



DESERT OF DESOLATION: PHARAOH



First published in 1982 by TSR for AD&D, this is the first of the three-part Desert of Desolation series. The setting is a dry, desertous area akin to the Arabian Nights, with dervishes, camels, pyramids, and ancient buried temples.

Written by Tracy and Laura Hickman who went on to the Dragonlance series and greater fame, this series never got the attention that some of the other modules TSR put out did. The mood and setting is rich and well done, and it translates well to Jolrhos Fantasy Hero with small changes.

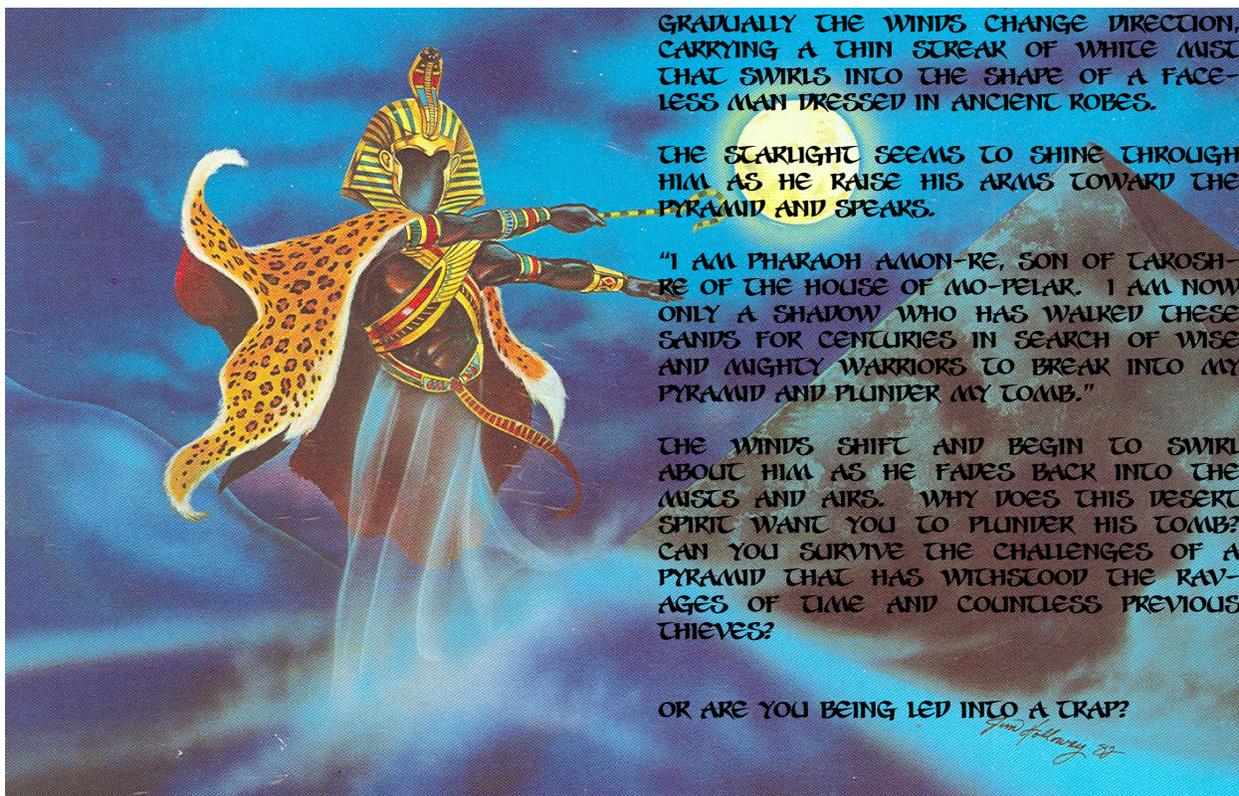
This module is the copyrighted property of TSR (and thus, through contract, Wizards of the Coast) but with the changes here it is sufficiently different to lack that protection. However, because of respect for the original writers and material, I want to give them full credit.

In the world and setting of Jolrhos, this is placed in Moskend, the mysterious Southern land that is a mix of Africa, Egypt, and Arabia. Much of Moskend is taken up by a vast desert which gives way to rough mountains and a Serengeti-like plain bordering the fearsome Necrowyls.

The following section is a slightly modified version of the back teaser from the original module:

YOUR SKIN WAS BUSTERED ALL DAY BEFORE THE HOT DESERT SUN SANK SLOWLY BELOW THE HORIZON. NOW, THE DEEP BLUE MISTS OF THE DESERT NIGHT SWIRL ABOUT YOU IN THE WIND. THE COOL NIGHT AIR SEEMS TO SOAK UP THE HEAT OF THE ENDLESS DESERT SANDS.

YOU SHIVER AS YOU AND YOUR FRIENDS Huddle AROUND YOUR CAMPFIRE, GLANCING NERVOUSLY AT THE GIANT PYRAMID IN THE DISTANCE. THERE IS AN EERIE AND MYSTERIOUS FEELING ABOUT THAT PLACE.



GRADUALLY THE WINDS CHANGE DIRECTION, CARRYING A THIN STREAK OF WHITE MIST THAT SWIRLS INTO THE SHAPE OF A FACELESS MAN DRESSED IN ANCIENT ROBES.

THE STARLIGHT SEEMS TO SHINE THROUGH HIM AS HE RAISE HIS ARMS TOWARD THE PYRAMID AND SPEAKS.

"I AM PHARAOH AMON-RE, SON OF TAROSH-RE OF THE HOUSE OF MO-PELAR. I AM NOW ONLY A SHADOW WHO HAS WALKED THESE SANDS FOR CENTURIES IN SEARCH OF WISE AND MIGHTY WARRIORS TO BREAK INTO MY PYRAMID AND PLUNDER MY TOMB."

THE WINDS SHIFT AND BEGIN TO SWIRL ABOUT HIM AS HE FADES BACK INTO THE MISTS AND AIRS. WHY DOES THIS DESERT SPIRIT WANT YOU TO PLUNDER HIS TOMB? CAN YOU SURVIVE THE CHALLENGES OF A PYRAMID THAT HAS WITHSTOOD THE RAVAGES OF TIME AND COUNTLESS PREVIOUS THIEVES?

OR ARE YOU BEING LED INTO A TRAP?

INTRODUCTION

Characters can be introduced in a wide variety of ways to this adventure, and how exactly this takes place will depend a lot on how they showed up in this region to begin with. Most Jolrhos Fantasy Hero campaigns will start in Morien, which while bordering Moskend is still a very long ways away from where most characters will usually adventure.

If the PCs start in Moskend, then this can just be another in a series of adventures they undertake in their homeland. If the PCs are traveling through, they might get carried away in a series of events. In either case, here are a few ways to start the adventure off.

First, we have the introduction as it is given in the original module: banishment into the wastes.

The PCs are gathered at the edge of the vast desert known only as the Desert of Desolation (it sounds prettier in Moskend). The Caliph has banished them to this place, fair or not, with this proclamation, read to them by the soldiers:

Know ye
By the order of his majesty
Ruler and trustee of the realm
(here follows a long list of titles and names)
Whereas it hath been reported to late to our majesty that certain dark and vile desert raiders have crossed the terrible mountain wastes to the south over long-forgotten paths, thence to raid and plunder our hamlets and towns and thence disappearing into those same forbidding hills and

Whereas our valiant troops have tracked these same vile creatures through the very teeth of that awesome range to the very borders of the most accursed land, known as the desert of desolation, and being knowledgeable as to the curses of that dead and haunted land did our host of brave jazeraint wisely halt their pursuit

And furthermore, whereas certain foreign characters were seen in the vicinity of Wan-Doo the wonderous, wizard of the court, in the latter part of the evening and

Whereas these persons did attain entry to said tent and did engage in mischief and mayhem and did leave for the wizard a certain maid for an alleged encounter and

Whereas said wizard did return to his tent with yet another wench upon both the first maid and the second wench did begin a loud commotion and disturbance the like of which has never before shaken the stately court and vex the wizard greatly.

Therefore, be it decreed that said persons be appointed a special force under the authority of the Caliph himself, Lord bless his name, to track the course of the raiders from the desert of desolation, where surely even the raiders cannot survive. Search you out their hiding place and return with proof of their hidden fortress in the desert or return ye not.

We further decree in the great generosity of the Caliph that this special force may retain for their own use what they can bring back from the fabled treasures of the land of death.

Be it further decreed that if they do not prefer this quest they may choose between death by hanging, death by impalement, death by strangulation, death by elephant's foot, death by spell, death by exposure, death by drowning, death by flaying, death by quartering...

The leader of the troops rolls up the proclamation to explain that this means is that whether these are the ones that caused the commotion or not, they are the scapegoats, and were convenient at the time. The raiders have caused enough trouble that this makes the Caliph look like he's taking action.

The PCs are set free with enough supplies for a week's survival in the desert, including mounts for all who lack one and two supply camels. The way back is through bandit-infested mountains that only the dozen-strong soldiers could escort them safely through. The way forward is desolation. The PCs have their gear returned to them, and they are left in the cooling night.

Another way of introducing the adventure is simply to have the characters lost in the wastes. A shipwreck on the coast can begin this, or fleeing pursuit, or simply traveling south and losing their way. Perhaps a teleport spell went awry, either way the end result is the same: the desolation awaits.

PCs may even have been sent here by a seer, who saw fabulous treasure, adventure, danger, death, and magic. The seer might have even gotten a vision of the woeful Amon-Re's spirit in the desert.

It's possible someone *else* saw the vision and told the PCs about it, or left a written record. Is the spirit still out there?

Perhaps the PCs are just treasure hunters, this desert has a reputation of being a huge, rich civilization in the distant past, but some catastrophe ruined them, and the desert engulfed the fabulous treasures. Now they wait, in a cursed land, for the bold.

Maybe a scribe or historian needs escorting to these lands, protection from its evils, and safety while learning what he can. Such a person would be only partly interested in the treasure as their riches are in learning.

A particularly cruel and fun way to involve the PCs is to have them captured by Kushite Dervishes and set free or escaped with nothing into the wastes. This should be done only if the characters have some way of surviving and equipping. The Dervishes would likely still be in pursuit as well.

Perhaps, as in the most recent remake of the Mummy movie, the discovery is incidental, during a clash with other forces. A battle between Moskend's soldiers and raiders, or a fight between the faithful and demon worshippers could be the setting, with an approach by the spirit during the night.

However the PCs become involved, they start at point A on the Desert of Desolation surrounding area map. Ahead of them lies a trail of foot and camel prints in the sand. The lifeless dunes roll into the distance, in all directions ahead. Fabulous unclaimed wealth might be there for the bold and the capable - if you can survive this haunted land!

SURVIVAL IN THE DESOLATION

Although living in the desert requires incredible amounts of water, unless the GM particularly wants to roleplay that aspect, he can assume that the PCs heroically will tough it out and have the supplies they need. To make it interesting, the GM can require survival rolls and the use of magic and herbs. Certainly if these resources are available they should be used up by the PCs in their travels.

WATER

A normal human being can go at most a week without water, and a month without food before finally dying. However, these limits presume ideal conditions. Without some supernatural ability such as magical life support, those times are cut in half in most conditions, and the desert reduces them even more.

HEAT

In the dry heat of the desert of desolation, thirst is the primary concern. The Hero Games rule book (pages 295-298) has rules for environmental effects such as Sunburn, dehydration, starvation, and excess heat. Average day temperatures in the Desert of Desolation will be around 100-130 degrees Fahrenheit, which is around temperature level 3. However, in the shade, this drops by 1 to 2 temperature levels, depending on the wind. It's a dry heat. At night, the temperature plunges as low as temperature level -1 and sometimes down to -2 with winds.



TRAVEL

It takes a human about two hours to cross a single hex on the Desert of Desolation surrounding area map. This presumes a movement speed of 6", other movement speeds can be scaled to that (2 hexes for 12" movement, for example). Keep in mind that mounts cannot be ridden at full speed for very long without causing them damage or even death. A rider can get a horse to run its self literally to death, but then you have to walk and how much have you gained?

PACKING

The pack animals can run at a trot safely, but anything faster has a chance of shaking loose their load. Roll 3D6 if any pack animal is moved noncombat speed. For each 1" faster than normal run speed, this is 1 or less chance of something shaking loose; thus 4" faster means 4- chance per phase. Every point the roll is failed by one item is shaken loose and falls off. If an 18 is rolled, the whole load shakes loose. A successful Animal Handler or PS: teamster (or related) roll reduces this chance of loss by 1 and can negate the catastrophic loss with a roll of 18.

Keep track of what is on each mount, because while PCs can usually get out of a sink hole, the mounts may not and everything on them will be lost.

VISIBILITY

Unless the weather turns bad, players will be able to see anything above ground as far away as 2 hexes on the surrounding area map, from the top of a dune or hill. However, without any reference or object to refer to in most cases the distance will be very difficult to guess. Even objects as small as a man can be seen at these distances, but other than their basic shape and possibly some movement, nothing else will be certain. Light such as a campfire can be seen four hexes away.

TERRAIN

The Desert of Desolation is a land that was once green and prosperous but has been blighted for centuries. It is made up of large dunes and sandy areas mixed with rocky sections, dry lakebeds, dirt and dust, and even ashes. The entire region is bleak and has little plant life (all herbs that are plant based are -1 to the roll to discover) but still sustains some life.

RANDOM EVENTS

The GM should roll a D6 once every hex, plus one more time each night at camp to see if the players encounter something in their travels. If the D6 roll results in a 1, then roll 3D6 on below to see what the PCs have encountered.

3: ACID RAIN!

The curse on this land lays heavy some days. It begins to rain, but instead of being soothing water, the rain is acidic. Anything except the desert ground, oiled cloth (like tents), or a magical construct suffers D3 ka per ten minutes, and the rain continues 2D3 hours. A luck roll will find a shelter or cave nearby.

4: RUINS!

The party comes across some ruins in the desert, but unlike most of the rubble jutting from the sand, this looks like it might be interesting. Roll on the table below:

ROLL	RESULT
1-2	The ruins are inhabited, roll on the random encounter table for who lives there.
3	These ruins shelter a tribe of locals, who are friendly if treated well. Wounds can be patched up here, food and water obtained.
4	The ruins are merely empty and picturesque
5	The ruins have a monster and D3 rolls on the random treasure table in Jolrhos Cyclopedia IV.
6	The ruins contain a shrine, leaving an offering results in a day-long +1 bonus to all skill and attack rolls. This only works once a month, and previous offerings are visible. Stealing any offering results in a curse of -1 to all skill and attack rolls lasting a month or until atonement can be obtained.

5: HEAT WAVE!

Today is unbelievably hot. The temperature climbs up in to the 130+ range, temperature level 4! The result is that travel is difficult, water use increased, and being in the sun more dangerous. This is a good day to hunker down and wait for later.

6: SINKHOLE!

The travelers have stumbled upon an area where the sand and ash is especially fine and shifts easily under any weight. The sinkhole looks much the same as any other sandy area, but a sight perception roll at -3 or a Survival (desert) roll will recognize it as different. Making the Survival roll or Perception roll by 2 more spots the sand as dangerous and unstable. If the sinkhole is not spotted, roll an OCV 0 attack against each character and pack animal. The first person it hits has ridden into the area.

Any character moving into a sink hole must make a DEX roll at -1 per 3" of movement. If they fail, they are caught by the hole. This causes characters to sink to their knees in the stuff, and require a further STR roll to extricate themselves. If the STR roll is failed, they sink to their waist and the roll is now at a -1 penalty. If this fails, they sink to their chest and the roll is -2. If this fails, they sink completely beneath the surface and the roll is -3. Further, this Strength roll is reduced by any Perception roll modifier a creature has for growth. Thus a camel with 2 levels growth would have -2 to their STR roll.

Any animal caught in this must make a Presence Roll modified by the STR roll penalties above or they panic. This is checked immediately, then each time the creature fails a roll to escape. If they fail their roll, all STR attempts to escape are at -2 due to flailing around and panic. Anyone with Animal Handler and Riding can use their skill as a complimentary skill to assist the Presence roll. Anyone with Animal Friendship can add 1 per level of presence attack they get on the creature to this presence roll as well.

Other characters can naturally help, although they must avoid being pulled in as well, and cannot directly lend a hand. A rope, stick or other item that has a reach of 1" or more will suffice. They can add their strength to that of the victim, but each additional person only adds 5.

If an animal is submerged in the sinkhole, they are lost, and all that is on them is gone, unless the GM rules some extraordinary trick or spell can save them.

Any character that is caught must roll a luck/unluck roll to not lose items, any level of luck means a random item is lost: each penalty due to being pulled into the sinkhole as described above adds another D6 of unluck for this roll.

7: SPIRITS

This cursed land is visited by spirits of the long, long lost and those who have died in the wastes. This encounter happens at night only (so the next night time it occurs). A cold wind blows through the camp and an eerie silence settles over the camp, and in the distance slightly glowing figures move toward the camp. They are a procession of the dead, spirits that shuffle across the sand with moans and woeful expressions, spectral clothing blown by a wind that only they can feel. The spirits move through the camp without notice or reaction to the PCs - indeed they are untouchable except by spells that affect desolidified targets - and they vanish into the distance.

An animal handler or riding roll will be needed to calm any mounts or pack animals, or they will immediately panic and flee, tearing up any ropes or picketing. The animals will take an hour, minus 10 minutes per point either of those skills are made by.

8-13: MONSTERS!

Roll on the Random Encounter table below.

14: DISTANT LIGHTS!

In the distance the PCs can see light, or lights. They are far enough away or small enough it is difficult to tell exactly. If the PCs investigate, roll on the table below:

ROLL	RESULT
1	The lights are carried by spirits, see 7, above
2	D6 Wastrels hunting in the night
3	A camp of Kushite Dervishes, who number in the dozens. A scout might see a PC with a 12-perception roll and D6 additional will investigate.
4	A camp of Kushite Dervishes, D3+3 of them.
5	A campfire that is burning but no one is nearby.
6	A campfire of locals, who are friendly if treated well. Wounds can be patched up here, food and water obtained.

15: OASIS!

In the distance, the PCs spot the shimmer of water and plant life, an oasis in the blasted wastes! If they investigate, roll on this table:

ROLL	RESULT
1-2	The oasis is a mirage, and as the PCs draw near it shimmers and vanishes
3	The oasis is inhabited by Kushite Dervishes, 2D6 of them, there is no way to approach without being seen without using invisibility.
4	The oasis is looking somewhat worn, all the water in the pond is dried up. With 2D6x10 Strength minutes of digging (each point of strength takes 1 minute to dig far enough), water can be found.
5	The oasis is uninhabited at the moment but check for another event immediately.
6	The oasis is inhabited by locals who are friendly if treated well. Wounds can be patched up here, food and water obtained.

16: SMOKE ON THE HORIZON

The PCs spot a column of smoke rising up into the sky on the horizon. Clearly they aren't as alone here as it seems. Roll on the table below for what this is:

ROLL	RESULT
1	This is not smoke, it's a twister, which moves toward the characters. It doesn't hit them but it panics the animals, requiring a Riding or Animal Handler roll to calm them. If the roll fails, it takes D6x10 minutes to recover them, -10 minutes per point a Riding or Animal Handler roll is made by.
2-3	This is from area H on the map
4-5	This is from area K on the map
6	The smoke is dust kicked up by a huge force of Kushite Dervishes on camels, 8D6+12 of them in total. They take 3 hours to reach where the PCs are, and will attack to capture if they see the adventurers.

17: THUNDERSTORM!

It doesn't rain much in the Desert of Desolation, and when it does, sometimes it doesn't rain water (see 3 above). But sometimes it does rain, and when it does, it rains very, very hard. This is a torrential downpour that lasts D3 hours and utterly drenches everything. Everyone must make a CON roll or get a cold (D6 drain to STR, DEX, and CON, recovers per week) unless they get under cover immediately. If the GM is feeling particularly capricious, the PCs are caught in a wash or dry lake bed. PCs should be told in advance clearly that they are in this terrain if so. This would require the PCs to get to higher ground immediately. In a dry lakebed, the ground becomes muck that acts like a Sinkhole (see 6 above) except the characters are 3D6 inches from the shore. A wash is a creekbed sunk D3 inches into the surrounding terrain, and it becomes a flash flood in rain. The flash flood can happen first, as the storm approaches (a Survival roll would warn of this possibility and spot the storm).

Anyone caught in the wash when the flash flood comes must make a DEX roll to get moving in time. They have to get their mount and pack animals up the side with one move, which requires a DEX roll. A cruel GM might require a luck roll or a DEX roll to scramble up the slope successfully. Anyone who fails these checks is hit by the flash flood which does a 6D6 physical attack and washes them away with 30 strength for 2D6 segments. Each segment, the character suffers 1-3 (D3) of D6 penetrating damage from debris and pounding against the creekbed. At the end of this, they have a chance to make a Strength vs Strength roll against 2D6+6 (8-20) STR to escape the current. Characters knocked out cannot escape, naturally. Anyone knocked out begins to drown. If the character cannot escape, they are swept along D6 more segments, taking damage before they can try again. Repeat this til the character is unconscious or free. Each segment the water moves the character 3" down the creekbed.

Each time the character tries to climb out of the water, roll luck/unluck. If the character rolls no luck, they lose 1 item randomly. Each level of luck they lose 2 more items, at random.

18: DUST STORM!

The grit and sand and dust of the Desert of Desolation swirls and blows in any breeze, but sometimes a real storm blows up, building in fury over the wastes. The winds whip up faster than 40 miles an hour, and the sand becomes a sand blaster. The best thing to do is find a cave to hide out in, but if that is not possible, a quick sand berm around a tent with the entrance down wind will suffice. In a pinch, finding rocks to huddle against with the wind behind them will be better than nothing. The storm lasts D3 hours.

Anyone caught in the sandstorm will suffer a 1D6 AVLD normal attack each 6 seconds and be pushed by $8+2D6$ strength, requiring strength vs strength checks to remain standing. Standing on solid rock gives +5 STR to fight this push. The sound is deafening, totally obliterating any attempt to communicate verbally. The sand is so thick that vision is reduced to D6+1" away, with a -1 perception roll per 1" distant. Sense of smell and taste is just as obscured as hearing, other than the smell and taste of dust and grit. Movement is reduced by a 3" penalty, and noncombat movement is impossible. Direction is impossible to sense other than the way the wind is presently blowing. Characters moving in a dust storm become lost and when the storm ends will take end up one hex from where they started in a random direction (roll a D6 as if a thrown object missed). All tracks and most landmarks will be completely changed and unrecognizable. Only truly huge, permanent structures like the Pyramid or mountains remain constant.

Any structure set up in this storm will suffer a continuous attack by the wind strength (8-20 STR), although this effect is halved by a successful Survival (desert) skill roll due to how they are set up. A tent has 15 STR holding it in place, check once an hour for the tent to see if it holds, a failed strength vs strength check means the wind tore it away and the storm is on the PCs.

Any unprotected mounts are lost unless a character gets a luck level for each mount. They will have lost D6 items from their inventory in any case.

RANDOM ENCOUNTERS

If a random encounter is called for by the Random Events chart, or if the GM wants to come up with something for the PCs to deal with, roll on or select an encounter from this table:

ROLL	RESULT	NO.
4	Basilisk	1
5	Scorpicores	D3
6	Dunestalker (Cave Crawler)	1
7	Rockpile	1
8	Amphisbaena	1-2
9	Zeissting	D3
10	Dustdigger	1
11	Quill Rat	2D6
12	Arrowhead Rattler	D6+1
13	Kushite Dervish	2D6
14	Wild Dogs	3D6
15	Megapede	D6+1
16	Needler	D6
17	Wastrel	D6-1
18	Ash Swimmer Snake	D3
19	Doomspecter	1-2
20	Ash Spider	D3
21	Sandling	1-2
22	Sand Wurm	1
23	Manticore	1
24	Wyvern	1

RUMORS

The PCs can learn rumors about the Desert of Desolation in their travels. Any time they have contact with any people in this adventure, roll once on the table below for a rumor that is told about the place. If the characters started in Moskend or have spent time in the country adventuring, roll for each character and hand them a slip of paper with the rumor they know on it.

Some of these rumors are false, some are true: false ones are marked with an F, and only the GM knows for sure. Roll 2D6 on the table for rumors:

- 2: The greatest Pharaoh of the ancient days was entombed in a great city. This city was buried under the sands of time and the wealth and power of the pharaoh was buried with him. The accursed wealth sits there still, buried in a city under the desert sands! (F)
- 3: A palace of gold and gems once glittered as a beacon on the southern horizon. Many men have seen its spires of gold, but when they draw near, they get lost and confused (F)
- 4: There are obelisks in the desert that speak of greatness, but they are evil places where death awaits. None who have gone forth to study those ancient stones have ever returned (these obelisks are in part 3 of the Desert of Desolation series).
- 5: Part of an epic poem tells:
When the Evil walks our land once more
Will nomadic princes come to Set
His power in to his first bride's hand,
That evil and good then are met

Then as needs be
The Star Gems three
To my tomb be borne hither
And a hope shall not wither
Open the gates to my sphere of power
And put off evil in its appointed hour

These two verse appear in the 2nd and 3rd parts of the Desert of Desolation series)
- 6: Beyond the hills the world ends in a bottomless sky. There death stalks in ships that sail the clouds and attempt to take the souls they capture to take to their ancient City of Damnation (this is referring to the third part of the Desert of Desolation series)
- 7: One of the greatest pharaohs of the ancient day cursed his land and set to ruin all his fertile domain. Yet even after his death, the people worshipped him - for he had a power even from beyond the grave.
- 8: Some of the most fabulous treasures lost in the desert were the Star Gems. Of great power and tremendous wealth, they were part of an ancient prophecy.
- 9: A mighty pyramid lies to the south which all have declared thief-proof
- 10: The tales of the pharaohs' greatness were surpassed only by tales of their wealth. May great and wondrous items of antiquity vanished from the knowledge of men. These treasures are rumored to be within the pharaoh's tombs. Surely untold wealth must be found there.
- 11: It is written that one day the Desert of Desolation will spring with new life, when the curse is finally laid to rest.
- 12: A city of elementals, the City of Brass, is hidden in the desert somewhere. Some say it can only be seen at dawn as the sun's rays first show it before the elementals' magic hides it once more. (F)

Although these rumors deal largely with the past and with other parts of the Desert of Desolation series, they give a glimpse into what is really going on behind the scenes and that the PCs will do when in this adventure and more.

Moskend is a land of prophecy, destiny, and doom. PCs and their actions have long-term effects more often than not.

ENCOUNTER AREAS

A: START

This is where the characters begin this adventure. Behind them are the bandit-infested mountains, ahead the vast Desert of Desolation. However the characters enter this adventure, they start here facing the wastes. If the characters are introduced by escaping from capture or some catastrophe, then the mountains are an impassable barrier here.

B: GATES OF KUSH

The ancient Pharaoh's kingdom here was known as Kush. Rising out of the sand here are twin pillars of stone, each standing at a different angle. The years have not been kind, each is heavily weathered and pocked with sand damage. Odd inscriptions can be seen on each, but in a language few even can read today. If there's been no storm, the tracks of the raiders can be seen passing between these pillars into the wastes.

The pillar, should anyone be able to translate it, reads:

THE GATES OF KUSH - CURSE YE WHO ENTER UNBIDDEN

C: SINKHOLES

These are identical to the random event sinkholes (result 6). Any hex on the map marked C is infested with these hazards. Each time such a hex is traveled through, they take effect at some point during the travel, once.

D: HILLS

Low craggy hills of broen and baked rock jut upwards at strange angles, casting tortured shadows. Movement rate in this area is reduced by 2" due to the irregular and broen ground. However at any time the PCs look for a cave, they have a 12- chance of finding one sufficient to their needs.

E: FORK IN THE PATH

Lyig here in the sand is a half buried obelisk. If there's been no storm, the PCs can see the tracks they have been following split here into two directions: Southeast and Southwest. There are runes on the obelisk as well, which are in the Kushite language again.

Translated, they read:

HERE LIES THE ROAD OF THE KINGS TO THE GARDEN CITY OF PAZAR, WHILST THERE LIES THE ROAD TO TERBAKAR, KEEPER OF THE PYRAMID

F: END OF THE ROAD

The trail suddenly ends here. However, this is the region the spirit of the ancient Pharaoh dwells, see area J.

G: THE SUNKEN CITY OF PAZAR

The upper half of a statue thrusts up from the dunes of the desert at an angle. Its noble face is pocked and weathered by the ravages of time and sand. The statue seems to be holding a tablet, half buried by sand, against its chest.

The tablet is in Kushite again, however, anyone examining it closely will eventually cause the sand beneath them to collapse into the sunken city. The tablet reads thusly:

MY NAME IS MANOZIMUS. LOOK UP ON THE RUINS OF THE GREAT CITY THAT SURROUNDS YOU AND DESPAIR. HERE, GREAT MAGIC ONCE WAS, NOW YOU SEE ONLY THE RUINS OF MEN'S VANITY.

If the party can and attempts to translate the tablet, they should be able to, then the sand gives way. Otherwise, merely examining the statue should cause the collapse.

The collapse dumps the character on a sloping sand bank 4" beneath the surface, sliding an additional 6" feet to the floor. This does a total of 5D6 damage to the character in question unless they have breakfall or drop deliberately, in which case the damage is halved.

To continue from here, use the Sunken City of Pazar map and key.

H: REMAINS OF CAMP

Khanish Dervishes had a large meeting and cookout here a few nights ago. Now all that remains is ashes, soot, and bones, plus the tracks of scores of men and camels. A trail leads to the Northeast unless it was obliterated by a storm in the interim.

I: POOL OF TEFNUT

Tefnut is the aspect of the Lord relating to visions and wisdom for the Mosend people. This is a real oasis, one that is always green and always had water. If any character that is not evil or under a curse looks into the pool of crystal clear water, he'll have a vision.

The vision is of a set of sultry almond eyes that appears in the mirror-like surface. A voice will address the character and answer one question truthfully. This must be a question the GM can answer or the vision will answer "I don't know" truthfully. This answer should be vague and ambiguous relative to the wisdom and value of the question. For example, if someone asks if the land can ever be saved, the vision will say yes if the curse is lifted by assisting a spirit that wanders the desert. If they ask if they will find leet treasure and epic lewtz, the vision should say the greatest treasure lies within the heart of the beloved or something equally profound but utterly meaningless. Only the person having the vision can see it or hear it.

J: LANDS OF BAKAR

The region on the Desert of Desolation surrounding area map marked with a border is the region that the spirit of the Pharaoh Amon-Re wanders. Each hour spent in this region, the pharaoh has an 11- chance of showing up day or night.

The pharaoh appears as a solitary figure walking toward the PCs wearing rags that blow in the wind; in a wind unique to the figure. Even if there is wind, the rags blow in a different direction (directly away from the pyramid, if anyone asks). As the figure draws near, PCs can see that he glows slightly from within and is translucent.

When the figure is within 15 yards of the PCs, he raises his hands, revealing rich trappings of a king beneath the rags he wears. He says the following speech, then walks away directly toward the temple and pyramid, then fades away. He will say nothing else to the PCs under any circumstances - he cannot under the curse he suffers from.

The spirit's message is at the end of this adventure so that it may be printed off for the players to have for reference.

K: THE TEMPLE

This was the temple to the Lord in all his aspects that the Kushite empire held honor in. The temples of the Pharaohs were religious complexes in which the dead were prepared for their journey into the next life through complex rituals.

This is the last standing relic of a dead civilization. Beside a vast pyramid of stone is a temple building attached to the Southwest face. Surrounding it, jutting from the sand in places, are the stone foundations of a vast city. The temple structure has steps running up to a platform and behind it a vast stone structure of skillful design and weathered, but still solid structure.

To continue into the temple use the Temple map and key.

L: THE PYRAMID

Rising from the ruins of an ancient city is a pyramid that looks barely touched by the weather and ages. It's smooth sides are tightly fitted, standing seven hundred (about 107 inches) tall and 745 feet (about 115 inches) square. The corners of the pyramid face the cardinal compass directions, and from the Southwest face a great temple can be seen, still intact. Around the pyramid, 50 feet from the base, is a wall 1" wide and 3" tall. The only visible entrance to the pyramid is through the temple - and this case, it is actually the only way in. The *entire* massive pyramid radiates arcane power if it is detected.

To continue into the Pyramid, use the pyramid map and key.

THE SUNKEN CITY OF PAZAR

Not much of the city can be accessed here, although it is buried under millions of tons of sand and ashes. The characters who enter this area find themselves in a temple that once was cut off and forbidden all entry. Much of the protective magic and the bulk of the complex has been destroyed or buried by sand and time. Yet the evil that it guards is still here, waiting discovery. This entire area slants about **10°** to the south.

G1: SUNKEN DOME OF ELIISH

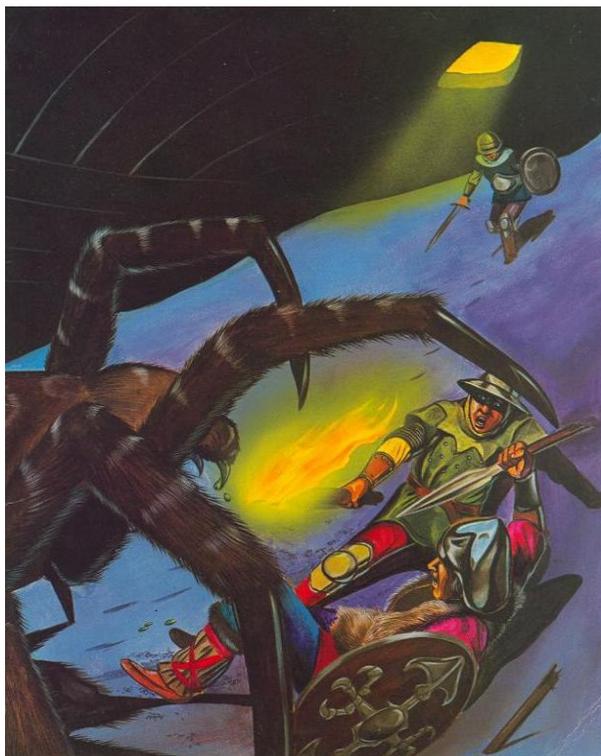
This is a huge room with a 100 foot wide dome, 70 feet high. The dome has collapsed on one side and sand has poured in, which is where the PCs entered this area.

The sand can be climbed up to within 30 feet of the entry overhead, but without some kind of rope or magical means getting out will be a bit challenging. A climbing roll of -5 will get the PC up the face (each 1 the roll is failed by is a fall of 1" plus 1" base, but the fall is on the sand slope so damage is halved) to the opening so that a line can be dropped.

The area of G1 is a huge sand pile that fills half of the giant dome room. At one time this room was a beauty of marble and other stone, pillars on the walls with arches to the ceiling and a fresco on the floor. This area is empty other than the desert that has poured in. Movement on the shifting pile of sand is reduced by a penalty of -2".

G2: PLATFORM

At one time this was the entrance to the forbidden chambers of the vast temple complex. Now it's all that remains of the temple. The platform is held up with pillars, although some have toppled or are at a strange angle.



The first person to step onto the platform will be attacked by a Dune Crawler (a desert-dwelling Cave Crawler) hiding around the corner to the North. The beast has family here as well, and they all want to feed. There are a number of the giant spiders here equal to half the party, rounded down. Note, the spiders are unaffected by the movement reduction penalty of the sand pile. Behind the spiders are two huge, closed bronze doors.

G3: ENTRY CELL

The bronze doors open easily enough, revealing a large square room with two exits on either side North and South and a pair of golden doors to the West. The golden doors have strange writing on them and lack any sort of handle or latch.

These doors are locked with magic, although a dispel of 40 active points or a spell like *Locksplitter* will open them. They are held with an entangle of 4D6, 4 DEF from the other side, which means the entangle cannot be attacked any way other than somehow getting purchase on the doors and ripping them open by brute force. Since there are no handles, this might be a challenge. The doors are made of bronze as well (6 DEF, 10 Body each) with a thin coating of gold.

The doors open automatically if someone waves a hand before the door and says "Sakhr al Jinni" (see area G6).

The doors say this on them, in Kushite:

DO NOT DISTURB THE VANQUISHED ONE, HE IS THE TREASURE THAT MUST BE KEPT

G4: MEDITATION ROOM

This room is a round chamber with a plain but well-crafted fresco on the floor and walls of a geometric pattern. The roof and walls are slightly cracked, particularly in the North room, letting some sand in.

G5: BURIED ENTRANCE

At one time, this led to the chambers of the guards that kept this area secure from intrusion and theft. The entry hall here and all of the chambers beyond it have been crushed and choked with dirt, crumbled stone, and sand. However, there is a door on the South that is visible with a -1 PER roll.

It takes 30 Strength Hours to clear the door (i.e. it takes 30 strength points one hour, or one strength point 30 hours) enough to open. Only three people can work on the door at once, each of the two adding 5 strength to the strongest worker.

G6: SCROLL ROOM

This is a long room that is partially collapsed and choked by dirt, rock, and sand. The walls are covered with cases interspersed with statues, all of which are empty. There is a large statue that lies in the room face down holding a tablet. It looks like it stood in the middle of the room and was knocked down and broken when the collapse happened.

The statue weighs 400 pounds, but it can be rolled over and the tablet read, if the language can be translated. The message chiseled in Kushite in it is Handout 2, at the end of this adventure.

G7: ROOM OF THE GUARDIANS

This is a long, wide hallway has a peaked ceiling 60 feet high. The hall is flanked by pairs of matching statues built into the walls on the North and South. Each pair of statues appears to have a barrier between them, a translucent barrier of energy. All of these barriers are impassible unless they are dispelled with magic (120 active points) or the proper word is spoken. The statues are the same, they look like 20 foot tall ancient Kushite priests with one hand held high and one low.

The first is a blue curtain of shimmering sparkling cold. Even drawing near it feels the cold as the temperature drops to -5 temperature levels adjacent to the curtain of blue. Anyone touching the wall suffers 4D6 normal damage NND (life support vs cold extremes) and is struck by a 5D6, 1 DEF CON-based entangle that others can only help by heating the target up. They turn bluish and freeze in place. Heat damage will damage the entangle, otherwise outside help is impossible. Speaking the word "Alhamduhla" at this curtain causes it to disappear in a shower of frost.

The second is a white and yellow shimmering curtain of energy that crackles and smells of ozone. Drawing near causes static electricity to build, hair to stand on end, and so forth. Touching the field with anything metal or bare flesh causes an 6D6 energy blast with double knockback. Speaking the word "Bismallah" causes this curtain to vanish in a shower of sparks.

The final curtain is shimmering red and orange, and the heat can be felt as soon as the second barrier is down. The temperature rises to temperature level 4 adjacent to this curtain, and anyone touching it suffers a 2½D6 RKA fire energy attack that lights them on fire. This flame burns for 4D6, then 3 segments later 3D6, then each 3 segments 1D6 less until it goes out. Speaking the word "Duban" at the curtain causes it to snuff in a shower of embers.

Behind the three curtains is a platform of dusty marble topped with a black silken cloth (worth 12sp). Atop this cloth stands an ornately formed Velune lamp with the wick spout sealed with lead. The seal is stamped with a glyph that looks like a Star of David. The lamp can be removed safely, it is worth 15 sp. If the lead seal is removed and the lamp rubbed, the imprisoned Ifrit will be set free.

This is not an Ifrit that is grateful for release, nor does it feel any bond of honor to reward anyone. It is enraged at life and seeks to destroy everything. Still, it is not entirely ungracious, and will not kill the PCs immediately. When released, the Ifrit grows to sixty feet tall, roars in triumph, and says this:

AT LAST! ALL WHO LIVE SHALL FEEL THE TERRIBLE BURDEN OF MY WRATH! I SHALL LAY WASTE TO ALL THE LANDS FOR THIS INDIGNITY!

It will pause long enough to laugh at the PCs and tell them they can live "a while longer" for setting him free to tell others of their coming doom, then it will leave. The Ifrit is for all intents and purposes in this adventure a GM plot device, it will ignore attacks and cannot be restrained. It flies away rapidly, leaving a burned spot on the ground and an empty lamp.

The full significance of this will not be understood until the later parts of the Desert of Desolation series of adventures. If the PCs didn't set this guy free, someone else would have.

THE TEMPLE

The temple is the last extant part of the old Kushite civilization that stood here. The city of Sule surrounded the pyramid and temple, and while the original inhabitants are long dead, Kushite Dervishes have taken over the place. At present, a high priest of the demon Set is working in the temple to find and restore the glory of the Kush empire. To that end a leader of the Kush Dervishes has entered the Pyramid with a group of his mightiest warriors and has not returned.

The Kushite Dervishes are predictably hostile to any intruders, doubly so in this holy place. However, in disguise and speaking the Moskend language might get the PCs in past guards.

While in the temple, roll a D6 each new room entered or each hour of rest. If a 1 results, roll 2D6 on the table below for an encounter.

ROLL	RESULT	NO.
2	Zeissting	1-2
3	Wastebarb	D3
4	Quill Rats	D6+1
5	Arrowhead Rattler	D6+1
6-7	Kushite Dervish pilgrim	D6
8	Kushite Dervish guard	D6
9	Sewer Rats	D6+1
10	Kushite Dervish Acolyte	D3
11	Kushite Dervish Elite Guard	D3
12	Kushite Dervish priest	1

As you can guess from the encounter tables, although the Temple is inhabited and being cleaned up, it still is quite wild and the home of various creatures seeking safety and shelter from the sun.

The temple is made of huge blocks of granite and cement, and is decorated by colorful paint, gold plating, and inlays of various stones, including semi-precious stones in some areas. Geometric patterns are common, as are various depictions of aspects of the Lord and animals from the region. Unless otherwise noted, the rooms are lit by torches set in the walls.

ENCOUNTER AREAS

K1: FOUNTAIN OF ATHIS

A broken basin from a single marble section dozens of feet in diameter stands in the center between curving staircases. There's no visible hole in the bottom of the basin but clearly water once ran from here down a channel carved by flow in the desert floor.

This is the spring of Athis that the Pharaoh's spirit mentioned. The actual spring is inside the pyramid, but it was sent to this basin by a magical effect, pouring out endlessly to bring life and fertility to the entire region. Due to the curse, this magic stopped and the water dried up. Once the curse is broken, the water will flow once more.

K2: TEMPLE EXTERIOR

Although worn by time, the temple's stone walls are still sturdy and impressive. There are no windows and only one visible entrance behind a platform reached by twin curving staircases. The temple's roof is capped by one large and two small domes.

On the platform, standing on either side of the arched entrance, are two Kushite Dervish Elite Guards. They will attack anyone who looks like a foreigner, and will challenge anyone else who approaches. Unless given an appropriate response such as "I come to worship" or "I am a poor pilgrim" then they attack.

K3: CORRIDOR OF THE SUPPLICANT

A shallow ramp runs from South to North between two sets of double doors here.

K4: HIGH ALTAR OF AMUN-RE

This is where the last Pharaoh of Kush built his altar to the Lord. The room is presently lit by torches attached to the walls, although it once had a system of oil lanterns connected to one oil reservoir. A Kushite Dervish priest stands at the altar with two guards, casually reading a large white book with metal bindings. A huge statue of the pharaoh with its hands broken off and defaced head stands behind the altar.

Behind the statue is a secret door, -3 PER to spot, to a short passage or narrow room. The room radiates magic, but has no power from this end. It is the receiving end of a teleport from deep in the Pyramid (see Pyramid area L67). The statue itself is the door, swinging aside.

The priest is studying the Book of Amun-Re, which he barely is able to read because of its ancient script. The book is in a series of handouts at the end of this adventure.

This priest is the High Priest of the Kushite Dervishes, Holy Iaseda. He is trying to find clues in this book where the Dervish leader and his men disappeared to. They entered the pyramid and have not been seen again after ten days. Under no circumstances will Iaseda allow the Book of Amun-Re out of his hands while he is living.

The book itself is made of the finest white Wyrmskin and platinum bindings, and due to its antiquity, it is worth 30 silver at minimum to a collector or scribe. The Holy Iaseda and his Elite Kushite Dervish Guards will attack anyone who does not immediately present themselves as local pilgrims. Those who are convincing will be allowed a short prayer, then escorted outside, or if a persuasion roll or Presence attack at +10 presence is successful, to K6, the worship room.

The statue once had gold decoration and gems for eyes, but the angry mob that killed Amun-Re plundered it.

K5: THE HOLYCIRCLE

A statue of the aspect Osiris of the Lord is here. Osiris looks like a tall muscular green man in the trappings of a Pharaoh. His eyes are made of gems, which are conspicuously untouched. These rubies are worth 10+4D6 silver each, but taking them results in a curse on the culprit and all who were there and didn't stop him. The curse is a -1 to all skill and attack rolls for a year unless the character does some form of penance. Check immediately for an encounter if someone starts chiseling the eyes out of the statue.

K6: WORSHIP ROOMS

Long neglected, this room gives off a slight herbal smell and appears empty. It is used to house pilgrims temporarily. No one is supposed to go past this point deeper into the temple except for guards and priests, so if anyone is caught here, they will be attacked, pilgrim or not (unless they look like a guard or priest). Anyone who gets in by deception will be informed as such.

K7: PRIEST'S QUARTERS

This is a long, unlit corridor running North to South. Along the sides and end of the corridor are a series of doors, a total of 10. Stairs up to the High Altar of Amun-Re run between the two final doors to the South on the West wall.

Each chamber is a ten by ten cell with a woolen blanket on a hard wooden bunk. If any one of the rooms is inhabited, unless the PCs have made a lot of noise within 20 feet of the room, the acolyte inside is asleep on a 13- roll.

a: 4 acolytes	f: 5 acolytes
b: 7 acolytes	g: empty
c: 2 acolytes	h: 4 acolytes
d: 3 acolytes	i: 2 acolytes
e: empty	j: empty

K8: HIGH PREIST'S TEMPLE

This is a smaller temple in which an altar stands, and a simple statue of Set (looks like a man with a jackal's head) in sandstone has been set on top. Incense is burning on either side of the statue on the altar, and prostrate on the floor are two Kushite Dervish Priests.

K9: EXIT OF THE KINGS

The north side of this room has a passage that leads to an archway and the outside air. A ten foot wide stone causeway raised 20 feet off the ground at this point rises to the entrance of the pyramid a total of fifty feet from the desert floor. This is the only entrance to the pyramid that can be found. Clever PCs may realize that they can climb up to the entrance without the hassle of going through the temple, but they might miss out on the treasures the priests carry that way.

THE PYRAMID

I: THE PLUNDERED TOMB

There are no wandering monsters in this section pyramid, only part of it is accessible to the outside world and even that is difficult to get into. The bulk of the pyramid is hidden away from the world and few have ever even gotten that far. This first section is a fake tomb designed to look like a normal pyramid that has been found and robbed by previous invaders.

L1: THE ENTRANCE OF THE TOMB

A platform and the entrance to the pyramid are at the top of the causeway from the temple, fifty feet above the desert floor. Intricate carvings of animals frame the opening which is set into the pyramid ten feet.

Two Elite Kushite Dervish Guards stand here protecting the tomb. They are Atfez and Pachi, and they've been drinking. They attack anyone who approaches, but due to alcohol their EGO and DEX are reduced by 3 each. Atfez has 22 shekels and Pachi has 10 shekels and a semi-precious gem worth 1 sp. Under no circumstances, no matter what, will they let anyone past them if they can help it.

L2: MAIN WORSHIP HALL

This large room is flanked by huge squat stone pillars holding up the ceiling. Just inside the entrance of the room, two 4-foot wide corridors lead East and West. There is a statue of Amun-Re in the center of the North wall. This too is a secret door, -2 PER to spot the mechanism to swing it aside.

L3: WEST OFFERING TEMPLE

This thirty foot square room has a domed ceiling that reaches up to 20 feet in height. A statue stands in the back of the room, to the North. This statue is of Osiris. This statue, too, is a secret door, -2 PER to spot. Kushite words are written on the East and West walls, reading what Handout 3 says at the end of this adventure. They appear to be chiseled in the walls irregularly and not part of the decorations.

Anyone moving down the corridor to L4 can hear chanting and praying of many people.

L4: EAST OFFERING TEMPLE

This room is identical to the West Offering temple in structure, save that there is no secret door behind the statue. Also here are 10 Kushite Dervishes and a Kushite Dervish Priest. These are all figures bowing before the statue of Set that has been made from the former statue that stood on the North wall originally. The head has been removed and a sandstone replacement of a jackal is in its place. Before the statue stands a broad bowl with flame in its center.

The worshippers here are appealing to Set to return their leader and mighty men who vanished almost two weeks ago now. The figures will only be hostile to someone not in disguise, figuring if they are here then they must have been allowed in by the guards.

This fire in the bowl burns but has no heat and gives off no smoke. If anything is put in the fire, it flares up and then dies out, and the object is gone. This teleports anyone or anything up to 400kg placed in it to L13 in the Pyramid. The Kushite Dervishes believe these offerings have been taken by Set.

Kushite words are carved into this wall as well, newer than the original decorations again. They read what is on Handout 4 at the back of this adventure.

L5: WEST STORAGE VAULT

The corridor here opens into a thirty foot wide circular vault with a hole in the floor ten feet wide. The room feels wet after days in the dry air of the Desert of Desolation, and the walls are slightly damp. 120 feet down in this well is water 30 feet deep. The well is 30 feet wide, with the floor a projection from the walls around a smaller entrance.

The water here is from the Spring of Athis, which is enchanted. A drink of this water gives +1 recovery to the character for one full day. It only has effect once a day. It is also exceptionally cool, refreshing, and tasty water. The bottom of this silo (and L6) are where the water that used to well up from the basin at K1 out front of the Temple were teleported from.

L6: EAST STORAGE SILO

Other than the location and facing of the entrance, this room is identical to L5.

L7: WORSHIP ROOM

This room is identical to L3 except the walls have no words carved into them. From here the false tomb begins, designed to seem like the Pharaoh's treasures have been stolen. The PCs know better, or the curse would have been lifted, unless this is some elaborate joke.

L8: DESCENDING CORRIDOR

This ten foot corridor with a peaked ceiling 12 feet high leads down at an angle into the depths of the pyramid.

L9: GREAT WORSHIP ROOM

This large room has seven statues, representing six aspects of the Lord and the pharaoh:

- Anubis - Harvest and death (dog headed man)
- Horus - War (hawk headed man)
- Tefnut - Creation (golden woman)
- Osiris - Rule and leadership (green man)
- Thoth - Wisdom (crane headed man)
- Ra - Light (hawk headed man with a glowing disc)
- Amun-Re

Behind Osiris and Tefnut are secret doors, and an altar stands in the middle of the room. The altar has the impressions of a left and right hand side by side carved into the top. If someone puts their hands in the sockets on the altar and says "Amun-Re" the statue of Amun-Re swings aside revealing a corridor. The statue of Osiris is opened with a hidden mechanism that is -2 PER to spot. Behind the statue of Osiris is an empty room that once had a poison gas trap in it, but that has long since been triggered and dispersed.

Beyond this point the Pharaoh had designed to look like a well-looted tomb that many thieves had long gone over carefully.



L10: GRAND HALLWAY

The stone of this hall is covered with plaster that has been painted with various frescoes showing life in Kush and great deeds of Amun-Re. The walls appear to have been gouged and hacked by various tools to remove precious metals and gems from the frescoes. A dry dust lies on the floor undisturbed for untold years.

L11: TREASURE ROOM

This huge room has broken bits of wood, smashed pottery, broken chests and boxes scattered about like demented adventurers came and bashed everything to get the treasure out. Mixed in the shards of pottery and wood are 2D6 shekels of a very ancient pattern, which takes 3D6x10 minutes to find. An arched doorway leads North, with a broken door laying in pieces in the archway.

L12: THE TOMB

This room is thirty feet wide and fifty feet long. In the center of the room is an impressive raised platform with a huge sarcophagus laid to rest atop it. The stone lid is open and lying propped against the side, small jars of alabaster smashed and scattered in the dust. The walls have been hacked and gouged like area L10. The sarcophagus itself has been gouged and cut into to remove any precious metals and stones as well. No body lies in the coffin.

Tomb raiders without much imagination or forewarning might believe at this point that they've gotten here too late. No money, no treasures, the body has even been stolen. The theft-proof tomb has been robbed.

However, intrepid PCs know that the loot is still likely somewhere, and told by the Pharaoh's ghost, they will be aware that there's some trick they haven't tried yet. The only way to the rest of the tomb is in area L4, through the sacrificial fire.

II: KORDAN'S MASTER MAZE

Here the module designers and I part ways. In the original Pharaoh module, and on the map, there is a huge and complex maze with monsters and tricks aplenty. This is the kind of thing that GMs love to design and Players hate to struggle through because they don't challenge their characters so much as they do the players, which isn't exactly role playing.

However, there are some players who love this sort of thing, and the maze will bring them hours of puzzle solving and curiosity.

Thus, I will include two versions of the Master Maze. The first is the complex version, which is the original design with its full multiple-session-involving puzzle to solve. The second is the truncated version that requires time and thought to solve, but is much more straight forward and direct. The second maze can be solved in one sitting and give the players time to explore further in the tomb besides.

GMs should decide which fits their players personalities and interests before choosing which to confront the PCs with.

The GM should check for a random encounter each new area that is entered. Roll 1D6, if a 1 results, then roll on the table below for what is encountered:

ROLL	RESULT	NO.
2	Minotaurs	D3+1
3	Minotaur	1
4	Sandling	1-2
5	Spiderlings	D6+1
6	Kushite Dervishes	D6+1
7	Skeletons	D6
8	Shades	D3
9	Ghouls	D6-1
10	Kushite Dervish Priests	D3+1
11	Kushite Dervish Elite Guards	D6-1
12	Dune Crawlers	D3

When the PCs show up, they have no conception of cardinal direction, only relative. Thus, directions should be given in terms of left and right, not north and south unless someone has a spell that tells direction or a compass.

There are no lights in this level at all except as noted below.

L13: WELCOME ROOM

You appear in an octagonal room thirty feet across. There are four arched exits ahead and behind, left and right. A skeleton lies in the middle of the room, holding a sword outstretched. If a PC asks, the sword points to the West passage (left).

In each doorway there is a mist that obscures what is beyond it and smells somewhat sulfurous.

THE MAZE, ORIGINAL VERSION: Use the writeup below as is, the L14n areas are the primary maze effect to disorient and confuse intruders. Eventually they will find their way to the room they need to, but this will make the journey longer and more complex.

L14: KORDAN'S MIST

While in the misty areas indicated on the map, characters cannot see more than five feet in any direction. Unless the character has some talent or magical ability to tell distance and direction, they are uncertain in the mist. They just travel in the mist then show up. The travel feels aimless and uncertain, then the mists suddenly clear up when the PCs exit. They aren't even sure how long it took to get there because of the magical effect of the mists.

Most of the notations on the map L14n are flavor text, telling the PCs they are in a hallway or pass through an arch. Those that are different will be written up here:

L14c: The mists part, revealing a 30 foot long section of hall. On the floor lie several torn old sacks of grain. Mixed in with the grain are 4D6 shekels.

L14d: The mists clear and you are in a section of corridor. Mists are behind you and a doorway is ahead. on the floor lies a very old, dried body holding a Felstone hammer.

L14e: The mists reveal a thirty foot long hallway with mist in four directions: both ends and equidistant on either side of the hallway. On the floor here lies a ring that is only visible with a perception roll of -2. The ring is cursed, it is a *Contrary Ring*. This is a great chance for role playing, if the players are up to it.

L14i: This is a clear area from the mist that is a ten foot square section with a door at the far end from the mists. This area smells like water and has the sound of waters splashing beyond the door.

L14l: the mists part revealing another 30 foot long hall section. Mist is in arches on either end of the hall and halfway down on either side. Lying on the floor here is the skeleton of a Dervish with a sled-like board with three chests on it. The skeleton was apparently dragging the chests but didn't make it out.

The chests are stacked with two on the bottom and a third crosswise on top. The top chest is trapped, it can be opened with a +3 lockpicking roll, and when opened it springs out with a shower of needle-sharp darts. A traps roll at -1 finds and disarms the trap. The poison on the darts is long, long since gone, but the darts are all 1/2D6 AVLD full damage killing attacks (hard defenses protects). They do an autofire megahex attack, which more or less fills the entire hallway except the far ends. There's nothing else in the chest.

In the two chests on the bottom are six total bags with 120 shekels in them. They are not trapped, but are locked at -1 to pick each.

L14m: The mists part to reveal a T-Shaped corridor. Arches with mists are at all three ends, and at the intersection lies the dried husk of a man with a sword jammed in his back, face down. Around him lie three other dried bodies, decades or even centuries old.

The sword is an *Everstriking sword*, also considered cursed because if it misses, it adds OCV until it hits at the expense of the wielder. But it does always hit.

L14q: The mists part revealing a clear area ten feet square with a door opposite the arch with mists in it. A knapsack lies in the left corner by the door, and in it are scrolls of *Leaf Fall* and *Fireball*. Also there is a leather pouch with 10 shekels in it.

L14r: Another thirty by ten foot corridor with mists on four sides. A -3 PER roll will note a ring lying in the dust near the East arch: this is an Ithilnaur ring with a Star Iron anvil on the front. It is a *Ring of Protection*.

L14s and L14t: Another thirty foot corridor with a misty arch on four sides. A trail of shekels lies in the dust here, scattered like a spray. There are a total of 10D6 shekels lying scattered, check immediately for an encounter.

THE MAZE, SHORT VERSION: When you look at the map, you can see that the map is basically laid out in four directions. The mist-filled hallways are twisting and branched to make them as confusing as possible, but in the end, it's just a series of rooms and corridors.

To make this quicker and easier, eliminate the mists except in the doorways out of the Welcome Room L13. Trim the corridors down to one path that splits into three at the end to the East and West, and one path that has a 30x30 room to the north and south, then extends in both directions to three rooms past that point in either direction.

To the north, halfway before you reach room L15, there are the grainsacks described in L14c above. On the other side, north of L15 is split to three rooms, and L14i's description of watery sensations is just outside room L19.

To the south, halfway before you reach room L16, the hammer described in L14d is discovered. Just on the other side of room L16 to the south before the split to three rooms the Ring of Contrariness described in L14e can be found.

To the West, in the hall between L13 and the three rooms is the skeleton with the chests described in L14l above. In the hall where it splits to reach three rooms to the West is the sword described in L14m. Just outside room L26 is the knapsack from area L14q above.

To the East in the corridor are two locations with scattered Shekels like someone lost a coin sack while running away, L14a and t. Just outside the door to room L20 is the ring described in L14r.

This gives the same content with less time and confusion. The GM can mix and match if they wish, with part of the maze (say, to the North where the exit is) and the rest straightforward.

The remainder of Kordan's Master Maze is made up of the main 30x30 foot rooms and these are unchanged for each version of the maze.

L15: GHOULS

This room has ghouls living in it. They were once grave robbers, tomb raiders after the Pharaoh's loot, but over time they were lost without food and began to feast on their dead until the remaining turned into ghouls. There are a number of ghouls here equal to the PCs+2. They have no treasure, and do not leave this room very often.

L16: DROP IN

In the center of the ceiling of this room is a ten foot wide hole. Beneath the hole is a pile of straw several feet deep, and filthy. Behind it hulk several massive figures: minotaurs. This room is the bottom of a trap at L52 which drops PCs into this room when triggered. The fall is fairly harmless due to the straw, but the Minotaurs aren't. They are maintained magically by a pendant around the neck of each. While nothing else is in the room, they go into a kind of stasis, but as soon as anything else enters, they waken and attack. There are D6 Minotaurs in here each time someone enters. They "respawn" each day at dawn, even if all are dead.

The shaft here can be climbed, but getting up to the hole in the ceiling ten feet up might be a challenge. Once in the hole, the character has a -1 climbing roll to get to the top. From this side the mechanism is easy to spot and trigger, but unless the character can do so remotely, the door swings down into them and does 3D6. The character hit by this must make a Climbing roll -1 per body rolled on the dice to not fall from the impact. The door closes automatically in 1 minute after opening, which is faster than anyone can climb even a rope up this shaft (forty feet or 6" straight up) unless they make their climbing roll by half.

L17: TOMB RAIDERS

This room is the present home of D6+2 Ruffians who came here to rob the Pharaoh's tomb. They've been here several months and don't know how to get out. They've managed to gather 4D6 shekels and 1D6 talents. They might join the party if approached properly, they aren't as tough as the PCs but can take a hit. The problem is the first magical item they see or money over 50 shekels they attack to steal it.

L18: TOMB GUARDIAN

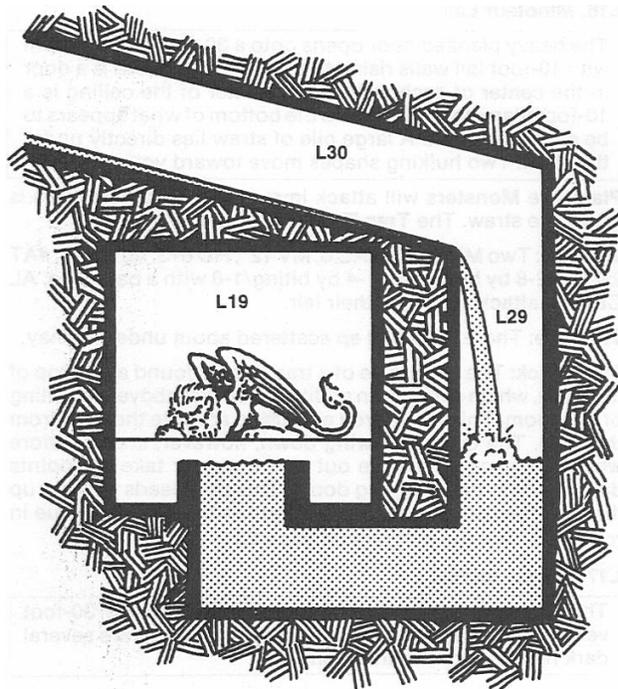
This room is where a Skull Warden dwells. It was placed here by Kordan, who was unable to summon enough to put them everywhere he wanted. It considers the entire pyramid it's ground to protect and will attack instantly.

L19: WELL OF QUESTIONS

A platform directly across the room takes up the entire wall, and in the middle of the room is what looks like a well. You can hear water running somewhere. On the platform sits a bull with wings and a man's head instead of a bull's. This is a Lamassu, a holy guardian of temples and tombs. It will not immediately attack however, as it is aware of the curse and the need to end it. All it wants to know is if the intruders are here to do so or just to get rich.

It will ask the party why they are here. Keep in mind that the Lamassu is incredibly powerful, it will wipe the floor with most parties this dungeon is designed for. However, it is passive, it wants to know the truth. If they answer "to plunder the Pharaoh's treasure" he will ask why. If they tell the tale of the spirit in the desert, the Lamassu will be polite and tell them they must plunge into the well to find what they seek.

The well overflows with the waters of Athis, see L6 in the Plundered Tomb section for its properties. The water pours over the sides and into trenches, but no matter how much pours out, it never overflows; this is part of a magical system that is effectively a permanent loop. PCs can swim down into the well 3", then across 5", then up 3" to break the surface: this is unlit and there is no air in the underwater section. Keep combat time and find out what each character does each phase, because they might start to drown. See the illustration on the next page for a cross-section of this area.



Climbing out of the well in the channel on the other side is difficult, as water pours down on top of you. The wall is rough, however, and it is a +1 climbing roll. Once up on the slope, it is somewhat slick but not dangerous or difficult to stay standing. The passage leads to area L29 in the Halls of Upper Priesthood.

If the party answers wrong or attacks or is otherwise generally obnoxious, they will be teleported to area L13, unsure what direction they are facing (roll a D6, anything but a 1 and they are facing south). If they return and attack again or continue to be obnoxious, he will teleport them to K1 outside the Temple. If they return again, the Lamassu will put them out of their misery: they are too stupid to continue.

L20: JAVELIN*

**Any room marked with this is identical in basic layout: all are domed, tapering into a circular dome 30 feet in diameter. Around the bottom of the domed section is a ledge like a catwalk, 20 feet above the floor of the room. Each room connects to a room above it in the Halls of the Upper Priesthood, L53a-f. There is a concealed door set in the West section of the wall at the catwalk level, one visible at -5 PER including range. From the floor. On the catwalk, the perception roll is -3.*

This 30 foot square room has a chest spilling over with shekels on the far side of the room. However, on the left hand (North) wall there are four bodies in various stages of decomposition pinned the wall by spears. The fourth is in fact fallen to pieces, with only the ribcage, part of the spine and one arm still on the wall, the rest in a heap beneath.

The South (right hand) wall is honeycombed with 3/4 inch holes, each holding a spear with a spring. So far six have triggered, leaving sixty or so. If anything moves in front of these holes within the room, the spears fire one at a time. Each spear has an OCV of 6, and does 2D6 damage. The spears fire with such force that anyone struck by one and suffers body damage is pinned to the wall with 15 Strength. Characters pinned to the wall can only apply half their strength to the STR vs STR check. If the spear does no Body damage, it still knocks the character against the wall and to the floor.

Every 1" the character travels, a spear fires at them, no matter what speed the move at. These spears can be deflected, and only 1 will fire per 1" travel. The room is 5" across, and each 1" section has a limited number of spears: 6 in each. The first section has fired 5 before the PCs enter, thus that section only has one more spear. Once a section is out of spears, movement in front of it causes an audible click, but no spear fires.

The chest has only 30 shekels in it, the rest of the chest is just filled with white sand.

L21: X*

On the floor of this room is a huge X carved into the stone about an inch deep. A box three feet square sits in the exact center of the X, which is ten feet across. If anything heavier than 40 pounds is on the square the X is in, a section of the dome overhead ten feet wide, weighing 3500 pounds falls with an OCV of 3 at the hex below as an AE attack. Characters that do not dive for cover successfully are struck by this 4 foot thick slab, which does up to 3D6 Killing damage. The box is utterly crushed, but it was empty anyway. Characters who miss their dive for cover roll do not suffer the full amount automatically. Missing the roll by 1 results in a 1D6 KA, and each 1 more the roll is missed by is +1 DC from this attack, representing partially escaping its crushing attack. Anyone taking 1 1/2D6 or more is trapped under the stone.



L22: GRAVITY*

On the floor of this room are two skeletons, lying flat against the stone. They are just about to the middle of the room. The room looks blank, but a -2 PER roll sees what looks like a door on the far side of the room (to the East).

Entering this room is safe, but anyone who steps beyond the first 10' square in front of the door will suffer a huge surge in gravity, pulling the character down with 15 STR. As the characters move toward the far side of the room, they suffer more gravity, 10 more STR pulling them to the floor until the last 10 foot section of the floor has 35 STR pulling the character down. Each 1" of movement (the room being 5" across) the character takes requires a STR vs STR check to remain standing. If the roll is failed, the character is pulled to the floor. If the roll is failed by more than 2, the character is pinned to the floor and is -5 STR to move from that point on.

The gravity will not shut off, although it only affects things actually *touching* the floor. This spell is 150 active points for purposes of being dispelled. The apparent door on the far wall is false.

L23: DERVISH EXPLORERS

This room holds a group of men, as well as three men lying in a corner and a pile of glass in another corner.

This is where Khazid alThadn and his men made it to. These are the Kushite dervish leader and men that the priests were seeking in the temple. He's been in the maze for over a week, has run out of food and has no idea how to get out. This room had acid bombs that fell from the ceiling and killed three of his men, the others are healing up and in decent shape.

They will attack immediately unless the PCs indicate they are here to worship or find their way out, not to plunder the tomb.

The team consists of the Kushite Dervish leader Khazid and a number of surviving Kushite Dervish Elite Guards equal to the PCs in number. They may join the party if convinced, but will instantly attack anyone who tries to loot or desecrate the tomb in any way. They have not eaten in 4 days.

L24: ROBBER PRESS

The door stays open on its own, although it can be closed. If anything heavier than 40 pounds lies on or steps on the floor anywhere other than the first 10 feet of the room (the North most row of squares), the trap triggers. First, the door swings shut with 30 STR, unless it was already closed. It is held shut with 20 STR. Then the East and West walls begin to slide together with a tremendous rumble. Actually, only the bottom 20 feet of the walls close, as the room has a domed roof and catwalk like the asterisk rooms, but no concealed door.

It takes 4 segments for the walls to slide closed, and the walls are +2 climbing to climb. They close with 40 Strength, doing 8D6 damage every 3 segments to anyone caught between them as they meet. They crush everything between them for 12 segments (4 waves of damage), then slide open again and reset until the door is opened again.

L25: OLD TRAP ROOM

The trap of this room (poison gas) was triggered long ago and no longer is functional. It is empty.

L26: POLE FOREST*

The floor of this room is missing, and in its place is a series of wooden poles that plunge down into darkness. They are 30 feet tall and of old but solid wood. Each one wiggles a little due to its height, but most will not break. Each pole is but 5" across. On the far side of the room is a niche with a box on it. The box holds gems worth a total of 10D6 silver total

Moving across the room is a test of agility. Each 1" movement requires a DEX roll, a failed roll results in falling 30' to the stone floor (that's 5D6 damage) and climbing back up somehow.

Moving faster than 1" is a -1 penalty to the DEX roll per 1" faster. Have each character roll a luck/unluck roll once they start. If they have any levels of unluck, they step on a pole at some point halfway across the room that is so old it breaks, and the PC falls no matter how well they made their roll. If they roll any Luck, they do *not* fall with a failed DEX roll once per luck level.

The PCs might just shimmy down, cross the floor, and climb up. If this occurs to them, have the floor be infested by D6+ the number of PCs in Megapedes. It's not easy robbing the Pharaoh.

L27: TRIGGERED TRAP ROOM*

This room has no trap in it, it was yet another room that the trap has triggered and not reset. It is just empty now.

L28: LOOSE CEILING*

The floor of this room is made up of sand, different than the other rooms. On the far side of the room is a shelf with six figurines of gold and alabaster lined up: a cat, a crocodile, a jackal, a vulture, a cobra, and a beetle.

Anyone who enters this room is rained upon by 6" cubes of stone that fall exactly down onto the sand beneath. This acts as an OCV 6 autofire on the the PC each segment they are in the room, doing 4D6 each stone that hits. The stones appear in the air level with the catwalk, and fall rapidly on anyone beneath them, then are absorbed into the sand to show up overhead once more. In theory these could all be captured and the rain would stop, but each 10' square area has 200 of the stones that fall in it.

The statues are worth 120 shekels each - intact - but the bombardment from above will shatter them rapidly unless somehow protected if they are removed from the shelf.

III HALLS OF UPPER PRIESTHOOD

These halls were to be the final residence of Amon-Re's priests and retinue. The priests were to be sealed into the tomb with Amon-Re, serving out the last of their days inside the tomb with their master.

To get to this section of the pyramid, the PCs will have to have climbed up the pit that exits in L16, used the water passage from L19, or climbed to the concealed doors in L20-22 and L26-28.

All of the waters in this area are the Waters of Athis (see area L6 in the Plundered Tomb for their virtue).

While on this level, the GM should roll a D6 each new area entered (and once more when camping). If a 1 results, then select or roll to find the random encounter from this table:

ROLL	RESULT	NO.
2	Wight	1
3	Ghoul	D6
4	Skeletal Knight	D6+1
5	Kushite Dervish Priest	D6
6-7	Kushite Dervish Elite Guard	D6+1
8	Iron Cobra	D6
10	Wind Warriors	D6+1
11	Wraith	D3
12	Spectral Priest	1-2

The walls of this level are plastered and painted with bright, colorful images of ancient Kushite daily life, war, history, worship, and legend. The illustrations are very stylized and symbolic.

Oil lamps regularly placed on the walls maintain light throughout the level except as noted. They are filled with oil and lit magically, if one is snuffed out, it re-lights in D6 minutes on its own.

L29: WATERWAY

The tunnel to the Lamassu Room at L19 beneath is long and gradually sloped once the initial drop off is climbed out of. It is dark and damp with a slight channel worn in the stone down the center of the tunnel. The walls and ceiling are coated with slimy mold and mossy growth.

L30: WATERWAY ENTRY

In the ceiling here, almost covered with slimy growth is a compass rose showing the exact direction of North. This will allow PCs to know for sure which way they are facing, difficult at best in the Master Maze below. The waterway continues down this hall in a four foot wide channel alongside a six foot wide walkway.

L31: THE LONG HALL

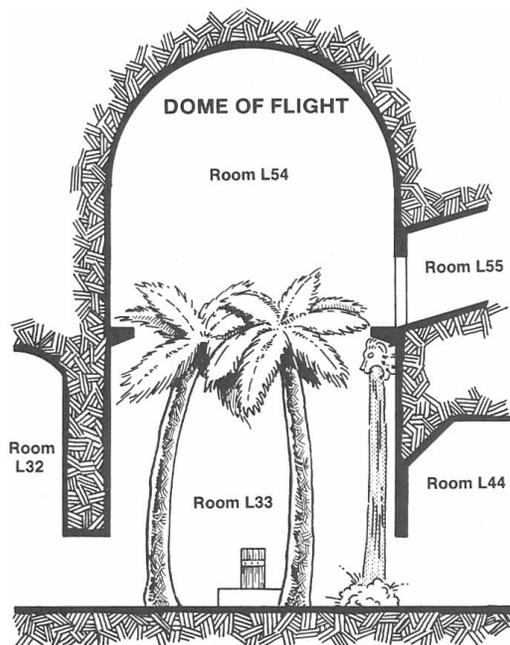
This hallway enters the Temple level proper. Although the far North end is dark, light streams in from the oil lamps from L32 and streams in to illuminate the first 40 feet of the South end of the tunnel.

L32: GARDEN HALL

This huge room is brightly lit, and within it grows a lush jungle of plants and trees reaching up to the thirty foot high domed ceiling. The light (pure sunlight - something a few of the monsters on this level avoid and are harmed by) comes from the ceiling itself which is painted like a bright summer sky with a few high clouds. The water channel here is more natural, looking more like a creek than an aqueduct. Two huge bronze bowls stand on either side of the creek, filled with fruit of all kinds and types, fresh and inviting. Four rounded alcoves are on the West and East walls, two each largely hidden by the lush growth.

In the southernmost two opposite alcoves are secret doors which take a Perception roll at -2 to spot. They open by pressing stones on either side of the door.

The fruit in the bowls can be approached, but as soon as anyone comes within 5 feet, the fruit all breaks into movement, taking flight with leafy wings. These fruit can be captured (DCV 8, movement 8") or shot down, any damage will drop one. These odd flying fruit are very efficacious, granting an aid to STR and DEX of 1D6 that fades 5 points per hour. If they are taken outside, the fruit rot in seconds, but while in the pyramid they last indefinitely, fresh and magical.



L33: DOME OF FLIGHT

This octagonal room is thirty feet across. It extends upward for sixty feet, and at thirty feet up there is a circular walkway three feet wide. However, there are several very tall palms growing in here, and their foliage is the same height as the walkway, which makes the catwalk -2 sight PER to spot. On the floor are two plain stone altars with golden runes written on them. From 30 feet up on the South wall is a lion's head of gold with a continuous stream of water pouring out of its yawning jaws. This water pours into a pool on the floor and then out to the lower level in the channel described above.

The palms are strange plants created for this tomb. They are *Grenade palms* whose fruit which looks somewhat like pineapples explode when striking a hard surface. They have an 11- chance of blowing up, +1 to the roll for each 2 feet they are dropped or thrown. Thus, from the palms, they have in excess of an 1- chance to explode, and always will. If anyone walks within five feet of the cluster of palms in the center of the room, there is a 9- chance that one will drop and explode for a 3D6 explosion blast of fire that the palms are immune to. The fruit could in theory be picked, there are a total of 24 of the things, but climbing a tree has an 14- chance of one dropping on the climber (unless they dive for cover, roll a D6 for how many inches they are up the tree when the grenade fruit falls). They also are somewhat unsafe to carry around.

The runes on the altars are not magical, but are in a script no living person knows any more (it was Kor-dan's special script). If translated somehow, they read:

TVRIN (activate): Anyone standing at an altar saying this word activates the magical effect, causing the top of both altars to glow briefly with a yellow light. Once the process is started, anyone in the room who says the words of power gain their effect. This magical effect lasts 2 minutes.

LOGRA (low gravity): This causes a field of lowered gravity to affect the PC. They can leap 3 times their normal leaping ability while the magic is in effect.

REGRA (reverse gravity): The character has gravity reversed upon them, causing them to fall upward toward the ceiling. Roll luck/unluck, any unluck levels means they hit a palm and dislodge D3 grenade fruit. Any levels of luck allow them to grab a palm safely or the edge of the catwalk and take no damage. Falling the entire distance does 8D6 damage to the character as they impact the domed ceiling if they fall all the way from the floor. Characters who use the Lowgra command can cease their fall safely, if they know how.

NEGH (turn off): This command ends the magic effect in the room, which will drop all characters who "fell" to the ceiling back to the floor, this time taking 9D6 from the flat floor and again possibly impacting a palm or catching it.

This odd system was designed as a sort of hoist, controlling materials lifted to the next level or moving up easily to the Gauntlet. The Spectral Priest and Wight know how to use this, as does Munafik, in area L56 of the Gauntlet.

L34: WEST HALL INTERSECTION

This section of hallway has a statue of the Lord in the aspect of Bast (motherhood, cat-headed pregnant woman). The statue looks valuable, but it is not alabaster and gold, it is plaster and gold paint.

L35: EAST HALL INTERSECTION

Like L34 above, this has a statue that looks valuable (this time Anubis, dog-headed man) but is not.

L36, L37: ACCESS HALLS

These short hallways are access halls for the flight room and the rest of the dungeon. They are included specifically here for a better chance of a random encounter in this area (roll each new area).

L38: WEST HALL

This hallway is haunted. The whole hall section (J-shaped) has two Wights that dwell in it, patrolling the area filled with hate for all life. The Wights are the spirits of former priests who died here of starvation and hate for their former master. The Wights have no treasure, although a leather bag lies at the base of the secret door to the South with 50 shekels in it. The secret door is -2 PER to spot.

L39: EAST HALL

A plain hallway the mirror image of L38, but it has no haunts.

L40: WEST KITCHEN

This large room is set up as a kitchen for the priests that dwelt in this side of the temple. It still has pots and pans, ovens and implements, but no food.

L41: WEST PANTRY

This very large room was used to store food and goods. There are empty barrels, shelves, boxes, and rotting old bags here that once all held food but are all empty.

L42: EAST KITCHEN

Identical to L40 except on one of the tables is the skeleton of a dwarf with every knife in the kitchen jammed through its ribcage. This sad fellow met with some Skeletal Knights and perished.

L43: EAST PANTRY

See West Pantry above, with one difference: there are cracks in the domed ceiling overhead, and looking closely into the cracks with a light will reveal some sort of cavern or cave, but not any details. This is a peek at L64 in the Gauntlet.

L44: MARCH OF THE FAITHFUL

The walls and even ceiling of this room have been carved with Kushite text. What the text says is at the end of this adventure in handout 5.

These verses were written centuries ago by a priest who served Munafik, and although they were written in praise of the priest, they also tell of his evil designs. Munafik studied ancient evil and books of power, learning the power of eternal life - of a sort. Now a lich, Munafik used his power to separate his heart and plac it in a protected urn, and turned his priests into specters to serve him eternally.

L45: PRIESTHOOD CELLS

This room is broken up into ten foot cells with a ten foot passage between two rows. Each cell here is a small area for a priest, with a table and a cot.

L46: PRIEST CLOSET

This small area stores several coffins that were intended for the priests.

L48: WEST CELL OF THE HIGH PRIEST

When Munafik turned the priests into specters, he didn't turn them all. The ones he left were lesser priests, less loyal, less capable. The priests he turned into specters they didn't need their bodies any more, and by that time the food had run out. The remaining priests eventually turned to eating the bodies of the evil priests and they became ghouls. This room is where many of the ghouls now remain, eight of them Chewed and cracked bones are scattered all around the room, the remains of a grisly feast long ago.

However, there is a more recent feast taking place here. An adventurer not long ago fell prey to the ghouls and they are now eating her. She's mostly devoured, but the ghouls are so busy feasting they have a -2 penalty to hearing Perception to notice the characters.

Unchewed by the ghouls, but damaged in the fight and torn as they cast it aside in their endless hunger for flesh, is a diary the adventurer was keeping. Her name and earlier exploits are gone now, but what remains is in handout 6 at the end of the adventure, a few more clues.

L48: PREIST CATECOMBS

This huge room yawns in the darkness, unlit by the usual oil lamps. In the center of the room is a huge black raised stone area and upon it lie a dozen sarcophagi. These are the final resting places of the priests who were left behind. Many of them were eaten, but six ghouls yet remain here. If any one sarcophagus lid is opened, the six that have ghouls in them open and the ghouls leap out and attack. There is no treasure here.

L49: PRIEST CLOSET

This is like L46, with a pair of sarcophagi on either end of the hall. The Southernmost one conceals a secret door. Inside the secret door are various burial implements, embalming tools, and canopic jars which were to be used to lay the priests to rest. They never were used, but are worth 5D6 silver total.

L50: EAST HIGH PRIEST'S CELL

This is another octagonal room that was used by the high priest. This one is occupied by a Spectral Priest and a pair of skeletal knights summoned to guard him. One of the skeletal knights is ironically wielding an Undead Bane longsword of star iron.

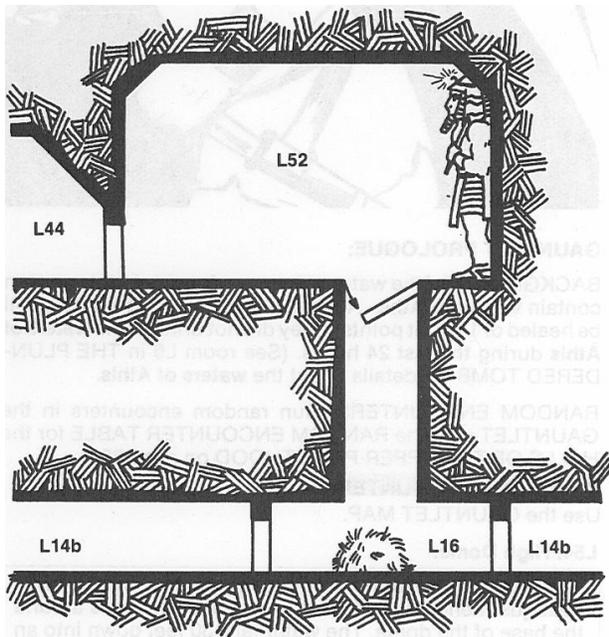
L51: PRIESTHOOD CELLS

This area is identical to the cells in L45.

L52: PRAYER TEMPLE

This is a very large room with the south portion angled in to focus on a huge statue of Amun-Re. The statue is made of stone with golden accents and a bright gemstone the size of a fist set in its forehead. In the frescoes on the floor is a compass showing true north. Old prayer rugs are placed about the room and in front of the statue.

There are secret doors at the North end on the East and West, each -2 PER to spot. They are opened by pushing in on stones on either side.



Just in front of the statue is a 10 foot square trapdoor that will open if more than 40 pounds of pressure is put on it. There are prayer rugs on the edges of the trapdoor and it is cleverly designed, so there's a -3 PER roll modifier to spot the edges of the door. If the door opens, it drops anyone standing on it straight down to L16 beneath in Kordan's Master Maze. The drop is 40 feet, but only does 3D6 because of the straw at the bottom. The creatures living in the room, however, are another problem.

The gemstone in the statue's forehead is made of cut glass red in color, although it looks like a Ruby unless a skill roll to identify the gem is successful. If it is pried out of the statue, a magical sound emits from the statue like a fog horn that is continual until the stone is put back in the socket. Each minute the horn sounds, check for an encounter. The statue can also be silenced with 15 body of damage to its 6 defense.

L53: OBSERVATION DOMES

These are domes with a 3-foot catwalk around them to allow the priests to enjoy watching the grave robbers beneath them dying horribly from the variety of traps. Each dome a-f corresponds to a room beneath in the Master Maze: a-c for L20-L22, d-f for L26-28. The door here is well fitted in the wall and there's a -1 PER roll to spot the door from this side up on the catwalk.

IV: RUNNING THE GAUNTLET

The waters in this level are Waters of Athis, as described in area L6 of the Plundered Tomb. This level has no random encounters. The main areas of this level are similar to the Halls of Upper Priesthood with plastered, painted walls and oil lamps. There is a cave section carved out of the pyramid's rock (the pyramid was originally built over a small mount, making the building easier). This area is rough stone and unlit.

L54: HIGH DOME

This is the upper side of L33 beneath, the Dome of Flight. A walkway three feet wide circles this area, revealing the palms at chest level. Beneath the Southern section water runs out of the golden lion's head (which is plated gold, not solid).

The door here is held with 20 Strength, and up to three people can pull on the door at once. However, a hearing perception roll at -4 can pick up a faint rapping sound. Making another by -1 pinpoint that the sound is from the east wall. The tapping is in sets of threes, some longer than others. Any tapping on this side is responded to by a like number of taps from the far side.

This domed area is not plastered, and the stones are visible. One can be pulled out from the wall, a 4' square by 2' deep stone weighing 1600 pounds, revealing a dark open area beyond. When the stone is removed, a thin, wretched looking dwarf who has gone more than a little insane. He holds a spoon which is his prized possession and he's been lost in here for a long time. He has carefully been tunneling about the pyramid for over two decades now, and over the years has developed a philosophy of digging that precision and elegance is shown by the smaller and smaller implement you use. He's so good he can use a spoon. He also has carefully and meticulously filled in his digging each time and can't even remember where he originally burrowed in. His spoon isn't good enough to dig through the stone of the door here and when he heard voices he began signaling. The Dwarf is old and loony and no use in a fight, but seems very content to explore and dig.

He tells only one more tidbit: there's a big cave behind him with a huge statue and some kind of treasure.

L55: ENTRY CORRIDOR

This corridor has words carved into the walls like previous areas. They are detailed on Handout 7 at the end of this adventure.

L56: GRAND HALL OF THE PHARAOHS

Gauntlet of the True Way

This is a well lit hall, wide and majestic. It is 30 feet high and 30 feet wide, with an arched ceiling. The entire hall is a series of ramps and stairs, rising twenty feet up to the final level. Water rushes past both sides of the stairs, disappearing under the alternately spaced landings to exit the lion's mouth. At the top of the stairs is a gigantic bronze fist jutting from the semi circular platform. Behind it is a throne, and beyond that a short hall with double doors. The throne and doors are not visible from anywhere below L56c.

Note: if the PCs have destroyed Munafik's heart in L64, Munafik and his constructs are all dead, and not a threat here. If Munafik's heart has not been destroyed, the PCs will find him impossible to defeat.

At the top, standing next to the gigantic fist is the High Priest Munafik, who will greet the PCs with a laugh and begin cast spells to kill them all. The constructs also attack once Munafik does.

L56a: ARMOR

These are suits of exotic looking (unless you're from Moskend) plate armor of a very old design. They hold two Khopesh each across their chests and stand against the East and West walls of the landing here, facing each other. Once Munafik attacks, the two carapace turn and advance, attacking the PCs until destroyed. They are ordinary Carapaces with Two Weapon Attack skill.

L56b: FIRE WALL

As soon as the first of the PCs reach the top of the steps here, a flaming barrier one foot thick bursts into place. The barrier has only 1 DEF versus any energy and is transparent to physical attacks (it can be walked through) but it does 2D6 KA fire damage to anyone who steps through. The wall goes from floor to ceiling but can be dispelled if its 70 active point magic is exceeded. Munafik will take this chance to cast a heal on himself from all the Body he's used so far to cast spells.

Once the fire wall is passed through, a solid stone wall rises to the ceiling, cutting off all access at the base of the stairs. Characters swimming up the water channel, clever fellows, will find the wall there as well. The wall is an illusion, something swimmers will notice better as the water seems unhindered by the stone. The wall is a mental illusion of 8D6.

L56c: MIRROR, MIRROR

As each character steps on to the stairway to the the landing marked L56c, a duplicate appears on the landing. These are exact copies of each character except that they have no magical items or herbs. Spellcasters will be confronted with a duplicate that cannot cast any spells, putting them at a significant disadvantage in most cases. Any damage the PCs have sustained so far is duplicated in their mirror images as well. Once any duplicate is knocked out or killed it vanishes and the PC it represents is hit with a CON based Entangle of 2D6, 1 DEF.

L56d: PET FIST

In addition to Munafik standing here, there is a gigantic bronze fist. The fist has a reach of 1" and Munafik stands next to it at all times if he is able. The fist has 40 Strength and will try to punch or grab and crush victims, then throw them down the steps. It has a speed of 3, OCV of 5, and DCV of 1. It has 8 defense and 30 Body before being destroyed.

L56e: THE EXIT, AT LAST

The trials of the Gauntlet have ended. All that remains are these double doors made of bronze which are locked (-5 to lockpicking to open). They have a defense of 11 and 12 Body each. The key to these doors is stored with Munafik's heart in area L64.

L57: PILLAR OF ATHIS

This 30 foot semi circular room shakes with falling water. In the center of the curved area a column of water thunders down from an opening in the ceiling straight down to a hole in the floor. This column of water is ten feet across and the entire room is damp from its constant pour. On the floor in front of the column of water is a symbol in ancient Kushite of a question mark.

Anyone stepping into the water will be swept through a duct into room 56, at which point they can try to escape, or be carried all the way down to L19.

If anyone stands on the symbol and faces the water, a watery voice quizzes the person. Each question that is answered with a lie results in a huge surge of water that sucks them into the column, sending them to L56 and beyond. The water has an OCV of 9 and grabs with 40 Strength. If the question is answered accurately, the water responds with another question, asking all three in order:

1. What is your name?
2. What is your quest? (anything that accurately and honestly describes the spirit pharaoh's quest is acceptable)
3. On whose hallowed ground do you stand? (Amon-Re)

If all three questions are answered accurately, a ghostly white hand shaped image appears in the air in front of the water column. Anyone who puts their hand on this glowing impression must make an EGO roll, which will if successful reverse the water flow with a roaring sound, so that it flows *up*. The hand impression then vanishes. This water will flow upward for 2 minutes, then reverse and the process must be repeated again.

Anyone then entering the upward water flow is washed up and into area L65 in the Tomb of Amon-Re.

If the EGO roll is failed, that character may not attempt again for a day, but another can. The hand fades after one minute, at which the process must be repeated again.

L58: READING ROOM

This room is white marble and is scattered with comfortable cushions interspersed with low tables of marble. On the tables are a *Libram of Health* and a *Tome of Dark Magic*.

L59: POOL OF MEDITATION

A large white marble pool is in the middle of this room. It has benches around it and on the walls are various meditative scriptures written in ancient Kushite with inlaid silver. In total there are 10D6 shekels worth of silver here that can be meticulously peeled out, taking D6 hours.

L60: SITTING ROOM

Another white marble room with an bench and chair, on the floor are several prayer rugs. 2 Priest Spectres are also in here, engaged in prayer on the rugs unless the PCs made a lot of noise nearby.

L61: DINING ROOM. There is a large marble table on the floor here, but no seats. If anyone finds a way to sit at the table, food will appear in front of them of the finest quality. This works three times a day for each person.

L62: STORAGE ROOM

This room is empty, but has various shelves and boxes standing around the sides. The north wall is crumbled and broken like it collapsed from the other side, and at the top of the rubble the PCs can see there is a cave on the other side. Clearing enough rock to get through will take 50 strength hours, but five people can clear at once. However, there is a 14– chance each hour that D3 Priest Spectres will show up and attack.

L63: RUMPUS ROOM

This room has manacles hung from each of the walls, open and dangling loosely. The middle of the room has a brazier in it, cold and empty of coals with several pokers in it.

L64: HEART'S LAIR

The cavern is rough stone, hewn out of the stone. This area looks like someone was digging at it, going in random directions then gave up. A huge dark shape is in the middle of the cave, hunched over. When the PCs come close to the shape, it is revealed to be a huge stone statue of a man, carved roughly. Behind it at the end of one of the projections is a wooden stand with an urn sitting on it. The urn is made of bronze with a cap shaped like a jackal's head.

The huge shape is a stone golem, given the job of protecting Munafik's heart which is stored in the urn. The urn can be attacked with ranged weapons, it has a defense of 6 and 5 Body, but any attack causes the golem to immediately come to life. Otherwise it waits until anyone comes within 5 feet of it or 20 feet of the urn. The golem has a gem the size of a fist where it's heart should be, sunk into the stone as part of the ritual to give the creature life. It is a huge Amethyst worth 57 talents, but it must be broken out of the stone after the golem is dead to collect and few know of this secret of

The urn contains a beating human heart - this is Munafik's secret of immortality. Being a Lich wasn't enough, he could still die, but this magic protects him.

Originally, Munifik took his heart out and put it in the urn with a dark ritual, then used magic to find a pocket in the stone to deposit it and craft a stone golem to guard it. Isolated from any travel and guarded by a powerful monster, he felt he was truly immortal - who would find the heart isolated in a cave beneath the stone? Yet the lunatic Dwarf dug passages that connected the isolated pocket of earth to the pyramid, and this will be Munifik's undoing.

Munifik won't immediately die when his heart is killed, in fact he won't even know what has happened. He became a Lich after removing his heart, and does not know that he has no connection to the heart any more beyond its magical protection. The only way he will know that he's mortal is when he's taking damage. He will wonder what's going on when his constructs collapse into component parts of ancient armor, because they were attached to his life when he was alive, not a lich.

NOTE:

Looking at Munifik's stats reveals the difference between him with his heart alive and without: he's basically invulnerable and heals very rapidly with the heart, he's just a somewhat weaker than normal lich - admittedly dangerous enough - without it.

Note: the PCs can avoid this entire encounter by going through these cave tunnels, and up the water. Munafik will not leave area L56.

V: THE TOMB OF AMUN-RE

The PCs have finally made it here, the actual tomb of the spirit pharaoh. This is the real tomb, where his body and his powerful implements can be obtained. Yet still the trials are not over yet.

There are no random encounters in this level, and no one has ever, made it this far. The last living souls to set foot in this level were the ones who laid Amun-Re to rest, the priests who are now long, long dead. This level can only be reached by riding the water column up from area L57 in the Priesthood halls, the Pillar of Athis.

All water in this level is waters of Athis, see area L6 in the Plundered Tomb for the waters and their properties.

This entire level is made of huge stone blocks plastered and painted with scenes of Amun-Re's life and accomplishments. This level has no light whatsoever anywhere except as noted in the text.

L65: THE PHARAOH'S TRUE WAY

The water column from L57 beneath dumps the characters in this hallway. The water surges up to the ceiling and is magically ported away, and soon reverses to pour down into the level below again. Anyone entering the water at this point will be washed very rapidly to area L56 before they have any chance to escape the force of the flow. To get back up they will have to go to the Pillar of Athis and answer the questions once more.

L66: TREASURY OF THE PHARAOH

Bronze double doors block off this room, which is thirty foot square with four squat pillars in the middle. The West side of the room holds a long reed boat holding several jars. There is a post in the boat's bow that appears to be the setting for something large. ON the east wall there is a large painting of the same boat, floating in the clouds. In the bow is set a huge ruby the size of a fist. In the center of the room stands a large case or box, eight feet by four feet square.

The jars in the boat contain 50 talents each. There are ten boats. The chest is locked with -3 lockpicking to open. Within it are a number of Iron Cobras equal to double the party in number. There is also treasure. Three are bags of coins totalling 35 talents and 106 shekels. There is a casket of coins worth 12 sp on its own. Inside are the following gems: Pearl (45cp), Malachite (25sp), Aquamarine (55cp), Ruby (3gp, 22sp), Velune (72cp), Cat's Eye Agate (25sp, 2cp), Amber 34cp), Carnelian (14sp, 5cp) and the following uncut gems: Sapphire (30cp), Ametrine (18 cp), Peridot (17sp), Topaz (7sp), Star Ruby (40sp). There are wrapped in red velvet worth 8 sp a brass cloak clasp with diamond (37 sp) and a bone button (24sp).

There is a Heavy recurve self bow with a pegasus hair string, a breastplate of plate armor made of mithril, a suit of bloodiron plate and chain, and a scimitar wrapped in blue velvet worth 12 sp: a star iron *Valiant Sword of Slaughter*. In a box is a *Luckstone*, a pair of *Incanter's Gloves*, and a rune of keenness. There is a silver chain Charm, hanging from it is a Dragonbone and Emerald *Ring of the Citadel*.

This is the treasure hoard of Amun-Re, the treasure he took with him to the afterlife. This plunder is a mighty haul of treasure, some of it very powerful stuff. The trick is to figure out how, exactly, to get back *out* of the pyramid at this point.

Anyone that tries to touch the painting finds out that it is a doorway, a portal to the outside. Wind and weather do not pass through, but anything solid will with force. The boat has the Star of Mo-Pelar in the bow, and the urns have the same amount of coin in them as the boat in the pyramid.

This boat is actually 10,000 feet above the pyramid, the air is quite cold outside by it. It floats 4" or about 30 feet away from the portal, tethered by magic and protected from the elements. This boat is held in place by 60 strength and will not move. It is made of reed and is 7 DEF, 25 Body, if attacked by anything except magic, the defense is doubled against magical attacks. The magic holding the boat in place is a 350 active point spell, since it has difficult to dispel bought on it several times. If the magic is dispelled, the 250 pound boat simply plunges to the desert floor, the gem coming loose and landing somewhere unknown. The boat is utterly destroyed by the fall.

Anyone falling from this height reaches terminal velocity and hits for 20D6 damage. They take a while to fall (calculate). The boat is safe to stand and walk around in, provided you can get to it. The gem simply comes free and can be carried off.

L67: TOMB OF AMUN-RE

Through the double doors here is a very large tomb, fifty feet long with a tapered North end holding a huge ornate statue of marble and gold detail showing Amun-Re, again. At his feet lies a gigantic sarcophagus, fifteen feet long and six feet wide at the widest. It is made of stone with gold designs on it. The sarcophagus is sealed with wax and the lid weighs 250 pounds. When it is moved aside, the mummy of Amun-Re inside comes to life. Although at this point it lacks any real intellect or memory of Amun-Re, it knows rage, vengeance, and protection of its treasures. The mummy holds the Staff of Ruling in its withered hands.

This is a fairly tough fight, although not as bad as Munifik, particularly if the PCs had not found his heart yet.

Collecting the Star Gem of Mo-Pelar and the Ruling Staff ends the curse, if the PCs can get them out of the dungeon. They have two basic choices: find a way to fly the stuff out from 10,000 feet up, or look for some way out. And there is an exit provided. The statue of Amun-Re is a secret door and a -3 PER roll can find the mechanism that opens it, swinging aside to show a ten by twenty alcove. Anything that is in the last ten feet for longer than five seconds disappears. It shows up in the 10x20 secret alcove behind the statue in K4. This teleport is one way, so anyone who goes cannot come back without going the hard way, although at least it should be fairly clear by now.

There is an exception however: anyone holding the staff of ruling can go both ways. The last 10 feet of the alcoves trigger every 5 seconds if anything is standing on them. They teleport to the first 10 feet of the other alcove so there's no endless loop.

This teleporter can take 500 pounds of weight at a time, which ought to be enough for all the loot at once. Clever PCs will find a way to put the loot on the porter first, then follow through.

There is writing on the sarcophagus, and if the PCs can't figure out what to do or where to go for some reason this might help:

A PASSAGE WAS ALWAYS PROVIDED BETWEEN THE TOMB OF THE KING AND HIS LIKENESS, WHEREBY HIS SPIRIT MAY PASS INTO HIS ORDAINED STATUE, AND LIVE WITHIN THE STONE WE HONOR IN THE OUTER WORLD.

Once the staff and star are removed from the Pharaoh's tomb successfully (the rest of the treasure is irrelevant), the curse is lifted. Read the following when this takes place:

Stretching under the sun to the sharp and distant horizon, a silence hangs heavy in the still dry air. Time itself seems to hang in flight, holding all the world in the balance. You see a lone figure, unmoving in the distance - the Pharaoh's spirit. As you ponder those pitiful roes, a change begins to take place.

A roll of distant thunder comes gently across the far-flung sands. The horizon blurs in the distance, spiraling to the left at all compass points and starts to spin around the pyramid. As it tightens its circle, the wind comes closer, blocking your vision of all that lies beyond it. That endless track and the lone figure have vanished. The tightening whirlwind rises to a screaming crescendo as sand and wind sing past you, a chorus of ten thousand voices: the hopes and cries of a land long dead. Only the awesome pyramid itself can be seen, standing in dark majesty through the winds.

The sandstorm turns to a spiral above the tomb, rising in its rage to glorious heights, and finally takes flight.

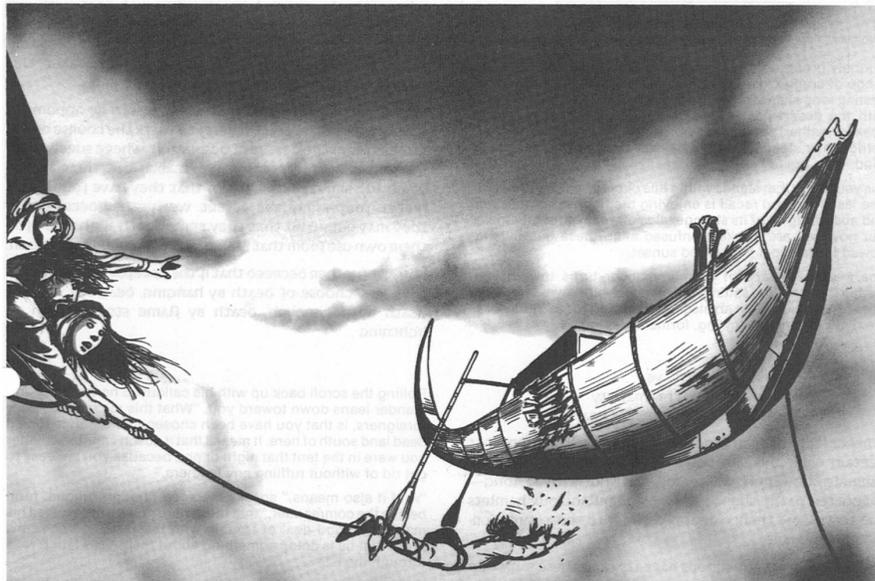
All is still once more.

The sand in the air drifts slowly down to the earth below with a soft whisper and all is as it was. Yet not quite, for the silence is not complete. Down below, as yet unseen through the settling dust lifts the cool sound of running water. The clearing air soon reveals a cracked pool now overflowing with spring-clear water, and a long dead channel taking, at each step, its own parched drink before passing the flowing river on. It will take time to heal this land, but there will be blossoms in the spring, for Athis has returned from her exile—and with her comes life.

The spring of Athis has once more begun to issue water, the spell teleporting the water to the bowl and out. It starts small then pours out more and more until the river returns over weeks. In years, this land will once more be fertile and perhaps the dreams of the Kushite Dervishes of their civilization returning will come true.

Yet it does not bode well for Moskend to have raving fanatical demon worshippers building a new civilization.

And what about the loosed Ifrit? And the prophecy, the story of the three gems and the unleashed evil? This story is not yet over. The tales of the Desert of Desolation have just begun.



AMUN-RE'S MUMMY

Val	Char	Cost	Roll	Notes	Undead
25	STR	15	14-	Lift 800kg: 5D6	
16	DEX	18	12-	OCV: 5 DCV: 5	
0	CON	-	-		
12	BOD	4	11-		
14	INT	4	12-	PER Roll: 12-	
18	EGO	16	13-	EGO Roll: 13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4D6	
2	COM	-4	9-		
6	PD	3		Total: 10 (4 rPD)	
4	ED	12		Total: 8 (4 rED -2 vs heat)	
4	SPD	12		Phases:	
5	REC	0			
0	END	0			
0	STN	-			
Total Characteristics Cost: 80					

Movement: Running: 5"/10"
Leaping: 1"/2"

Cost	Powers	END
8	Undead: Elemental Control (8 points)	
37a	Life Support (all)	-
53b	Cannot be knocked out (loses no powers)	-
7c	Does not Bleed	-
7d	No Hit Locations	-
5	Tireless: Running 0 END Cost	0
12	Tireless: Strength 0 END Cost	0
1	Tireless: Leaping 0 END Cost	0
18	Undead: Armor 4 PD, 2 ED	-
6	Undead: Armor 2 ED (not vs heat)	-
6	Strong Willed: Mental Defense 10	-
10	Protected: Power Defense 10	-
4	Healing: Regeneration 1 Body/Turn, OAF corpse, Concentrate 1/2 DCV, Gestures	-
62	Tomb Rot: Drain 5D6 CON; Recover per Week, Persistent, 0 END Cost, Gradual Effect One Week	0
43	Tomb Rot: Drain 4D6 BOD; Recover per Week, Persistent, 0 END Cost, Linked to CON Drain, Gradual Effect One Week	0
-2	Running -1"	
-4	Leaping -4"	
-2	Swimming -2"	

Cost	Skills and Talents
5	Wealth
5	Combat Skill Levels: OCV +1 Hand-to-Hand Combat
4	Weapon Familiarity: Common Weapons

Total Powers & Skills Cost: 285

Total Cost: 370

PTS Disadvantages

-5	Vulnerability: x1 1/2 from Presence Attacks by Holy Men
-10	Vulnerability: x1 1/2 Body from Holy attacks
-10	Vulnerability: x1 1/2 effect from Holy attacks
-5	Physical Limitation: very light and thin

Total Disadvantage Points: -30

Ecology: Amun-Re's mummy is animate because his cursed soul has no rest. It waits in the sarcophagus until the lid is opened. Once the curse is lifted, the spirit will be free.

Personality/Motivation: Amun-Re has two sets of personalities. As a mummy he longs to kill everyone for his betrayal and murder. As a spirit he longs to be set free and see his land freed from the curse.

Powers/Tactics: Mummies are undead, and thus are immune to many things that would be lethal to mortals, such as drowning and poisons. They are tireless, and can run forever without rest. Mummies are fairly durable, although fire tends to destroy one rather rapidly. Mummies can use weapons, and can hit rather hard just with their bony fists, but their most feared attack is Tomb Rot, a horrible wasting disease that they can deliver to their foes. Victims that die of Tomb Rot (which anyone who does not get some sort of healing is likely to do by a week's end) rise again as a ghoul unless buried properly. A mummy can, if left alone, feast off a fallen corpse to heal itself.

Amun-Re fights using his Rod of Rulership, which is a fairly dangerous weapon, particularly in his hands.

Campaign Use: Although Amun-Re's spirit wanders the sands at night looking for someone to set him free and end the curse, all other times it rests in his mummy, and if the sarcophagus lid is lifted, it returns. In the mummy, he only lusts for revenge and death.

Appearance: Amun-Re's mummy looks like a shriveled and dried zombie-like form swathed in specially scribed and prepared bandages. He has a rich crown on his head and jewelry on his fingers and arms.

Equipment: Rod of Rulership

Golden crown with rubies and emeralds worth 1 gold 45 silver
4 rings worth 15 silver each (gold and gems, beetle designs)
Necklace worth 35 silver
3 Armbands worth 15 silver each

THE KUSHITE DERVISHES

These are a people who have split off from the various desert dwellers of Moskend and claim heritage that stretches back through the centuries to the ancient Empire of Kush which stretched into southern Morien, the entire Necrowylds, and deep into the Barbaric Wastes.

Although the Kushite Empire collapsed with the death of the last pharaoh Amun-Re, his legacy lives on as a dream of past glory in the minds of many, and the Kushite tribe grows daily. The general Kushite is someone who wants to see their scattered peoples united, and a glorious empire returned with all the riches and power that entails.

Then there are the Dervishes. These are the fanatical members of the Kushites. These are the ones that want to see the Empire return, and now, crushing all others in the world. They have another aspect as well.

The Kushite movement has been around since the empire fell, but never got much momentum until about ten years ago a wandering man with a brilliant mind and great charisma but no goals or guidance had a vision in a sand storm. As he huddled in his cave, a booming voice called to him to come out. Frightened yet intrigued, Moqad looked out of his tent, and in a pocket around the tent stood a huge man with bluish black skin and the head of a jackal. The man seemed terrifying and powerful, yet Moqad could not help himself. He stepped out of his tent and fell to his face.

The figure identified himself as Set, and told Moqad that he alone could lead the Kushites to their former glory, and they must follow the word of Set. Set identified himself as the god of the Kushites, whose worship was long forgotten and must be regained for the Kushites to grasp their power again.

For a week, the storm raged, and Set gave Moqad food and shelter, as he taught him the ways of his faith. Set demanded abject obedience, rejected weakness and fear, and taught Moqad to be merciless.

Set was a demon. Yet, he was a powerful demon, and Moqad fell to worshipping Set and through it gained much power, greatly amplifying his personal charisma and perceptiveness.

The Kushite Dervishes are followers of Moqad, called al'Thadn, or "the annointed one." Moqad al'Thadn is Khazid al'Thadn's father, and the Kushite Dervishes gathered numbers and power quickly. Unlike the Lord who shows power only when needed against great evil, Set was cheap and tawdry with his power, showing it often and with great effect.

Kushite Dervishes have been corrupted over time. They are greedy, venal, cruel, and hateful. The demon worship has twisted their goals and desires, and their fanaticism has only grown.

Powers: When fighting a Kushite Dervish, there is a chance that Set has noticed the fight, an 8- chance each Dervish. If he does notice, then when that Dervish falls in battle, Set transforms him, healing him completely and the fight begins again. The mind and personality of the Dervish is unchanged, save for one thing: they are fanatically driven and will never surrender or run. Roll on the table below for what the Dervish becomes:

ROLL	RESULT
1	Doomspecter (giant vulture)
2	Zeissting (giant scorpion)
3	Dune Crawler (giant spider)
4	Ghoul
5	D6 Carrion Beetles
6	D3+1 Wargs (giant jackals)

Once the Dervish is defeated again, they are dead, and return to their former form. This is a known phenomenon called the "Kiss of Set" and is honored and celebrated by all other Dervishes. Should someone have this happen to them, the other Dervishes will gain +5 defensive presence and Ego to keep fighting and resist intimidation. Anyone who dies with the Kiss of Set is said to immediately go to paradise, rather than just dying.

Note: the *Kiss of Set* can land on any Dervish no matter how minor, but all have the same chance, no matter how important. Set isn't paying attention very often and doesn't really care about anyone but Moqad.

HIGH PRIEST IASEDA**Humanoid**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100kg: 2D6
14	DEX	12	12-	OCV: 4 DCV: 7*
11	CON	2	11-	
10	BOD	0	11-	
15	INT	5	12-	PER Roll: 12-
15	EGO	10	12-	EGO Roll: 12- ECV: 5
18/23	PRE*	8	12-	PRE Attack: 2 1/2D6
10	COM	0	11-	
4	PD	2		Total: 6 (2 rPD)
3	ED	1		Total: 5 (2 rED)
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
22	END	0		
20	STN	0		
6	MREC	0		
40	MANA	5		Total Characteristics Cost: 52

Movement: Running: 6"/12"
Leaping: 2"/4"

Cost	Powers	END
30	Magic: 90 points of spells	var
4	Blessed Robe: 2 PD, 2 ED Armor; OIF	-
3	Blessed Robe: 5 Power Defense; OIF	-
3	Blessed Robe: 5 Mental Defense (8 with EGO); OIF	-
3	Blessed Robe: DCV +1	-

Cost	Skills and Talents
15	Magic Skill 19-
2	KS: Kushite history 11-
1	Literacy
3	Riding 12-
2	PS: Priest 11-
3	Survival (desert) 11-
3	Oratory 13-
2	Weapon Familiarity: common melee
3	Paramedic 12-
3	Herbalism (deserts) 12-
2	Perk: Priest

Total Powers & Skills Cost: 82**Total Cost: 134****PTS Disadvantages**

- 20 Psych Lim: fanatical Set Worshiper C/T
- 10 Watched 14- by other priests

Total Disadvantage Points: -25

Ecology: The High Priest is in charge of all the priests and is second only to Khazid al'Thadn in this area over the Kushite Dervishes. Although little more powerful than the other priests, Iaseda has great skill in magic and a stronger personality. This has established him firmly in his position, and no High Priest is more powerful in all the Kushite Dervish peoples.

Personality/Motivation: Driven by an almost insane passion and zealotry for the twin goals of Set Worship and Kushite Empire dominion of the world, Iaseda is a passionate and impressive leader.

Powers/Tactics: Only competent in combat, Iaseda prefers to stay out of fights altogether. He will stay back and use his magic to assist his guards but does not like to fight in any way. In fact, if confronted alone, he will surrender and try to persuade the PCs to let him free or let him guide them to where they seek—and then at the first opportunity betray them as meaningless infidels.

Iaseda can fight, and his Rod is more powerful than the others, which makes him somewhat more dangerous.

Campaign Use: Iaseda is a major threat but due to his cowardice is only so while others are around. He can be a significant help as well due to his many buff spells and healing abilities.

Appearance: Iaseda looks like a tall, thin man wearing white robes with golden jewelry and a golden jackal mask. He wields a staff that looks like a cobra head on a golden and lapis crusted stick.

Equipment: 5D6 silver
Blessed Robes
Iaseda's Rod
Iaseda's Jackal Mask*

SPELLS		
SPELL	EFFECT	ROLL
Smite	2D6 NND always hits	-3
Sunlight	4D6 blast and 3D6 flash (sight)	-3
Bless Armor (enchant)	4 PD, ED armor aid, fade per day	
Silence	Darkness vs sound pers. immune	-2
Foul Tentacles	Entangle 2D6, 4 Def, Backlash	-4
Hands of Set	1D6 NND continuous full damage blast	-2
Painstorm	2D6 Mental Attack AE: Mental	-4
Sandstorm	CE: -2 PER sight, 1 body, -1" run, -2" fly, 2" radius)	-3
Terror	1D6, 3 DEF entangle vs ECV	-5
Balm	Heal 1D6 (regrow limbs)	-1
Greater Cure	Healing 4D6 (as damage)	-4
Bless Weapon (enchant)	2D6 Aid HK and HTA fades/hour	-5
Accuracy	+2 OCV for one hour	-4
Warding	2D6 DCV aid, fades/hour	-4
Unmagic	12D6 dispel any one spell	-4

KHAZID al'THADN**Humanoid**

Val	Char	Cost	Roll	Notes	
16	STR	6	12-	Lift 240kg: 3D6	
17	DEX	21	12-	OCV: 6 DCV: 7	
15	CON	10	12-		
11	BOD	2	11-		
14	INT	4	12-	PER Roll: 12-	ECV: 4
13	EGO	6	12-	EGO Roll: 12-	
15	PRE	5	12-	PRE Attack: 3D6	
14	COM	2	12-		
7	PD	4		Total: (rPD)	
5	ED	2		Total: (rED)	
4	SPD	13		Phases: 3, 6, 9, 12	
8	REC	4			
30	END	0			
35	STN	8		Total Characteristics Cost: 87	

Movement: Running: 7"/14"
Leaping: 3"/6"

Cost	Powers	END
4	Tireless: STR 1/2 END Cost	1
3	Tireless: Running 1/2 END Cost	1
5	Missile Deflection: thrown objects	-
6	Blessing of Set: Enhanced Perception +2 (all)	-
2	Swift: Running +1" (7" total)	1

Cost Skills and Talents

10	Two Weapon Fighting
5	Riding 13-
6	Survival (mountains, deserts) 13-
4	Herbalism (deserts, mountains) 12-
2	Incantation 12-
2	PS: Leader of the Kushite Dervishes 11-
3	Oratory 12-
1	Literacy
5	Combat Skill Level: DCV +1
5	Combat Skill Level: HTH Combat +1
4	Perk: leader of the Kushite Dervishes
22	Danger Sense (out of combat, as sense) 11-
15	Combat Sense 11-
10	Defense Maneuver IV

Total Powers & Skills Cost: 114

Total Cost: 201

PTS Disadvantages

-20	Psych Lim: Worshipper of Set VC/S
-10	Watched 14-: Kushite Dervishes

Total Disadvantage Points: -30

Ecology: Khazid al'Thadn is the leader of the local Kushite Dervishes, the son of the man who first had a vision in the desert sent by Set to restore Kush to its glory. The Kushite Dervishes all look up to him primarily due to his father's glory, but they respect his skill in combat and survival skills.

Personality/Motivation: Khazid is not as charismatic as his father and is far more inclined to explore and adventure, but is a good leader. He is just as fixated on the Kushite empire being reborn and is a devoted follower of Set.

Powers/Tactics: In combat, Khazid duels with a khopesh and dagger, relying on his skill and light armor to protect him from attack. He has several advantages that Set has given him: Khazid has the awareness of his surroundings that Dervish Elite Guards share, he is very hardy and does not tire easily, and he moves swiftly. Khazid also has trained himself to block and deflect thrown items with ease.

Khazid also has several magical items that he uses, although none are particularly potent, together they combine for a rather impressive effect.

Campaign Use: Khazid is the main threat on the maze level, he's bright and observant but quite dedicated to the cause and fanatical when confronted with the heathen. He can be a powerful resource to survive, but ultimately a threat.

Appearance: Khazid is a strikingly handsome man in black and white robes of the finest quality, under red and silver armor. He has a close cropped black beard and piercing eyes (think of the guardian leader in The Mummy).

Equipment: Wyrmskin Mithril studded armor (areas 7-17)
Countering Blood iron Khopesh of Striking (Khazid's Khopesh)
Mithril Dagger
Fleaboots
Pendant of Shielding

KUSHITE DERVISH**Humanoid**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100kg: 2D6
14	DEX	12	12-	OCV: 5 DCV: 5
10	CON	0	11-	
10	BOD	0	11-	
10	INT	0	11-	PER Roll: 11-
13	EGO	6	12-	EGO Roll: 12-
10	PRE	0	11-	PRE Attack: 2D6
10	COM	0	11-	
3	PD	1		Total: 3 (0 rPD)
2	ED	0		Total: 1 (0 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STN	0		
				Total Characteristics Cost: 25

ECV: 4

Movement: Running: 6"/12"
Leaping:

Cost Skills and Talents

3	Survival (deserts): 11-
1	Transport Familiarity: camel
2	Weapon Familiarity: common melee weapons
3	Paramedic 11-

Total Powers & Skills Cost: 6**Total Cost: 31****PTS Disadvantages**

-10 Psych Lim: Allegiance to Kushite religion
C/M

Total Disadvantage Points: -10

Ecology: Dervishes are the base individual who is part of this religion and movement in Moskend. They are not warriors, but they are not helpless, either.

Personality/Motivation: All Dervishes are primarily motivated by their desire to see ancient Kush return and the religion of Set be dominant, everywhere. Individuals have their own personality and motivations in addition.

Powers/Tactics: The Dervish is not well trained in combat but is conversant with basic weapons. Most wield daggers or scimitars, some have slings or spears.

Campaign Use: These are cannon fodder, the rank and file modern Kushite. They make up mobs and pilgrims.

Appearance: Kushite Dervishes wear robes in the desert, as well as a head covering that is either a simple turban or a hood. Their clothing is in layers to keep heat out, and made of light fabric and in light colors to reflect heat. They are usually poor and do not have fine clothing.

Equipment: Dervishes have little treasure, at most 2D6 shekels and a dagger or other weapon.

KUSHITE DERVISH ACOLYTE Humanoid

Val	Char	Cost	Roll	Notes	
10	STR	0	11-	Lift 100kg: 2D6	
14	DEX	12	12-	OCV: 5 DCV: 6	
10	CON	0	11-		
10	BOD	0	11-		
14	INT	4	12-	PER Roll: 12-	ECV: 4
13	EGO	6	12-	EGO Roll: 12-	
11	PRE	1	11-	PRE Attack: 2D6	
10	COM	0	11-		
3	PD	1		Total: 5 (2 rPD)	
2	ED	0		Total: 4 (2 rED)	
3	SPD	6		Phases: 4, 8, 12	
4	REC	0			
20	END	0			
20	STN	0			
6	MREC	0			
27	MANA	0			
				Total Characteristics Cost: 30	

Movement: Running: 6"/12"
 Leaping: 2"/4"

Cost	Powers	END
4	Magic: 15 points of spells	var
4	Blessed Robe: 2 PD, 2 ED Armor; OIF	-
3	Blessed Robe: 5 Power Defense; OIF	-
3	Blessed Robe: 5 Mental Defense (8 with EGO); OIF	-
3	Blessed Robe: DCV +1	-

Cost	Skills and Talents
7	Magic Skill 14-
1	KS: Kushite history 8-
1	Literacy
3	Riding 12-
1	PS: Priest 8-
3	Survival (desert) 11-
1	Weapon Familiarity: maces, rods, and staves
3	Paramedic 12-
1	Herbalism (deserts) 8-
1	Perk: acolyte

Total Powers & Skills Cost: 38
Total Cost: 68

PTS Disadvantages
 -15 Psych Lim: Zealous in Kushite Religion C/S

Total Disadvantage Points: -15

Ecology: Kushite Dervish Acolytes are training to be priests of Set. They are of a higher social order than the mere Dervishes, and can command the guards, but not elite guards. Most Kushite Dervish Acolytes live in the temples.

Personality/Motivation: Even more devoted to their religion, Acolytes are similarly driven with a dream of seeing ancient Kush rise again and Set worship spread across the world.

Powers/Tactics: Acolytes have some small magic, and will use it in combat. All have blessed robes (as described in the Kushite Dervish section on page 36) and wield their rod of Devotion, which is a mace-like ritualistic weapon.

Campaign Use: Dervish Acolytes are light support for the guards and a minor threat on their own. They will not be encountered solo, but as a group can be a slight danger to PCs, or if approached correctly even a slight benefit.

Appearance: Kushite Dervish Acolytes look like the usual Kushite Dervish, but their robes are of higher quality, embroidered with red thread, and they have a prominently displayed holy symbol of ivory in the shape of a jackal's head.

Equipment: holy symbol worth 10 cp
 3D6 shekels
 Rod of Devotion
 Montariel (herb: heal 1D6 as damage) D6-2 (0-4) doses

SPELLS		
SPELL	EFFECT	ROLL
Minor Cure (1)	Heal Body 1/2D6 (6 body max)	-1
Dazzle (2)	Flash 2D6 (sight)	
Smite (4)	1D6 NND always hits	-2
Diagnose (2)	Detect ailment	-1
Toxinfind (1)	Detect poison	-1
Un sight (5)	Darkness as an attack	-2

KUSHITE DERVISH ELITE GUARD Humanoid

Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 180kg: 2 1/2D6
17	DEX	21	12-	OCV: 6 DCV: 6
13	CON	6	12-	
10	BOD	0	11-	
14	INT	4	12-	PER Roll: 14-
11	EGO	2	11-	EGO Roll: 11-
16	PRE	6	12-	PRE Attack: 3D6
10	COM	0	11-	
6	PD	3		Total: 11 (5 rPD)
4	ED	1		Total: 8 (4 rED)
4	SPD	13		Phases: 3, 6, 9, 12
6	REC	0		
30	END	2		
30	STN	6		
Total Characteristics Cost: 68				

Movement: Running: 6"/12"
Leaping: 3"/6"

Cost Powers **END**
6 Blessing of Set: Enhanced Perception +2 (all) -

Cost Skills and Talents

- 4 Weapon Familiarity: common weapons
- 3 Survival (desert) 11-
- 1 Literacy
- 3 Paramedic 11-
- 5 Combat Skill Level: Hand-to-Hand Combat +1
- 3 Riding 12-
- 22 Danger Sense (out of combat, as sense) 11-
- 15 Combat Sense 11-
- 10 Defense Maneuver IV
- 3 Light Sleep
- 2 Perk: Elite Guard
- 3 Rapid Attack
- 2 PS: Guard 11-

Total Powers & Skills Cost: 82

Total Cost: 150

PTS Disadvantages

- 15 Psych Lim: zealous Set Worshipper C/S
- 10 Watched 14- by other guards

Total Disadvantage Points: -25

Ecology: The finest warriors and most zealous Set worshippers can become elite guards, moving up from the temple guards to the guards of the priests and most holy places in the temple. Very high on the social scale, the Elite Guards can command nearly anyone in the Kushites.

Personality/Motivation: In addition to being fanatically devoted to the worship of Set and the return of Kush to its former glory, the Elite Guards are absolutely dedicated to protecting the Kushite holy areas and priests.

Powers/Tactics: An Elite Guard is a fairly dangerous opponent, almost the equal of a PC. They fight with skill and have heavy armor, plus they have been blessed by Set to have unusually keen awareness of their surroundings. This plus their ability to leap from a dead sleep in an instant contributes greatly to their ability to protect their wards. In combat the Elite Guard's first duty and inclination is to keep the thing they are guarding safe, then to protect themselves.

Campaign Use: These soldiers protect the priests and inner holy areas of the Kushites. Priests tend to have them around, and the Elite Guards protect the most sensitive areas of the pyramid and temple. They are a notable threat, whereas most of the Kushite Dervishes are not.

Appearance: Kushite Dervish Elite Guards wear a full suit of scale mail with careful scrollwork and geometric designs on the metal. The armor is of an older style of Moskend work, but is recognizably from the region. Beneath the armor is a scarred, tough, and strong warrior.

Equipment: Khopesh
Spear
Scale Mail armor (full suit)
Medium Self Bow
3D6 shekels
D6-2 Talents (0-4)

KUSHITE DERVISH PRIEST Humanoid

Val	Char	Cost	Roll	Notes	
10	STR	0	11-	Lift 100kg; 2D6	
13	DEX	9	12-	OCV: 4 DCV: 5	
11	CON	2	11-		
10	BOD	0	11-		
15	INT	5	12-	PER Roll: 12-	
15	EGO	10	12-	EGO Roll: 12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2 1/2D6	
10	COM	0	11-		
4	PD	2		Total: 6 (2 rPD)	
3	ED	1		Total: 5 (2 rED)	
3	SPD	7		Phases: 4, 8, 12	
4	REC	0			
22	END	0			
20	STN	0			
6	MREC	0			
30	MANA	0			

Total Characteristics Cost: 39

Movement: Running: 6"/12"
 Leaping: 2"/4"

Cost	Powers	END
23	Magic: 70 points of spells	var
4	Blessed Robe: 2 PD, 2 ED Armor; OIF	-
3	Blessed Robe: 5 Power Defense; OIF	-
3	Blessed Robe: 5 Mental Defense (8 with EGO); OIF	-
3	Blessed Robe: DCV +1	-

Cost	Skills and Talents
11	Magic Skill 17-
2	KS: Kushite history 11-
1	Literacy
3	Riding 12-
2	PS: Priest 11-
3	Survival (desert) 11-
2	Weapon Familiarity: common melee
3	Paramedic 12-
3	Herbalism (deserts) 12-
2	Perk: Priest

Total Powers & Skills Cost: 68
Total Cost: 107

PTS	Disadvantages
-15	Psych Lim: zealous Set Worshipper C/S
-10	Watched 14- by other priests

Total Disadvantage Points: -25

Ecology: The Dervish Priests are the spiritual leaders of the Kushite Dervishes, they are the healers and seers, the prophets of Set and the problem solvers. They tend the sacred objects and areas and are second only to the high priest and Khazid.

Personality/Motivation: Even more fanatical than most Dervish, the Priests make their life the recovery of the artifacts and secrets of ancient Kush, the spread of Set worship, and the recovery of the Kush empire.

Powers/Tactics: Kushite Dervish Priests have fairly potent magic, and they use it in combat, but also are capable in melee combat. They rely on their Blessed Robes for defense as well as the Dervish Guards. They use silence to stop casting, foul tentacles and terror to restrain foes, sunlight on most targets and smite on tough ones.

If a Dervish Priest is with any escort or bodyguard, they will have Bless Armor cast on them.

Campaign Use: The Dervish Priests are a more dangerous encounter than other Dervish, and add magical power to ordinary warriors. They are also a possible resource, if the Dervish think they are friends. For a 1 sp fee per magic roll penalty, the priests will cast "buffs" on characters.

Appearance: Dervish Priests wear fine robes with a fine silver or felsteel Set holy symbol like the head of a jackal. When conducting rituals, they wear a headdress that looks like a jackal's head.

Equipment: Holy Symbol (worth 3 sp)
 Blessed Robe
 Rod of Devotion
 4D6+4 Shekels

SPELLS		
SPELL	EFFECT	ROLL
Smite	2D6 NND always hits	-3
Sunlight	4D6 blast and 3D6 flash (sight)	-3
Bless Armor	4 PD, ED armor aid, fade per day	
Silence	Darkness vs sound pers. immune	-2
Foul Tentacles	Entangle 2D6, 4 Def, Backlash	-4
Hands of Set	1D6 NND continuous full damage blast	-2
Painstorm	2D6 Mental Attack AE: Mental	-4
Sandstorm	CE: -2 PER sight, 1 body, -1" run, -2" fly, 2" radius)	-3
Terror	1D6, 3 DEF entangle vs ECV	-5
Balm	Heal 1D6 (regrow limbs)	-1
Greater Cure	Healing 4D6 (as damage)	-4

MUNAFIK

Val	Char	Cost	Roll	Notes	Undead
23	STR	13	14-	Lift 640kg; 4 1/2D6	
17	DEX	21	12-	OCV: 6 DCV: 6	
0	CON	-	-		
12	BOD	4	11-		
25	INT	15	14-	PER Roll: 14-	
18	EGO	16	13-	EGO Roll: 13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5D6	
0	COM	-5	9-		
8	PD	9		Total: 13 (5 rPD 50%)	
8	ED	24		Total: 13 (5 rED 25%)	
4	SPD	13		Phases: 3, 6, 9, 12	
8	REC	6			
0	END	-			
0	STN	-			
9	MREC	0			
43	MANA	0		Total Characteristics Cost: 146	

Movement: Running: 6"/12"
Leaping: 0"

Cost	Powers	END
8	Undead: Elemental Control (8 points)	
37a	Life Support (all)	-
53b	Cannot be knocked out (loses no powers)	-
7c	Does not Bleed	-
7d	No Hit Locations	-
54	Tough: Armor 5 PD, 5 ED	-
60	Resistant: Damage Reduction 50% rPD; Only vs nonmagical attacks	-
30	Resistant: Damage Reduction 25% rED; Only vs nonmagical attacks	-
18	Strong Will: Mental Defense 10	-
30	Unholy Strength: Power Defense 10	-
30	Dead Eyes: Flash Defense 10	-
3	Unholy Strength: Lack of Weakness 3	-
47	Chill Touch: Hand-to-Hand Attack 4D6 (5D6 w/STR; NND (requires skin contact), Full Damage, 0 END Cost, Only to add to Strength Damage	0
33	Magic: 100 pts of spells	var
8	Life Sense: Detect (life), Sense	-
5	Life Sense: Ranged Sense (detect)	-
5	Life Sense: Discriminatory Sense (detect)	-
-5	Leaping -5"	

Cost	Skills and Talents
12	Magic Skill 25-
3	Spell Research 14-
2	Language: Arcanium fluent conversation
1	Literate
3	Knowledge Skill: ancient history 14- (INT based)
3	Knowledge Skill: ancient secrets 14- (INT based)

Total Powers & Skills Cost: 454

Total Cost: 600

PTS	Disadvantages
-5	Vulnerable: x1 1/2 from Presence Attacks by Holy Men
-5	Vulnerable: x1 1/2 Body from Holy Attacks
-5	Vulnerable: x1 1/2 Effect from Holy Attacks
-20	Susceptible: Sunlight, 1D6/Phase
-10	Susceptible: Holy Locations 1D6/Phase

Total Disadvantage Points: -50

Ecology: Munafik is the ancient high priest of Amun-Re, his confidante, advisor, and the man who saw after his tomb once Amun-Re was killed. He turned to the darkest magic, became a Lich to stay alive forever and watch after the tomb, and lives there still. Liches are undead, and as such do not have a diet or other usual biological processes or needs.

Personality/Motivation: Munafik is fixated on two ideas: immortality and serving Amun-Re, who he now considers a god. He has no other motivation or personality by this point.

Powers/Tactics: In addition to being undead, and thus having their benefits of feeling no pain and being tireless, Munafik is an extremely powerful spellcasters. He has continued his studies long after becoming this monster, and gain in power steadily. In addition to his magical power, as a Lich Munafik is very resistant to damage, especially non-magical damage, and his touch is so chilling it causes painful damage to bare skin.

As evil undead, Munafik suffers from vulnerability to Holy attacks and places. He is, however, almost totally immune to damage due to the magic that removed his heart. This spell makes Munafik have 75% resistant damage reduction to all attacks, physical, mental, adjustment, and energy. He regenerates 1 body per phase while the heart is not destroyed. Once it is destroyed, he's more vulnerable, and as liches go is fairly weak. He also has no special pool of Body to pull from (although his Manastorm robes will help with that).

The following page has Munafik's spells and his tactics in combat.

Campaign Use: Munafik is the big boss in the Pyramid, he's the toughest monster there. The Amun Re mummy is tough but not as much of a danger as this guy.

Appearance: Munafik looks like an ancient high priest with a robed kilt and a top made of crossed vulture wings formed from gold and semi precious stone links. He has various other pieces of jewelry and a headpiece that looks like a cobra's hood rising behind his head. Munafik looks like a withered corpse, his skin is tight against bones, dark and dry like a mummy unwrapped.

Equipment: Jewelry adding up to 75 silver
Manastorm Robes
Tombstone Talisman

SPELLS			
SPELL	EFFECT	ROLL	TACTIC
Bleeding Touch	D6 continuous Body Drain	-2	Used against any target that gets too close
Flesh Worms	(½D6 KA continuous penetrating)	-3	Used on every target he can
Ghostfire (hellfire)	(D6+1 Hex effect KA continuous)		Used on targets hard to hit
Malediction	(½D6 KA continuous NND does BOD plus Drain D6 DEX continuous)	-7	Used on targets easy to hit
Plague of Terror	-1" run, -2 Pre rolls, -1 CV, 2" rad, drain Presence 1/2D6	-6	Used in the area around him
Smothering Darkness	(Darkness and 2D6 NND continuous)	-5	Used on groups
Soul Leech	(2D6 Body Transfer)	-6	Used when harmed badly
Smite	2D6 NND always hits	-3	Used rarely, only if unable to hit otherwise
Silence	Darkness vs sound pers. immune	-2	Used on casters
Foul Tentacles	Entangle 2D6, 4 Def, Backlash	-4	Used to restrain people moving too close
Hands of Set (Hands of the Damned)	1D6 NND continuous full damage blast	-2	Used on very tough targets
Painstorm	2D6 Mental Attack AE: Mental	-4	Used on groups
Sandstorm	CE: -2 PER sight, 1 body, -1" run, -2" fly, 2" radius)	-3	Used on groups getting too close
Terror	1D6, 3 DEF entangle vs ECV	-5	Used on targets that are harming him
Balm	Heal 1D6 (regrow limbs)	-1	Used on self if given time
Greater Cure	Healing 4D6 (as damage)	-4	Used on self if given time
Cloak of Awe (fear)	+3 DCV to sentients	-2	Used on self as soon as the PCs arrive
Screaming Eyes	Darkness 1" vs sight pers immune	-2	Used on groups if they get too close.

Used properly, Munafik's spells can be rather frightening and disorienting. He has a mix of priestly, desert, and evil magic as his background suggests. The spells that are the most unnerving are the Foul Tentacles, Screaming Eyes, Malediction, and Flesh Worms magic that will disturb players. With use of are effect magic and the setting of the stairs with various traps, this can be a very challenging encounter for the PCs. If he cannot be harmed, this will be a *lethal* encounter so GMs should be aware of this.

If Munafik is too deadly, he can dial back the power of his spells to give the PCs a chance on the theory that he's toying with them, having spent centuries without any real challenge. After all, he did leave that other adventurer woman alive for the ghouls to later eat in area L48. Another way to deal with it is, if he can be harmed, for Munafik to use Body each spell and keep careful track. His *Tombstone Talisman* may heal him some, but it won't completely protect him and you can even have it not go off if the encounter is too tough.

Munafik does not use weapons to fight with, although he can hit quite hard with his fists and his touch is icy chilling. If PCs get too close, he will prefer to stay by the fist and hope it keeps them away, and use Terror and Foul Tentacles to keep enemies at bay.

Keep in mind that each time the lich priest successfully casts a spell his *Manastorm Robes* do an AE drain life (not mana) to feed him, which may also keep PCs away. The fist, being unliving, is unaffected, naturally. His *Tombstone Talisman* also offsets the body cost of his spells to the point that there's no need to keep track normally.

The purpose of this encounter is to make it very challenging for the PCs to make it to the treasure, which is considerable. The reward is rather significant, the risk should be as well. This should test the PCs to the ultimate, with each one using up resources and temporary items to make it through the fight. By the time Munafik falls, the players should be relieved.

SPECTRAL PRIEST

10 STR 0 11- Lift 100kg: 1D6
 17 DEX 21 12- OCV: 6/7 DCV: 6
 - CON - -
 12 BOD 4 11-
 18 INT 8 13- PER Roll: 13-
 17 EGO 14 12- EGO Roll: 12- ECV: 6
 20 PRE 10 13- PRE Attack: 4D6
 0 COM -5 9-

5 PD 9 Total: 8 (3 rPD) (50%)
 5 ED 15 Total: 8 (3 rED) (50%)
 4 SPD 13 Phases: 3, 6, 9, 12
 4 REC 4
 20 END 10
 - STN - **Total Characteristics Cost: 103**

Movement: Running: 6"/12"
 Leaping: 2"/4"

Cost	Powers	END
8	Undead Powers: Elemental Control (8 pts)	
a52	Undead: Cannot be Knocked Out (loses no abilities)	0
b7	Undead: Does not bleed	0
c37	Undead: Life Support (full)	0
d7	Ghostly Form: No Hit Locations	0
22	Sense Life: Spatial Awareness	-
12	Tireless: Strength 0 END Cost	0
4	Tireless: Running 0 END Cost	0
1	Tireless: Leaping 0 END Cost	0
27	Difficult to Harm: Armor 3 PD, 3 ED	-
5	Spectral Eyes: Flash Defense 5	-
10	Spectral Form: Power Defense 10	-
23	Magic: 70 points in spells.	var
60	Spectral Form: Multipower (60 pts)	
6u	Insubstantial: Desolidification; 0 END Cost (+1/2)	-
2u	Partly There: Damage reduction 50% rPD, 50% rED; not vs magical attacks	-
	Skills	
15	Magic Skill (19-)	
5	+1 OCV with all spells	

Total Powers & Skills Cost: 303
Total Cost: 406

PTS Disadvantages
 -10 Vulnerable: x2 from Presence Attacks by Holy Men
 -5 Vulnerable: x1 1/2 Body from Holy Attacks
 -5 Vulnerable: x1 1/2 Effect from Holy Attacks
 -20 Susceptible: Sunlight, 1D6/Phase
 -10 Susceptible: Holy Locations 1D6/Phase

Total Disadvantage Points: -50

Undead

Ecology: These are the spirits of loyal priests that Munafik gave "immortality" to. They are yet loyal to Munafik, but filled with hate for all life. They do not even pretend to go through the rituals of their former life.

Personality/Motivation: Filled with rage and hate for life, these priests are no longer holy men. They live only to serve Munafik and to slay all others.

Powers/Tactics: Spectres attack by their deadly magic rather than personal touch, typically Dark Secrets magic. The spells used may vary, this is just a representative array of typical magic is shown in the Powers section. Since a Spectre is always to one degree or another insubstantial it really cannot cause much harm with physical attacks. The Spectre uses its desolid form to move and gain advantage, then its "Partly There" form to attack with, which is still very difficult to harm significantly without magical attacks.

Campaign Use: Deadly to face, each Spectral Priest is a threat, and they are rarely encountered alone. These are here to give the level an extra added danger, and can be left out entirely if the challenge is sufficient without them.

Appearance: Each Spectral Priest looks identical: a skeletal form in priestly robes and vestments, with glowing green fog around them and a form that fades the closer they get to the ground.

Equipment: Spectral Priests have no equipment or treasure. They aren't even corporeal.

SPELLS		
SPELL	EFFECT	ROLL
Smite	2D6 NND always hits	-3
Sunlight	4D6 blast and 3D6 flash (sight)	-3
Bless Armor	4 PD, ED armor aid, fade per day	
Silence	Darkness vs sound pers. immune	-2
Foul Tentacles	Entangle 2D6, 4 Def, Backlash	-4
Hands of Set	1D6 NND continuous full damage blast	-2
Painstorm	2D6 Mental Attack AE: Mental	-4
Sandstorm	CE: -2 PER sight, 1 body, -1" run, -2" fly, 2" radius)	-3
Terror	1D6, 3 DEF entangle vs ECV	-5
Balm	Heal 1D6 (regrow limbs)	-1
Greater Cure	Healing 4D6 (as damage)	-4

TREASURES OF THE PHARAOH

BLESSED ROBES

These are the robes that Set has empowered to protect his priests. The robes are protective like armor and are made of the finest, flowing, light cloth. Anyone can wear them, although if they are not blessed once a month, they lose their power.

BLOODIRON ARMOR

This is a full suit of Blood iron plate and chain, in an ancient Moskend design. It has a repeated ornate geometric design and the helm is shaped like a hawk's head.

CONTRARY RING

This alabaster and silver ring is worth 8 sp for its materials alone. However, the curse might reduce this sell price somewhat: it gives the wearer a psychological limitation C/T that makes them very contrary. They will argue every decision, oppose every choice, becoming more and more obstructive and troublesome. The character can take the ring off any time, but they won't *want* to.

EVERSTRIKING SWORD

This is a longsword of Dwarven Steel that has a powerful enchantment on it that some consider a curse. It always hits, at a price. The character still rolls to hit, but for each point the attack roll missed by, the sword adjusts this damage by a ½D6 full damage NND blast to the wielder. So if the attack roll misses by 4, it does a 2D6 blast, body and stun, without any defenses to the wielder, a surge of pain as his life force is used to make up the difference. This sword is lacquered red with Ithilnaur skulls and ivory inlays. It looks very distinct and impressive.

FELSTONE HAMMER

This hammer looks very plain other than the distinctive glossy black Felstone head. It has no enchantment.

FLEABOOTS

Made of very light leather, these flexible boots are decorated with tiny insect wings in an endless knot on the legs. While worn, they grant 14- breakfall (or base +5), and leaping +2"

HEAVY SELF BOW

This is a Recurve bow of standard Moskend design, although it has a pegasus hair string, which makes the bow even higher quality than normal.

IASEDA'S JACKAL MASK

A jackal head mask made of gold and bronze, this mask grants Iaseda +2 DCV and increases his presence by 5. While worn, Iaseda also gains +50 mental defense, an effect only he gains from the mask. When Iaseda is defeated, the mask is destroyed.

IASEDA'S ROD

This is like the Rod of Devotion the lesser priests carry, and can be used as a weapon. However, it also can be used to summon a cobra (Arrowhead rattler stats) with Slavish Loyalty once a turn. It also hits harder than ordinary Rod of Devotion, for greater pain and impact.

INCANTER'S GLOVES

These gloves are made from spider's silk woven with mithril threads for a very dazzling appearance with comfort and protection. They grant 2 PD, ED armor to the hands, and when worn can be called upon to increase spell power. For 1 more mana and a -1 increased magic skill roll penalty, they boost any spell cast by 10 active points, where applicable.

KHAZID'S KHOPESH

This is a Countering blood iron weapon of Striking, which means it has a damage shield of equal to the Khopesh's base damage each time he is hit: it instantly counterstrikes. The Khopesh also does 1 extra damage as noted in the weapon summary below.

LIBRAM OF HEALTH

This tome has a set of exercises, diet suggestions, meditations, and tips on healthy living. If a character studies the book for a month, they gain 6 character points of Constitution (+3 normally, although it is subject to the characteristic maximum for CON). This change is permanent, it does not require a change of lifestyle or exercise, the book simply suggests all this.

LIFESTORM ROBES

These brilliant orange and black robes have golden edges and highlights, and are very striking to see. Every time the wearer of these spidersilk robes (3 PD, 3 ED armor, +1 DCV) casts a spell, it causes a no range explosion effect 2D6 Body transfer to the caster.

LUCKSTONE

This is a magentite carved into the shape of a die with a hole for a thong. It grants 1D6 luck to anyone who wears it as well as 1 overall level that can be applied to any skill or attack, representing superior luck.

MITHRIL PLATE BYRNIE

This fine mithril piece of plate armor covers from the shoulders to the thighs. It is from Morien originally, so the design is more familiar to the players, if a bit old fashioned. The front is embossed with a unicorn, but the lacquer has cracked and crazed so it is not as attractive as it once was.

PENDANT OF SHIELDING

This gold and lapis pendant grants 10rPD (hardened) vs missiles when worn, it is shaped like a stylized beetle.

RING OF THE CITADEL

Made of Dragonbone with an Emerald in the design of a tower set in the front. While worn, this ring prevents the character from being stunned by any attack.

RING OF PROTECTION

This star iron ring has ithilnar bars set into it at regular intervals like very subtle vertical stripes. It grants +2 DCV and 2 PD, ED armor to anyone wearing it.

ROD OF DEVOTION

Each of these is identical: a rod made of hard wood painted gold and purple like a lotus blossom with a cobra's head at the top. They are enchanted so that they harm creatures resistant to normal weapons but are otherwise unmagical.

ROD OF RULERSHIP

This is the gold and purple crook that pharaohs hold to demonstrate their power. It is not a weapon, but is a token of rulership and power. As time has gone on, it went from a symbol to a genuine item of real power. The Rod of Rulership gives +15 presence to the wielder when called upon (instant effect), dispels poisons in the body of the wielder 15D6, all poisons at once, and gives a detect intent to the wielder so that he can tell the motivations of anyone that he looks at and concentrates on.

SCROLLS

The scrolls here are made of papyrus reed, which is triangular in cross section. All the reeds are lined up to have the same side flat and sewn into a scroll. They are written in arcanum and take a phase to read at 1/2 DCV, but require no skill roll or personal mana unless they must be maintained over time with mana.

SILVER CHAIN CHARM

This charm is an enchanted silver chain with a simple design. While worn, the character gains Absolute Time Sense.

STAR GEM OF MO-PELAR

If this gem is looked through, it gives N-Ray Vision (blocked by solid objects), Detect Magic, and +20 mental defense to see through illusions.

TOMBSTONE TALISMAN

When worn, this miniature marble headstone Heals 1D6 Body per phase, halves Body cost of any spells cast, gives +3 Ego roll to control undead. It is highly sought after by all necromancers.

TOME OF DARK MAGIC

This book looks like a plain leather bound book with parchment pages, unmarked and bound with a leather strap. It contains a treasure trove of evil magic, however. It has every Dark Secrets Spell under 10 real point cost. The book would sell for 25 silver or more to the right buyer, and might get you thrown in jail too.

UNDEAD BANE SWORD

This is a huge scimitar, the equivalent of a bastard sword. The weapon is +1 to hit and does +2 damage classes against undead targets in addition to its normal stats. The sword is made of star iron and has a pearl with gold rays radiating from it as a pattern on the crossguard.

VALIANT AXE OF SLAUGHTER

This star iron battle axe is enchanted to grant the wielder 5 presence and +1 DCV. It also does increased damage based on how well it hits. For each 1 DCV over what was needed to hit the target, the axe does 1DC more damage (up to a maximum of +6 DC).

ARMOR TABLE								
ARMOR	rPD	rED	PD	ED	KG WT	A DEF	BOD	CP VALUE
Bloodiron Plate and Chain	9	6	9	7	28	8	14	1400
Mithril Plate Byrnie	12	9	12	10	20.72	12	11	3108
Wyrmskin Mithril Studded Armor	6	4	6	4	5.95	9	9	280

*A DEF is the armor's defense, how tough it is based on the material, rather than the defense it gives the wearer.

WEAPON TABLE									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Everstriking Sword	+1*	--	D6+1	--	10	6	5	3.25	40
Felstone Hammer	--	--	D6	+1	8	6	4	1.4	120
Heavy Recurve Self Bow	--	+2	2D6	--	14	5	2	2.25	50
Iaseda's Rod	+1	--	(5D6)	+1	8	5	3	1.0	150
Khazid's Khopesh	--	--	D6+1*	+1	12	7	4	3.75	50
Mithril Dagger	+1	--	D6	--	4	8	3	.8	400
Rod of Devotion	+1	--	(4D6)	--	8	4	2	1.0	75
Rod of Rulership	+1	--	(5D6)	--	8	9	5	1.0	750
Undead Bane Sword	+1	--	D6+1	--	8	7	6	2.76	160
vs undead	+2	"	2D6	"	"	"	"	"	"
Valiant Axe of Slaughter	--	--	1½D6	--	8/11	7	6	2.76	240

*= see the individual item's text or description of the material in question for more notes

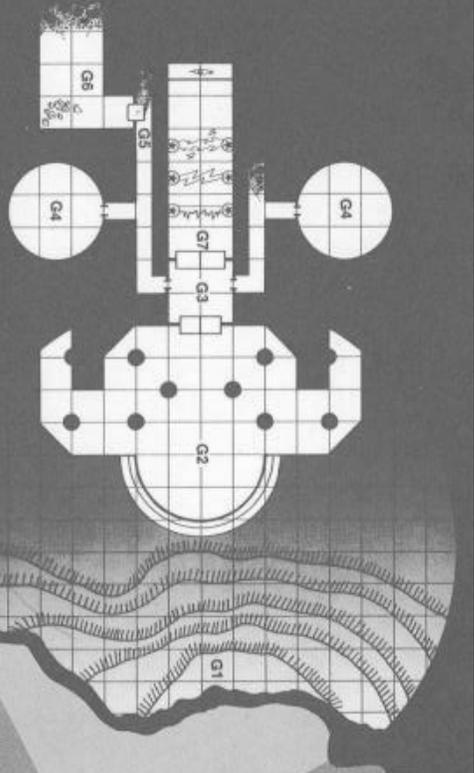
MONEY

The money of Moskend is different than Morien, and requires some explanation. Instead of the usual precious metals, Moskend uses brass, felstone and ivory as currency. The money is not in disks, it is in small lozenges like thin ingots. The monetary translations are as follows:

1 Minah = 1 cp, made of a 1" lozenge of bronze
 1 Shekel = 5 cp, made of a 1" lozenge of ivory.
 1 Omer = 1 sp, made of a 2" lozenge of ivory
 1 Drachme = 25 sp, made of a 1" lozenge of felsteel
 1 Talent = 1 gp, made of a 2" lozenge of felsteel

This all assumes a fair exchange rate, of course.

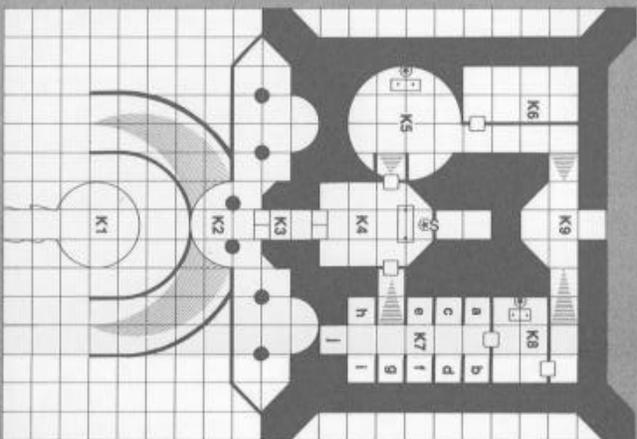
SUNKEN CITY OF PAZAR



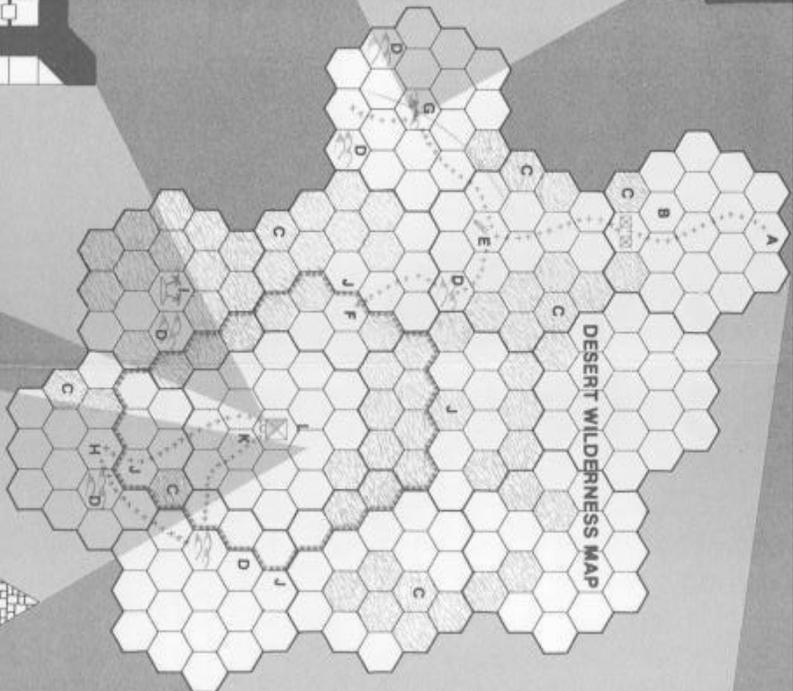
KEY

- DOOR
- CONCEALED DOOR
- SECRET DOOR
- ARCHWAY
- WATER
- ALTAR
- STATUE
- SARCOPHAGUS STANDING
- SARCOPHAGUS OPEN
- SARCOPHAGUS
- STAIRS
- THRONE
- MISTS

1 SQUARE = 10 FEET

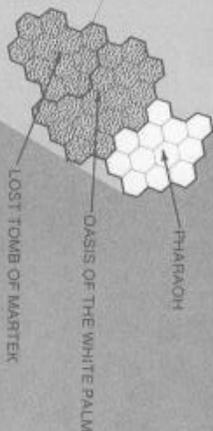


TEMPLE



DESERT WILDERNESS MAP

DESERT OF DESOLATION

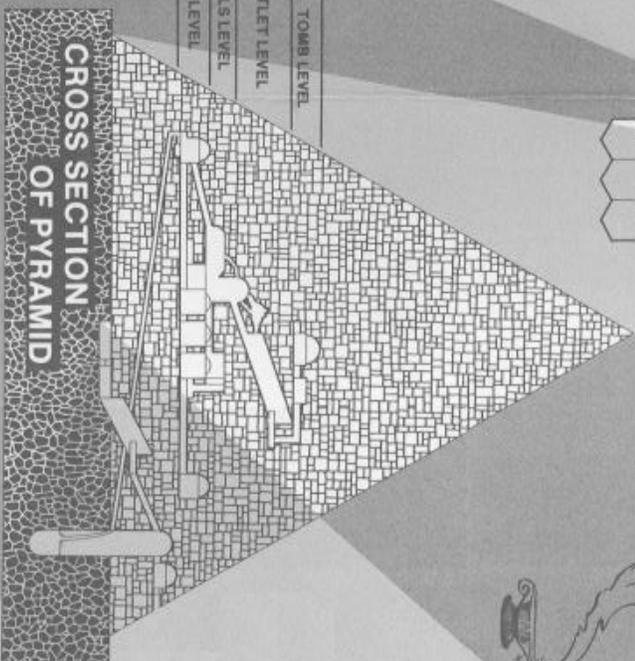


PHARAOH

OASIS OF THE WHITE PALM

LOST TOMB OF MARTEK

N



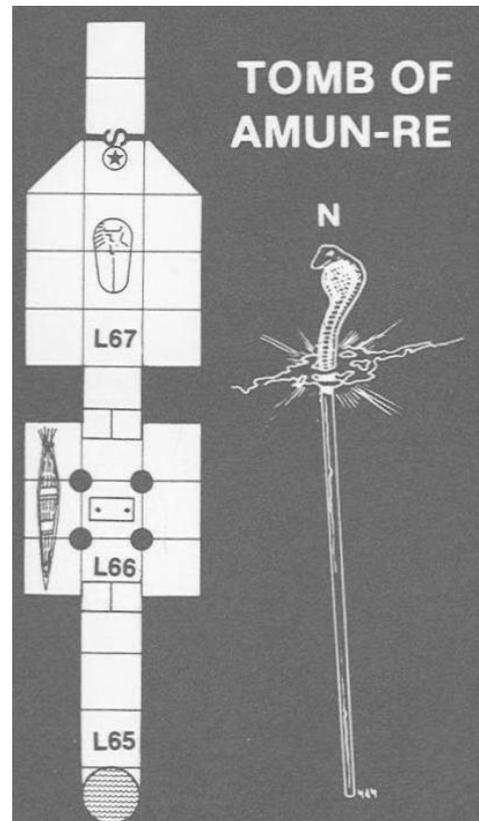
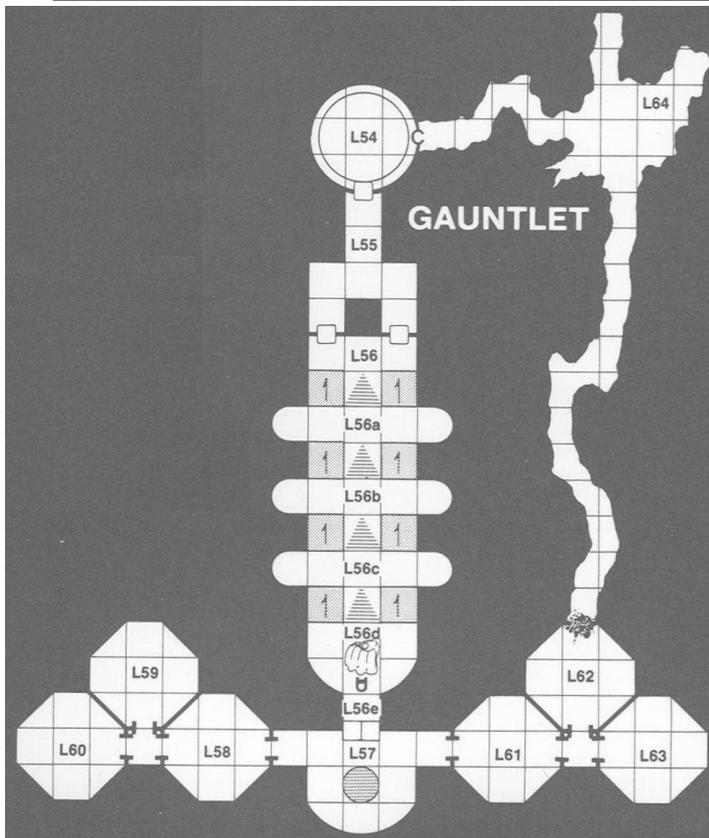
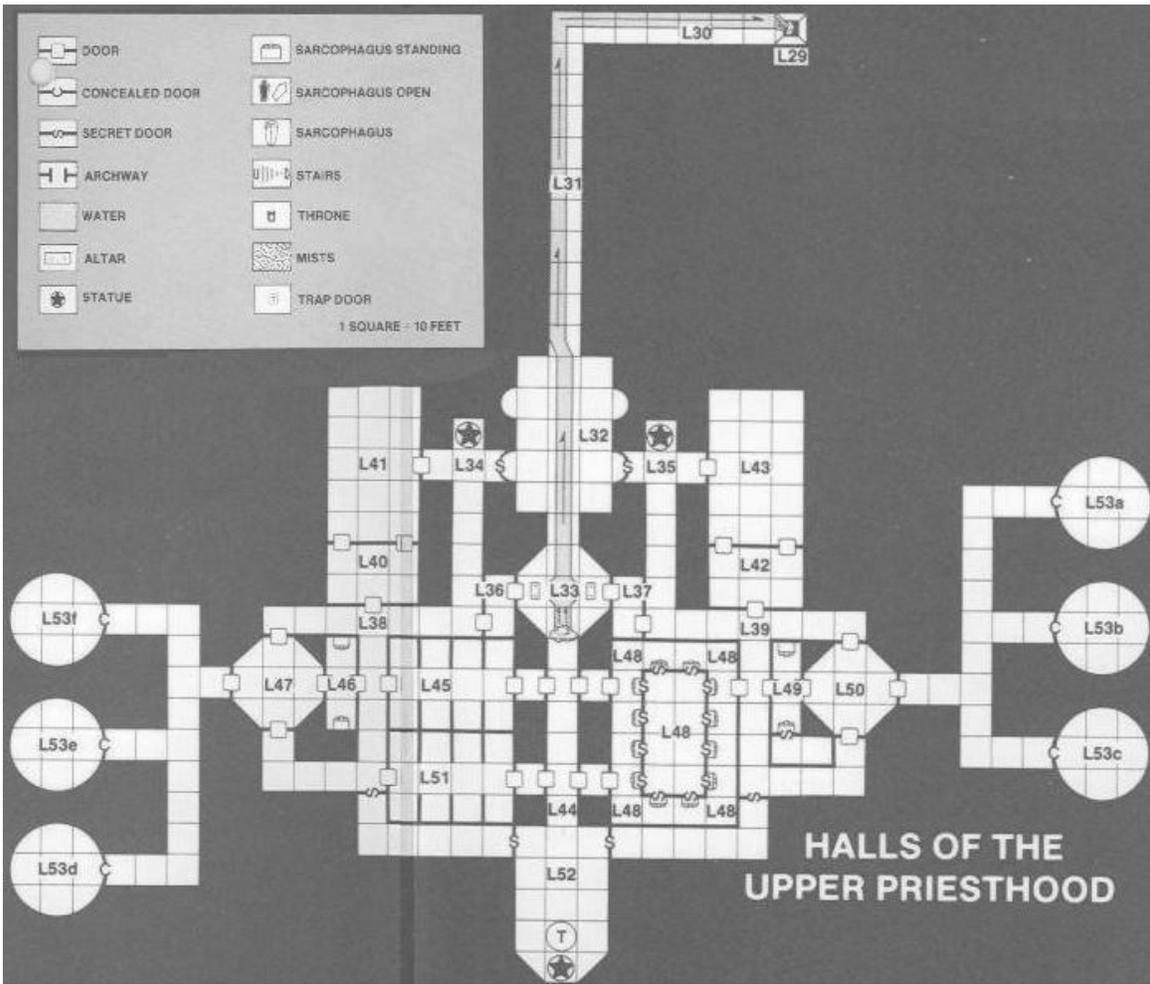
CROSS SECTION OF PYRAMID

TOMB LEVEL

GAUNTLET LEVEL

PRIESTHOOD HALL'S LEVEL

MAZE LEVEL



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HANDOUT ONE

I AM PHARAOH AMON-RE, SON OF TAROSH-RE OF THE HOUSE OF MO-PELAR! THESE RAGS YOU SEE ARE BUT MY SHADOW WHICH HAS WALKED THESE LANDS FOR TIME UNCOUNTED IN SEARCH OF MIGHTY MEN OF VALOR.

IN MY TIME I WAS PHARAOH OF THIS LAND BEFORE YOU. IT WAS A GREEN AND BEAUTIFUL LAND, BLESSED BY THE LORD AND WITH A WONDROUS SPRING THAT GAVE LIFE TO THE LAND AND NURTURED OUR CROPS. YET ROBBERS DID RAID THE TOMBS OF MY ANCESTORS AND TAKE FROM THEM TOKENS OF THEIR PASSAGE INTO THE LAND OF THE DEAD. I SWORE THAT AT ALL COSTS I WOULD NOT FALL PREY TO THEIR EVIL DEEDS.

SO IT WAS THAT I MADE MIGHTY AND TERRIBLE WAR UPON MY NEIGHBOR LANDS, PLUNDERING THEIR WEALTH FOR MY OWN TOMB. I DID ENTER CONTRACT WITH A GREAT MAGE WHO DID WORK A MIGHTY WONDER AND UPON THE SWEAT AND BLOOD OF MY PEOPLE DID I BUILD A THEFT-PROOF TOMB.

MY PEOPLE TURNED AGAINST ME WITH BITER HATRED, I NOT ONLY ROBBED FROM OUR BORDERLANDS BUT I DID TAX HEAVILY MY OWN PEOPLE AND PLUNDERED MY OWN LANDS FOR MY MIGHTY TOMB. I TOOK THEIR WEALTH AND THEIR FREEDOM FOR MY OWN GREED AND PRIDE. YET IN MY ARROGANCE, AS THEY ROSE UP AGAINST ME, I CURSED THEM, SAYING

BY THE RULING STAFF AND THE STAR GEM OF MO-PELAR, I CURSE YOU. THREATEN NOT MY LIFE OR BY THESE IMPLEMENTS OF MY POWER AND THE LORD'S HOLY NAME WILL THE STOPPING OF MY HEART ALSO STOP THE SPRING OF ACHIS FROM HER LIFE-GIVING FLOW. IF THE RIVER STOPS, SO SHALL YOUR BODY WITHER IN THE WILDERNESS. THIS DO I SWEAR BY THE LORD'S HOLY NAME AND THESE IMPLEMENTS OF RULE.

FROM THE SEA OF UPRAISED FISTS BEFORE ME ROSE ONE WITH A SPEAR. THE SHAFT SPED FROM THE DARKNESS AND SO THAT NIGHT DID THE SPRING OF ACHIS STOP ITS FLOW.

IN DEATH A SPIRIT GLEEFULLY APPROACHED MY PYRAMID, BUT THE LORD STOPPED MY SPIRIT FROM ENTERING MY TOMB FOR, SAID HE, YOUR MONUMENT TO LIFE WAS TO BE THE BENEFIT YOU BROUGHT TO THE PEOPLE UNDER YOUR STEWARDSHIP, NOT THIS ENFACE OF STONE. AS YOU LOOKED ONLY TO YOUR DEATH IN LIFE, SO SHALL YOU LOOK ONLY TO YOUR LIFE IN DEATH. I AM BOUND TO FULFILL YOUR CURSE, AS YOU CALLED UPON MY NAME WITH POWER, BUT I DO CURSE YOU, AMUN-RE, THAT YOU SHALL NOT ENTER THIS TOMB NOR FIND REST UNTIL SOME MORTAL SOUL DOES DESPOIL THIS PLACE, TAKING THE STAR GEM OF MO-PELAR AND YOUR STAFF OF RULING FROM YOUR THEFT-PROOF TOMB.

I HAVE EVEN SPOKEN WITH THE WINDS IN THE DREAM OF FINDING HELP. UNCOUNTED SEASONS HAVE PASSED AS I WATCHED MY KINGDOM AND MY PEOPLE WITHER AND VANISH IN THE SANDS UNTIL NOTHING REMAINS BUT BONES AND MY CURSED PYRAMID TOMB. MANY HAVE TRIED, I TRUST, BUT NONE HAVE SUCCEEDED I PLUNDERING MY TOMB'S GREATEST TREASURES. IF YOU DO WHAT NO OTHER HAVE, MY TREASURES ARE THINE, AND REST AT LAST SHALL BE MINE. REMOVE BOTH MY STAFF OF RULING AND THE STAR GEM FROM MY TOMB THAT YOU MAY HAVE WEALTH AND RELEASE ME TO MY DOOM.

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HANDOUT TWO

THUS FACING THE GREAT DOORS AND PASSING THE RIGHT HAND BEFORE THEM SPEAK "SAKHR AL JINNI" THEN APPROACH THE FIRST AND SPEAK "ALHAMDVHLA" SO SHALL THE WAY BE OPEN TO YOU. SPEAK YET "BISMALLA" AND "DUBAN" AND YE SHALL BE WITHIN HAND'S REACH OF THE GREAT-EST OF ALL...

Here the tablet is crushed and unreadable.

HANDOUT FOUR

THOUGH THERE HAD BEEN MUCH ANGER AT THE OPPRESSION OF AMON-RE, AFTER HIS DEATH IT WAS RECOGNIZED THAT HE MUST HAVE BEEN A MIGHTY ASPECT OF THE LORD, FOR HE ALONE MANIFESTED HIS POWER IN HIS TEMPLE OF ALL THE ANCIENT PHARAOKHS.

SACRIFICES OF FOOD AND SHEKELS WERE BROUGHT DAILY TO LAY ON THE LACARS BEFORE THE STATUES IN THE SMALL TEMPLES EAST AND WEST IN THE PYRAMID.

IT IS OUR PRIESTHOOD RITE THAT WHATEVER OSIRIS (THIS WORD HAS RECENTLY BEEN DE-FACED AND IS DIFFICULT TO READ) ACCEPTS HE WILL TAKE FROM THE ALTAR AND THAT HE WISHES THE PRIESTS TO HAVE, HE LEAVES ON THE ALTAR. THIS PROFITED THE PRIESTS GREATLY, EXCEPT THAT ALL OFFERINGS LEFT IN THE EAST TEMPLE WOULD VANISH FOREVER.

SEVERAL PRIESTS, UPSET TO SEE THEIR ASSETS DISAPPEARING, SEARCHED THE EAST TEMPLE AND THEY TOO DISAPPEARED. THE TEMPLE BECAME A MOST HALLOWED PLACE SO THAT ALL WHO WISHED TO GIVE OFFERINGS CAME TO THAT TEMPLE. THE PRIESTHOOD THEN BECAME UN-PROFITABLE AND OUR DOCTRINE CHANGED FROM TRADE TO TRICK.

OFFERINGS WERE OFTEN MADE, FOR A PASSAGE WAS ALWAYS PROVIDED BETWEEN THE TOMB OF THE KING AND HIS LIKENESS, WHEREBY HIS SPIRIT MAY PASS INTO HIS ORDAINED STATUE AN DIVE WITHI THE STONE. SUCH PASSAGE AS ALWAYS PROVIDED FOR THE KINGS THAT THEY MIGHT LIVE AMONG US ONCE MORE.

HANDOUT THREE

IT WAS SAID THAT THROUGHOUT THE LAND FROM THAT TIME FORTH THOSE WHO EN-TERED THE TOMB EITHER CAME FORTH SAY-ING THAT ITS RICHES WERE ALREADY PLUD-ERED OR ELSE THEY NEVER RETURNED AT ALL.

THAT DAY DID THE RIVER DRY AND THE RAINS DISAPPEAR. THE ARID SUN BURNED INTO THE LAND AND ALL WITHERED UNDER ITS GAZE.

THE PEOPLE, TOO, DRIED UP AND BLOWED AWAY LIKE THE GRASS THAT WITHERED BE-NEATH THEIR FEET

ALL NOW THAT REMAINS IS I WHO TEND THIS TEMPLE, IN THE HOLES THAT SOME SOUL MIGHT TURN THAT TERRIBLE WRATH OF AMON-RE. I ALSO SELL TRINKETS TO THE PIL-GRIMS WHO COME

THE BUILDING OF THE PYRAMID WAS A COL-LOSSAL FEAT, ESPECIALLY IN THE BAD YEARS. THE MONEY HAD LOST VALUE SO MANY TIMES THAT PEOPLE BEGAN TO WONDER IF THE SHEKEL WOULD HAVE ANY WORTH AT ALL IN THE FUTURE

THE TRADE BUSINESS DIED AWAY AFTER THE FIRST FOUR YEARS AND NOW I AM STUCK WITH 12 PYRAMID FIGURES. OH FOR THE DAYS WHEN A PRIEST COULD MAKE AN HON-EST SHEKEL.

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HANDOUT FIVE

ABOVE OUR THOUGHTS
NOW MASTER SLEEPS
IN DREAMY REALMS
AND SKY SO DEEP
THE HIGH PRIEST WORKED
A WONDER GREAT
AND SEALED HIM UP
UNTO HIS FATE

GREA MUNAFIK
THE PRIEST MOST HIGH
STUDIES HIS TOMES
THAT HE MAY FLY
THAT WATER PATH
WHERE ALL THE GREAT
LEAVE DEATH BEHIND
AND LOOSE THEIR FATE

MUNAFIK WAS HIGH PRIEST OF AMUN-RE
AND LEADER OF HIS RITES AND FAITH.

MUNAFIK, PRIEST, WAS KEEPER OF THE
TOMES OF TERBARAK, THE GREATEST LIBRARY
IN ALL THE LANDS.

MUNAFIK SEARCHED, TOO, FOR LIFE ETERNAL
AND SOME SAY THAT HE SOUGHT TO ROB
PHARAOHS OF THEIR RIGHT TO THAT LIFE.

BUT THROUGH HIS STUDIES OF SECRET LORE
HE SOUGHT ONLY TO SERVE

IN TRUTH, MUNAFIK'S SEARCH WAS RE-
WARDED, FOR THE BOOS SHOWED HIM THE
WAY OF LIFE ETERNAL

NOW TERRIBLE AND GREAT IN HIS POWER, HE
ACTS AS THE VOICE OF AMUN-RE TO US.

HE CANNOT DIE, FOR HIS LIFE LIES ELSE-
WHERE.

MUNAFIK NOW IS SECOND ONLY TO OSIRIS
HIMSELF, AND HAS CLAIM ON THE RULE OF
AMUN-RE

HANDOUT SIX

...apparently the High Priest yet active in the tomb. I was able to drive it off with powerful attacks, yet the creature laughed at me, and speaking a few words I could not understand disappeared into the dome overhead. I used up most of my most powerful magics in the battle, hopefully I won't need them in the hours ahead.

Since the sands dried up, none of the faithful were left to bring food or offerings to the temple. Soon the stored foods were gone and the priests turned to their High Priest for the answer. He had since turned to dark magics, and his answer was to use them on his most faithful, transforming them into awful undead. The rest died over time, but I fear the worst about what they became...

HANDOUT SEVEN

BEYOND THESE DOORS LIE THE TESTS OF THE PHARAOH. TURN NOW FROM THIS DOOM OF POWER AND EVIL FROM A HEARTLESS MAN. GREAT AND DAWFUL IS THE HORROR BEYOND THESE DOORS[YET IF YOU TURN AWAY, WHAT TREASURE LIES BEYOND YOU SHALL NEVER KNOW.