats:	Ancient vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.
Climate/Terrain:	Any land and underground.
Organization:	Solitary or troupe (ancient vampire plus 1-4 standard vampires or 6-11 vampire spawn).
Challenge Rating:	Same as the base creature +4.
Treasure:	Double standard.
Alignment:	Always chaotic evil.
Advancement:	By character class.

REPELLING AN ANCIENT VAMPIRE

Garlic has no effect on an ancient vampire, but it will, as a standard vampire, recoil from the presence of a mirror or strongly presented holy symbol. They cannot cross running water unless carried in their coffins or aboard a ship, and they cannot enter a private home or building without being invited (public places are excluded from this restriction).

SLAYING AN ANCIENT VAMPIRE

Destroying an ancient vampire requires the destruction of its soul object. Other methods simply incapacitate it for a short time.

Exposure to sunlight disorients an ancient vampire: it can only take partial actions and is "destroyed" on the next round if it cannot escape. An ancient vampire destroyed in this manner returns to its soul object where it revives itself in 10 days. Driving a stake through the monster's heart has the same effect; the vampire "dies", its form dematerializes and returns at full strength in 10 days.

The only sure way of killing an ancient vampire is to locate its soul object and destroy it.

THE ANCIENT VAMPIRE'S SOUL OBJECT

In order to attain the status of ancient vampire, a creature must build a soul object in which to house its life force. Unless

the soul object is located and destroyed, an ancient vampire will return at full strength in 1d10 days.

Each ancient vampire must make its own soul object. This requires a cleric, sorcerer, or wizard of at least 12th level with the Craft Wondrous Item feat. The soul object costs 150,000 gp and 6,000 XP to create and has a caster level equal to that of its creator at the time of creation.

The soul object most often takes the form of a ring, amulet, or jeweled item. The soul object has SR 40 and is invulnerable to all physical attacks. If washed in holy water, it loses its SR and has hardness 20, hp 40, and Break DC 40.



TEMPLATE: BEAST OF SET

Beasts of Set are monsters that have been touched by the evil god himself and used by his priests and clergy to further his aims and goals in the Material Plane.

CREATING A BEAST OF SET

By taking a creature (called here the "base creature") and modifying it, you can create a Beast of Set version of any creature.

"Beast of Set" is a template that can be added to any animal, beast, magical beast, vermin, or aberration. The base creature's type changes to magical beast. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice:	As base creature +1.
Speed:	As base creature.
AC:	Natural armor improves by +2.
Attacks:	As base creature.
Damage:	As base creature.
Special Attacks:	A Beast of Set retains all the special attacks of the base creature and also gains the following. <i>Spell-Like Abilities:</i> Based on creature's total Hit Dice. Each is usable once per day, unless otherwise noted. These abilities are as the spells cast by a sorcerer with a caster level equal to the Hit Dice of the Beast of Set.
HD	Abilities
1-2	Darkness 3/day
3-4	Desecrate
5-6	Unholy blight
7-8	Protection from good
9-10	Cure moderate wounds (self only) 3/day
11-12	Displacement 3/day
13-14	Polymorph self 3/day
15-16	Dispelling good
17+	Blasphemy
	<i>Frightful Presence (Ex):</i> Activated when the Beast of Set makes a loud sound (roar, growl, or other sound

NECROPOLIS

appropriate to its form), this ability forces all creatures within 30 feet with fewer HD than the Beast of Set to make a Will save (DC 10 + 1/2 the Beast's HD + its Charisma modifier) or become frightened (see "Fear" in Chapter 3 of the *DMG*). The effect lasts for 5d6 rounds.

Special Qualities:

A Beast of Set retains all the special qualities of the base creature and also gains the following.

Immunity to Poison

Resistances (cold, fire, electricity, and acid) based on HD using table below:

Beasts with 4 or fewer HD: 5

Beasts with 5-9 HD: 10

Beasts with 10-12 HD: 15

Beasts with 13 or more HD: 20

Damage reduction, as follows:

Beasts with 6 or fewer HD: 10/+1

Beasts with 7-13 HD: 15/+2

Saves:

Abilities:

Skills:

Feats:

Climate/Terrain:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Beasts with 14 or more HD: 20/+2
Darkvision with a range of 60 feet.
SR equal to twice the Beast's HD (maximum of 25).

If the base creature already has one of these special qualities, use the values given here or the creature's values, whichever is higher (the values do not stack).

As base creature (modified for Hit Dice).

As base creature, but Intelligence is at least 3 and Charisma is increased by +4.

As base creature, adjusted for additional HD.

As base creature.

As base creature.

Solitary.

As base creature + 3.

None.

Always chaotic evil.

—



APPENDIX C: THE LANDS OF KHEMIT

OVERVIEW OF KHEMITIAN HISTORY

Scholars trace the origins of Khemit back many thousands of years ago when the land was inhabited by hunters and Khemit itself was a sprawling green grassland. Climatic changes turned the land into a desert, but the hunters survived by hunting and fishing and through a primitive form of cultivation they developed.

The desertification of Khemit was halted by rains that eventually allowed the hunters to settle in Middle Khemit and access the resources of the Nylle. These farmers grew flax and wheat, and wove linen fabrics. All maintained large flocks on the delta.

As the farmers maintained their existence, loose communities were formed that gradually became small tribal kingdoms. These kingdoms evolved into two loosely governed states, known as Upper Khemit, with Hierakonopolis as its capital, and Lower Khemit, with Buto as its capital.

The two kingdoms vied for power over the land of Khemit. Eventually, the struggle led to the victory of the south and the unification of the Two Kingdoms under the command of Narmer. This was the beginning of the dynastic period of the Pharaohs.

PAST DYNASTIES AND PHARAOHS

Pre-Dynastic Period

<7500: Many petty city-states and tribal lands form Khemit.

<6000: Trade and colonization period; many petty kingdoms.

Ancient Dynastic Period of Conjoined Double Kingdoms

The age of the pyramid. The pyramids of Khemit are built during this period.

1st <4150 Narmer

2nd <3920 Menes

3rd <3770 Semerkhet

4th <3649 Djoser

5th <3575 Snofru, Khufu, Menkaure

6th <3465 Udimu

7th <3323 Teti

8th <3150 Anendjib

First Intermediate Period

This was a troubled time in Khemit. There was a breakdown of centralized government, with many kings having overlapping reigns. Order was eventually restored by Montuhotep.

9th <3120 Netrikare

Early Triple Kingdom

10th <3040 Menkare

11th <2992 Amunehat I

12th <2783 Neferkare II, Neferkare III

Second Intermediate Period

Khemit is invaded and conquered. The Theban princes eventually regain power.

13th <2640 Menkamin I

Old Triple Kingdom Period

14th <2550 Amenophis I, Tuthmosis I

15th <2307 Rameses I

16th <2196 Merikare

17th <2070 Rameses II

18th <1945 Djedkare

19th <1828 Ibi I, Rameses III

20th <1724 Sekhemkare

21st <1664 Imhotep, Isu

Third Intermediate Period

22nd <1525 Inyotef I

Middle Triple Kingdom Period

This period is marked with foreign trade and enormous building projects. Prosperity and renaissance existed for a long period of time, but eventually collapsed from internal struggles within the Triple Kingdom.

23rd <1404 Amyrtalos

24th <1399 Nepherties I

Fourth Intermediate Period

25th <1332 Amenemhat

Classic Triple Kingdom Period

26th <1304 Pylé I (first Nubian pharaoh)

27th <1188 Nedjemibre

Fifth Intermediate Period

28th <1030 Nebirau

Late Triple Kingdom Period

A return to the Old Kingdom style.

29th <996 Amasis VI

30th <745 Antef

31st <664 Menes XX

32nd <404 Djehuti

33rd <221 Suserenre

34th <99 Binitis I

35th 107 Resarmun V

36th 289 Yakbam

37th 508 Aaneterire

38th 776 Anuphotet I

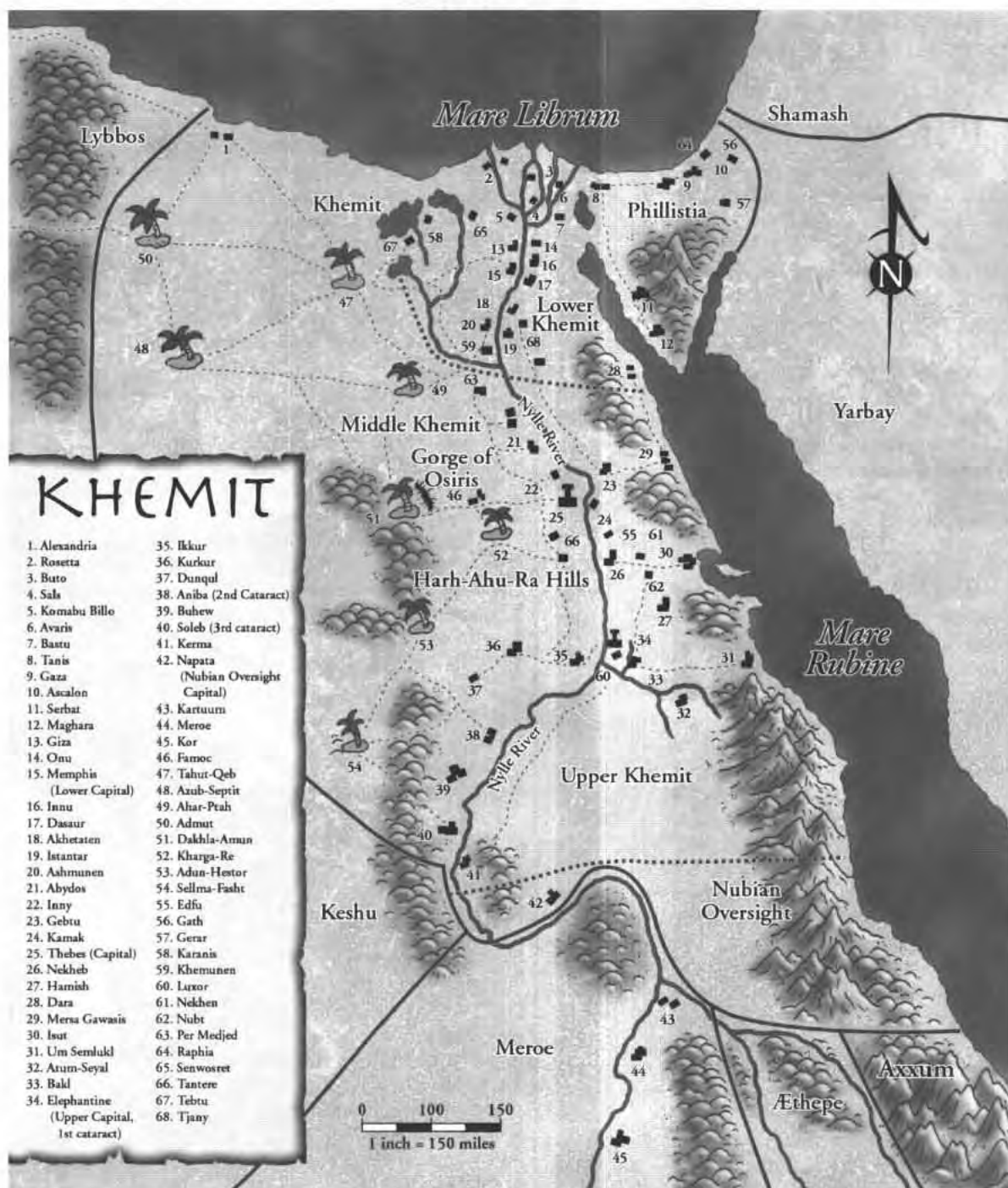
Modern Period

39th 865 Wahibre III, Rameses XVIII, Tuthmosis IX

CURRENT GOVERNMENT ORGANIZATION

The current **Pharaoh** is **Tuthmosis IX**. The hierarchy, after Pharaoh, is explained as follows:

Governor General of Phillistia (Lord Ergol Zigith): This position is virtually that of the king's marcher lord of the east. As such, it is between Vizier and a Prince of Khemit. The position is theoretically non-hereditary, but the Pharaoh generally appoints whomever the ruling Governor General has marked for the posi-



tion, and always within the noble family of that one. Otherwise, the position is viceregal and similar to that of Vizier as detailed below, save for its lower precedence.

Admiral Governor of Karpathos (Lord Gyges Tefre): The governor of this critical naval base reports jointly to Pharaoh and the Marshal.

Security: The *Utchatu* pertains to the king and royal family, and to the security of the whole state. It is the guard, an investigatory department, and a secret police in one arm that reports to Pharaoh himself, with informational reporting to the High Council, which is explained hereafter. There are three branches of the *Utchatu*:

1. *The Pharonic Guard:* The guard is made up of both uniformed and civilian-clothed members whose principal duty is the personal safety of the king. Of course, this means magical as well as physical

protections, and this arm is well staffed with all manner of magic using personnel. The Pharonic Guard is the only portion of the *Utchatu* that is visible to all. Its officers must be native Khemitians.

2. *The Utchatu:* This is the branch that investigates crimes and conspiracies in Khemit and its protectorates. It is, more or less, a regal bureau of investigation. Its force is all in plain clothes, of course, and its mission is covert. No foreign-born person can be a member of the *Utchatu*.

3. *The Merit-f:* This is the secret arm that operates in all corners of Khemit and all the lands. Its mission is obvious. Only the finest of the *Utchatu* are selected for service in the Merit-f. All agents of this branch have command of magic — either arcane or divine. On rare occasions, a non-Khemitian has been enrolled in this branch of the

Utchatu. One or two have risen to considerable status in the past, eventually retiring as Aristocrats with estates and ample funds for all they might want.

Archpriest: This is the office of highest religious authority in the land, after the king himself, of course. The Archpriest is also the Minister of Religion (with its educational arm included). He (or she) is a member of the High Council, subject to no authority save that of Pharaoh or the High Council. The Archpriest has direct authority, however, over only the Religious Hierarchy.

Marshal: This is the office controlling the armed forces of the kingdom, and the Marshall is also Minister of War, who reports directly to the king with information and to the Bureau of Ministers or any other officials as there is need. He is a member of the High Council, subject to no authority save that of Pharaoh or the High Council. The Marshal has direct authority, however, over only the Military Hierarchy.

Vizier: This is the office of viceroy of one of the three major divisions of the kingdom—The Vizier (*Tha-tmeh*) of Lower Khemit (*Tebutep*); the Vizier (*Tha-t heri*) of Middle Khemit (*Behthu-besit*); and the Vizier (*Tha-t resu*) of Upper Khemit (*Hepur-Abes*). Each Vizier is expected to manage his territory as if he were Pharaoh, doing so in the king's name. Thus, various Ministries, through an appropriate Deputy Minister, report to each Vizier. Each Vizier is a member of the High Council, subject to no authority save that of Pharaoh or the High Council.

Prince of the Nubian Oversight: This is for all intents a viceregal office with the same parameters as the other Viziers. It is more important in that the position is always given by Pharaoh to his designated heir. It is somewhat less important administratively and with respect to population size in the territory. On the other hand, the area is usually turbulent and difficult to manage.

The High Council: Pharaoh has six High Councilors (the Prince, three Viziers, the Archpriest, and the Marshal of Khemit) whom he must consult for advice before taking any action that will affect the whole land, although their dissent will not prevent the action if the king is determined to follow through, for Pharaoh is absolute in rule, but the scandal of going against unanimous opinion is nearly unthinkable. The High Council meets once per month for one day, or at such greater frequency as the king requires.

Nobles: The hereditary nobility, the *hatepu*, consists of princes, counts, archbarons, barons, lords, chief scribes, and shakes (Khemitian *stekh*, a sort of primitive, basically tribal warrior lordling, almost a hereditary and landed knighthood most common in the desert lands and Phillistia). These hereditary Aristocrats, together with the Bureau Ministers, convene to form the Great Council. Nobles in general have virtual independence with respect to matters on their own on fiefs and estates. Most large holdings of the Nobility are outside the Sepats, thus away from the Nylle River and the Resy (grand lakes) area. Legally, they are entitled to trial before the High Council and to a seat on the Great and Grand Councils. When they request, the king or one of his viceroys or chief Ministers (Archpriest or Marshal) cannot unreasonably refuse to grant an audience.

The Aristocratic class is flushed out by lifetime-only positions that include the Warriors of Pharaoh (knighthood), the Chiefs of Pharaoh (tribal leaders, head men, etc.), and Scribes. Such lesser Aristocrats are entitled to trial by the Court of the Great Council.

Bureau Ministers: The office is generally self evident as to its authority and purview. These ministers, along with the Nobles, form the Great Council, which is explained later. Ministers oversee state projects, lands, and matters as apropos to their charge.

The Great Council: All Nobles and Ministers together form the Great Council. This council convenes for 10 days twice per year, or

more frequently if called for by Pharaoh. It deals with all matters ministerial and national not within the purview of any single Viceroy. The Great Council is conducted with the Prince of the Nubian Oversight in the chair.

The Grand Council: The High Council and Great Council convened together are the Grand Council. This combined assembly is by law called into being once per year for a period of not less than three days' time to hear Pharaoh and to bring to the assemblage any and all matters appropriate and accordingly placed on the agenda by the Prince of the Nubian Oversight or the Archpriest, Marshall, or a Vizier. It is held as much to make all feel a part of the rulership of Khemit as it is to give these powerful individuals a chance to hear their king and address matters of concern. Pharaoh himself sits in the chair of state as head of this assemblage, of course.

The Sepat: This is a district of some tens to hundreds of square miles. Its governor is the Hatia of the Sepat. These divisions range from the delta region (where there are many), southwards along the Nylle River's banks, including the Resy (lakes area), and number few in the hinterland of the Nubian Oversight. Those with large cities in them tend to cover less territory than those without such urban concentrations. Each viceregal "kingdom" is divided into from 20 to 25 Sepats. The Nubian Oversight has but 9 Sepats. Each Sepat has its own name, patron deity, flag, and emblem. Each fields a militia contingent in time of need to fill out the standing army. These militia contingents are independent units from Battalion to Regiment in size.

Note Regarding Grand High Priests: There are always 9 ecclesiastics holding this station. Two each from the four main alignments (Good, Evil, Law, Chaos) and one of the same Ethos as is the Archpriest of Khemit. Each Grand High Priest serves a different deity of Greatest, Greater, or Great rank. When there is need to appoint a new Archpriest, the Grand High Priests convene and elect two candidates from their own station or from the ranks of the High Priests, or one from each. Pharaoh must choose one to fill the office.

CALENDAR

The government maintains both the civil calendar and like records, but the priests are those in charge of the lunar, solar, and sidereal time tables. However, as those are specialized, we will deal here only with the former.

Khemit adopted the Atlantian calendar in early days and has followed it since. Thus, the 10 month, 3 week per month year is typically used for government, commerce, and general regulation of public activities.

The week, the 12-day long division equal to 1/3 of a month, has the following divisions:

The first day is always a holiday in honor of one ethoi and of several deities therein. Thus, there are always three such pantheon holidays per month, 30 total per year, 10 each honoring the ethoi of Good, Balance, and Evil.

Second through the fifth days are typically working days.

Sixth day is one of rest.

Seventh through tenth days are typically working days.

Eleventh day is both a working day and a market day as applicable. Although the markets generally have all manner of goods, certain produce is brought in from wide areas in quantity as according to the following order of market days in a month: first, produce; second, livestock; third, goods.

Twelfth day is one of rest.

This schedule continues throughout the 10 months and ends in the five-day holiday of merrymaking and devotional activities that comes immediately after the winter solstice. (The five-day festival is periodically six or seven days long, especially if a blue moon falls within it.) This latter event is always at least seven days in total, of course, due to the rest day immediately preceding it and the holiday that begins the first month of the new year. The Khemitian holiday time has become famous in many lands, so many people from foreign countries wealthy enough to travel to a city such as Alexandria, Memphis, Buto, Thebes, etc., go there both to join in the festivities and to escape the winter cold of their homelands.

MONEY

For your convenience, the coinage used in Khemit is referred to in this sourcebook by its common name from the *PHB*: gold, silver, etc. For those desiring more local flavor, here are the Khemitian names for the various coins:

Ankhen: equal to 1 pp, made of platinum.

Aten: equal to 10 gp, usually a large gold coin.

Drachma: equal to 1 gp; this is common parlance for foreign gold coins that are valued less than *Atens*.

Crescent: equal to 5 sp, universally made of silver. This is a very common coin in Khemit.

Tek: equal to 2 sp, normally made of silver or a large coin of bronze. This is the most common coin in the lands.

Dinar: equal to 1 sp, usually made of bronze.

Abt: equal to 5 cp, usually made of brass, bronze, or copper.

Maash: equal to 1 cp, often made of brass or tin.

CITIES AND TOWNS

Khemit's infrastructure is built on a base of small communities (hamlets and villages), aristocratic holdings (estates and manors), temple lands, and tribal herders. From these bases arise the towns and cities, even those whose current existence depends on trade, commerce, manufacturing, etc.

Walled cities were once common, but most have outgrown these limits, and there is little need for such protection in the heartland of the kingdom. However, near the borders there can still be found even large cities maintaining their defenses, and the existence of frontier fortresses and castle also indicates that there is still concern about safety from raiders and invasion. There are many ruined castles marking old borders (particularly interesting once in the Nubian Oversight), while new and old constructions still stand to mark the marches and frontiers of modern Khemit.

IMPORTANT CITIES AND TOWNS OF KHEMIT

The following are the most important Khemitian towns and cities, listed in alphabetical order. Locations within Phillistia (a neighboring power) are listed in bold italic type.

Abu: See Elephantine.

Abydos: Pop. 40,000. Seat of Temple of Anhur and of Osiris; major Temple of Thoth.

Admut (oasis): Pop. 1,600.

Adun-Hestur (oasis): Pop. 1,100.

Ahar-Ptah (oasis): Pop. 2,000.

Alexandria (Rogote): Pop. 120,000.

Aniba: Pop. 11,000. Seat of the Temple of Anubis (Anpu).

Anketaten: Pop. 24,000. Seat of the Temple of Min.

Ascalon: Pop. 25,000. Phillistia port trading city.

Atun-Seyai: Pop. 4,100.

Avaris (Per Rameses): Pop. 110,000. Commerce and industry.

Azal-Septit (oasis): Pop. 1,000.

Baki: Pop. 9,700. Seat of the Temple of Anket.

Bastu: Pop. 40,000. Seat of the Temple of Bast.

Buhu: Pop. 4,700.

Buto: Pop. 96,000. Seat of the Temple of Buto; major temple of Osiris.

Dakhla-Amun (oasis): Pop. 1,300.

Dara: Pop. 15,000. Mare Rubine port.

Dasau: Pop. 48,000.

Dunqui (oasis): Pop. 1,650.

Edfu (Teb): Pop. 57,500. Seat of the Temple of Horus.

Elephantine (Abu, Upper Kingdom Capital): Pop. 150,000. Second seat of the Temple of Khnemu; major secular university.

Farnoc: Pop. 10,600.

Gath: Pop. 20,000. Phillistia.

Gaza: Pop. 30,000. Phillistia.

Gebtu: Pop. 5,800.

Gerar: Pop. 25,000. Phillistia.

Giza: Pop. 42,000. Phillistia port trading city.

Hamish: Pop. 9,500.

Ikkur: Pop. 17,700.

Innu (Lunu/Heliopolis; see also On): Pop. 95,000. Seat of the Temple of Atmu; major secular university.

Inny: Pop. 21,500.

Isut: Pop. 16,000. Mare Rubine port.

Istantar: Pop. 18,000.

Karanis: Pop. 30,000. Seat of the Temple of Sebk.

Karnak (Khemitian Pantheon Temple seat, northern suburb of Thebes): Pop. 38,000. Second seat of the Temple of Amun.

Kerma: Pop. 7,300.

Kharga-Re (oasis): Pop. 1,400.

Khemunen (Khmun/Hermopolis): Pop. 114,000. Seat of the Temple of Khnemu; seat of the Temple of Thoth.

Komabu-Billo (Kom Ombo): Pop. 62,000.

Krukur (oasis-lake): Pop. 6,200.

Luxor (Khemitian Pantheon seat, southern suburb of Thebes): Pop. 42,000.

Maghara: Pop. 10,000. Phillistia port.

Memphis (Mennefet, Lower Kingdom Capital): Pop. 2,000,000. Seat of the Temple of Ptah; major secular university (in Sakkara Necropolis); seat of the Temple of Seker; shipping, industry, commercial, and financial capital of the kingdom (the "Big Apple" of Khemit).

Mersa-Gawasis: Pop. 23,000. Mare Rubine port.

Nekheb: Pop. 7,000.

Nekhen: Pop. 23,500. Seat of the Temple of Horus.

Napata (Nubian Oversight Capital): Pop. 75,000. Seat of the Temple of Amun; second seat of the Temple of Hapy; secular college; a provincial city.

Nubt: Pop. 11,000. Seat of the Temple of Nekhebet.

On (see also Innu): Pop. 140,000. Seat of the Temple of Ra.

Per Medjed: Seat of the Temple of Set.
Raphia: Pop. 10,000. Phillistia.
Rosetta: Pop. 150,000. First seat of the Temple of Hapy.
Sais: Pop. 27,500. Seat of the Temple of Neith.
Selima-Pasht (oasis): Pop. 1,800.
Senwosret: Pop. 60,000.
Serbat: Pop. 15,000. Phillistia Mare Rubine port.
Soleb: Pop. 13,000.
Tahut-Qeb (oasis): Pop. 1,500.
Tanis: Pop. 100,000. Seat of the Temple of Heru.
Tantere: Pop. 32,500. Seat of the Temple of Upuat.
Tebtu: Pop. 23,000.
Thebes (Waset, Middle Kingdom and Royal Capital):
 Pop. 500,000. Seat of the Temples of the following deities: Amun, Chons, Mût, Tuat, Apit. Major secular university.
Tjany: Pop. 21,000. Major Temple of Anheret.
Um Semiuki: Pop. 8,400. Nubian Mare Rubine port.

DWELLINGS

Over the years the cities and towns of Khemit have adopted and adapted various foreign styles of architecture, so that buildings are a mixture of the ancient forms with newer ones. However, in many places the old still prevails with little change, especially in non-metropolitan areas.

Commercial establishments tend to blend in some foreign construction techniques more so than others.

Aristocratic dwellings often mix the high-ceilinged, clerestory-windowed great room with villa styles. All have walled courtyard-garden areas.

Dwellings of the Middle Class tend to follow the Aristocratic model where they can.

Peasant houses are small, frequently square, made of mud-brick, and follow the old style closely. That is, the main room in the place is about half the total space. It has a ceiling about 6 feet higher than the remainder of the house, with clerestory windows. An entry room, kitchen with large oven, and bedroom complete the place. The lower roof portion is used as an open, upper porch for all manner of activities. A sun shade is typically set from the higher portion of the roof to shade the lower. The whole house has thick walls and few windows to keep heat out during the day, in at night. Doors and windows are placed to avoid storms, winds, and direct sun.

CLIMATE

Although there are many desert, waste, and similar barren regions in and around the Triple Kingdom, summer precipitation averages from one and one-half inches in the west to two inches in the east. In the winter, these figures are two and one-half and three respectively. That is, sections of desert in Khemit receive sufficient rain during both the summer and the winter months to cause them to be relatively verdant. This growth lasts from two to slightly more than three months in a few places.

During those months when rain falls, many desert areas are covered with vegetation, and there will be pools of collected rainwater available.

EDUCATION AND WRITING

Some of the best slaves owned by aristocrats are tutored, at "home" or in temple schools, to enable them to be further educated and thus become more valuable to their owners. Such training is in the Khemitian middle schools.

In general, the bulk of the peasant class gets little or no education, save a smattering of reading and religion, as taught by priests and temple schools. The upper tier of this class receives more training, for they can pay for it. This is usually done through ecclesiastical organizations. This training enables the passing of examinations that allow one to enter state-sponsored middle schools.

Temple schools range from the basic, pre-middle, through upper school, to college and university, and include for priest trainees and paying private students subjects ranging from astronomy and astrology through combat of all sorts.

Middle schools are usually found only in towns with a population in excess of 5,000 or thereabouts. They teach the basics of learning beyond reading and religion. That is, they instruct in writing, lower mathematics, history, and such specialized matters as agriculture, trade language, music, and possibly certain trades and crafts.

Freeman-class Khemitians are more fully educated in temple schools, and then typically have middle school education and then either tutoring or apprenticeship or both. Those at the upper end of the groups also attend upper school and perhaps even college.

Like middle schools, upper schools are usually located in places where there are more than 5,000 inhabitants. Upper school is more likely to be an extension of the middle school, where more courses are taught. It has a curriculum generally aimed at preparing the graduate for petty government positions, scribe, etc. Most students graduating from upper school do not then go on to further education.

KHEMITIAN CROPS, PRODUCE, ETC.

FRUITS AND VEGETABLES

Apple	Fig	Olive	Almond	Fennel	Lettuce	Spinach
Apricot	Grape	Orange	Asparagus	Garbanzo	Melon	Squash
Banana	Lemon	Peach	Bean	Garlic	Onion	Tomato
Cherry	Lime	Pear	Carrot	Gourd	Potato	Turnip
Citrine	Mulberry	Pomegranate	Cauliflower	Leek	Pumpkin	Watermelon
Date	Nabk (cherry)	Strawberry	Cucumber	Lentil	Radish	

DYESTUFFS

Bastard
Henna
Indigo
Maddar
Saffron
Woad

**LIVESTOCK
HUSBANDED**

Ass
Buffalo
Camel
Cattle (milk,
butter/cheese)
Chicken
Duck
Goat (milk/cheese)
Goose
Horse
Mule
Ox
Pigeon
Quagga
Rabbit
Sheep
Swine (rare)
Fish and S
mall Game
Bayad
Carp
Catfish
Perch (Nylle)
Talapia
Crane
Duck
Goose
Grouse
Hare
Pigeon
Quail
Rabbit
Snipe

**GRAIN AND
OTHER CROPS**

Barley
Maize (corn)

Millet
Rice
Wheat
Cotton
Flax (linen)
Hemp
Papyrus
Sugar cane
Tobacco

**METALS, MINERALS,
AND GEMS**

Adamantine
Copper
Gold
Iron
Lead
Silver
Tin
Alabaster
Alum
Diorite-gneiss
Feldspar
Granite
Limestone
Marble
Nitrate
Petroleum
Phosphate
Porphyry
Salt
Sandstone
Serpentine
Sodium carbonate
Amethyst
Chalcedony
Coral
Emerald
Garnet
Jasper
Lapis lazuli
Malachite
Pearl
Peridot
Sunstone
Turquoise

**OTHER
COMMODITIES**

Beer
Furs and hides
Gum yarbic
Ivory
Myrrh
Ostrich plumes
Slaves
Unguent
Wine
Wood (rare)

**WILD BIRDS
AND FOWL**

Buzzard
Cormorant
Crane
Duck
Eagle
Falcon
Flamingo
Goose
Grouse
Hare
Hawk
Heron
Ibis
Kite
Osprey
Ostrich
Pelican
Pigeon
Quail
Snipe
Spoonbill
Stork
Teal
Vulture

**UNGULATES,
ET. AL.**

Antelope
Ass (wild)
Buffalo (wild)
Camel (wild dromedary)
Gazelle
Hippopotamus

Horse (wild)
Ibex
Oryx (antelope)
Quagga
Zebra
Zebromega

**OTHER LAND
ANIMALS**

Baboon
Coney
Elephant (loxodont)
Hyena
Monkey
Pig (wild and warthog)
Rat
Rhinceros

FELINES

Cat (wild)
Cheetah
Leopard
Lion
Lynx

CANINES

Dog (wild)
Fox
Jackal
Wolf

**REPTILES AND
AMPHIBIANS**

Adder
Asp
Cobra
Crocodile
Frog (including giant variety)
Lizard (monitor)
Python
Turtle (including giant variety)
Viper

**INSECTS AND
ARACHNIDS**

Many, including centipedes,
scorpions, etc.

OUTDOOR RANDOM ENCOUNTERS

At any time the PCs are traveling outside a civilized area — even on the fringes of such places if there is wild land there — the random encounter table in the sidebar below should be employed to find what dangerous and threatening meeting occurs. Note that the random encounter table assumes just

that, and if the PCs are looking for or hunting some sort of animal, then a Wilderness Lore check (DC 10) indicates success in locating a non-dangerous sort of animal (pick it from the tables above). A success by 5 or more indicates the hunter found his particular quarry, whatever it might be (unless you modify that still further, if the party is hunting for a rare species). A roll of 1 indicates the hunter stumbles across a wandering monster, rolled from the table below.

In Water	Beside Water	Heavy Foliage	Desert/Waste	Encounter
01-05	01-05	01-02		2d4 Small vipers
	06-07	03-07	01-02	1d6 Medium-size vipers
	08-09	08-10	03-10	10d4 baboons
06	10-12	11-15	11	3d6 bison
	13	16-20	12-15	1d3 king cobras*
	14-20	21-25	16-17	2d6 wild dogs
07-25	21-25			1d6 Medium-size crocodiles
26	26	26		1d2 Huge crocodiles
27-40	27-35	27-29		2d8 hippopotami*
41-50	36-45	30-34	18-25	3d10 Khemitian soldiers*
51-60	46-50	35-39	26-35	4d6 bandits*
61-90	51-74	40-50	36-50	1d100 commoners**
	75-80	51-55	51-55	2d6 hyenas (use dog stats)
	81	56-61	56-60	1d2 leopards
	82-83	62-66	61-65	2d6 lions
	84	67-71	66	1d8 boars
91-00	85-89	72-76		1d2 Medium-size constrictors
	90-91	77-81	67-70	1d6 Medium-size scorpions
	92-93	82-86	71-74	2d6 Tiny vipers
	94-95	87-89	75	2d6 boars
	96-97	90-91	76-80	1d10+6 wolves
	98	92	81-82	1 borderer sphinx*
	99	93	83-84	1 unseele sphinx*
		94-95	85	1d4 lamias of Khemit*
		96	86	2d4 saks*
		97	87	2d4 sefers*
			88-89	8-16 flying scorpions*
			90-91	1d4 manticores
		98	92	1d2 dark nagas
	00	99	93	1 androsphinx
			94-95	1 giant lizards
			96-98	1d6+5 giant bombardier beetles
		00	99-00	2d4+1 giant wasps

*Monster detailed in the Monster Appendix. All others, as found in the MM.

**Travelers, all Com1 (AC 10; hp 4). None carry anything of value.

Check twice per day, once in the morning and once at night, with a 10% chance of encountering something at any given time. If the party is actively moving around, make one check each hour.

TOMB CONTENTS AND DECORATION

Miniatures of people (servants and slaves), animals (all manner of large and small livestock), and things of large size not suitable for inclusion within a normal tomb (a villa, barge, chariot, etc.) are a major feature of a Khemitian burial site. These figurines are called *ushabtu* (singular *ushabti*), and some are of magical sort in aristocratic tombs.

Typical offerings and belongings found in the burial place of a wealthy and important individual include:
Food and drink in various pots, jars, and dishes.
Basins, bowls, ewers, jars.

Baskets.
Beds, couches.
Books, magical scrolls, papyrus.
Bottles, flasks, vials.
Boxes, chests, coffer, trunks.
Braziers.
Carpets, mats, rugs, tapestries.
Chairs, stools.
Chariots.
Cosmetics (creams, kohl, perfume, rouge, unguents, etc.).
Cups, flagons.
Cushions, pillows.
Dishes, plates, platters.
Fans.
Games, pastimes, toys.
Garments of all sorts.
Hygiene items (brushes, combs, razors, tweezers, etc.).

Jewelry (any and all sorts, from armlets to torcs).
Lamps, torches.
Pots (large for food, small for precious unguents).
Stands, tables.
Tools.
Urns, vases.
Wigs.

Containers are typically of pottery or stone, though later ones might be porcelain. Wall painting and writing is of the following sorts:

Battle scenes.
Blessings.
Curses and warnings.
Deity depictions.
Domestic scenes.
Fishing scenes.
Hunting scenes.
Live event scenes.
Magical texts.
Names of deceased.

Names of others involved with deceased and places concerned.

Pastoral scenes.

Religious texts.

Scenes of the deceased in the Duat or Pet.

Funerary Papyri: Special magical texts whose purpose is to assist the deceased to attain afterlife as an aware and actively able inhabitant, whether as a creature or spirit, in such Spheres as indicated by the writings and spells contained within the work in question. These texts include:

Book of Transversing Eternity

Book of Respirations

Festival of Songs of Isis and Nephthys

Lamentations of Isis

Litanies of Seker

May My Name Flourish

COMMON GIVEN NAMES

Male: Afabu, Ahaptu, Ahes, Amikhat, Aptuef, Arkanstras, Asarneb, Asken, Ateneru, Atet, Baenshu, Bakara, Fautcher, Fenti, Gauten, Gebir, Gentab, Gerre, Habtu, Harkar, Honur, Hosut, Hu, Hutchf, Imshur, Kaanu, Kauti, Khemi, Khent, Khenteb, Khiheru, Mabheri, Marak, Menes, Menka, Narmur, Nebkau, Neferes, Nubit, Parhu, Parthi, Pepi, Phirip, Piye, Qauath, Qenau, Qesab, Rameses, Raneb, Roqeb, Rutch, Sebtet, Sheffi, Shemthra, Shepses, Sherr, Sinuhe, Smata, Smenu, Taaq, Tangtir, Tchafu, Tcanr, Tcharker, Techar, Tetkiris, Thent, Thesu, Turthem, Tuthmoses, Uasar, Uaten, Uatreth, Uherhem, Unas, Urshab, Usashag, Ushert, Utchur, Uteben.

Female: Aftam, Ahunum, Amitha, Apila, Artif, Artut-t, Ashshi, Auitheb, Babat, Baiti, Faiab, Faisenter, Fetfeta, Gagait, Garta, Gemi, Genurit, Hahanu, Hatba, Hatchert, Herrit, Kami, Katra, Kauurit, Kesem, Khenu, Kherabt, Khetiper, Mathit, Meruti, Mesept, Nefakhuti, Nerera, Nuheb-t, Nura, Papait, Penta, Pessafar, Qabtet, Qenti, Rekhita, Resi, Rines, Sarqa, Sasa, Sbeth, Serref, Shefa, Sherra, Shuti, Taankhit, Tastab, Tchafi, Tcharm, Tcasu, Tcheta, Tatabk, Themfi, Thennit, Therit, Uahiti, Uaiput, Ugam, Ungita, Upsha, Uptta.

As a general rule, Peasant Class individuals have only given names. Those in the Freeman class will be identified further by a descriptive surname (short, tall, brown, etc.); vocational or office surname; a locale (village, district, city, or sepat) surname; or in the case of the upper strata of the class, a "house" (family) or similar surname as is customary with most in the Aristocrat Class.



APPENDIX D: THE GODS OF KHEMIT

The lands of Khemit have a very distinct pantheon of gods, each detailed below. The gods can be divided into the gods of Good, Balance, and Evil. See Appendix E for details on new domains unique to the Khemitian Pantheon.

GODS OF GOOD

AKER, GOD OF THE EARTH AND DEATH

Alignment: Neutral good
Domains: Death [Good], Earth, Protection
Symbol: Two lions' heads facing away from each other
Typical Worshippers: Embalmers, guardians, kings
Favored Weapons: Hammer, longsword

Aker rules over the meeting point between the eastern and western horizons in the Khemitian underworld. He guards the gate through which the rulers and aristocrats pass into the underworld. He provides safe passage to those through the underworld.

AMSET "SON OF HORUS," GUARDIAN OF THE DEAD

Alignment: Lawful good
Domains: Animal, Death [Good], Law, Protection
Symbol: Hawk
Typical Worshippers: Embalmers, guardians
Favored Weapon: Longsword

It is the sole duty of Amset to guard the liver of a dead body so that the beasts of the land may not come and devour it. Amset appears as a great hawk-headed god and is one of the sons of Horus. He is the brother of Hapy and Duamutef.

AMUN "THE HIDDEN ONE," GOD OF THE SKY AND SUN

Alignment: Neutral good
Domains: Air, Knowledge, Magic, Strength, Sun
Symbol: Ram
Typical Worshippers: Rulers, kings, scholars, nobles
Favored Weapons: Quarterstaff, crook, longsword

Amun is a primeval deity and rose in prominence as the Sun God, even replacing Ra in some areas of Khemit. In other areas, and this seems to be the consensus, he and Ra have merged into one form, becoming known as the Amun-Ra. He is said to have created (or at least aided the other gods in the creation of) the sky and earth out of mere thought. He is the husband of Mut and father of Chons.

In human form, he appears as a blue-skinned, ram-headed humanoid with curved horns. His crown sports two ostrich feathers.

ANHUR, GOD OF WAR AND THE HUNT

Alignment: Chaotic good
Domains: Animal, Chaos, Strength, War
Symbol: A lance
Typical Worshippers: Hunters, warriors, soldiers
Favored Weapon: Lance

Anhur appears as a tall, bearded warrior wearing robes and a headdress with four feathers. In his hands he carries a powerful lance that never misses its target.

Anhur is the champion of Ra and the defender of Khemit. In war, he goes before the armies of Khemit to strike terror into the enemy and to fight any gods that might be aiding the other side. Mekhit is his consort.

In parts of Khemit he is known as Anhert, Anhuret, or Onuris.

ANQET, GODDESS OF RIVERS AND WATER

Alignment: Chaotic good
Domains: Chaos, Good, Magic, Water
Symbol: Ankh
Typical Worshippers: Sailors, fishermen, pleasure seekers
Favored Weapons: Sickle, spear, and quarterstaff

Anqet appears as a woman wearing a crown of reeds and ostrich feathers. It is believed that she is not of the same origin as the other Khemitian gods; rather, she is a deity from another pantheon seeking refuge for one reason or another. Many Khemitians build temples and pray to her to ensure fertility to their crops, especially those planted along the riverbanks.

In some parts of Khemit, she is revered as the goddess of pleasure and is considered the mistress to all gods.

ANUBIS, GUARDIAN OF THE DEAD

Alignment: Lawful good
Domains: Death [Good], Law, Luck, Protection, Strength
Symbol: Jackal
Typical Worshippers: Embalmers, guardians
Favored Weapon: Quarterstaff

Anubis appears as humanoid with the head of a jackal. His head, unlike a normal jackal's, is black, representing his position as the god of the dead.

Anubis was the original god of the dead, before Osiris took over the position. After that, he became one of the many sons of Osiris and a conductor of souls in the underworld.

Anubis watches over the mummification process to ensure that all is done properly. He guides the souls of the deceased through the underworld, testing their knowledge and faith. It is the job of Anubis to place the hearts of the deceased on the Scales of Justice and weigh them against the feather of Maat. The souls that fail are fed to Amemt, the Eater of the Dead.



APIS, GOD OF THE SUN AND LIFE

Alignment: Neutral good

Domains: Bounty, Earth, Good, Strength, Sun

Symbol: Bull wearing the uraeus (cobra amulet) on its head

Typical Worshippers: Farmers, midwives, expectant mothers

Favored Weapons: Sickle, scythe, hammer

Apis is believed to have originally been a form of the water deity Hapy, and then later a part of Ptah. Isis is his mother, and she conceived him after being struck by a flash of lightning. When he dies, he will become a part of Osiris.

He is revered as a deity encompassing all parts of the life-cycle: birth, adulthood, old age, and death. It is through the strength of Apis that the people of Khemit live their lives, and the pharaohs gain the strength and fertility to rule the people.

APUAT "THE MESSENGER," GOD OF MESSENGERS AND BATTLE

Alignment: Chaotic good

Domains: Air, Strength, Travel, War

Symbol: Banner with a jackal head

Typical Worshippers: Messengers, warriors, barbarians

Favored Weapon: Longsword

Apuat is the messenger of the gods and the one who bears the standard of the deities in times of war. His worshippers are many, and usually those given the task of bearing the standard, either in religious times or times of war. He appears as a great jackal-headed god.

BAST, GODDESS OF BEAUTY AND CATS

Alignment: Chaotic good

Domains: Animals, Chaos, Good, Luck, Trickery

Symbol: Cat

Typical Worshippers: Nobles, women

Favored Weapons: Dagger or short sword

Bast appears as a woman with the head of a cat. She was originally a sun goddess and is believed to be the daughter of Ra. She is now the goddess of cats and beauty.

To those she favors, she gives great blessings, but her wrath is legendary, and she is often employed by Ra to punish the sinners and enemies of Khemit.

One sure way of drawing her vengeance is to harm a cat. This is a great transgression in the eyes of Bast and her followers, and is almost always punishable by death.

BUTO, GODDESS OF PROTECTION

Alignment: Lawful good

Domains: Law, Protection, Serpent [Good], Travel

Symbol: Cobra

Typical Worshippers: Guardians, fighters, merchants

Favored Weapon: Longsword

Buto appears as a cobra-headed humanoid in most instances, but has been known to take the form of a lioness-headed humanoid. Legend has it that Buto is the daughter of Atum, the first god of the universe. He created her as his eye. Her purpose was to search the universe for his lost sons Tefnut and Shu. Buto did find his sons, and Atum was so happy to see them that he cried. It is said that those tears made humans. As a reward, Atum placed Buto upon his head in the form of a cobra. There she would be feared and respected by all the gods and men.

CHONS "THE WANDERER," GOD OF THE MOON, TIME, AND KNOWLEDGE

Alignment: Chaotic good

Domains: Chaos, Good, Travel, Trickery

Symbol: Lunar disc

Typical Worshippers: Musicians, bards, merchants, pranksters

Favored Weapons: Spear, short sword

Chons, also called Khonsu, is the son of Amun and Mut. He is regarded as a companion of Thoth and is a lover of games. He frequently plays one deity against another for sheer enjoyment. He appears as a human hawk-headed male in a close, tight-fitting robe wearing a skullcap topped by the crescent of the new moon. His head is shaven, save for the sidelock and punt beard.

DUAMUTEF "SON OF HORUS," GOD OF DEATH

Alignment: Lawful good

Domains: Death [Good], Law, Protection, Strength

Symbol: Hawk spreading its wings over a lunar disc

Typical Worshippers: Guardians, embalmers

Favored Weapons: Light or heavy mace

Duamutef is the funerary god that presides over the death rites and funerals of mortals and gods alike. He is the son of Horus and appears as a great hawk-headed male.



HAMEHIT, GODDESS OF THE WATER, FISH, AND SEAS

Alignment: Neutral good

Domains: Animals, Bounty, Good, Luck, Water

Symbol: Fish

Typical Worshippers: Sailors, fishermen

Favored Weapons: Net, trident

Hamehit appears as a fish-headed woman of great stature. She is closely linked to and may be the daughter or wife of Hapy. It is her duty to supply the waters and seas with life. She is thus viewed by the Khemitians as a fertility goddess and is highly revered, for without the life she gives, the land would surely die.



HAPY, GOD OF THE RIVERS, OCEANS, STREAMS, AND SEAS

Alignment: Neutral good

Domains: Animals, Bounty, Good, Protection, Travel, Water

Symbol: Sun disc surrounded by a fish

Typical Worshippers: Sailors, fishermen, those who depend on the sea

Favored Weapons: Net, spear

Hapy is known as the Lord of the Fishes and Birds, indicating that he provided Khemit with these creatures. In Khemit, he is revered, sometimes above Ra, because without him and his powers over the waters, the entire land of Khemit would die.

At a very early stage in his life, Hapy absorbed the essence of Nun, the watery mass from which Ra emerged. He is thought to be the husband of Nekhebet and Buto. When he absorbed the essence of Nun, he became husband to Nun's wife, Naunet, one of the primeval deities of Khemit.

HATHOR, GODDESS OF MUSIC AND THE ARTS

Alignment: Neutral good

Domains: Good, Healing, Luck, Trickery

Symbol: Sun disc surrounded by horns

Typical Worshippers: Musicians, women

Favored Weapons: Dagger or quarterstaff

Hathor appears as a beautiful woman wearing lightly colored robes with a crown and the sun disc on her head.

Hathor is said to be the deity that brought dance and music into the world. Her clerics and priests often hold huge rituals consisting of music and dancing as their form of worship. She is also the goddess of inspiration and many come to her temple to ask her for aid in creation or guidance. In ancient Khemit, she was depicted as the mother-goddess, though that role has since been taken up by Isis.



HERAKHTY, GOD OF THE MORNING AND SUNRISE

Alignment: Neutral good

Domains: Earth, Good, Protection, Sun

Symbol: Red sun disc wrapped by a cobra

Typical Worshippers: Farmers

Favored Weapons: Longsword, sickle

Herakhty rules over the sunrise and morning, and it is his duty to see that the sun comes up each morning. Because of this, he is sometimes linked with Nefertem. He is believed to be one of the sons of Horus, though only a handful of his worshippers believe and relate this story. Herakhty's worship throughout Khemit is fading, being replaced by the more popular Nefertem.

HERU "THE WATCHER," GOD OF LAW, ORDER, RULERSHIP

Alignment: Lawful good

Domains: Law, Good, Knowledge, Strength, War

Symbol: Hawk spreading its wings over a solar disc

Typical Worshippers: Rulers, nobles, lawyers, fighters, warriors

Favored Weapons: Sickle, hammer, longsword

A hawk-headed humanoid, Heru is revered by many leaders and rulers throughout Khemit. Khemitians observe the

hawk's quickness, intelligence, alertness, and staying power, and attribute these things to Heru, who in turn bestows them on the ruler of the land. It is said that nothing escapes the watchful eye of the true Heru, and no wrongdoer escapes his claws.

ISIS, GODDESS OF FERTILITY AND MAGIC

Alignment: Neutral good

Domains: Bounty, Good, Healing, Magic

Symbol: Ankh

Typical Worshippers: Women, mothers, wizards, clerics, sorcerers

Favored Weapons: None

Isis may be the oldest deity in Khemit and possibly the most important. She is the major goddess of the pantheon and is the mother-goddess of life and magic. She is never selfish and never cruel, and at one time she may have been more powerful than Ra and Osiris. She did after all trick Ra into giving her his truenam, so that she might hold power over him.

She is revered as the great protector, a guide, a peacekeeper, and loregiver. Together with Thoth, Isis taught mortals the secret of magic. Powerful and compassionate, crafty but merciful, Isis represents all the qualities of women.

Isis is the daughter of Nut and Geb, and the sister to Osiris, Set, and Nephthys. She is the mother of Horus. In an earlier age, she was not only the wife of Osiris, but his counterpart as well, equal in all ways and power. When Osiris was slain by Set, it was she, with the aid of Thoth, who gathered all his body parts and brought him back to life.

KHNEMU, GOD OF CREATION AND INVENTION

Alignment: Neutral good

Domains: Earth, Good, Healing, Luck

Symbol: Lunar disc

Typical Worshippers: Craftsmen, artisans

Favored Weapons: None

Khnemu was the creator of people. He sculpted them out of clay and held them up so Ra could shine his life-giving rays of light upon them. He then placed them in the womb. He is the husband of Menhit and the father of Hike. Though Ptah is revered as the sole deity of creation, there is some speculation, especially among the followers of Khnemu, as to the validity of such a story.

MAAT, GODDESS OF TRUTH AND LAW

Alignment: Lawful good

Domains: Good, Knowledge, Law, Strength

Symbol: Stone platform

Typical Worshippers: Judges, city officials, paladins, monks

Favored Weapons: Mace or morningstar

Maat appears as a woman wearing a crown surmounted by a huge ostrich feather. She represents the fundamental order of the universe, without which all of creation would perish.

She bestowed the duty of maintaining the law and administering justice to the pharaohs.

In the underworld, Anubis weighs the heart of the deceased against the feather of Maat. If the heart is heavy (with evilness and wickedness) and outweighs the feather, the soul is fed to Amemt, the Eater of the Dead. If the scales balance (indicating honesty and truth), the soul is welcomed to the underworld by Osiris.

MAFTET, GODDESS OF PROTECTION AND HEALING

Alignment: Chaotic good

Domains: Good, Healing, Serpent [Good], Strength, Vermin

Symbol: Scorpion

Typical Worshippers: Healers, midwives, women, guardians

Favored Weapons: Longsword, trident

Maftet appears as a cheetah-headed woman with braided hair ending in scorpion tails. She occasionally dons a head-dress of poisonous snakes. It is her duty to protect the people of the world from the poisonous bites and stings of snakes, scorpions, and other such creatures.

MERETSEGER THE PROTECTOR

Alignment: Lawful good

Domains: Good, Law, Protection, Serpent [Good]

Symbol: Cobra wrapped around a sun disc

Typical Worshippers: Guardians, warriors, keepers of secrets

Favored Weapons: Longbow, short sword, dagger, quarterstaff

Meret, the cobra-headed goddess, was appointed guardian and protector of the Valley of the Gods by Ra. She lives on a nearby mountain where she ever watches those coming and going from the Valley. Anyone disturbing the tombs of the great pharaohs is subjected to her wrath, which usually takes the form of poisonous animals descending on the would-be tomb raiders. Though she is vigilant in her protection of the Valley of the Gods, should a person repent of his crimes against the Valley or tombs therein, Meret shows mercy on the person by healing the wounds suffered.

MERT, GODDESS OF SONG AND JOY

Alignment: Neutral good

Domains: Good, Healing, Knowledge, Trickery

Symbol: Raven on the sun disc

Typical Worshippers: Musicians, poets, artists, bards

Favored Weapons: Longbow, short sword, dagger, quarterstaff

Mert is the goddess of song, music, and happiness. It is believed by her followers that she invented music and gave it to the Khemitians so they could share in her happiness. Her worship consists of her priests dancing and rejoicing as they sing praises to her.



MIN "PROTECTOR OF THE MOON," GOD OF MALE FERTILITY

Alignment: Chaotic good

Domains: Chaos, Destruction, Good, Knowledge, Magic

Symbol: Twin-plumed crown

Typical Worshippers: Commoners

Favored Weapons: Flail, sickle, scythe

When a male fathers a child, it is the will and grace of Min that allows it to happen. It is his duty to ensure the propagation of Khemit continues, yet does not get out of control so as to cause overpopulation of the lands, thereby leading to a shortage of food, water, and other supplies.

Yet Min has a destructive side as well. His power over life-giving directly relates to supremacy over the enemies of Khemit, therefore Min is linked to both power and destruction.

Min appears as a bearded mummified human male wielding a flail. A small twin-plumed crown sits atop his head.

NEFERTEM, GOD OF THE SUN, LORD OF THE SUNRISE, GOD OF HEALING

Alignment: Neutral good

Domains: Good, Healing, Knowledge, Plant, Sun

Symbol: Lotus blossom on a sun disc

Typical Worshippers: Healers, surgeons, women, sorcerers, wizards

Favored Weapon: Longsword

Nefertem appears as a lion-headed humanoid or as a handsome man with lotus blossoms in his hair. He had no father and mother, but was born of a lotus blossom. His duty as Lord of the Sunrise is to bring the sun into the sky each day to where Ra is located. He is sometimes referred to as the Lord of Flowers or Lord of Perfume (a reference to his birth). Due to his association with flowers and herbs, Nefertem is often revered as the god of healing, and has in fact on several occasions offered his assistance in the healing process to both mortals and gods alike.

NEITH, GODDESS OF WAR AND WISDOM, GUARDIAN OF THE DEAD

Alignment: Chaotic good

Domains: Death [Good], Good, Knowledge, Law, War

Symbol: Crown and longbow

Typical Worshippers: Soldiers, hunters, fighters, paladins, loremasters, scholars, nobles

Favored Weapons: Quarterstaff and longbow

Neith appears as a beautiful woman carrying a longbow and shield. She is revered as a goddess of war and guardian of the dead, the latter because she stands along with Isis, guarding the funerary bier of the pharaoh. The wrappings used to mummify a dead body are considered to be "gifts of Neith." On

occasion, she is employed by various deities to act as an arbitrator between two sides, her military prowess and impartiality rendering a fair and just verdict. She is the mother of Sebk.

NEKHBT, GODDESS OF PROTECTION AND WAR, CHILDBIRTH AND FERTILITY

Alignment: Lawful good

Domains: Law, Protection, Strength, War

Symbol: Vulture with wings spread

Typical Worshippers: Warriors, women, farmers

Favored Weapons: Flail or mace

Nekhbet appears as a tall, shapely woman wearing a white crown. Her head is that of a vulture. In times of war, it is believed that Nekhbet appears on the battlefield hovering above the head of the pharaoh, holding her symbol and flail. She is seen as the pharaoh's personal protector, though lately she has been venerated as a goddess of birth, specializing in the protection of infants and children. It is said that Nekhbet instilled in parents the nurturing and protective qualities they show toward their young.

In some Khemitian legends, she is thought to be the wife of Hapy, while other legends link her with Horus. Though venerated as the goddess of protection and childbirth, she is still a formidable deity in the art of war.

NEPHTHYS, GODDESS OF THE DEAD

Alignment: Chaotic good

Domains: Chaos, Death [Good], Knowledge, Magic

Symbol: Full moon surrounded by horns

Typical Worshippers: Women

Favored Weapons: Quarterstaff or dagger

Nephthys is the sister of Osiris and Isis and the wife of Set. Though she is the wife of Set, she did not support him in his battle with and slaying of Osiris. Secretly, she helped Isis find the pieces of Osiris' body. She is the mother of Anubis and stands at the head of the family of Khemitian funerary deities.

She is revered as the head of the household of the gods, and she extends this protection to the head woman of any Khemitian house. When a woman is in childbirth, it is believed that Nephthys stands at the head of the bed to offer comfort.

NUT, GODDESS OF THE NIGHT AND SKY

Alignment: Neutral good

Domains: Air, Good, Knowledge, Protection, Trickery

Symbol: Stars twinkling on a black field

Typical Worshippers: Rogues, bards, guardians, paladins

Favored Weapon: Dagger

A naked woman painted with stars bending over the world, her hands and feet touching the four cardinal points. She is often shown being held up by Shu and standing over her husband-brother Geb. Nut is revered as the goddess of the sky.

She is the daughter of Shu and Tefnut and the mother of Osiris, Isis, Set, and Nephthys. She protects the world from darkness and evil.

OSIRIS, GOD OF FERTILITY AND THE DEAD

Alignment: Lawful good

Domains: Death [Good], Good, Law, Protection

Symbol: Crown

Typical Worshippers: Nobles, rulers, farmers, commoners

Favored Weapons: Crook or quarterstaff

Osiris appears as a green-skinned man wearing the raiment of a pharaoh. In power, Osiris is second only to his father, Ra, and is the leader of the gods on the Material Plane. He is the husband of Isis and the father of Horus. He makes his home in the underworld as the lord of the dead because, after Set killed him, Isis resurrected him, and even though he is a god, he can no longer dwell in the land of the living.

In the underworld, Osiris sits on a great throne, where he passes judgment on the newly arrived souls. All those who pass the tests of the underworld become worthy to enter.

Osiris remains in the underworld because Maat dictates that the dead, even dead gods, may not return to the land of the living.

PAKHUT, GODDESS OF STRENGTH

Alignment: Chaotic good

Domains: Chaos, Destruction, Good, Strength

Symbol: Lioness

Typical Worshippers: Fighters, barbarians

Favored Weapon: Greatsword

Pakhut is seen as the epitome of strength and physical power. While she is feminine in appearance and movement, she has a ferocity and skill in combat that can rival the greatest warrior on the Material or heavenly planes.

RA, GOD OF THE SUN AND PHARAOH OF THE GODS

Alignment: Neutral good

Domains: Bounty, Good, Knowledge, Protection, Sun

Symbol: A serpent wrapped around a solar disc

Typical Worshippers: Rulers, nobles, scholars

Favored Weapons: Quarterstaff, club

Ra appears as a great humanoid with the head of a hawk. He is dressed in flowing robes and the headdress of the pharaoh. Ra is the king of the gods and all-father of creation. A sun god, he commands the chariot that rides across the sky during the day. A king, he is the patron of the pharaoh. Ra is the most central god of the Khemitian pantheon.

Ra's position in the pantheon is unusual. He is the only god, apart from Osiris, who is definitely said to be not on the earth. Ra, it is said, is an aging god, still powerful, but too old to deal with his children any longer, so he has gone exclusively to the sky to watch over the world. Horus rules over the earth and the gods in his stead, demonstrating the divine right of kingship.

RENET "THE LADY OF THE ROBES," GODDESS OF PROTECTION AND FORTUNE

Alignment: Chaotic good

Domains: Good, Knowledge, Luck, Protection, Serpent [Good]

Symbol: Cobra wrapped around a crook

Typical Worshippers: Women, gamblers, guardians

Favored Weapons: Quarterstaff, short sword

Renenet appears as a cobra-headed goddess in long, flowing robes and is known as the "Nourishing Snake." It is her role, as protector and mother of all children, to give a newborn child its true name. The name the child's parents give is its earthly name; only Renenet and the child know its true name. Because she watches over a child until it is grown,



gives it its true name, and nurtures it, she is also known as the goddess of fortune.

She not only is a goddess that nurtures and aids children, she also offers guidance and protection to rulers on their journey through the land of the dead. Because of this, and because Khemitians mummify their rulers, she is known as the "Lady of the Robes."

SEKER, GOD OF DEATH AND LIGHT

Alignment: Neutral good

Domains: Death [Good], Good, Protection, Strength, Sun

Symbol: Hawk-headed mummy holding an ankh

Typical Worshippers: Commoners

Favored Weapons: Halberd, longsword

Seker appears as a hawk-headed humanoid wielding a staff with symbols of power and death inscribed along the staff. He is the patron deity of the dead (the dark) and the living (the light).

In Khemitian religion, he is seen as the resurrected form of Osiris and is thus closely linked to him. They are not, in fact, the same deity, though many seem to believe as much. It is Seker's duty to oversee the funeral cults, burial grounds, and tombs, and he has recently taken it upon himself to destroy all evil on the Material Plane.

SERQET "SHE WHO BREATHES," GODDESS OF THE DEAD AND STRENGTH

Alignment: Lawful good

Domains: Death [Good], Good, Law, Strength, Vermin

Symbol: Scorpion on a lunar disc

Typical Worshippers: Fighters, guardians, necromancers

Favored Weapons: Dagger, quarterstaff

Serqet appears as a female, with the lower torso of a scorpion. She is one of the oldest Khemitian deities, and her worship has fallen by the wayside lately. It is her duty to guard the canopic jars in which viscera of the dead are stored. She also protects children and the elderly from the venomous bites and stings of various creatures of the world.

SESHAT "THE FEMALE SCRIBE," GODDESS OF WRITING, HISTORY, TIME, KNOWLEDGE, AND ARCHITECTURE

Alignment: Neutral good

Domains: Good, Knowledge, Luck, Magic

Symbol: Writing palette and brush

Typical Worshippers: Record-keepers, scribes, sages

Favored Weapon: Warhammer

Seshat appears as a woman dressed in a panther-skin dress wearing a seven-pointed crown. The crown has a pair of down-turned horns. She, as a lunar deity, is linked to and

believed to be the wife and daughter of Thoth. Seshat invented writing and Thoth gave it to the Khemitians.

It is Seshat who records the time allotted to the pharaoh for which he rules Khemit. She also records the time allotted by the gods for each person to remain on the Material Plane.

SHU, LORD OF THE AIR

Alignment: Lawful good

Domains: Air, Good, Law, Strength

Symbol: Ostrich feather

Typical Worshippers: Mystics, nobles, rulers, warriors

Favored Weapons: Quarterstaff and mace (heavy or light)

Shu is the god of the air, and it was he alone that created the wind. His divine duty is to hold up the sky so that it does not come crashing down on the earth. He is the brother of Tefnut and was one of the first deities created at the beginning of time.

TEFNUT, GODDESS OF STORMS AND RIVERS

Alignment: Lawful good

Domains: Good, Protection, Sun, Water

Symbol: Lioness head

Typical Worshippers: Farmers, fishermen, sailors

Favored Weapon: Spear (any)

Tefnut, along with her brother Shu, was the first deity at the beginning of time. She is the goddess of moisture and of the warm moist air near the rivers. It is she, along with Hapy, who floods the rivers and provides water to the dry lands of Khemit.

TUART, GODDESS OF FERTILITY AND PROTECTION

Alignment: Lawful good

Domains: Good, Knowledge, Magic, Plant, Protection

Symbol: Sickle

Typical Worshippers: Women, expectant mothers, midwives, farmers

Favored Weapons: Longsword, scimitar

Tuart is the goddess of maternity and childbirth, protector of women and children. Like Bes, she is both a fierce fighter as well as a popular deity who guards the mother and her newborn child.

She appears as a combination of a crocodile, a pregnant hippopotamus standing on her hind legs with large breasts, and a lion. Unlike the composite deity Ammut, her head and body are that of the hippo, her paws are that of the lion, and her back is the back of a crocodile.

It is her role as protector that led to her popularity in Khemit. She assists mothers in childbirth by scaring off demons that have come to cause harm to the mother or child.

She is also a goddess relating to fertility. She is the goddess of harvests as well as a goddess who helps with female sexuality and pregnancy. In this capacity, she is linked with the goddess Hathor. She is linked to Sebk (because of her crocodilian appearance) and is thought to be (or have been) the wife of Bes.

GODS OF BALANCE

ATEN, THE SUN, THE SUN DISC

Alignment: Neutral

Domains: Air, Bounty, Fire, Strength, Sun

Symbol: Sun disc

Typical Worshipers: Clerics, sages, wizards

Favored Weapons: Quarterstaff, longsword

Aten appears as a solar disc of immense size and proportion, sometimes with wings, sometimes with arms and hands.

He is worshipped as a life-giver and is, in some areas of Khemit, more highly venerated than Ptah or Ra. He is thought to be the sole creator of life and the world, though Ptah's followers dispute such claims.

BES, GOD OF PROTECTION, HAPPINESS, MUSIC, AND WAR

Alignment: Neutral

Domains: Luck, Protection, Strength, War

Symbol: Crown wrapped with a panther skin

Typical Worshipers: Fighters, rogues, bards

Favored Weapons: Longsword, short sword, light or heavy mace, dagger, knife

Bes appears as a leonine-faced dwarf wrapped in the skins of panthers, bears, or some other creature. He wears a plumed crown on his head. He is known as the "demonic fighter" because of his ferocity. It is said that he strangles bears, lions, snakes, and antelopes with his bare hands. He is friend to Ra and has helped his friend defend the land of the gods from many enemies.

Bes extends his protection not only to the pharaoh but to women and children as well. He is said to protect both women and children during childbirth by driving away evil spirits that could kill the mother or newborn.

His use as a god of protection came to be a sign of happiness and humor, as he drove away evil and ill, thus he became a god of music and happiness. When a child smiles for no reason, it is said to be Bes pulling faces at the child to make him or her laugh.

Despite his fun-loving nature, Bes is revered as a god of war in parts of Khemit. His ferocious nature and leonine features lend to this belief.

GEB, GOD OF THE EARTH

Alignment: Neutral

Domains: Earth, Plant, Protection, Strength

Symbol: A white goose

Typical Worshipers: Farmers, druids

Favored Weapon: Quarterstaff

Geb appears as a tall, well-muscled man wearing a white crown. As the god of the earth, Geb is a very important deity to the land of Khemit. He is the son of Shu and Tefnut, the wife of Nut, and the father of Osiris, Isis, Set, and Nephthys. Geb wears a golden crown that allows him to summon any creatures of the earth to fight for him. His staff can slay all but the greatest of gods. His laughter is said to be felt on the Material Plane in the form of earthquakes. Geb is one of the gods who watches the weighing of the heart in the Judgment Hall of Osiris.

HORUS THE AVENGER

Alignment: Lawful neutral

Domains: Destruction, Law, Sun, War

Symbol: Falcon or hawk

Typical Worshipers: Soldiers, warriors, fighters, those seeking vengeance and retribution

Favored Weapons: Longsword and lance

His most common form is that of falcon-headed man, but he is also shown as a falcon, a lion with the head of a falcon, or a sphinx.

Horus is the son of Osiris (though in some Khemitian beliefs he is the son of Ra). He is the protector and guide to the current Pharaoh of Khemit, and it is believed that some time in the past, Horus assumed his earthly form and ruled as Pharaoh for a time. Horus is the patron deity of young men and emblazons the ideal of the son who grows up to become a righteous and honorable person.

When Osiris was slain by Set, Horus took up arms against his uncle, and to this day still battles him to avenge his father's death and to ensure the safety of Khemit.

Horus allows lawful neutral paladins, though instead of smite evil, a paladin of Horus receives smite chaos. Paladins of Horus are the embodiment of oaths and vengeance.

KHEBSENEF "SON OF HORUS," GOD OF DEATH

Alignment: Lawful neutral

Domains: Death [Good and Evil], Law, Protection, Strength

Symbol: Falcon

Typical Worshipers: Guardians, surgeons, physicians

Favored Weapon: Hammer

Khebsenef is a falcon-headed deity that watches over the soul of one who has died. He is believed to be one of the sons of Horus and is thus linked to Hapy, Duamutef, and Amset.

MENU, GOD OF WAR

Alignment: Chaotic neutral

Domains: Chaos, Destruction, Strength, War

Symbol: Solar disc and uraeus (cobra)

Typical Worshipers: Fighters, warriors

Favored Weapons: Quarterstaff, longsword, light or heavy mace, flail

Also called Mentu, he is a falcon-headed humanoid crowned with a twin-plumed solar disc. Menu is the embodiment of war. He alone taught the world the art of fighting and war. He is a great general and military leader among the gods. On rare occasions, he has taken an earthly form and helped Khemit drive its enemies from the lands.

PTAH, CREATOR OF THE UNIVERSE

Alignment: Lawful neutral

Domains: Air, Bounty, Earth, Law, Magic, Sun

Symbol: Apis bull

Typical Worshipers: Craftsmen, artisans

Favored Weapons: Quarterstaff, longsword, dagger



A man with a punt beard, wrapped like a mummy, with his hands free and gripping a great staff covered in symbols of life and power. It was Ptah that crafted the universe from nothing and created all of the gods of the Khemitian pantheon.

According to one tradition (the northern Khemitian creation myth), Ptah was the primary motive force in creation, thinking and speaking the cosmos into existence. (Elsewhere, he was said to have created the cosmos out of mud.) In this tradition, propagated by his priesthood, it was Ptah who was pre-eminent among the gods. He was said to have invented the 'opening of the mouth' ceremony restoring the faculties of life to the corpse by performing it on the mouths of the gods when he created them.

SEKHMET "LADY OF PESTILENCE," GODDESS OF THE SUN, THE DESTRUCTOR

Alignment: Chaotic neutral

Domains: Chaos, Destruction, Healing, War

Symbol: Sun disc with serpent entwined around it

Typical Worshippers: Surgeons, doctors, healers, warriors

Favored Weapons: Longbow, shortbow

The lion-headed goddess Sekhmet is thought to be the wife of Ptah and mother of Nefertem (though the motherhood of Nefertem is in dispute—Bast and Buto are touted as his mother in their respective cities). Associated with war and retribution, she is said to use arrows to pierce her enemies with fire, her breath being the hot desert wind as her body takes on the glare of the midday sun. She represents the destructive force of the sun.

According to Khemitian history/legend, she came into being when Hathor was sent to the Material Plane to take vengeance on humanity. She was the one who slaughtered humankind and drank their blood.

As mother of Nefertem, she is the healer of the gods. Many of her followers and priests are skilled surgeons and doctors.

THOTH, GOD OF KNOWLEDGE AND MAGIC

Alignment: Neutral

Domains: Knowledge, Luck, Magic, Travel

Symbol: Ibis

Typical Worshippers: Scholars, sages, travelers

Favored Weapon: Quarterstaff

Thoth appears as a humanoid with the head of an ibis. In his hands he holds a scribe's palette and stylus. Khemitians believe him to be the son of Ra, though it is believed among Thoth's devout followers that he created himself through the power of language. He is the sole creator of magic, the inventor of writing and speech, and the messenger of the gods.

He is also the divine record keeper and acts as mediator when a quarrel erupts among his fellow deities.

It is Thoth who questions the souls of the dead before their heart is weighed against the feather of Maat.

GODS OF EVIL

AAPEP THE BLACK SERPENT, THE DESTROYER

Alignment: Chaotic evil

Domains: Chaos, Death [Evil], Destruction, Evil, Serpent [Evil]

Symbol: Black coiled serpent

Typical Worshippers: Evil power-seeking humanoids, assassins, cults

Favored Weapons: Whip, dagger, longsword

Aapep is the ancient spirit of evil and destruction that dwells in eternal darkness. He appears as a great black serpent several miles in length. He spends each day attempting to devour the great Sun Boat that Ra sails across the heavens. It is Set's task to battle Aapep and keep him from destroying the boat. When Aapep wins the battle, the world is plunged into darkness for a short time as he devours the Sun Boat. Set then uses his weapons to slice open the belly of Aapep, allowing the Sun Boat to escape.



AMEMT THE DEVOURER, EATER OF HEARTS, EATER OF THE DEAD

Alignment: Chaotic evil

Domains: Chaos, Death [Evil], Destruction, Evil, Magic

Symbol: Bleeding heart and Scales of Justice

Typical Worshippers: Evil humanoids

Favored Weapons: Dagger, knives

Amemt has the head of a crocodile, the body of a leopard, and the hindquarters of a hippo.

She sits in the Judgment Hall Of Osiris and devours the soul and heart of any that is unworthy to cross into the underworld. A soul devoured by Amemt can never be recovered or revived. It is the final death. She is, by some, considered to be the protector of Osiris.

SEBK, GOD OF EVIL, BETRAYAL, AND WATER

Alignment: Chaotic evil

Domains: Chaos, Evil, Trickery, Water

Symbol: Crocodile

Typical Worshipers: Sailors, fishermen

Favored Weapons: Scimitar, longsword, dagger

Sebk appears as a crocodile-headed humanoid and is considered the god who controls all the waters of the world. He is worshipped out of fear and appeasement to ensure the fertility of the crops of Khemit and the success of the fishermen of Khemit.

Sebk is revered for his ferocity and speed. He is the god, as written in ancient Khemitian legends, who caught the four sons of Horus in a net as they emerged from the waters in a lotus bloom.

Sebk is the epitome of evil and an adversary to Osiris and Horus. He is also considered to be a cohort of Horus, as he

aided Horus in recovering the parts of Osiris from the waters where Set had discarded them. Later, he turned on Horus and aided Set in his eighty-year war with Horus.

SET, GOD OF EVIL AND THE NIGHT

Alignment: Lawful evil

Domains: Death [Evil], Destruction, Evil, Knowledge, Law, Serpent [Evil]

Symbol: Coiled cobra

Typical Worshipers: Evil power-seeking humanoids, evil monks, assassins

Favored Weapons: Cobra staff, Spear of Darkness, poisoned weapons

Set is a greater god, worshiped on many planes in many forms. He most often appears as a scaled humanoid with the head of a jackal. He is utterly dedicated to the orderly spread of evil and oppression. His symbol is the coiled cobra, though any snake can be used to represent his power. His temples are filled with enormous serpents, always poisonous. His skin is poisonous to the touch. Organized groups of assassins are known to be dedicated to his worship. His priests carry staves worked on one end into the head of a cobra.

The cobra head is normally tipped with steel fangs coated with poison. His clerics also often carry a stylized black spear, representing the *Spear of Darkness* he carries. Many of his worshipers tattoo themselves with serpents or cobras.





APPENDIX E: CLASSES, SPELLS, AND ITEMS OF KHEMIT

CHARACTER RACES IN KHEMIT

Khemitians are overwhelmingly human. All the standard races from the *PHB* are present, though only in small numbers. They are considered “outsiders” or “barbarians” — certainly not as civilized as Khemitians. There are several small conclaves of desert dwarves that reside in the hills of Khemit. Some few tribes of halflings reside in reed huts along otherwise unsettled stretches of rivers. Elves are quite rare, and those that exist in Khemit are nomadic. Half-orcs are all but unknown, except as laborers imported from foreign lands along with other humanoids. Gnomes are entirely unknown in Khemit.

One unique PC race option is the *menynoka* — a race of serpent-headed humanoids unique to the lands of Khemit. They are wandering merchants of Khemit. Though not common, several can usually be found in most any city trading their wares. See the Monsters Appendix for more details on the *menynoka* and for using the *menynoka* as a PC race.

CHARACTER CLASSES IN KHEMIT

While all the standard *PHB* classes can be found in Khemit, each has a distinct flavor in the desert lands different from the western European fantasy norm. Due to climatic conditions, light armor and weapons are favored by all but official troops.

Barbarians: Normally desert nomads or other “wild men,” barbarians are usually not full-blooded Khemitians, who are by nature a very civilized people. What few Khemitians become barbarians leave the cities to wander the desert in small bands.

Bards: Though Khemit is a very civilized and structured land, one class that has great freedom is the bard. Rogue musicians are considered to be on the fringe of civilization and are allowed to come and go mostly unnoticed. Their social status — unless they are court musicians, which would be quite restrictive — is barely above that of a peasant, however, and as a result characters of this class may be denied access to some locales within the city.

Clerics: Regardless of alignment, all religions in Khemit are very structured and have a hierarchy that ends with the Religious Hierarchy, the Archpriest, and — ultimately — Pharaoh. There are few wandering priests such as *Merhaptut*. The vast majority are based in their cities and temples. Nearly all Khemitians worship the Khemitian gods, though some few on the border with other lands worship foreign gods.

Priests in Khemit have enhanced social standing as a result of their position in the hierarchical order of the society.

Druids: The druids of Khemit are not like their forest-loving counterparts of normal fantasy campaigns. Druids of Khemit often worship Thoth or Ptah. As their western counterparts, they must be neutral to some degree. Most live alone or wander individually. Many become *Kahin* (see the Prestige Classes, below), searching for the spirits of the desert creatures or of the sands and waters themselves.

Fighters: The most common class along with rogues. Fighters are common in Khemit as the Triple Kingdom has a very well ordered military. Those who are ex-military often become mercenaries. As mentioned above, due to weather conditions, most favor light weapons and armor.

Monks: There are very few monks in Khemit. However, those that do exist are rumored to have strange combat abilities unknown to their more traditional counterparts.

Paladins: Though there are few stereotypical “shining plate mail and long sword” type paladins in Khemit, this is not to say the land is without its holy warriors. Heru, Maat, Meretseger, and Nekhbet allow paladins in their service that track the powers of the standard paladin. Several gods allow more unique paladins. The goddess Neith allows chaotic good paladins. Horus also allows paladins, though instead of smite evil, a paladin of Horus receives smite chaos; paladins of Horus are the embodiment of oaths and vengeance. All paladins mirror their deities and DMs should construct ethos based on that information. Heru is noble and watchful and his paladins are always of the highest social standing. Maat is the great judge and her scales weigh each action, leading to judgment in the underworld. Meret is a keeper of secrets and protector of tombs, and her holy warriors reflect this. Paladins of Nekhbet are often part of Pharaoh’s personal guard.

Rangers: Most Khemitian rangers use the alternative class provided below. They are one with the desert lands and harsh climate. They are master trackers and guides. Their skills are held in high regard in this land.

Rogues: Perhaps the one class least changed in Khemit from the standard fantasy conception, the rogue exists in Khemit in great numbers. Because Khemit is such a highly civilized society, the skills of a rogue come into play very often. In fact, there are many skilled rogues in the land. Unless a PC comes to Khemit from a very large city, rogue PCs will most likely be impressed by the skill of Khemitian rogues.

Sorcerer: Because the lands of Khemit are so inherently magical, sorcerers are common. Because sorcery does not require writing — a cornerstone of the aristocracy — most sorcerers are not aristocrats and so come from the lower classes. An exception to this is the priest-sorcerer, who may learn the arcane arts on his or her own, without the knowledge

of fellow priests. It is not uncommon to find high ranking ecclesiastics who also are sorcerers.

Wizards: There is great magic inherent in the ancient hieroglyphic writing of Khemit (as opposed to the more common demotic writing). Because knowledge of ancient hieroglyphic writing is limited for the most part to the highest social classes, wizards tend to come from this background. There are several schools or conclaves of wizards in Khemit. Because the society is so orderly and structured, there are many magical tomes in the land of Khemit in which it is rumored that strange spells can be found.

NEW CHARACTER CLASSES

KHEMITIAN RANGER

This version of the ranger is found in the desert lands of Khemit. It adds, most notably, the ability to choose a favored terrain, earlier access to spells, and the ability to choose bonus feats rather than being locked into those provided in the *PHB*. Reflecting the climate, the Khemitian ranger is not proficient with medium armor.

Alignment: Any.

Hit Die: d10.

Class Skills: The Khemitian ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, light armor, and shields.

Free Feats: At 1st level, a Khemitian ranger gains the benefits of two of the following virtual feats if he is wearing light or no armor. Once chosen, the feats cannot be changed. The ranger can choose from the following list: Alertness, Ambidexterity, Combat Reflexes, Dodge, Endurance, Exotic Weapon Proficiency, Great Fortitude, Improved Initiative, Iron Will, Mounted Combat, Point Blank Shot, Quick Draw, Run, or Two-Weapon Fighting.

Spells: Beginning at 2nd level, a ranger gains the ability to cast a small number of divine spells. To cast a spell, the ranger must have a Wisdom score of at least 10 + the spell's level. Ranger bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the ranger gets 0 spells of a given level, such as 0 1st-level spells at 2nd level, the ranger gets only bonus spells. A ranger without a bonus spell for that level cannot yet cast a spell of that level. A ranger has access to any spell on the ranger spell list and can freely choose which to prepare. A ranger prepares and casts spells just as a cleric does (though the ranger cannot use spontaneous casting to lose a spell and cast a *cure* or *inflict* spell in its place). Starting at 2nd level, a ranger's caster level is one-half his class level. The Khemitian ranger uses the ranger's spell list (see Chapter 11 in the *PHB*).

Track: A ranger gains Track as a bonus feat.

Favored Enemy: At 1st level, a ranger may select a type of creature as a favored enemy. (A ranger can only select his own race as a favored enemy if he is evil.) Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon

KHEMITIAN RANGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
						1 2 3 4
1st	+0	+2	+0	+2	Track, 1st favored enemy	- - - -
2nd	+1	+3	+0	+3	Favored terrain	0 - - -
3rd	+2	+3	+1	+3		0 - - -
4th	+3	+4	+1	+4	Favored terrain	1 - - -
5th	+3	+4	+1	+4	2nd favored enemy	1 - - -
6th	+4	+5	+2	+5		1 0 - -
7th	+5	+5	+2	+5		1 0 - -
8th	+6/+1	+6	+2	+6	Favored terrain	1 1 - -
9th	+6/+1	+6	+3	+6		1 1 0 -
10th	+7/+2	+7	+3	+7	3rd favored enemy, favored terrain I	1 1 - -
11th	+8/+3	+7	+3	+7		1 1 1 -
12th	+9/+4	+8	+4	+8	Favored terrain	2 1 1 0
13th	+9/+4	+8	+4	+8		2 1 1 1
14th	+10/+5	+9	+4	+9	Favored terrain	2 2 1 1
15th	+11/+6/+1	+9	+5	+9	4th favored enemy	2 2 2 1
16th	+12/+7/+2	+10	+5	+10	Favored terrain	3 2 2 2
17th	+12/+7/+2	+10	+5	+10		3 3 3 2
18th	+13/+8/+3	+11	+6	+11	Favored terrain	3 3 3 3
19th	+14/+9/+4	+11	+6	+11		4 3 3 3
20th	+15/+10/+5	+12	+6	+12	5th favored enemy, favored terrain	4 4 3 3

damage rolls against creatures of this type. A ranger also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

At 5th level and at every five levels thereafter (10th, 15th, and 20th level), the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy increases by +1.

TABLE: RANGER FAVORED ENEMIES

Type
• Aberrations
• Animals
• Beasts
• Constructs
• Dragons
• Elementals
• Fey
• Giants
• Humanoid type
• Magical beasts
• Oozes
• Outsider type
• Plants
• Shapechangers

Rangers may not select "humanoid" or "outsider" as a favored enemy, but they may select a more narrowly defined type of humanoid or outsider. A ranger can only select his own race as a favored enemy if he is evil or has the DM's approval.

Favored Terrain: Rangers are masters of the wilderness. Starting at 2nd level and at every other level thereafter, a ranger may select a type of terrain as his or her "favored terrain" from the chart below. Rangers receive a +2 expertise bonus to any Hide, Intuit Direction, Listen, Move Silently, Search, Spot, or Wilderness Lore checks in his or her favored terrain. Note that each terrain has three possible climates (cold, temperate, and warm). You must select a climate with each terrain. A ranger may select the same terrain (and climate) more than once, though subsequent selections of the same terrain (and climate) only add an additional +1 to the expertise bonus. The bonuses stack.

TABLE: TERRAIN TYPES

Type
• Desert
• Forest
• Hills
• Mountains
• Aquatic
• Plains
• Marsh
• Underground

Each terrain has three possible climates: cold, temperate, and warm. You must select a climate with each terrain.

Fast Movement: A ranger gains a bonus of 10 feet to his or her base movement in his or her favored terrain provided he or she is wearing light or no armor.

Improved Two-Weapon Fighting: A ranger with a base attack bonus of at least +9 can choose to gain the Improved Two-Weapon Fighting feat even if he does not have the other prerequisites for the feat. The ranger must be wearing light armor or no armor in order to gain this benefit and must have the Two-Weapon Fighting feat.

NEW PRESTIGE CLASSES

DEMONURGIST

The demonurgist is a prestige class specializing in the summoning and controlling of demons. A demonurgist is normally wholly evil and corrupt, employing the demonic inhabitants of the Abyss to further his goals. Demonurgists are shunned by most, as their paths involve powers best left alone by mortals. Most demonurgists are wizards or sorcerers.

Demonurgists are spread far and wide throughout the world. Most keep their identities secret, as the summoning and controlling of Abyssal powers is frowned upon in most all civilized areas.

Hit Die: d4.

Requirements: To qualify to become a demonurgist, a character must meet the following criteria:

Alignment: Any evil.

Spellcasting: Must be able to cast arcane spells, one of which must be *lesser planar binding*, *planar binding*, or *greater planar binding*.

Skills: Knowledge (the planes) 8 ranks, Knowledge (arcana) 3 ranks.

Feats: Spell Focus (Conjuration).

Class Skills: The demonurgist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the demonurgist prestige class.

Armor and Weapon Proficiency: Demonurgists gain no additional proficiency in any weapon or armor.

Improved Binding (Ex): The demonurgist can call an outsider of up to 10 HD using the *lesser planar binding* spell. At 5th level, the demonurgist can summon up to 18 HD worth of outsiders using *planar binding*. This increases to 26 HD at 9th level when casting *greater planar binding*.

Evil Incarnate (Su): The demonurgist gains +1 to his caster level when casting evil spells.

Strengthen Binding (Su): The demonurgist adds +2 to the save DC of any *planar binding* spell (including *lesser planar binding* and *greater planar binding*). At 7th level, the bonuses increase to +4. This bonus stacks with any other bonus to the spell's save DC.

Demonic Vigor (Su): At 4th level, the demonurgist gains a +2 bonus to all saves against the spells and spell-like abilities of demons. This bonus increases to +4 at 8th level.

Dimensional Anchor (Sp): Once per day, the demonurgist can cast *dimensional anchor* to aid in holding a bound creature. The caster level is equal to the total caster level of the

THE DEMONURGIST

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Improved binding (10 HD)	+1 level of existing class
2nd	+1	+0	+0	+3	Evil incarnate	+1 level of existing class
3rd	+1	+1	+1	+3	Strengthen binding (+2)	+1 level of existing class
4th	+2	+1	+1	+4	Demonic vigor (+2)	+1 level of existing class
5th	+2	+1	+1	+4	Improved binding (18 HD)	+1 level of existing class
6th	+3	+2	+2	+5	Dimensional anchor	+1 level of existing class
7th	+3	+2	+2	+5	Strengthen binding (+4)	+1 level of existing class
8th	+4	+2	+2	+6	Demonic vigor (+4)	+1 level of existing class
9th	+4	+3	+3	+6	Improved binding (26 HD)	+1 level of existing class
10th	+5	+3	+3	+7	Empowered summoning	+1 level of existing class

demonurgist (demonurgist class levels plus all other spellcaster class levels).

Empowered Summoning (Ex): At 10th level, once per week, the demonurgist can perform a ritual (this ritual lasts from dusk until dawn, must be done inside a *magic circle against good*, and requires a human sacrifice) that allows him to summon up to 39 HD worth of outsiders or elementals (treat as per the *greater planar binding* spell).

KAHIN

Kahin are sometimes called spiritualists. They are allies of nature and its forces, especially the "invisible" spirits that most people seem to ignore. A kahin believes spirits are an intricate part of the universe and strive to understand and control such forces.

Druids are the first to take up the path of the kahin. Clerics sometimes choose this path as well, especially those that worship deities of nature. No other character class can even begin the journey of the kahin without some ability to cast divine spells. Multiclass sorcerers and wizards are somewhat likely to follow the kahin's road. Most other classes do not.

An NPC kahin is likely to be found in just about any city in Khemit. Some, however, disdain city life and are likely to be found outside the city limits where they believe they can commune with their spiritual allies without the intrusions of city life.

Hit Die: d8.

Requirements: To qualify to become a kahin, a character must meet the following criteria:

Spellcasting: Must be able to cast divine spells of 3rd level or higher, three of which must be *summon nature's ally I*, *summon nature's ally II*, and *summon nature's ally III* or *summon monster I*, *summon monster II*, and *summon monster III*.

Skills: Knowledge (nature) 8 ranks, Scry 4 ranks.

Feats: Any one metamagic feat.

Class Skills: The kahin's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Handle Animal (Cha), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (herbalist) (Wis), Scry (Int), Spellcraft (Int). See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the kahin.

Weapon and Armor Proficiency: Kahin are proficient with all simple weapons and light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Summon Spirits: The kahin can use any *planar ally*, *nature's ally*, or *summon monster* spell she has prepared to summon a number of HD of spirit creatures equal to the maximum HD allowed by the spell.

Spirit Companion (Ex): At 1st level, kahin may gain a spirit companion (a normal animal with the Spirit subtype). This spirit animal is one that the kahin has befriended with the spell *animal friendship*. As such, it can have no more than 2 HD. At 1st level, kahin may have more than one spirit companion, provided the spirit animal's HD don't exceed 2. The kahin can also cast *animal friendship* on other spirit animals during play (see the spell description in Chapter 11: Spells of the *PHB* and the Spirit subtype in this book).

Ethereal Sight (Su): At 2nd level, the kahin gains the ability to see ethereal creatures and objects to her normal range of vision. She can distinguish between ethereal and material creatures and objects. This ability is always active and can be dispelled, though the kahin can restart it as a free action on her next turn.

Resist Spirit (Su): Starting at 4th level, the kahin gains a +4 bonus to saving throws against the spells and spell-like abilities of spirits (any creature with the spirit subtype) and outsiders (such as demons, devils, and celestials).

Resist Possession (Su): The kahin gains an additional saving throw against any possession-type effect (i.e., *magic jar*, a ghost's malevolence) or spell that would harm the kahin's soul (such as *soul bind*). If her initial save to avoid the effect fails, she may re-roll it using this ability. She cannot use this ability against effects that do not allow a saving throw. The kahin can use this ability once per day.

Improved Binding (Su): When casting the *minimum containment* version of the *binding* spell, the save DC is increased by 2 (see the *binding* spell, Chapter 11: Spells in the *PHB*). At 10th level, the save DC is increased by another +2 (effectively erasing the 4-point reduction as described in the *PHB*).

Mediumship (Su): This ability allows any single spirit within 1 mile that is summoned by the kahin to possess her body and answer any questions asked of the possessing spirit (akin to a *speak with dead* spell). While possessed, the kahin enters a trance-like state and her body is oblivious to the Material Plane around her (she is considered helpless).

THE KAHIN

Class Level	Baseq Attack Bonus	Fort Save	Ref Save	Will Save	Specia	Spells Per Day
1st	+0	+2	+0	+2	Spirit companion, summon spirits, bonus spell	+1 level of existing class
2nd	+1	+3	+0	+3	Ethereal sight	+1 level of existing class
3rd	+2	+3	+1	+3	Resist spirit, bonus spell	
4th	+3	+4	+1	+4	Mediumship (1/day)	+1 level of existing class
5th	+3	+4	+1	+4	Ethereal form, bonus spell	
6th	+4	+5	+2	+5	Resist possession	+1 level of existing class
7th	+5	+5	+2	+5	Improved binding, bonus spell	
8th	+6	+6	+2	+6	Spiritual connection;	+1 level of existing class
9th	+6	+6	+3	+6	Mediumship (2/day), bonus spell	
10th	+7	+7	+3	+7	Malevolence, improved binding	+1 level of existing class

The kahin's adventuring companions must ask the questions of the spirit; she cannot herself converse with the spirit possessing her body. The spirit possesses her body for 1 minute per kahin class level and answers a number of questions equal to one-half her class level. When the maximum number of answers has been given or the duration expires, the spirit is ejected from the kahin's body. This ability can be used once per day. If no spirit is available, the mediumship ability does not function. The kahin cannot use her spirit companion as the focus of this ability.

Ethereal Form (Sp): At 5th level, the kahin can enter the Ethereal Plane as if using the *ethereal jaunt* spell. This ability is usable once per day for a number of rounds equal to the kahin's class levels.

Spiritual Connection (Su): The kahin gains a +15% bonus to all *augury* and *divination* results.

Malevolence: Once per day, the kahin can force her soul to leave her body and possess the body of a living creature on the Material Plane. This ability is similar to *magic jar* cast by a wizard of equal level. The kahin does not require a receptacle to use this ability. If her attack roll succeeds, her soul vanishes into the opponent's body while her body lies lifeless on the ground (she is considered *helpless*). If her attack roll fails, her malevolence ability is used up for the day. The target can resist the attack with a successful Will save (DC 10 + 1/2 kahin level + Wisdom modifier). If the save succeeds, her malevolence attempt fails and is used up for the day. When the duration expires or the possessing body is slain, her soul returns to her body.

Bonus Spells: At 1st level and every odd level, the kahin gains a bonus spell from the list below. She can only choose a spell of a level she can currently cast and can never gain more than two bonus spells for any one level. Once chosen, bonus spells cannot be changed. The kahin can choose a bonus spell when she gains spells normally (from her other spellcasting class) if she chooses.

KAHIN BONUS SPELLS

1st level: *Detect secret doors*, *identify*, *obscuring mist*, *protection from spirits**, *spiritual trance**

2nd level: *Augury*, *detect thoughts*, *locate object*, *see invisibility*

3rd level: *Bestow curse*, *clairaudience/clairvoyance*, *detect curse**, *remove curse*, *speak with dead*

4th level: *Arcane eye*, *divination*, *exorcise**, *locate creature*, *screaming*

5th level: *Contact other plane*, *force corporeality**, *mark of justice*, *true seeing*

*New spell. See below.

Spirit Subtype

Spirit is a modifier that can be added to any living corporeal creature. A spirit creature automatically gains the incorporeal special quality (and all associated bonuses with that condition) and the manifestation special attack (see the Ghost template in the MM). A spirit creature can use all of its attacks normally when manifested.

NEWDOMAINS

The lands of Khemit are strange and the pantheon of gods much different than those of the typical fantasy setting. As such, there are several domains that are unique to Khemit and the Khemitian Pantheon. See Appendix D: The Gods of Khemit for more details on the gods of Khemit.

BOUNTYDOMAIN

The Bounty domain reflects the bountiful aspect of the waters of the great river Nylle and the sun disk of Ra that are central to life in the lands of Khemit. Note that the Bounty domain is not the same as the elemental domain of water, though there is some overlap.

Granted Powers: You can *create water* once per day as the spell. This is a spell-like ability.

DEATH [GOOD] DOMAIN

BOUNTY DOMAIN SPELLS

- 1 Bless Water
- 2 Lesser Restoration
- 3 Create Food and Water
- 4 Control Water
- 5 Hallow
- 6 Heroes' Feast
- 7 Regeneration
- 8 Summon Nature's Ally
- 9 Miracle

Death in Khemit is not viewed as inherently evil. Rather, it is a passage to the afterlife. Those of the Death [Good] domain help ensure the passage of the spirit through the Duat to the Throne of Osiris, where they are judged and the worthy are allowed to enter. Priests of this domain are held in high regard in Khemit and officiate over the elaborate embalming ceremonies common in the kingdom.

Granted Power: You may use *gentle repose* once per day as a spell-like ability. You gain a +2 divine bonus against all death effects.

DEATH [GOOD] DOMAIN SPELLS

- 1 Deathwatch
- 2 Consecrate
- 3 Speak with Dead
- 4 Death Ward
- 5 Raise Dead
- 6 Heal
- 7 Resurrection
- 8 Clone
- 9 True Resurrection

PROTECTION DOMAIN

Gods of this domain offer slightly different domain spells than those detailed in the *PHB*, focusing more on magical warding than on physical resistance. Elemental protection in Khemit is left to the domain of the gods of those elements.

Granted Powers: As the normal Protection domain power detailed in the *PHB*.

PROTECTION DOMAIN SPELLS

- 1 Shield of Faith or Sanctuary
- 2 Shield Other
- 3 Magic Circle against Chaos/Evil/Good/Law
- 4 Stoneskin
- 5 Dispel Chaos/Evil/Good/Law
- 6 Antimagic Field
- 7 Repulsion
- 8 Protection from Spells
- 9 Antipathy

SERPENT DOMAIN [GOOD AND EVIL]

Serpents in Khemit are both a symbol of nobility and of evil. Thus, the serpent domain has both good and evil aspects. The great black serpent Aapep embodies all that is evil in serpents, attempting to devour the very sun itself. Buto, the serpent-headed god, on the other hand, is a great guardian and protector, as are Maftet and Renenet. Even the *uraeus* rod — a cobra-headed rod — is a symbol of nobility in Khemit.

Granted Powers: Priests of the serpent domain (while in Khemit only) have the option of spontaneously cast a *summon nature's ally* (serpents only) spell of the equivalent level in addition to the ability to spontaneously cast either healing or harming (based on alignment). Also, your specific granted power depends on whether you are of the good or evil aspect of this domain.

Good: Once per day, as a supernatural ability, your touch acts as a *delay poison* spell. You gain a +2 divine bonus to saves against poison.

Evil: Once per day you can spit poison as per the *poison* spell.

SERPENT [GOOD] SPELLS

- 1 Protection from Serpents*
- 2 Delay Poison
- 3 Neutralize Poison
- 4 Sticks to Snakes*
- 5 Cloak of Serpents*
- 6 Regeneration
- 7 Wall of Serpents*
- 8 Animal Shapes (serpents only)
- 9 Shapechange (serpents only)

SERPENT [EVIL] SPELLS

- 1 Hypnotism
 - 2 Summon Swarm (serpents only)
 - 3 Poison
 - 4 Sticks to Snakes*
 - 5 Serpent Plague*
 - 6 Serpent Hands*
 - 7 Destruction
 - 8 Animal Shapes (serpents only)
 - 9 Shapechange (serpents only)
- *New spell.

VERMIN DOMAIN

The desert of Khemit is full of vermin — from the scarab beetle to the scorpion. These creatures feature prominently in the mythology of the region and as such several deities control this domain.

Granted Powers: You gain a +4 divine bonus to saves against vermin poison and can cast *detect poison* 2/day.

Vermin Domain Spells

- 1 Spider Climb
- 2 Summon Swarm
- 3 Poison
- 4 Giant Vermin
- 5 Insect Plague
- 6 Web
- 7 Creeping Doom
- 8 Summon Monster VIII
(monstrous abyssal vermin or demon only)
- 9 Summon Monster IX
(monstrous abyssal vermin or demon only)

NEW SPELLS

The following spells are unique to the lands of Khemit and its spellcasters.

ANNOYING ITCH

Enchantment (Compulsion)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature (see text)
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell afflicts the subject with an undesirable and annoying itch. For each round of the spell's duration, if the subject attempts to do anything other than move or scratch, he must succeed at a Will save or suffer a -2 circumstance penalty to all rolls made that round. A new save must be made each round to avoid the penalty.

Material Component: A bit of soap.

CHARNEL REEK

Necromancy
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: No

By casting this spell, you surround yourself with an aura of death and decay. All creatures within a 10-foot radius (or that come within 10 feet of you) must succeed at a Fortitude save or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1 minute per caster level you possess. Creatures that do not breathe or cannot detect odors (such as undead) are not affected by this spell.

Material Component: A bit of flesh from a ghast.

CHOKELCLOUD OF HEPT-NA

Conjuration (Creation)
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Cloud that spreads in 30-ft. radius, 20-ft. high
Duration: 1 round/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

Choke cloud of Hept-na creates a cloud of sooty fog that deals temporary Wisdom damage. Living creatures in the cloud suffer 1d3 points of temporary Wisdom damage (Fortitude negates) each round while in the cloud. A new save must be made each round, and holding one's breath does not help. Wisdom damage heals at the rate of 1 point per hour after leaving the area of effect.

The cloud rolls away from you at 10 feet per round, rolling along the surface of the ground. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids and cannot be cast underwater.

CLOAK OF SERPENTS

Abjuration
Level: Drd 5, Serpent [Good] 5
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)

A writhing, twisting, hissing mass of snakes surrounds you, protecting you from attacks and biting those that come near you. This spell has two effects:

First, you gain a +2 deflection bonus to your AC for the duration of the spell.

Second, the snakes surrounding you are at your command and attack any that come within 5 feet of you, if you so desire. The snakes use your full attack bonus when attacking. If the attack succeeds, the victim takes 1d4 points of damage and must succeed at a Fortitude save or take 1d6 points of temporary Strength damage from the poisonous bite. One minute later, another save (same DC) must be made to avoid another 1d6 points of temporary Strength damage.

You can attack or move normally (including casting other spells) while this spell is in effect. You do not need to concentrate to maintain it.

DETECT CURSE

Divination
Level: Kah 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

When you cast this spell, you can determine whether a creature, object, or area within a quarter circle emanating out from you in whatever direction you face is affected by a curse. The amount of information revealed depends on how long you study a particular area of subject:

1st Round: Presence or absence of curses.

2nd Round: Number of curses in effect and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The exact effect of each curse in effect in the area.

Note: Each round you can turn to *detect curses* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

EXORCISE

Abjuration

Level: Clr 4, Kah 4

Components: V, S, F

Casting Time: 30 minutes

Range: 10 ft.

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

By casting this spell, you can negate possession of a creature or object by any force, whether creature (a ghost using its malevolence ability, for example) or magic (a spellcaster using *magic jar* or a spirit trapped using the minimus containment version of the *binding* spell, for example). When you cast this spell, the creature inhabiting the object or body must succeed at a Will save or be forcibly ejected from the host. An ejected creature is stunned for 1 round. This spell can be cast on a lich's phylactery or the soul object of an ancient Khemitian vampire. If the creature currently inhabits its phylactery or soul object, it is immediately ejected and possesses the closest material body (which could very well be yours). A creature so inhabited (possessed) is affected as if by *magic jar*.

If holy water is sprinkled on the object or creature during the casting of this spell, the save DC is increased by +2.

FEED DARKLING

Necromancy

Level: Sor/Wiz 4

Components: V, S

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour (see text)

Saving Throw: None

Spell Resistance: Yes

This spell enables you to increase the hit points of a summoned outsider by draining hit points from the subject of the spell. You must succeed at a melee touch attack, and if successful, the subject takes 1d6 points of damage per two caster levels (maximum 10d6). The summoned outsider you have chosen as the recipient gains temporary hit points equal to the damage you inflict. Note, the outsider cannot gain more than the subject's current hit points + 10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

FORCE CORPOREALITY

Transmutation

Level: Kah 5

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One spirit creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, a ray of green light shoots from your fingertips. If you make a successful ranged touch attack against a spirit creature, it becomes corporeal, unable to assume incorporeal form for the duration of the spell. The creature can move and attack, but loses all bonuses associated with incorporeality. A corporeal spirit cannot use any supernatural or spell-like ability, nor any spell to alter its substance (such as *ethereal jaunt*). Once the duration expires, the spirit automatically assumes incorporeal form again.

OWLEARS

Transmutation

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

The transmuted creature gains keen hearing akin to an owl, thereby granting the subject of the spell a +10 competence bonus to Listen checks made within the duration of the spell.

Material Component: An owl's feather.

PROTECTION FROM SERPENTS

Abjuration

Level: Clr 1, Drd 1, Serpent [Good] 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from attacks by serpents (including animals, aberrations, beasts, or magical beasts, but not outsiders that are serpents or include serpents in their composition — such as medusae, nagas and yuan-ti). It creates a magical barrier around the subject to a distance of 1 foot. The barrier moves with the subject and has two major effects:

First, the subject receives a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both of these bonuses apply to attacks made by serpents.

Second, the barrier prevents serpents from touching the subject. Natural attacks by a serpent fail and the creature recoils from the barrier. The protection ends if the warded creature makes an attack against or tries to force the barrier against a blocked serpent. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

PROTECTION FROM SPIRITS

Abjuration

Level: Kah 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: No (see text)

This spell wards a creature from attacks by spirits (a creature with the spirit subtype). It creates a magical barrier around the subject to a distance of 1 foot. The barrier moves with the subject and has two major effects:

First, the subject receives a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both of these bonuses apply to attacks made by spirits.

Second, the barrier prevents spirits from touching the subject. Natural attacks by a spirit fail and the creature recoils from the barrier. The protection ends if the warded creature makes an attack against or tries to force the barrier against a blocked spirit. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

SERPENT HANDS

Transmutation
Level: Drd 6, Serpent [Evil] 6, Wiz/Sor 7
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: None (see text)
Spell Resistance: Yes (harmless)

By casting this spell, you turn your arms and hands into large poisonous vipers. On your next turn and each round thereafter, the vipers can be directed to attack any opponents within 10 feet, allowing you to attack a different opponent with each hand. These attacks are made using your full attack bonus and you do not suffer any penalties for fighting with your off-hand. Each viper deals 1d6 points of damage when it bites and injects a lethal poison. The poison deals 1d4 points of temporary Constitution damage immediately and another 1d4 points of temporary Constitution damage 1 minute later. The victim must succeed at a Fortitude save immediately and one minute later to negate the effects of the poison. A save must be made for each snake that successfully bites. [Clark: What's the Fort DC?]

The caster cannot hold or pick up items while this spell is in effect. As a result, the caster cannot cast any spells that require a somatic component and must succeed at a Reflex save (DC 20) to cast any spell requiring a material component while this spell lasts.

Material Component: The poison glands of a viper.

SERPENT PLAGUE

Conjuration [Summoning]
Level: Clr 5, Drd 5, Serpent [Evil] 5

In all other respects, this spell is identical to the spell *insect plague*, except that a horde of serpents, including small flying serpents, is summoned instead of insects.

SPIRITUAL TRANCE

Divination
Level: Kah 1
Components: V, S
Casting Time: 1 round
Range: 100 ft.
Area: 100 ft. spread, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You place yourself in a trance (you cannot move, speak, or take any action and are considered helpless) that allows you to sense magical creatures or effects in the area. Each round you are in the trance, you can detect the presence of any spirit (a creature with the spirit subtype), incorporeal creature, or permanent magical effect. This spell does not allow you to communicate with a creature in the area.

SPIRITWRACK

Abjuration
Level: Sor/Wiz 6
Components: V, S, F
Casting Time: 3 rounds
Range: Close (25 ft. + 5 ft./ 2 levels)
Target: One extra-planar creature
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

Spiritwrack allows you to inflict wracking pains to an outsider's body in order to exact a service from it. If the outsider refuses and you continue the spell, it is condemned to its plane of origin. This spell is often used in combination with the various *binding* spells.

In order to cast this spell, you must have a specially prepared document (inscribed using ink made from powdered gems of at least 5,000 gp in value and the ichor of a slain vrock, marilith, hezrou, or glabrezu). The document must contain the outsider's true name or the spell automatically fails. You can start and pause the reading at any time, so long as a number of rounds equal to your caster level have not elapsed since the spell was started.

When you begin reading the document, the outsider feels great discomfort and must succeed at a Will save or be unable to attack you and be rooted to the spot (unable to move from its location either normally or magically). If it succeeds at its Will save, the outsider is still powerless to attack you, but can move normally or magically (even retreating to its home plane if it desires and has the means to do so).

During the second round of reading, the outsider feels pain wrack through its body, thereby robbing it of one-quarter of its total hit points. At the end of the third round of reading, the outsider is in immense pain and loses one-half of its current hit points. At the end of the fourth round of reading, the outsider is sent back to its plane of origin where it remains in torture for a number of years equal to your caster level. Note that from that point forward, the outsider in question will be your sworn enemy.

Material Component: The specially prepared document (described above) must contain the true name of the outsider

to be affected. The document itself (in addition to the cost of the ink detailed above) costs 1,000 gp to craft. An outsider's true name (particularly in the case of a demon) is not easy to come by. Many have more than one name they go by and some do not even know their own true name. No outsider will ever voluntarily reveal its true name to anyone, especially a spellcaster from the Material Plane.

STICKS TO SNAKES

Transmutation

Level: Clr 4, Drd 4, Serpent [Good/Evil] 4

Components: V, S, M

Casting Time: 1 action

Range: 60 feet

Target: 1d4 sticks plus one stick/level

Duration: 1 round/level

Saving Throw: None (see text)

Spell Resistance: No

By means of this spell, you change 1d4 sticks plus one per caster level (maximum +20) into Small or Medium-size poisonous vipers, depending on the size of the wood used (sticks under 4 feet long become Small snakes, and sticks over 4 feet long become Medium-size snakes). Sticks or wood of a magical nature, or those larger than 6 feet long, cannot be affected. If a stick to be affected is held or carried by someone other than the caster when this spell is cast, the item receives a Fortitude save just as if the person holding the stick was making the saving throw.

The snakes have the abilities and statistics of the standard Small or Medium-size viper (see Appendix 1: Animals in the MM).

Material Component: A number of sticks equal to the number of sticks to be changed and a handful of scales from a poisonous snake.

TREACHEROUS BLOW

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Targets: One creature/2 levels

Duration: Instantaneous

Using this spell grants you the ability to sneak attack an opponent as a rogue equal to your caster level. The conditions of the sneak attack must still be met (opponent must be denied Dexterity bonus to AC or you must be flanking the target, and ranged sneak attacks are only effective within 30 feet).

You can use this ability up to once per two caster levels.

WALL OF SERPENTS

Conjuration (Creation)

Level: Clr 7, Drd 7, Serpent [Good] 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of serpents up to 20 ft. long/caster level or a ring of serpents with a radius of up to 5 ft./two caster levels; either form 20 ft. high

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

Using this spell, you can create an immobile wall of poisonous, biting, and constricting snakes. A wall of serpents cannot form in an area occupied by physical objects or creatures.

For the duration of the spell, any creature that comes within 10 feet of the wall must succeed at a Reflex save or automatically be grappled by the constrictor snakes formed from the wall. (A creature must make a Reflex save each round he stays or moves within 10 feet of the wall to avoid being grappled.) A grappled creature can escape by succeeding at a Strength check or Escape Artist check (both DC 20).

A grappled victim is automatically bitten by 1d4 poisonous vipers (1d6 points of damage per snake) each round the hold is maintained and must succeed at a Fortitude save or suffer 1d6 points of temporary Constitution damage. One minute later, a new Fortitude save must be made to avoid another 1d6 points of temporary Constitution damage. Note, a grappled creature must make a Fortitude save for each snake that successfully bites in a given round.

The wall can be attacked with spells and weapons. If any 5-foot section of wall takes 20 points of damage or more in one round, that area ceases to function.

Arcane Material Component: Crushed scales from a constrictor snake and a viper.

NEW MAGIC ITEMS

ADDER SANDALS

These sandals add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6. Both sandals must be worn for the magic to be effective.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, cat's grace; **Market Price:** 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6); **Weight:** — lb.

AMULET OF CLAIRVOYANCE

This amulet is a clear crystal on a golden chain. The amulet grants the wearer the ability to use *clairvoyance* three times per day.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *clairaudience/clairvoyance*; **Market Price:** 18,000 gp; **Weight:** —

AMULET OF WEAPON DEFLECTION

Three times per day when the wearer would be hit by an attack, the amulet causes the attack to miss. The wearer chooses which attacks miss.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, shield;
Market Price: 3,600 gp; *Weight:* —.

AMULET OF X-RAY VISION

This amulet is a black circular disk mottled blue on a silver or golden chain. The amulet allows the wearer to see into and through solid matter to a range of 30 feet. The wearer can see as if he were looking at something in normal light even if there is no illumination. (For example, if the wearer looks into a locked chest, he can see inside even if there's no light within.) X-ray vision can penetrate 30 feet of cloth, wood, or similar animal or vegetable material. It can see through up to 15 feet of stone or some metals. Some metals can't be penetrated at all.

Substance	Round of Scanned	Maximum Thickness
Organic matter (animal)	4 ft.	30 ft.
Organic matter (vegetable)	2 1/2 ft.	30 ft.
Stone	1 ft.	15 ft.
Iron, steel, copper, brass, etc.	1 in.	15 in.
Lead, gold, platinum	Cannot penetrate	

It's possible to scan an area of up to 100 square feet during 1 round. For example, during 1 round the wearer of the ring could scan an area of stone 10 feet wide and 10 feet high. Alternatively, he could scan an area 5 feet wide and 20 feet high.

Secret compartments, drawers, recesses, and doors are 90% likely to be located by X-ray vision scanning.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, true seeing; *Market Price:* 29,000 gp; *Weight:* —.

ASP HEADBAND (MINOR ARTIFACT)

This circlet of gold and encrusted gemstones is said to have been fashioned by Set himself. If donned, the *asp headband* cannot be removed unless the PC is irrevocably destroyed, Rahotep is successfully raised, or by the casting of a *wish* or *miracle* by a 20th-level caster.

The device confers immunity to reptile poison (except that of the headband itself), and allows PCs who rely upon weapons to call upon Set once per day, thereby gaining an envenomed strike (Fortitude save, DC 25, 1d8/1d8 temporary Con). The weapon used then becomes toxic and is a one-time only effect. If at any time the wearer attempts leaving Set's service or disobeys instructions, the asp constricts and strikes the wearer (no attack roll necessary). After a moment of excruciating pain, the wearer is struck dead and forever destroyed.

BLACK STAR RUBY

This small gemstone comes in four types and mimics the abilities of a ring of wizardry, though it doubles the spells per level for divine, rather than arcane, casters.

Caster Level: 11th (black star ruby I), 14th (black star ruby II), 17th (black star ruby III), or 20th (black star ruby IV); *Prerequisites:* Craft Wondrous Item, miracle; *Market Price:* 20,000 gp (black star ruby I), 40,000 gp (black star ruby II),

ARMOR OF HAPY

If all three magic items of Hapy — the boots, helm, and cuirass — are worn at the same time, that character gains all the benefits of each individual magic item and a +8 armor bonus to AC (this bonus replaces the armor bonus gained from the boots and the cuirass).

70,000 gp (black star ruby III), or 100,000 gp (black star ruby IV); *Weight:* — lb.

BOOTS OF HAPY

These golden leather boots grant the wearer a +2 armor bonus to AC and allow the wearer to *water walk* (as the spell) or *wind walk* (as the spell). Each spell-like ability is usable three times per day.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, water walk, wind walk; *Market Price:* 103,000 gp; *Weight:* 1 lb.

CUIRASS OF HAPY

This protective coat of leather armor functions as +2 *scale mail* of spell resistance 18. Otherwise, it has the same weight and characteristics as leather armor.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, spell resistance; *Market Price:* 36,000 gp; *Weight:* 20 lb.

GLOVES OF VENOM

The tight-fitting leather gloves have fingers that resemble snakes. The gloves act as a +1 weapon (though versions up to +3 have been known) and allow the wearer to inflict a *poison* spell (DC 14) upon a creature struck by an unarmed strike once per day. The wearer can decide to use the power after a successful attack, but the *poison* spell must be inflicted on the same round the unarmed strike succeeds.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, poison; *Market Price:* 20,000 gp; *Weight:* —.

HELM OF HAPY

This helm appears as an old-style Khemitian helmet with a flowing neck protector of silvery mesh and a crest of sun and silver moon crescent atop it. It grants the wearer a +6 resistance bonus to Will saves.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, resistance; *Market Price:* 36,000 gp; *Weight:* 3 lb.

NECKLACE OF AURA SHIELDING

This silver necklace conceals the wearer's alignment as if by an *undetectable alignment* spell and also blocks all attempts at *detect thoughts* upon the wearer. An attempt to detect the wearer's alignment causes the alignment to appear completely opposite of what it truly is.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, undetectable alignment; *Market Price:* 15,000 gp; *Weight:* —.

RING OF INTELLECT

This iron ring has a small ruby or emerald inset in the center and adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, +6.

Caster Level: 8th; **Prerequisites:** Forge Ring, *commune* or *legend lore*; **Market Price:** 4,000 gp (+2), 16,000 gp (+4), or 36,000 gp (+6).

TALISMAN OF RECALL

This fetish allows the wearer to cast *word of recall* once per day by speaking a command word. The sanctuary required by the spell is predetermined by the wearer when he first dons the talisman for the day. Once chosen, the destination cannot be changed for 24 hours. The wearer can transport himself and up to 550 pounds of objects and creatures.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *word of recall*; **Market Price:** 27,000 gp; **Weight:** — lb.

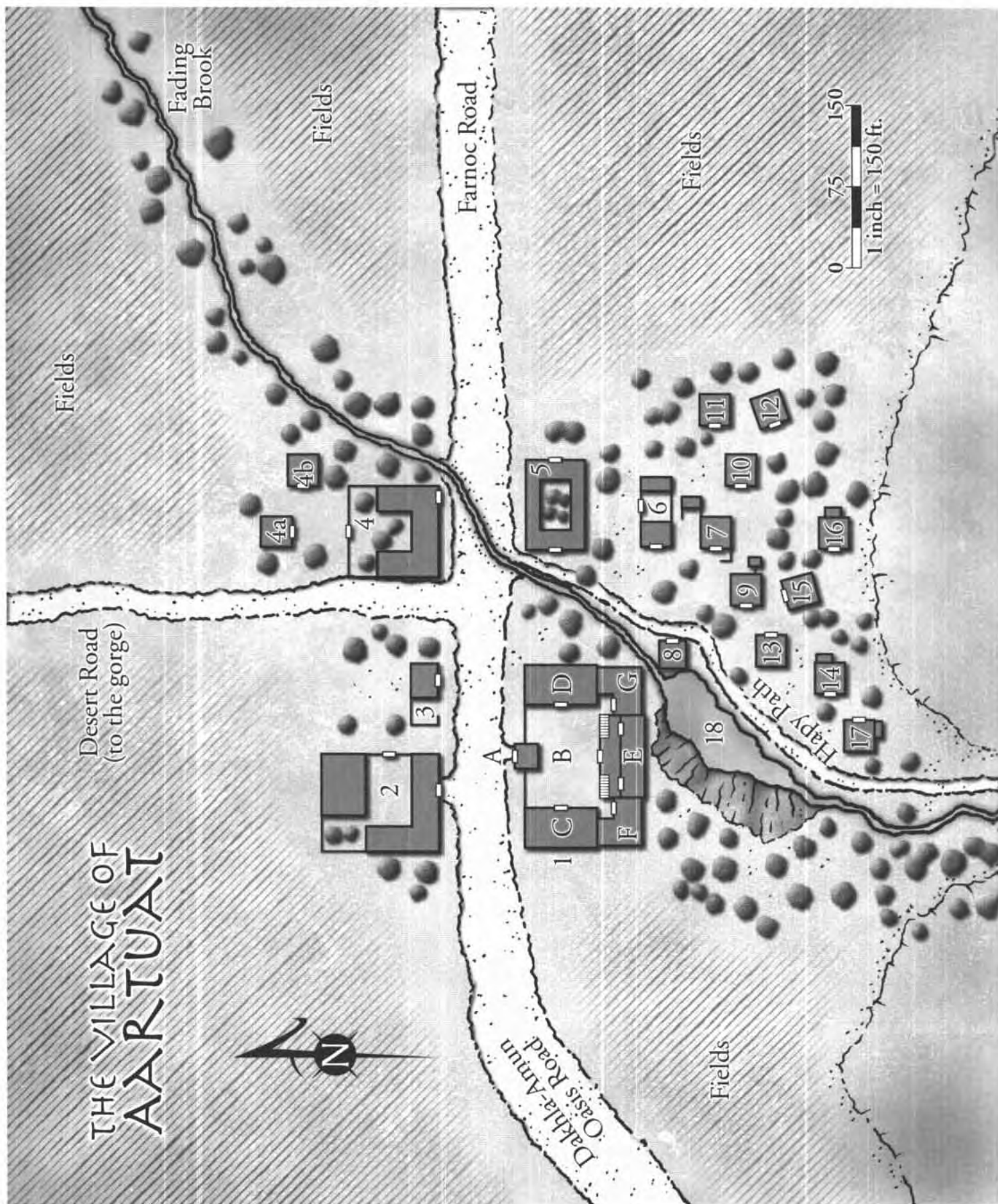
TUNIC OF DUO-DIMENSION

This silver cloth tunic allows the wearer to appear to have only two dimensions, height and width. As long as the tunic is worn, the wearer seemingly has no depth and when he turns sideways appears *invisible* (as the spell) and can only be detected by the use of a *true seeingspell* (or similar magic). This also allows the wearer to squeeze through spaces as thin as 1 inch providing the caster's height does not interfere with entering the opening.

While the tunic is worn, the wearer takes double damage from weapon attacks to his front or rear, but is effectively invisible when turned sideways to an opponent. Note the wearer can attack an opponent in a round, and turn sideways (effectively becoming invisible) as a free action.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *improved invisibility*; **Market Price:** 30,000 gp; **Weight:** 1 lb.

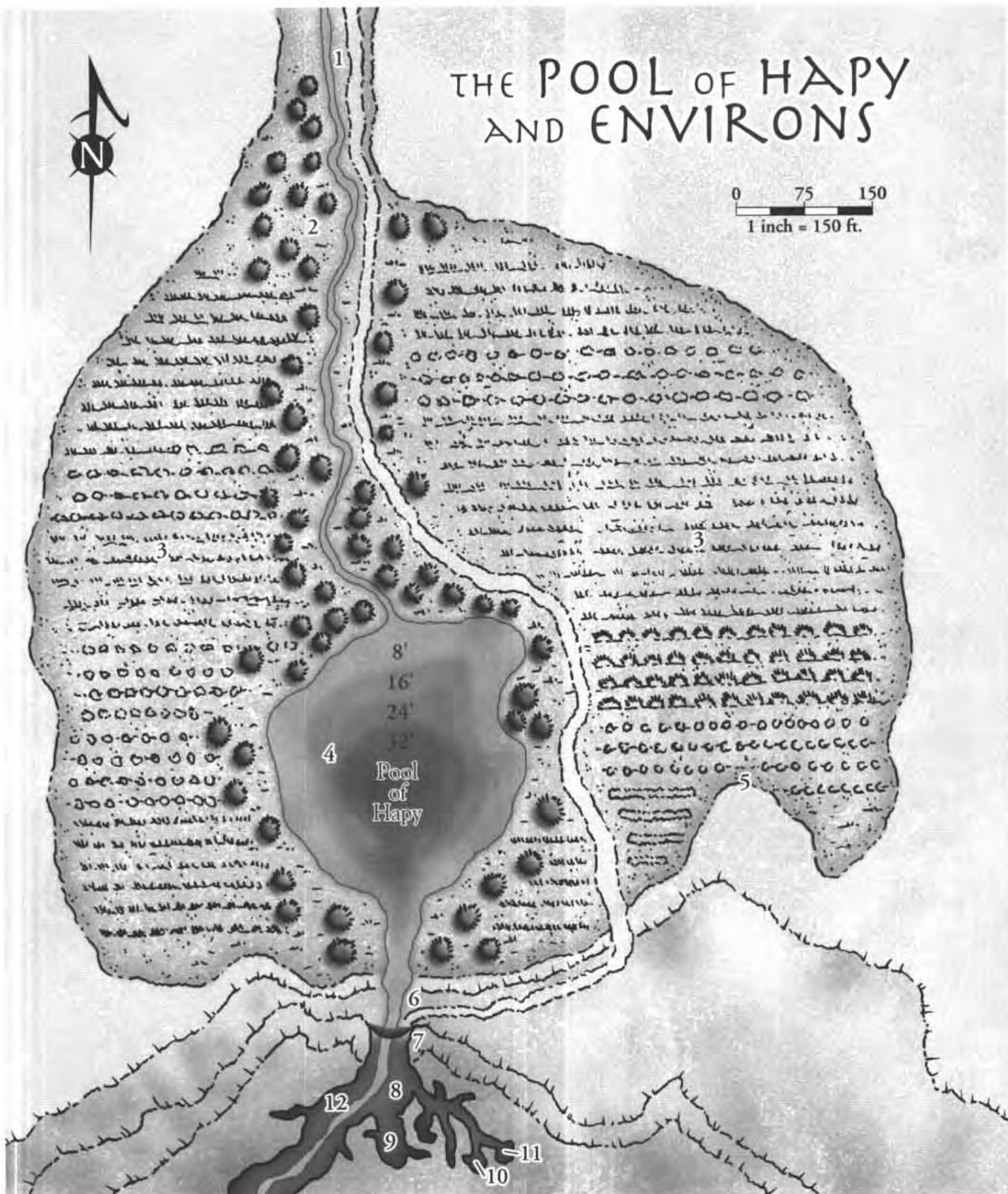




THE POOL OF HAPY AND ENVIRONS



0 75 150
1 inch = 150 ft.

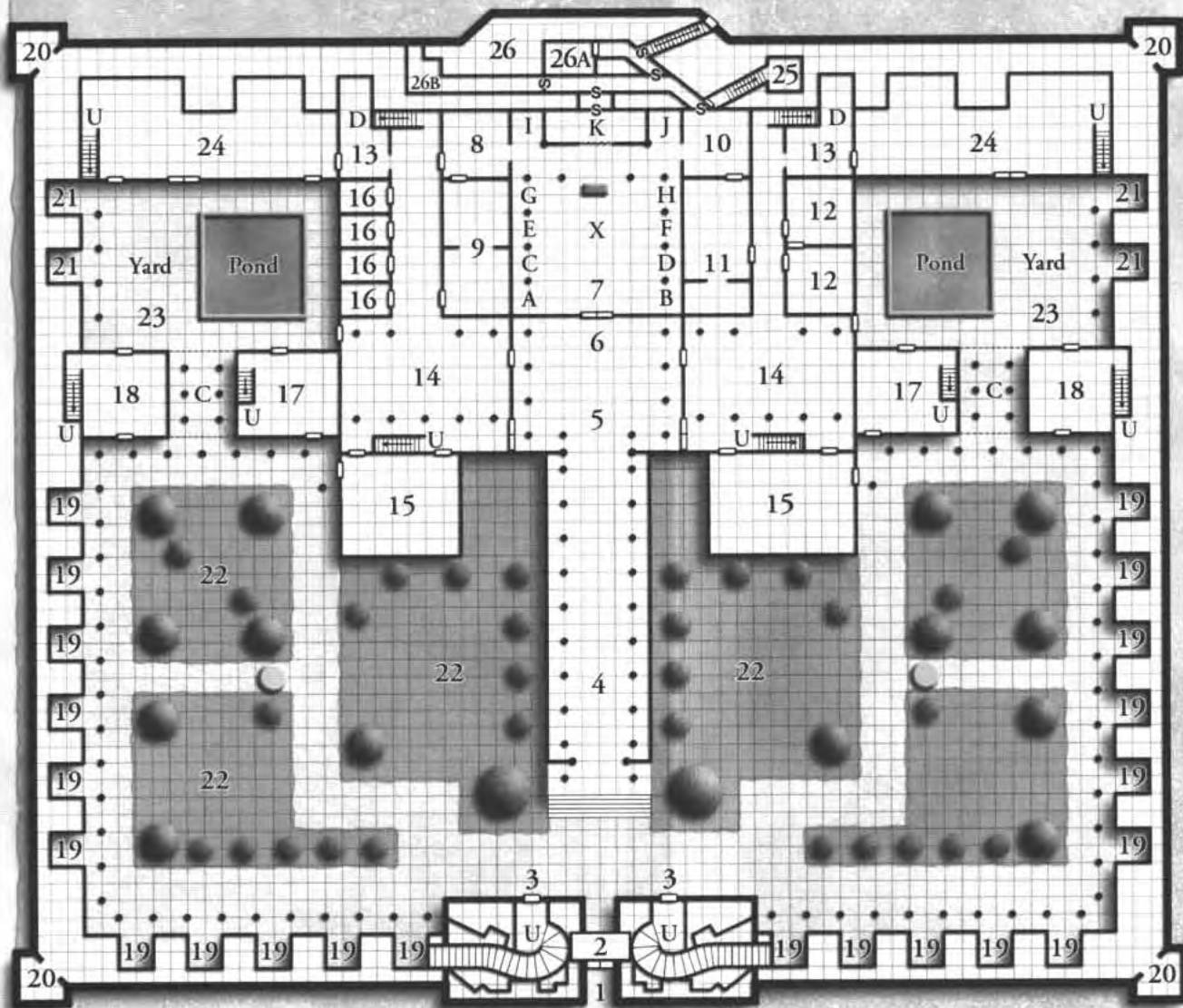


GENERAL AREA OF THE GORGE OF OSIRIS

The map depicts a desert environment with a central dark area representing the Gorge of Osiris. A dotted line, labeled 'Desert Track', runs from the top right towards the gorge. Another dotted line, labeled 'Hidden Track to Dakhla-Amun Oasis', runs from the gorge towards the bottom left. A third dotted line, labeled 'To Farnoc 50 miles', runs from the gorge towards the bottom right. A scale bar indicates 1 inch = 1 mile, and a north arrow points upwards. Various locations are marked with labels: 'Gorge of Osiris', 'Aartuat', 'Plateau', 'Sandy Waste', 'Dakhla-Amun Oasis 50 miles', 'To Tantare and Ahar-Ptah Oasis', and 'To Farnoc 50 miles'. Several small, dark, irregular shapes are scattered across the map, some labeled 'SA' and one labeled 'SB'.

TEMPLE OF OSIRIS

MAIN LEVEL MAP



Path to the Necropolis

1 square = 5 ft.

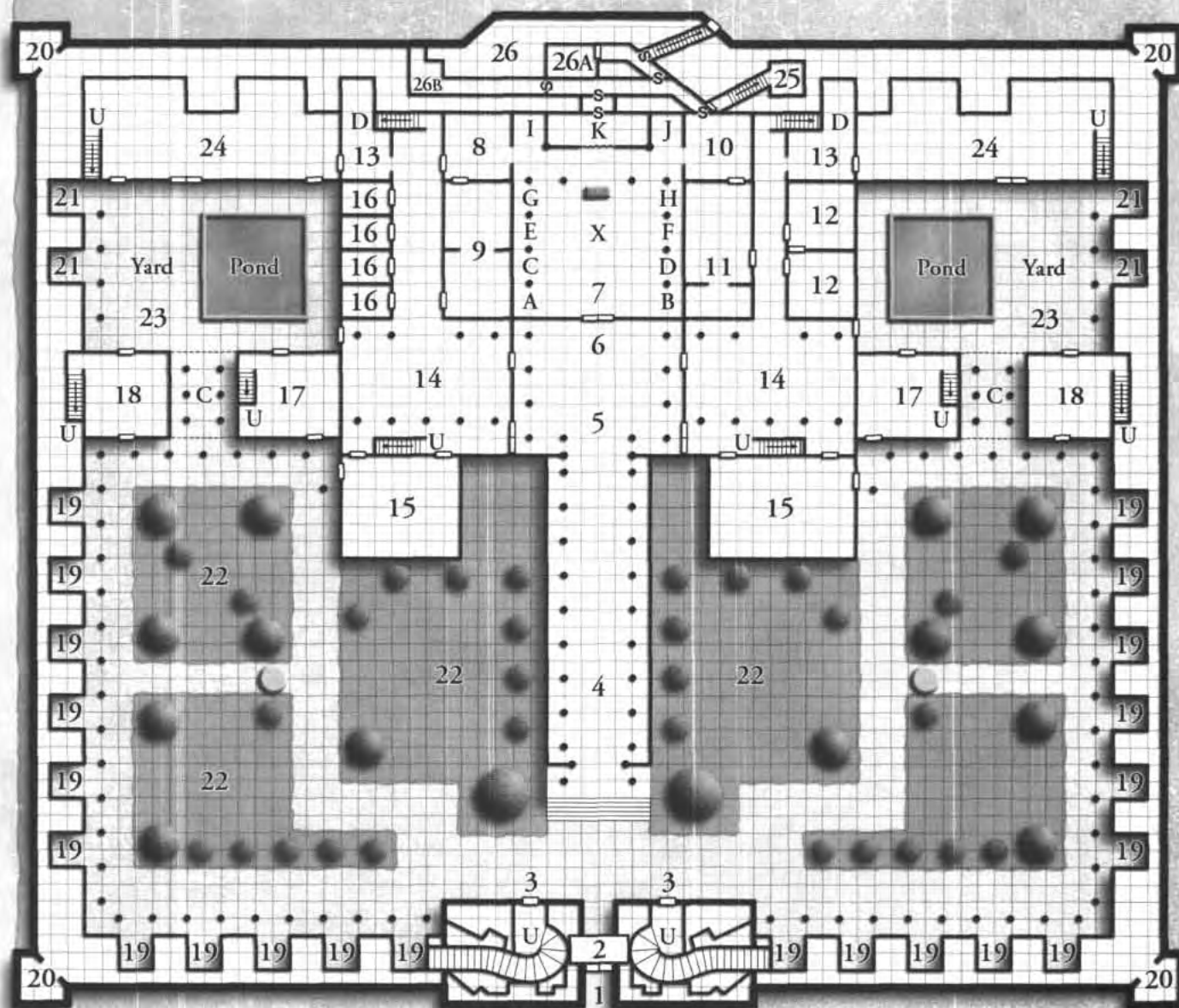
U = Stairs Up
D = Stairs Down
C = Portico

Avenue of the Sphinxes



TEMPLE OF OSIRIS

MAIN LEVEL MAP



Path to the Necropolis

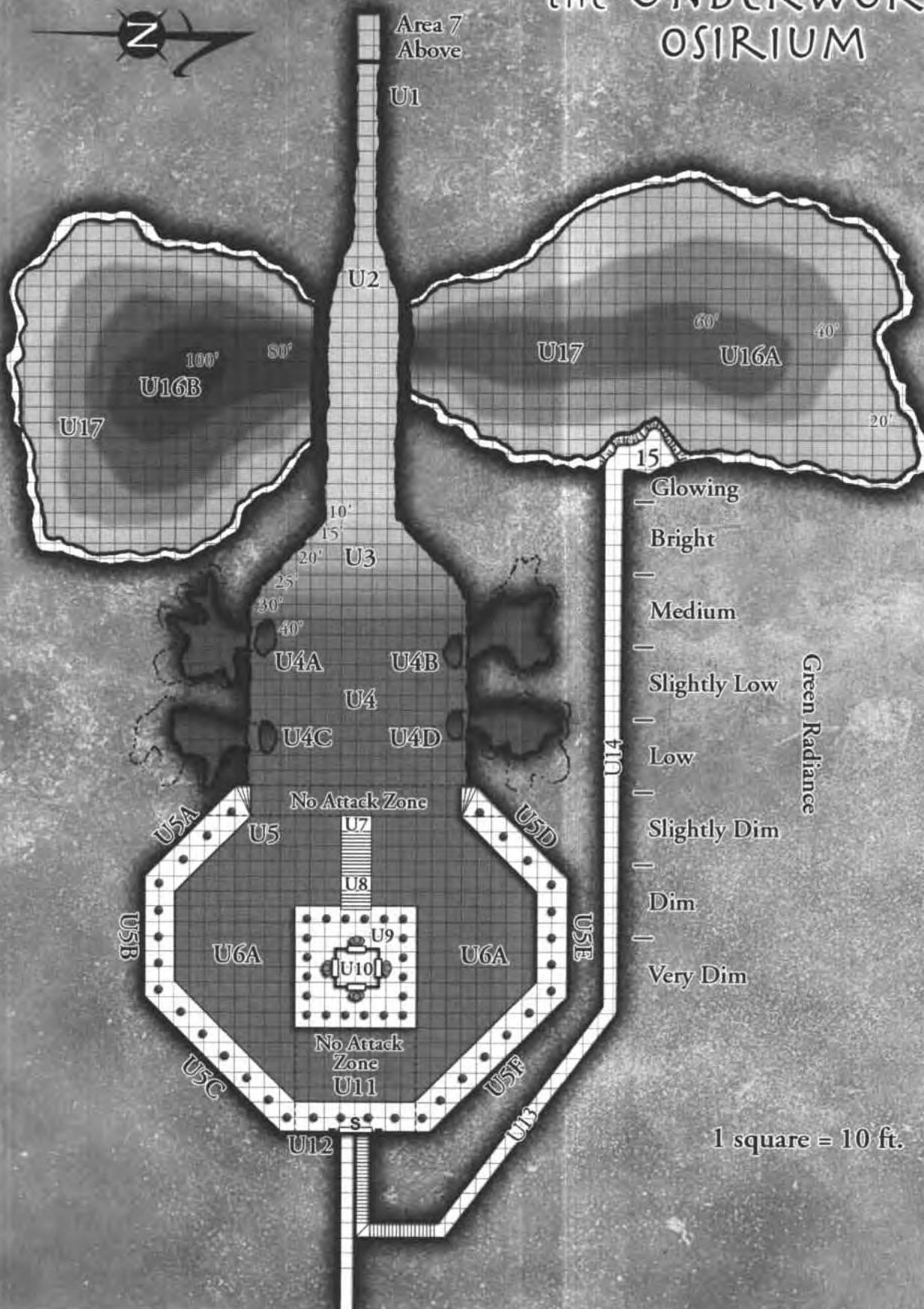
1 square = 5 ft.

U = Stairs Up
D = Stairs Down
C = Portico

Avenue of the Sphinxes



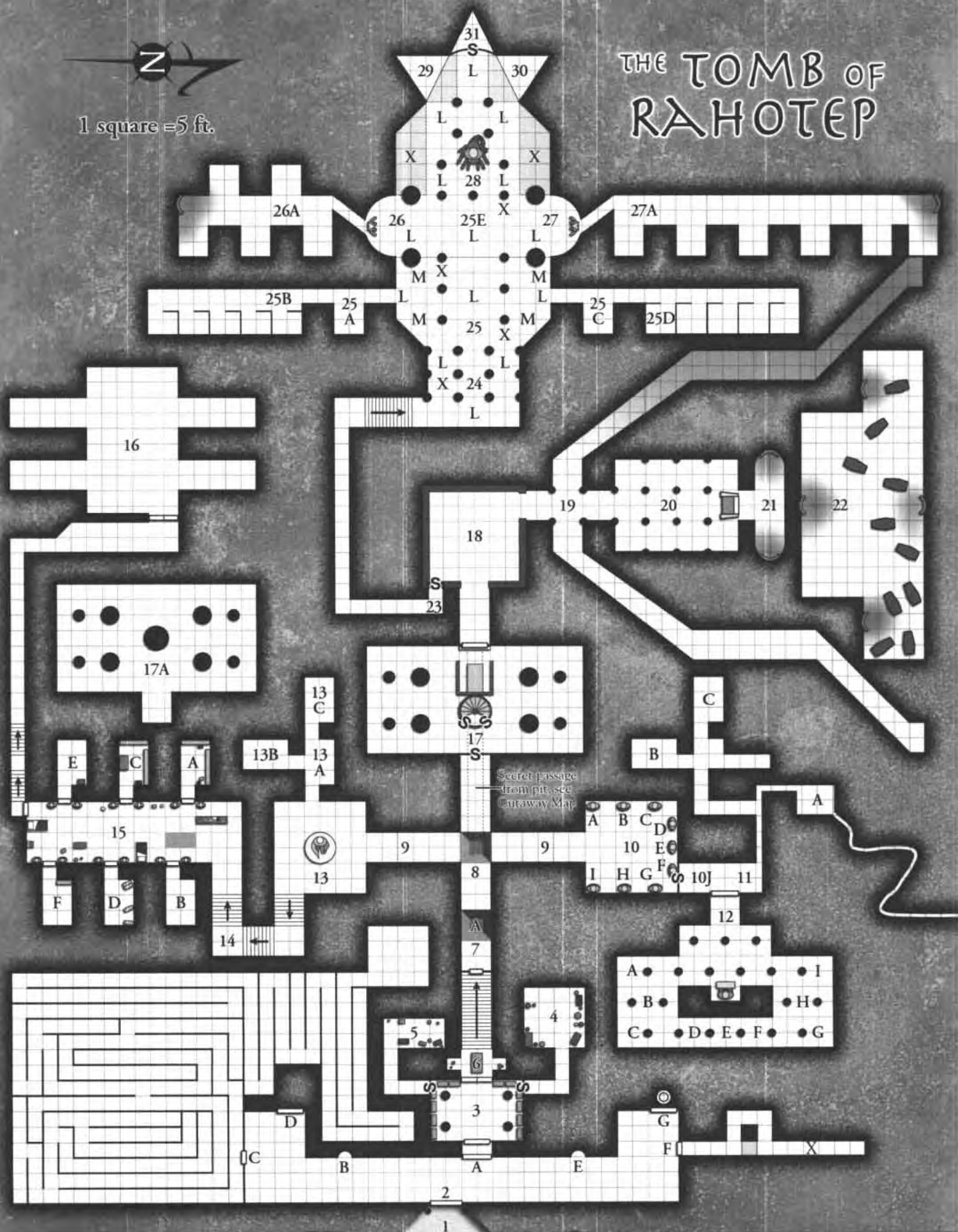
THE UNDERWORLD OSIRIUM

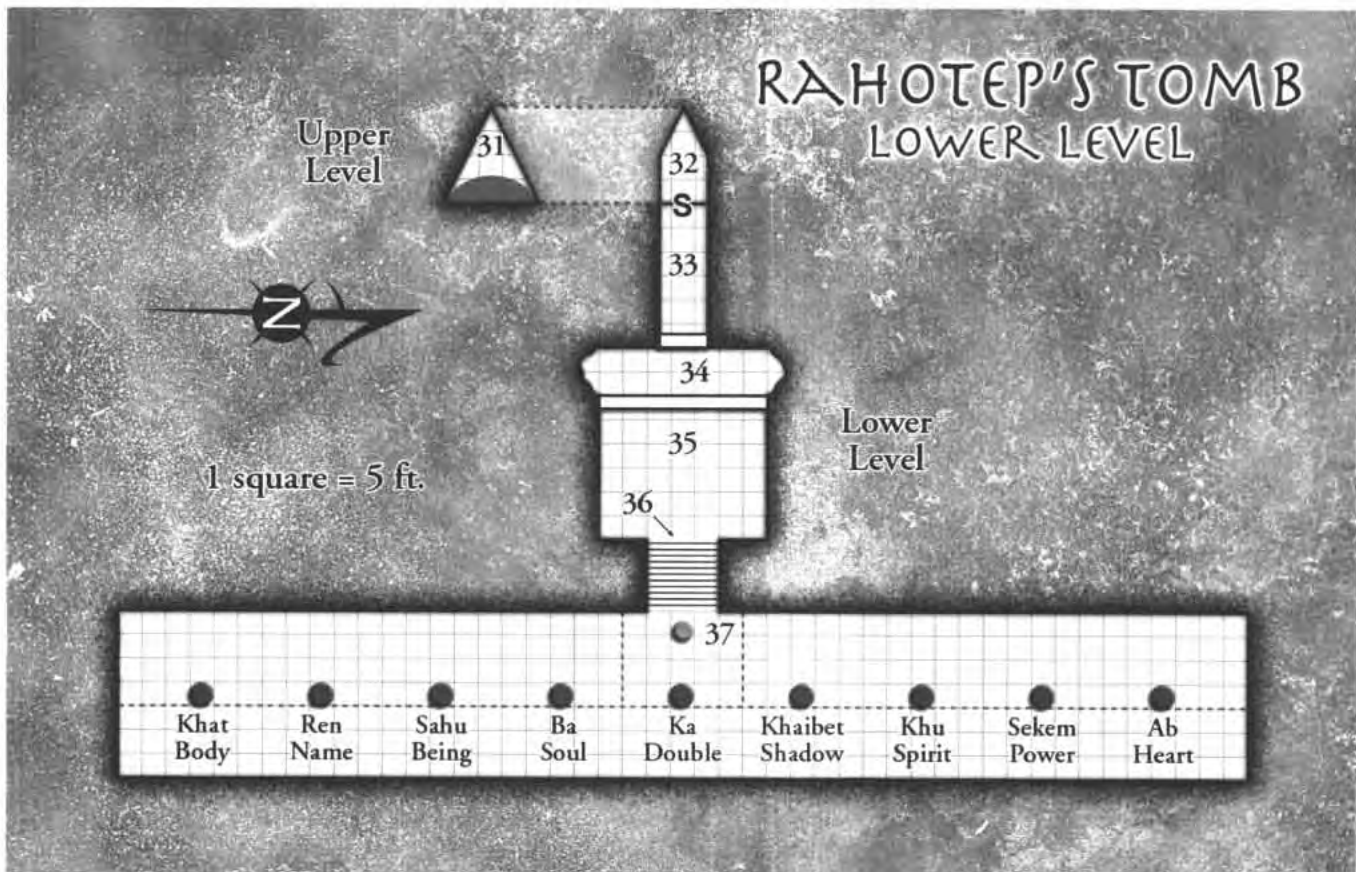
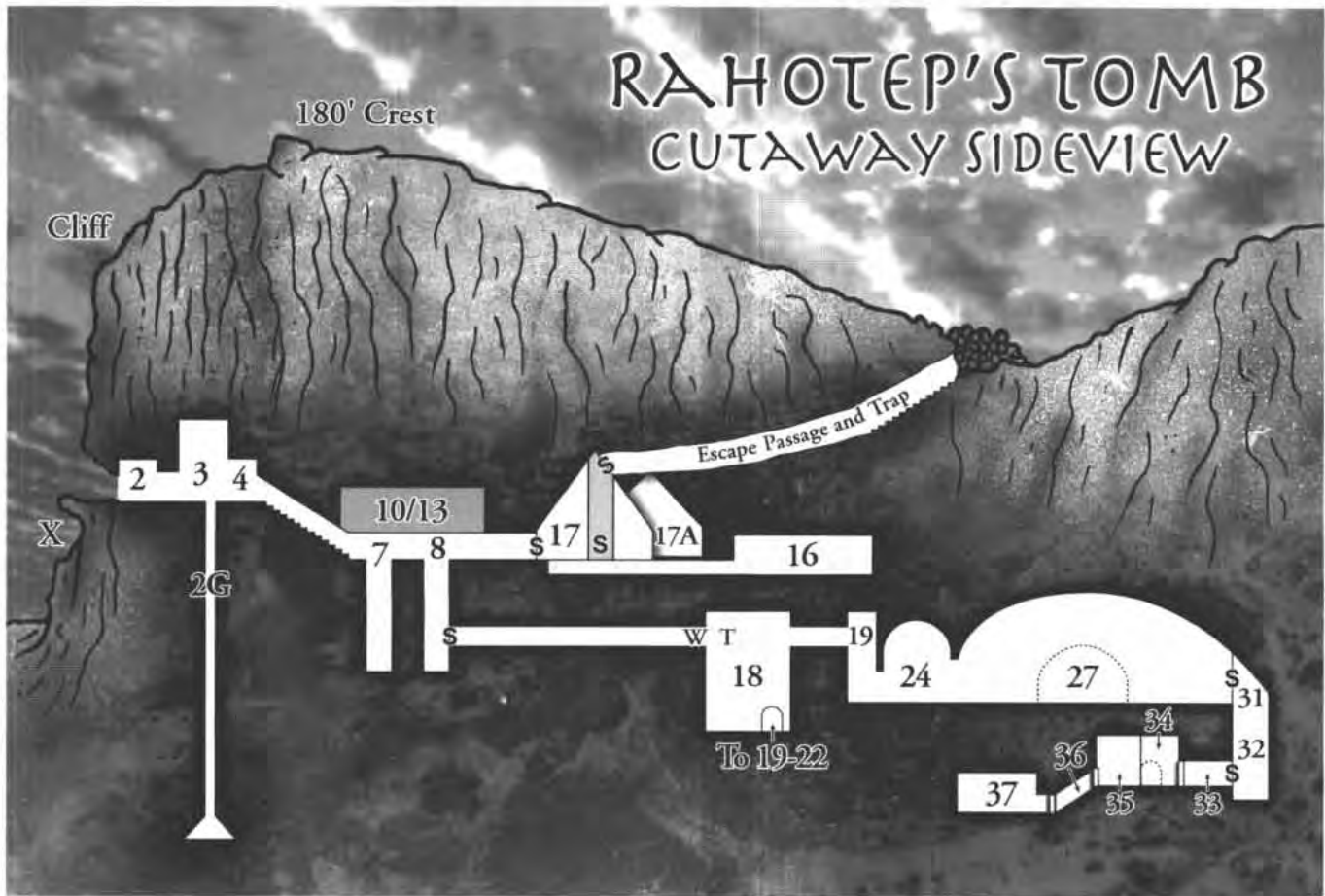




1 square = 5 ft.

THE TOMB OF RAHOTEP





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GARY GYGAX'S NECROPOLIS™

I AM THE SET RAHOTEP

NO MAN WAS MORE POTENT WHEN I WAS AMONGST THOSE DWELLING IN
THE LAND OF KHEMIT. IN DEATH I AM GREATER STILL!

DO YOU NOT FEAR SERPENTS? I AM THE AEPER RAHOTEP!

WHO DOES NOT TREMBLE BEFORE THE MONSTERS OF THE DUAT? I AM ONE!
DOES YOUR FLESH NOT CRAWL AT THE SIGHT OF A TERRIBLE WYRM? I AM
THE DEATHWYRM RAHOTEP!

DOES YOUR BLOOD RUN COLD BEFORE THE FACE OF A FIEND? KNOW THEN
THAT I AM RAHOTEP THE FIEND!

WHO SHUNS NOT DEMONS? SHUN ME, FOR I AM THE DEMON RAHOTEP,
THE RED DEVIL.

AND WHICH FOOL LISTENS? THAT ONE IS WISE! PRAISE SET AND THE SET
RAHOTEP, THAT ONE, AND PITY THE REST!

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Fantasy-Swords & Sorcery
Adventure & Sourcebook (Wilderness & Dungeon)
Core D20 System



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