

Cats Paw

Pawprint series #9

A One-Round Living Death Campaign Adventure for Heroes of 5+ levels

by Claire Hoffman

According to rumors there is a child devouring ogress in the Karnack temple complex. There have also been sightings of Barbary lions in the streets of Luxor. Are there any facts behind the rumors or has the recent events in Egypt just have every one nerves on edge? This adventure takes place in November of 1899 and is designed for heroes of 5th level and above. Previous play of the Pawprint series is helpful but not strictly necessary. Playing adventures in the series out of order is not advised. *The Living Death Campaign uses a d20™ version of the Masque of the Red Death™ rules based on D&D vs. 3.5. Retires 12-31-07*

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This is a RPGA Network adventure game. At least a four-hour time block should be allocated for playing the game (or this round of the game), but the actual playing time will be about three and 1/2 hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting the game for RPGA

The RPGA tracks adventures that members play for the Player Rewards program. The Senior GM or Event Coordinator should provide to the GM a form for this purpose. Both the GM and the players will need to list their name and RPGA number on the form.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules & Penalty documents. These are available as downloads from the RPGA web site

The Living Death Campaign

This tournament is part of the RPGA's Living Death Campaign. Living Death is a historical fantasy with a Gothic Horror theme. The campaign rules are significantly different from standard D&D. The judge should have read and hopefully have available a copy of the Living Death Campaign Sourcebook. This is available as a free download from < www.livingdeath.org >. Also available at the site is the Judge Guideline which the judge should be familiar with before start of play. No other game materials besides the D&D PHB are needed to run this tournament. Monsters should be run as described in the tournament as they often differ from standard D&D Monster Manual creatures.

Living Death Tiers—Picking the Right Threat Level

Living Death adventures use a simple tiering system based on the following:

- Mid-level adventures are for heroes levels 5-8.

- High-level adventures are for heroes level 9 and above.
- Uber tier: If a group of heroes are all 14th level characters (or above) there may be additional instructions for combat encounters.

The average level of the party is used for determining the tier.

Minister and Shepherd Prestige Class issues:

Because the Society has sustained some severe losses the restrictions regarding Ministers & Shepherds have been lifted for this adventure.

During the **Weekend in Gothic Earth** the DM must fill out the Critical Event Sheet as well as the Roster of Heroes. All tables are required to complete a Roster of Heroes. **Either the DM or the Senior GM should send the forms to the Campaign Coordinator.** Soft copies of the Roster are available in Excel, Word or RTF versions if that method is preferred.

GM NOTE: while hopefully the adventure will have enough information so the GM can easily answer player questions it would be helpful for the GM to take some time and review the following websites which were used in researching the background this adventure.

<http://www.geocities.com/Athens/Styx/3776/Benson1.html>

Information on the real Margaret Benson and the excavation of the Temple of Mut

<http://www.touregypt.net/karnak.htm>

Excellent source of information, detailed maps and pictures

<http://www.thebanmappingproject.com/>

While not dealing directly with Karnack the site has a good glossary in its Resources section

The following books were among those used during research for this series:

Cadogan Guide to Egypt by Michael Haag, The Globe Pequot Press, Conn.

Temples, Tombs and Hieroglyphs, revised edition by Barbara Mertz, Dodd, Mead & Company New York

Amelia Peabody's Egypt edited by Elizabeth Peters & Kristen Whitbread, HarperCollins, New York

Pawprints Background

Over the years (centuries) Egyptian religions developed into a somewhat complex system of beliefs. It is the opinion of a number of scholars that new beliefs were just added on to the old even if there was some contradictions inherent in doing so. Which is why depending on your level of interest and what source you consult (as well as what century the source is talking about) you may get different information regarding the nature of a particular deity.

In Gothic Earth to add to the confusion the Red Death corrupted a number of the religious cults. One such cult that still survives somehow is a Cult of Bastet.

The Pawprints Series:

In *Strange Occurrences* (1891) the heroes met Professor Jasper, a member of the White Rose in the process of taking over supervision of White Rose activities in Africa. The current supervisor's, Carrados, health was failing and as most of these supervisors have their own personal codes for disguising information and generally have a network of Watchers and Information sources known only to them, the transfer of information is critical.

This adventure also introduced the heroes to a corrupted Cult of Bastet. One of the goals of this group is to return to Egypt the artifacts that have been removed from there. This group was in fact fairly successful in removing a large number of items from the British Museum during this adventure. Unfortunately for the Society, Carrados died before passing on all his Contacts & Information resources. Three very important ones remained, but all that Prof. Jasper had was their code names.

One of the key cult NPCs involved in that adventure, Elizabeth Hardcastle, was captured during the interactive *Streets of Cairo* (1891) and turned over to the police. The heroes also learnt that the cult was not tolerant of those who did not follow their instructions.

In *Intrigue in Egypt* (1891) the heroes had to deal with one of the results of the theft of items from the British Museum. Among those items the cult had found an ancient ritual: this ritual resulted in the cult having a number of items that were similar to shubati but they could become man size animated killing machines. They were targeting

archeologists and politicians with these devices and that brought them to the notice of the White Rose.

During the first run of *Intrigue in Egypt* the heroes destroyed many shubati. Also a mystic who animated the shubati was killed by the heroes, the merchant that sold the shubati was murdered and his wife (whom most concluded had something to do with the shubati as well as her husbands' murder) disappeared. The wife, Aziza, was actually the adept who also took part in the ritual to create the magical shubati.

The heroes were able to identify two of the missing Information Resources: Dr Grant of Cairo and Prof. Flinders Petrie. Some of the members of the White Rose did take a shubati to study, or as a souvenir. The following Forbidden Lore is based on information the heroes might have been acquired in *Intrigue in Egypt* and *Revenge in Egypt*.

Forbidden Lore

Among the items stolen from the British Museum were several papyruses, one of which had an ancient ritual of great evil described in it. This ritual involved having a mystic, an adept and an executioner. The ritual was performed and the shubati used during the adventure "Intrigue in Egypt" were created.

In *Revenge in Egypt* (1892) the heroes encounter the ghost of the murder merchant (from *Intrigue in Egypt*). Between some help from the ghost and some native trackers the heroes found his widow Aziza the adept. Evidence suggested that she was using shubati to kill people as she moved about the country.

At the end of *Intrigue in Egypt* heroes were offered the opportunity to be part of a one of there excavation sites being run by Prof. Jasper and Prof. Flinders Petrie.

During the first run of *Revenge in Egypt* Aziza was destroyed and the shubati with her were destroyed. The heroes may have also heard rumors that Elizabeth Hardcastle escaped from captivity during her trip back to England.

In *Trails in the Sand*, (1892) the cult was looking for some information that they believed could be found on a particular item in a specific tomb. They had infiltrated an archeological group excavating mastaba tombs in the area that they believed the

tomb was located. Some heroes may have realized in the course of this event that the rumors regarding Elizabeth Hardcastle were true, she had escaped and was active (an NPC) in this adventure.

In the course of this some guardian mummies (Cats) were disturbed and several NPCs (and a few heroes) became infected with various forms of mummy rot. Elizabeth Hardcastle (under the assumed name of Sophia) found what she was looking for and escaped with a companion. Some heroes who participated in this adventure may have fought her and seen her change into a Lion. There was a lot more than that going on in the adventure but that covers the major points of current interest.

During the Interactive *Gossip on the Nile* heroes came across some artifacts and a woman who told fortunes managed to extract information from heroes-while others extracted money (poker). Also an odd creature, that some claimed was a vampire jumped into the Nile to escape and turned into a crocodile-getting away from his pursuers.

The Weighing of the Heart (1895) adventure brings the heroes back to Egypt and provides them an opportunity to possibly get a step ahead of the Cult of Bastet while exploring a 12th Dynasty pyramid complex.

The Cult of Bastet believed that there was something of great value to their cause hidden in Amenemhet III pyramid at Dashur. Jacques de Morgan, then the current Director of the Department of Antiquities in Egypt, had decided to excavate there this season himself. So once more Elizabeth Hardcastle (*Strange Occurrences* and *Trails in the Sand*) assumes a new identity. She then cultivates a friendship with de Morgan. Unfortunately for him he fell for her charms (her arcane spells assisted).

De Morgan was excavating three pyramids in the Dashur complex. He set an assistant to oversee the excavations on a day to day basis and hired Reis (foreman) for each site. Every ten days he would visit the different sites accompanied by his new lady friend and her brother.

Among the Reis hired was a local member of the White Rose, Hamid ibn Abdullah. Something about the women accompanying de Morgan on his inspection rounds of the pyramids aroused Hamid's interest. By chance he happened to

notice that her "brother" had a brand on his chest. Discrete investigation revealed that the brand was the Egyptian Hieroglyph for Bastet. One of the things that Prof. Jasper had asked Hamid to watch out for was any sign of the cult of Bastet.

Hamid was in charge of the pyramid complex of Senwoset III. He came across a folded piece of papyrus in the ruins of the Entrance Chapel. He sent that on to Prof. Jasper (without telling anyone at the site) along with his concerns regarding the women and her brother.

Having translated the papyrus, Prof. Jasper sent for Travelers. From his translation of it he believed he knew what the cult was looking for, and that it actually was to be found in the Pyramid complex of Senwoset III instead of being in that of Amenemhet III.

The heroes carefully entered the pyramid and found items that would aid them. (Those who were not careful faced an angry undead and his army of shubati minions.) These items were key to dealing with the creature that awaited them in the princess burial. There they faced an Ammit, a magical creature out of Egyptian Book of the Dead. With the help of the items found earlier the heroes defeated the princess mummy and retrieved a treasure trove of scrolls and small items, including the Ammit.

Flowers in the Sand (1895)

This adventure occurs on the heels of *The Weighing of the Heart*. Without time to get the Ammit to a safe storage location, Prof. Jasper allows the heroes to continue to use the magical creature and gain information about its abilities. The heroes were sent to check on a relative of a White Rose member, and find her held prisoner in her home by her husband a British Colonel who is now a werejackal and his tribe. Chantel had not tried to escape, because she knew there was a necropolis beneath her home and if the werejackals found it and breached the seals great evil would result. The heroes were able to sneak into the house and defeat the werejackals. In the course of events the heroes revealed that Chantel was the final missing Resource & Information Contact known as the Gardenia of the East.

House of Sand (1898):

As this adventure is still available thus only the blurb is provided:

It seems a simple enough assignment, hardly worthy of your talents. You just must live in a wonderful mansion in the desert while the owner tends to some legal matters in Paris. A two week stay in an oasis, with nothing to do but make sure that no one disturbs the dead that rest beneath the house. Servants to tend to your every need...and a 3000+ year old Necropolis that has been sealed shut for a very long time. There is no reason to believe that the status quo should change now. This adventure is set in early May of 1898.

Sand Trap (1898):

As this adventure is still available thus only the blurb is provided:

Amidst the excitement of finding new tombs strange accidents and disappearances seem to be targeting both archeologists and tourists alike in the Theban Necropolis. Also someone seems to be sneaking in to a museum in Cairo-not to steal items from the collection but to add items to the collection! This adventure occurs in October 1898.

Adventure Background

Ancient Gothic Earth History

When the Red Death enter this world it took the mummy of Djoser and twisted it into a powerful evil undead in the same manner as he twisted the Imhotep (who was alive when he cast the spell which allowed the Red Death into the world). So while the two undead had much in common because of their state of being before hand they were not alike. As King of Egypt Djoser had five names and his power and strength were tied to those five names (Whereas Imhotep having only one name had his power concentrated in that name.) For over a thousand years the two would bring strife to Egypt, either by corrupting the current rulers or destroying their dynasties.

During the 12th Dynasty the priests of Maat, Thoth and Osiris combined to create magical beasts that mirrored the duty and abilities of the Ammit which they believed lived in the netherworld and devourer the souls of those whose evil deeds in life outweighed their good. Their original purpose was to help prevent nobles escape the Judgment, known as the Weighing of the Heart, which awaits the dead by becoming an undead. While they were frequently successful in curbing this from happening they had to be present either during the mummification or shortly afterward to be completely successful. Nine of these magical

beasts were created, three each of silver, gold and copper. Fewer of the nobility became servants of Djoser and Imhotep after their creation.

During the 18th Dynasty Djoser was impressed at the political maneuverings of Queen Hatshepsut, who for political reasons had to declare herself King in order to save the throne for her stepson. Upon her Death Djoser corrupted her intending to make her his undead Queen and take over control of Egypt once again.

However, a priestess of Mut had warned the Queen about her fate. And so during the ten years before her death she and her stepson Thutmosis III secretly worked with the priests of Mut and Sobek. They crafted rituals-powerful magics which when combined with the Ammits would accomplished the destruction, they believed, of Djoser. Things did not go smoothly however, as Hatshepsut died before they could complete their preparations. Eventually Thutmosis and the priests attempted the ritual. At the core of the ritual was the eradication of Golden Horus name of the king which tied him (or her) so closely to the gods and the Nebti or Two Ladies name which invoked protection. The ritual not only destroyed the name from wherever it was written but also from the very minds of the people of Egypt. Thus the ka would be vulnerable and the Ammits could consume the Ka. But when they called for the Ammits only one appeared and though they had searched they could not find its brothers. So there was only one Ammit to eat the Ka. But the Ka of Djoser was steeped in evil and its long life and the Ka of Hatshepsut had also grown in darkness in the almost twenty years since her death. So much evil so quickly entered the Ammit that it could not destroy the ka's only hold them within. Thutmosis did not despair as it was thought that without the ka the body could be destroyed. But Imhotep had his own priests and knew of the possible danger. So the bodies were cursed such that they could not be destroyed as long as the ka was not within them.

In time the Ammit with the Ka was hidden and guardians of Mut-Shekmet placed with him. The bodies were placed in secured places hedged about with guardians and spells.

What is happening now

The Cult of Bastet

Though they were thwarted repeatedly by the White Rose in their attempts to gain knowledge of the ancient magic used to defeat Hatshepsut, the Cult believes they can still resurrect Hatshepsut and usher in a new era of glory in Egypt where women will rule. They are reverting to a plan that is fraught with danger. When the temple of Mut (considered part of the Karnack complex) was excavated by Margaret Benson¹ she was assisted after the second year by Janet Gourlay², (who was actually Elizabeth Hardcastle in disguise). During that time Janet/Elizabeth found a number of significant items that never were recorded and she located an entrance to an underground area (which she swiftly hid).

The ladies have returned this season and obtained the right to excavate the temple of Ptah, a smaller part of the Karnak complex. Unbeknownst to Margaret this is actually a cover for the cult's further exploration of the underground passageway of the temple of Mut that was previously found.

Unfortunately the cult ran into a problem, the guardians would not let them pass. The cult did managed to destroy 2 of the guardians but 15 of their number were killed in the fight and they had to retreat. This was a severe blow to the cult, but they did not yet want to admit defeat.

So the cult decided to draw the White Rose to the area and have them get by the guardians and either release the Ka for them or bring the Ammit to the surface where they could take it from them.

In order to draw the attention of the White Rose they took some of the young boys who worked on the dig sites and kidnapped them. Elisabeth then used a form of *baleful polymorph* changing them into lion cubs. They brought in some lions that they had altered previously. The cult had worked an experiment on various types of lions increasing

their intelligence and training them to obey the priestess. They used the lions in two ways, one to watch over and care for the lion cubs and two to attach people in Luxor. They were sure that the disappearances and attacks would draw the White Rose to investigate.

Events were unfolding as planned, however as they had no idea if the White Rose had noticed anything as of yet, Elizabeth decided to start abducting boys from inside Luxor itself. That proved to be a mistake. She was traveling with the lions through the city after abducting two boys, when a passerby spotted one of the lions. The lions then attacked the man. Unfortunately for them, he was a former soldier and always went armed. During the fight Elizabeth was injured.

That night back in her room at the Winter Place hotel Margaret walked in with little warning and saw a gunshot wound as it healed. Elizabeth then had one of her assistants use magic to adjust Margaret's memories.

The White Rose

1899 has been a difficult year for the White Rose not only has a number of Field Supervisors lost or sacrificed their lives this year but a large number of Travelers have been lost.

Among those lost was Professor W.R. Jasper, the White Rose field supervisor of Northern Africa and the Near East. Last year (1898) Percy Copeland (an NPC first met in *Caliban Dreams*) had been assigned as Jasper's assistant (His previous assistant had died in an accident). Only Percy and Hamid had been trained to decipher Jasper's private code and have access to his contacts, information resources and know where his various drops and hidden cache of items are. Therefore the Society promoted Percy with Hamid & Chantel to act as advisors.

Over the years combating the Cult of Bastet the Society had acquired a number of artifacts and scrolls. They have brought them to Chantel's home-The Palace of Gardenias for Percy & Chantel to study. Percy makes the Palace of Gardenias his base of operations.

When reports of the problems in Luxor arise Percy sends for a group of Travelers immediately as he does not have enough local resources to investigate. Some of Hamid's sons were among those lost and with the start of the excavation season his resources are stretched thin.

¹ Margaret Benson was the first woman ever to receive permission to excavate in Egypt. She excavated the Temple of Mut from 1895 through 1897. Unfortunately her health was very poor and she never did any other field work.

² In 1896 a woman by Janet Gourlay was introduced to Miss Benson and joined in her work. They became close friends. When Margaret died Janet seems to have vanished from the pages of history, and little is known of her.

Adventure Summary

Introduction: the heroes are briefed on what the Society knows about the current situation and given a method to contact them if they need help or instructions.

Encounter One: Heroes can interview latest victim of the Lions. They might also interview the uncle of the boys who recently disappeared.

Encounter Two: The heroes can attempt to track the lions to see where they lair. Depending on the heroes actions they might gain information which could give them an insight to what is going on.

Encounter Three: The heroes can interview Margaret Benson and her staff at the Temple of Ptah. She can inform the heroes regarding details of the layout of the Temple of Mut and what she found there as well as what happened recently to her former assistant Thus raising the heroes' suspicions. The heroes can also talk to one of the workers who claim he saw a giant black ogress; There is the possibility of exploring an underground passage and gaining information from an ancient guardian.

Encounter Four: The heroes explore the temple of Mut and find an underground passage. They have a chance to learn critical information and perhaps convince the Ammit to release the ka of Djoser and Hatshepsut.

Encounter Five: The heroes attempt to leave and are confronted by the pride of Lions and might have to choose between saving a life and destroying Elizabeth Hardcastle.

Conclusion: The heroes report findings and are given aid.

Conditions in Egypt:

The sun sets at 5 pm and full dark is achieved at 5:30 but there is 60% of the moon's disk visible and by 6 pm it is already high in the sky. As is usual at this time of year the days are sunny and cloudless. The average temperature in the day is 85° F while the low is around 55°F.

Introduction

There is a separate Map and Picture appendix for this adventure. You will need it to better understand Encounters 3 & 4. If you do not have access to it contact your Senior GM or the Campaign Coordinator.

Appendix Three is designed to help the GM get an understanding of various Egyptian & Archeological terms.

Allow the players time to review this months code phrase (**Player Handout One**) and the telegram (**Player Handout Two**).

The GM should consider asking for *Sense Motive*, *Listen* and *Spot* checks from the heroes at the start of play to avoid alerting players during play.

The heroes may wish to buy silver bullets (per the LD rules). Silver bullets are now available from companies in London, England; Belgium; Denver, CO; Hong Kong and Shanghai. If the heroes would reasonably be in, or pass through those locations during their trip to Egypt, the heroes may purchase the normal amount (1d10 bullets of one type).

The GM should find out what, if any of the Pawprints adventures the heroes have played in order to determine if they have meet Hamid or Chantel previously.

- Heroes who played in *Flowers in the Sand* Hamid.
- Heroes who played *The Weighing of the Heart* have worked with Hamid
- Heroes who were part of the Jasper Petrie expedition and worked at the site in Saqqara would recognize Hamid as the Reis of that expedition (Appendix One has list)
- Hamid also appears in *House of Sand*, *Sand Trap* and in the Hidden Treasures series adventure *Return to Lost Valley*
- Chantel appeared in the *Streets of Cairo Interactive*, *Flowers in the Sand* and *House of Sand*.
- Percy appeared previously in two adventures not in the Pawprint series in *Caliban Dreams* and *Warrior's Rest* also those who played the *Death of Kings* part 2 or 3 at GenCon Indy 2006 might have met him.(Part 3 had a different beginning because of the Battle Interactive at GenCon Indy)

The GM needs to know if the heroes have any of the following certs:

Scarab (*House of Sand*),
Ritual Participation Certificate (*Caliban Dreams*)
Blood of Kings or Ancestral Call (*Death of Kings*)
Ankh (*The Lost Valley* or *Return to Lost Valley*)
Amulet (*sand Trap*)

The telegram was brief and to the point-just enough information to get you there on time. But nothing in the wording hints at what this is about.

Luckily the European nations and Russia decided to try diplomacy rather than war to divide up the remnants of the Ottoman Empire so travel to the region is no longer a dangerous thing. The massive earthquakes and subsequent fires which destroyed the government of the empire had almost pitched the continent into war.

Since some of the players (or the GM) may have not yet played *Death of Kings* the above statement is kept vague. If the players ask what has happened recently is that as a "humanitarian" Russia took control of Constantinople and enough area to "bring security" to the region, The French are looking to take over Armenia. Meanwhile the Germans are staking claim to parts of Syria and the regions of Tigris River (modern Iraq). Austrian empire has sized Northern Turkey to add to the areas of the Balkans they had already won from the Empire. The British have increased their hold on Egypt and are looking too expanded eastward.

As you traveled southward in Egypt on your way to Luxor the British and Egyptian military are frequently seen. The unrest of last summer and the tense political climate has not stopped the seasonal influx of tourists and those seeking a better climate for the fall and winter.

GM Note: Heroes who are acquainted with one another would likely (unless they are a mystic) Spot one another and exchange code phrases. In that case handle it quickly and move on.

In spite of or perhaps because of the increased military presence the train journey take longer than scheduled and you pull into Luxor train station at 10:30 am almost two hours late. Porters vie with one another to help you gather your belongings and arrange transport to your hotel.

Luxor itself is somewhat unimpressive when compared to the magnificence of the temple complex of Karnack on the north and the smaller, but still majestic ruins of the Temple of Luxor at the city's heart.

The Winter Palace is one of the most elegant hotels in all of Egypt and the staff is extremely efficient, check in goes smoothly and soon you are in your two room suite which apparently was reserved through the end of the month (and paid in advance!).

The heroes barely have time to get there, check in and clean up before their meeting. They have reservations for their room till the end of the month; each has a two room suite with a balcony facing the Nile.

The Alabaster Room is 30' deep and about 15' wide. Normally furnished as a room for conversation and card playing, currently the areas close to the door are set up for casual seating while a table for (2+number of heroes) has been set at the far end near the French doors which lead out to a private balcony. Vases of Alabaster are placed about the room, and acting as room dividers are elaborately carved wooden screens inlaid with extremely thin pieces of alabaster.

From 10:30 onward there is always at least one waiter in the room (arranging the furniture and setting the table), from 11:30 onward there is only one waiter, a nephew of Hamid, who is seeing to a buffet cart and making sure the food & drink are as ordered

Spot DC 15 The seating area furniture has been rearranged so that there is an open spot in the middle.

Hamid is there (from 11:45) and quietly greets heroes as they enter exchanging code phrase with heroes as they arrive. Those whom he knows he greets warmly but not as boisterous as previously. He will adroitly use the code phrase to confirm that the Traveler is still a member of the Society.

Sense Motive: DC 15: between the increasing responsibilities within the Society and his personal grief, Hamid finds it harder to play the jovial native.

If asked Hamid will reassure the heroes:
The waiter is my nephew once everyone is here we will begin.

Once all have arrived Hamid asks you all to stand on the window side of the screens. [He indicates it is to help block views from windows if the heroes ask] ***and has his nephew stand guard outside the doors.***

He then clasps something that hangs from a chain around his neck (it was under his clothes) almost a minute passes and then there is a slight thump a soft voice with a French accent is heard “ See Achmid, I told you there was no need to worry, I know this room very well. Now as I am sure your father has secured the room you may release my hand. Percy will need his hand also.”

On the other side of the screens in the middle of the room there are now three people. Chantal, Percy and Achmid just teleported into the room. Achmid was a bit nervous as the last time they did this they ended up walking 5 miles through the desert (it would have been further but he had friends at the oasis so they rode camels the rest of the way). A deep voice answers her. *“It was just after last time Sitt I feared we would find ourselves in the middle of the Nile!”*

A weary chuckle is then heard--- a man’s voice with a decided British accent “He has you there Chantal.”

By now the heroes/players should realize that a group has teleported into the room on the other side of the dividers. Hamid greets them, introduces the heroes to them and sees everyone but himself and his son seated. Achmid goes to the balcony and stands guard there. Hamid acts as waiter for the group.

Once everyone is seated Percy begins.

“Now as to why you are here:

- *There are several excavations going on in the Temple complex of Karnack*
- *These are being plagued by a number of accidents and while misfortunate, nothing too serious had occurred till the past few weeks when several young workers have gone missing.*
- *Most of those who have gone missing were working on the excavation of the temple of Ptah which is being directed by an Englishwoman named Margaret Benson.*
- *Some of the workers claim that they saw a black ogress –apparently there was a sink hole that opened up in the area shortly before the disappearances started happening they think it allowed this ogress to escape some ancient jail*
- *Only young healthy men have gone missing aged between 12 and 18*

- *At last count ten have disappeared*
- *There have also been five deaths in the city supposedly caused by lions in the past 3 weeks.*
- *Lions have only rarely been seen in Egypt in the last fifty years.*
- *The description of the Lions matches that of the rare Barbary Lion. Between the ancient Romans capturing them for their games and the hunters looking for sport they have been hard to find since the time of Napoleon*

Previous experience with the Cult of Bastet has told us that some of them acquire cat like features and others can actually change into a lion. With that in mind your job is to discover what is happening. With the activities of the Cult of Bastet last year (House of Sand & Sand Trap) and the events of last June (Death of Kings) any hint of supernatural activity in Egypt gets the Societies attention.

At this point Chantal also speaks up.

“There is also another issue Monsieur Percy and I have been poring over documents that Travelers have gained while combating this so called Cult of Bast. [She says that with great disdain in her voice] It seems that the Society is unconvinced that the Pharaoh whom the Unspeakable One served must be found and destroyed. It is a precondition that must be met. For what I am not sure, but we have been told it is very important.”

“And so Percy has spent the midnight oil as you say and I have gone through several rare ancient documents and we made Hamid go through all the Traveler reports regarding this Cult.”

“We have come to some conclusions recently.”

- *Besides returning artifacts to Egypt the Cult wants to return Hatshepsut to the throne of Egypt.*
- *It is not clear if they mean to resurrect her to a mortal life or simply let loose the undead queen use her evil power to take control and rule.*
- *Apparently when she died her mummy was twisted into a powerful creature of*

evil similar in type as Djoser but with arcane ability.

- *We have not yet been able to decipher it all as to what they ancients did to stop these King and Queen of undead but it seems as if they did either at the same time or one after another.*
- *They used ritual magic to destroy what we called the pharaohs Golden Horus name and their "two Ladies" name. (Pharaohs upon coronation assumed a number of names each somewhat different).*

But there are distressingly gaps in our knowledge of what was done. There seems an indication that they were not permanently destroyed, but somehow rendered powerless.

So if you come across any mention of Djoser or Hatshepsut it is of great importance that you gain information and report it back to us as soon as possible.

Hamid at this point speaks up:

There was another attack last night here in the city and two more children went missing, but these were boys who did not work on the excavations. They worked in their uncle's shop and never arrived home.

The person who was attacked is Rodney Franklin; he is being treated in the Luxor Hospital. He has no information regarding the location of the attack. Hamid will give the heroes the name of the shop that the children worked at if asked. He does not yet have a confirmed address for the parents.

Percy then gains the heroes attention and sums things up:

So you are to investigate the disappearances and the attacks, see if there is any connection to the Cult of Bastet and retrieve information if you come across it, that might assist the Society's efforts to locate and destroy Djoser. In case you need assistance or advice Chantel has something for you.

Chantel:

"It is what I call a Message Scarab. It is keyed to myself and will work twice for you. Hold it in your hand and say my name. [Just her first name] In a minute you will hear a response from me. We then can exchange information for over 2 hours. [2 hours and 10 minutes

exactly] It is not without peril, activating it might bring its notice upon you [Dark Powers check 5% base] and if you use magic yourself them it might make you easier to be detected by the Great Enemy.[add 5% base to all Dark Power checks by the person carrying it] .

Percy:

"If there are no other questions we will be going, please do not start anything major without contacting us."

Chantel

"Come Achmid it is time. Are you sure you won't join us Hamid?"

in response: *"Riding magic camels is for the young Sitt, besides I have shopping to see to before I return to the palace of Gardenias."*

Encounter One: Interviews and clues

While it is possible the heroes might want to stick to "traditional" sources of information such as newspapers or police stations their best and quickest way to obtained information is to go see the victim. They are actually going over ground that Hamid had checked previously. There is one local Arabic newspaper at this time. If the heroes have a reasonable plan to gain information and someone in the group can speak Arabic then with either Diplomacy or Bluff they can gain information from either source (handle this quickly as there is still lots of adventure left at this point).

- It is a frustrating case as there do not seem to be any clues.
- The boys go missing either on their way to work or on their way back but not while they are at the excavation site.
- None had bad reputations nor were they particular friends or related
- The boys that went missing last night are the first to be related, and the first to not have a connection to the site. No one is sure that their case is connected.
- The police are convinced the lion must be escaped from some wealthy persons personal menagerie-they just do not know who

At the Hospital

Rodney Franklin is on one of the general wards of the hospital and it is not hard for the heroes to get into see him if it is between 1 and 5. Evening visiting is between 7 and 8 pm. Getting access is

not a problem however, there is not a lot of privacy, the bed on either side of him is empty but the ones opposite are full so the heroes will need to be careful of what they say & do.

Medicine Check

DC 10: gravely ill, but should live, but they might end up needing to take his left leg.

DC 15: He came close to dying and it will take a long time for him to recover and relearn how to walk

DC 20: He will always have a limp, assuming the wounds stay clean and do not become septic.

Rodney Franklin, Archeologist 3 Soldier 10 (5'10 170 lbs), 40 years old, weathered skin, light brown hair, grey eyes, hps 5 (97 when at full) Will Save +6 retired Staff Sgt British Infantry

- *I was walking back to my hotel and I came across a sight I could not believe. A female Lion with a cub in it's mouth came out of an alley and crossed the street continuing down the alley*
- *I did not think I went and looked after it*
- *Next thing I know I feel claws racking my back*
- *Luckily I never go anywhere totally unarmed and I managed to get my knife out and get a few stabs in, enough that I manage to get out from under it and pull my army pistol. I know I hurt it, but it took off and I had lost too much blood to follow*
- *The shots brought help; otherwise I might have bled to death.*

Sense Motive: DC 10: He is disgusted with himself for not checking where the lion had come from first and thus being caught by surprise. DC 15 he is a bit worried about paying the hospital bill (If no additional aid is given by the heroes his bill will end up being \$300 and he will be hospitalized for a month recovering his health and the use of his legs which were badly mauled).

He is in town hoping to pick up work on one of the digs being organized in the Valley of the Kings. Just arrived yesterday and was having an early dinner with some old friends in a native restaurant (some Egyptians he met while serving in the army in Egypt). He will give the heroes the location of the attack if they ask. It was about 3 blocks from the Sharia el Souk about 3 blocks from the restaurant. The lion was headed north. It was not yet 8 o'clock, but close to it.

The Shop of Shiklah al Qasim

If the heroes go to the shop where the boys who disappeared worked at however, the shop closes by 7 pm.

It is basically a dried goods store, selling whole grains, mainly wheat and corn with some oats & rice, flour, sugar, and salt. With a **Diplomacy** (or Bluff) check (DC 15) They can get the proprietor to talk to them about the boys

- Usually only the younger boy worked in the store but with the disappearances among the boys who worked the dig sites, the parents had asked him if he could use them both.
- Being a childless widower he agreed
- They left about half hour after closing-it has been a slow day and the shop was clean.(7:30) They headed to the right (alley) to go home I went to the restaurant 2 doors down from here.

Sense Motive DC 15: The uncle is trying very hard not to seem too concerned but he is worried because the attack by the lion last night was not far away.

The shop is three blocks south from the location of the attack by the lion last night.

Margaret Benson

If the heroes wish to speak to Margaret Benson she is at the dig site (Encounter Three) until 5:30 pm. She then travels to the Winter Palace hotel to her rooms there. Most days a meal is brought to her room because of her failing health.

Gather Information on Margaret Benson

(DC10) miss Benson has stayed here before whenever she visits Luxor including when she excavated the Temple of Mut a few years ago. The she was accompanied by her brother Fred.

DC 15: Occasionally Miss Benson will have her meals in the dining Salon, but generally not during the first month (her health is poor and it takes a while for the climate to help her).

DC 20: they have not seen her assistant Miss Janet Gourlay since Friday morning. She did not check out.

Janet Gourlay

At some point the heroes might become suspicious about Janet. They can find out that she still has a room at the Winter Palace, but the staff

have not seen her since sometime on Friday. If they wish to break into her room **Open Locks** DC 20. Breaking her door down would attract attention.

Search DC 20 reveals nothing out of the way (no secret journals or spellbooks.) besides a locked jewelry case. However, *detect magic* will reveal that the case has two spells upon it, both abjuration school. A member of the cult (11th level adept) had put both *alarm* and *arcane lock* on the box. Among the pieces of jewelry inside is a gold pendent with the hieroglyph of Bastet recessed into it.

Encounter Two: Tracks

The heroes might attempt to follow any tracks left behind by the lions.

The sunsets at 5 and full dark is achieved at 5:30 but there is 60% of the moon's disk visible and 6 pm it is already high in the sky

Rodney had been having dinner in a native restaurant not far from the Sharia el Souk (the best shopping district in Luxor).

Spot DC 25: There are small splashes of blood that have not been cleaned away

This is a dim narrow street even in full daylight. The alley runs north south, the cats were heading north according to Rodney

Track

If the heroes go up the south alley a couple of blocks they will be able to pick up the tracks of 4 lions. Tracking check DC is 16 (19 at night) It looks as if they hid in the various doorway or behind boxes in the alley, One seems to have jumped down from a window (from the appearance of the tracks) this is about one block from the shop of Shiklah al Qasim (if the heroes have been there)

If tracking the lions northward from the attack site then while still in the city (first 2 tracking checks) the DC is 16 (19 at night) but once they are on the outskirts the dirt is softer and the DC is only 11 (14 at night) but they need to make three checks because of the amount of distance they are covering. If the hero makes any of the last three checks by more than 5 they realize that one of the lions is supporting a wounded lion

Along the way **Spot** DC 20 there are places where blood has dripped on the ground

The heroes have basically covered three miles and arrived in the back area of the Temple of Mut (Scared Lake side of the temple).

After the tracks reach the sacred lake a **Spot** DC 10 to notice that the tracks split (or another **Survival** check DC 11 to find and follow the secondary tracks). These tracks lead into the courtyard of the Temple of Mut (See Encounter Four).

Since the Cult wants the heroes to explore the temple and not find where they are keeping the lions. The mystics and explorers in the cult made sure that while the tracks to the Temple remained no trace remains of any tracks other than the ones they wanted the heroes to follow.

GM Note: the heroes have been told that Margaret Benson excavated this temple and she is relatively nearby during the day.

Encounter Three: Karnak and the Temple of Ptah

GM Note: The basic information on Karnak below is known to any hero who can make a DC 15 Archeology Ancient History Egypt or Ancient Egyptian Religion check.

A map of Karnak and one of the temple of Ptah is in the Map & Picture appendix. Take note of the scale on the map to get a sense of the size of the area.

Karnak: General Information

The temple complex of Karnak is vast and has astounded tourists since ancient times. Though at the time of this adventure the complex had not been completely excavated it still managed to produce awe in most tourists by its sheer size. Built over the course of 1300 hundred years, various pharaohs added on or refurbished it; I cannot do justice to describing it here. While many of the temples and shrines have enclosure wall there are three temples, Amun, Mut and Montu whose massive walls where not hidden by time. Many of the smaller temples and shrines spread out over 240 acres of land are bumpy piles of sand or piles of stone waiting to be unearthed and reformed to their former glory.

The temple of Amun is the largest and the remains of the Great Hypostyle Hall were always impressive, even with piles of sand strewn about it. The temple of Mut is set south of the Temple of Amun but slightly apart and seems almost as if it is in the middle of a wilderness. The luxurious growth of plants around the Mut temple sacred lake heightens this affect. Recently excavated, the sands have not yet retaken the temple. In comparison the Temple of Montu is small, set to the north but the massive enclosure wall defines it as an important part of the complex. Festival temples and temples dedicated to specific pharaohs are scattered about the complex, new ones are being discovered frequently as the complex is now being methodically excavated.

Work is currently going on inside the actual Temple of Amun (as designated on the map) during the day. The workers there can give the heroes any of the generally known information (See Newspapers & Police stations Encounter 2).

The archeologists on the site all have a tremendous respect and admiration for Margaret Benson for the amount of work she manages to get done in spite of her poor health. They seem a little worried about her this year. Before Neville (a noted Egyptologist of this time) made sure the excavation plan was set up and her brother Fred (decent enough scholar on his own, even if he prefers the Greeks to the Egyptians) acted as her foreman. It seems as if Miss Gourlay, her assistant has been handling much of the administration of the site. Now with all this bother with the missing boys they have been debating how to help.

Temple of Ptah

The temple of Ptah seems dwarfed in comparison to its brothers. It was built against the north wall of the temple of Amun. Even though Miss Benson had proven herself to be an able excavator it seems as if once more the men have given the charming British woman something relatively unimportant to excavate.

If the heroes come here during the day they will find Margaret Benson until 5:15 pm with about 20 workers though only 5 or ten might be visible upon approach. Just outside of the temple she has set up an open tent underneath of which is a chaise a makeshift desk, a strait chair and some packing boxes. In the shade of the building three men sift through rubble brought out by some of the other workers.

Margaret Benson

Plagued by a variety of illnesses Miss Benson sometimes must utilize a sedan chair or supervise the excavation from a chaise placed under an open tent.

What she can tell the heroes of recent reports of Lions and missing boys:

- She had been dozing there when she spotted a pride of Lions slinking around the complex weaving their way toward the Hypostyle Hall
- I thought perhaps I had been dreaming but I was feeling better the next day and went over there and found paw prints as big as my hand. I am by no means an expert, but they seemed like what one would expect for the print of a lion to look like.
- It has been most distressing losing the workers, not just because they may have been hurt in some way but also because of it getting any workers at all is difficult.
- My faithful Donkey boy Saleh has some tale about being chased by a giant of a woman. I am not sure what to believe. I looked into the hole myself and all I saw was a broken statue.

Sense Motive: She is being truthful

- Janet was with me up until a few days ago, but one of her sisters is ill and she returned to Britain. (Not strictly true-but her memory has been modified so she thinks it is true).

About the results of the dig so far:

- Inscriptions indicate this temple was built during the Ptolemy's, or at least they added on to the temple during that time. We have also found one or two inscriptions of Tuthmose III which would make the temple much older. The sand and dirt makes getting around the actual chapels difficult.
- We are finding only small pieces so far but it is early in the season.
- There are some really nice decorations on the gates themselves.
- The men are currently working on the excavating the 5th and sixth gateway. They have not yet excavated the chapels.

If asked about the Temple of Mut:

- She will explain that the excavation took place over three dig seasons
- A number of excellent pieces were found- they are now in the Cairo Museum
- I had to argue just to keep items long enough to properly catalogue them before the before the Service de Antiquities would cart them away to a warehouse
- I had to bring most of them to my hotel room for security sakes once they were uncovered
- She can map out the entire complex if they want
- If asked about the lose stone in the first courtyard (See Encounter 4) she will explain that they thought there might be a foundation deposit there or in the one on the other side but nothing was found
- Foundation deposits would include offerings to the gods and were interred when the building was started.
- We reassembled those of the statues that we could and cemented them in place
- Hatshepsut was instrumental in adding to the temple as she wanted to be associated with the Mut-Sheketmet aspect which was seen as a strong figure both warrior and mother.

Talking to the workers:

If asked by the heroes the Workers contradict the story Margaret tells regarding Janet. ***She was here Thursday and one of the men saw her in town on Friday near the Souks.*** (shopping area) The workers have Friday and Sunday off (to accommodate the holy days of Muslims and Christians). It is only because they worked for the previous excavation that they have remained behind. Some think Miss Benson's brother Fred should have accompanied her (he acted as foreman for her previously). Miss Janet said to leave the area around the sinkhole alone, she thought bad spirits lived down there.

If the heroes wish to question Saleh the Donkey boy (age 14 Will Save +0)

We were exploring the hole in the ground when we came across a woman ten feet tall (he exaggerates). ***There were three of us, I said Yalla Yalla we must leave and I turned and run I thought they were behind me I scrabbled up over the broken statue.***

He does not want to go down there but he will show the heroes the hole.

Entering the Sinkhole

The sinkhole in is in the area between the third and second doorway. (See Temple map) and is roughly 8'x8'. Because of the size of the hole and the depth not much can be seen from above. Some of the debris might be pieces of a large broken statue.

Climbing down with out injuring yourself requires either a **Climb** check DC 20 (without a rope) as when the boy scrabbled out more debris fell leaving behind a more treacherous terrain that the boys faced. (Saleh will admit to this). A knotted rope makes the DC 5. If the check is failed it is 1d6+2 damage (25' down) because of the slope and sharp edges of rock.

Once down they see that there are numerous pieces of broken statue in the immediate area and all are made of black granite. Some of the torsos could be female.

The heroes are in a tunnel that looks as if only parts were finished off (depending on light source they may not be able to see very far). It seems to travel under the temple in a strait line. (The cave in of the sinkhole covers one end (no way to tell without extensive digging how far or even if it continued in that direction). The tunnel is actually 100' long, and there are alcoves on either side every 20'. Relief carvings on the wall are of Egyptian soldiers, some of whom appear to be women, with symbols on them. **Ancient Egyptian Hieroglyphs** DC 10 these are the symbols of the gods Mahes or Shekmet (each has one of the names on them).

Ancient Religion Egyptian DC 10: Shekmet was the consort of Ptah in the Memphis city triad with their son Nefertem (god of the sunrise) though sometimes their son is listed as being Mahes (punishment of those who violate Maat, the universal order) or Imhotep (architecture and the sciences). She is a war goddess. (See Appendix 3A)

If any of the heroes have the Scarab cert (House of Sand) OR Performed the Ritual cert (*Caliban Dreams*) then as they pass one of the carvings on the wall will reach out and touch them (*tongues*) If multiple then it will be the first one that passes 25' into the tunnel.

GM Note IF no one meets any of the above criteria then if a hero has ranks in the **Presence** skill, or an Ankh cert from *Return to Lost Valley* or an amulet cert from *Sand Trap* they will be touched (in that order) If no one meets any of the above criteria then heroes with either the Blood of Kings cert or Ancestral Call cert from *The Death of Kings* will be touched. If still there is no one who matches any of the above criteria then the hero with the highest Wisdom score (no matter how low) will be touched.

Spot Check for heroes to see the arm come out and go back into the wall (depending on amount of light: dim (Light source 20' away or more than one party member between hero and the light source) DC24 good (hero is holding the light source) DC 15.

Four rounds after the hero is touched the party hears:

Why do you come to disturb the sleep of the Apis Bull? The sound is non directional and all can hear it. The language will be in the native tongue or whatever language the person was speaking at that time.

Ancient Egyptian Religion DC 10: The Apis was considered the animal manifestation of the god Ptah of Memphis (the ancient capital of Egypt) If the hero played *Caliban Dreams* they know that there was some connection regarding Crete and the Bowl of the Dancers of Ptah (details omitted as all might not have played that adventure yet.)

GM Note: You will need to adjust how the heroes get the information based on what questions they ask. If they have the Scarab cert (*House of Sand*) OR Performed the Ritual cert (*Caliban Dreams*) the guardians will be inclined to be helpful (such as giving information without being asked if necessary!)

If asked about the Apis Bull or this place the response is:

Nothing is left here but it and the guardians of its sleep

The time has not arrived for its slumber to end It has not been called

If asked about the children:

Nothing of this place attacked the children Others were searching

If asked what happened:

No one was killed

**No one was eaten
The boys did not leave**

If asked about the others who were here:

They were not of Ptah

They were not guardian priests of any kind

They could not pass the wall

They were not a danger to the Apis Bull

At the sixty foot point of the hallway is an alcove in the alcove is a 4' deep pit in which on a pile of clothing are two lion cubs (estimate age around 3 months old with DC 15 **Zoology** check) curled up sleeping unless the heroes have made a great deal of noise.

If asked any question regarding their return or how have the cubs survived:

One or more come to feed them in the night

If asked When:

Time means little to us; Ra was journeying through the netherworld. That is all we now.

IF asked if the others said anything of interest or of their plans :{ Only if they are currently speaking ENGLISH}

We did not attempt to learn their language but it seems much like yours

The only word I can recall was one that sounds like bait.

They have no further knowledge to give the heroes. At the end of the tunnel is a slightly larger room with a huge sarcophagus (being for a bull) and a slightly shimmering wall. Anyone without the scarab or who had not performed the ritual attempting to go through the wall gets 6d10 electrical damage if they are good aligned. Evil aligned beings get 12 d10 electrical damage. Reflex Save DC 25 or be pushed back away from the Apis Bull.

GM Note: If the heroes decide they want to set up an ambush for the lions, have **one** appear after dark when it is convenient. It will have a haunch of meat (goat) with it. It will not attack unless the heroes try and stop it from feeding the cubs or if the heroes attack it. If the heroes try and track it, the lion goes back to the temple of Mut where hidden in the shadows of the lake a cult member awaits it. (The Lion can outrun the heroes) Lion was commanded to feed the cubs and return. The Cult member (having done this before) waits with a *still silent pass without trace* held on her hand. She will immediately touching the lion and herself.

Once that is accomplished she changes into a lion herself and they go off.

LION

	Large Animal
Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claw +7 melee (1d4+5)
Full Attack:	2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d4+2
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats:	Alertness, Run

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +1

After Dark

There are three men on guard, the tools and other supplies are in the tent. There is a small cook stove with a pot of coffee and pot of lamb stew keeping warm. Miss Benson believes the men will be better guards if they are feed and have coffee. One man naps near the cook stove while the other two patrol together.

Laborers: 4HD, 35hps, BAB/grapple+3 /+6, Will +2 Spot +3, Listen +3 Sense Motive +1

If the heroes for some reason did not get Miss Bensons permission to explore then the guards can be bribed to allow heroes to explorer the sinkhole for \$10 each (2 weeks pay incase they get fired) an additional \$5 gets the heroes the use equipment (they have rope, shovels, a couple of lanterns and pickaxes.

Encounter Three: Temple of Mut

The picture appendix includes a modern aerial view. The walls range in height from about 4 feet to 12 feet.

The Ptolemy gate marked on the maps has not been excavated yet.

The rubble and small mounds of sand, might be the remains of some massive wall or gate. Once past the remains of the Pylon gate that which is all that remains of the original entrance to the temple, you enter into the first courtyard. Here the stubs of columns mark a central isle while all around the edge of the courtyard stand statues side by side of seated female form with a lions head with the sun disk upon it. (see picture of statue in appendix).

Ancient Religion: Egyptian DC 15: At some point in the Middle Kingdom Mut became associated with Shekmet as the protector of the Pharaoh

Spot DC 10

One of the statues along the east wall is not on its base straight

Spot DC 20 (unless only 5' away-then it is a C10)
The above and: ***There is a small piece of cloth and some short tawny hairs.***

GM Note: The cult wants the White Rose to explore the underground lair so they left clues. If the heroes did not make any of the Spot checks but do search the temple then they find the clues then.

Track DC 11 (14 at night)

Lions and humans have cone past here. If they beat the check by 10, they can tell that lions and humans have both entered and exited the hidden entrance.

Going Down

IF needed they is a rough map in the Appendix file, but combat should not be occurring down here.

There is a short drop down (6') into a tunnel that also slopes downward. The tunnel starts off as 5'wide 5'high and it extends 20 feet. It opens onto a landing with a 7' ceiling (5x10) there is a staircase going down at opposite side. This is all rough cut stone no carvings or

paintings grace the walls. ***Staircase is steep and descends approximately 20 feet in to the earth.***

Half way down the Stairs:

As you travel down the stairs the odor of rotting flesh assaults your nose.

The stairs continue down and open into a 15' x 20'x 20' room

Scatter pieces of stone bones and flesh are strewn about the floor.

Skill Considerations:

Criminology DC 10/Archelogy DC 15: This is not the result of tomb robbers: there was a fight here
Criminology or Medicine DC 15/Archelogy DC 20 the remains are at least two weeks old (Medicine DC 25 suggests that the time is closer to a month ago)

Criminology or Medicine DC 15/Archelogy DC 20 there are parts of over ten people here-at least five of them were women

Search DC 20 Some of the male body parts have brands on them –they look like a hieroglyph

Ancient Egyptian Hieroglyph DC 5 These are all the symbols for the name of goddess Bastet.

Psychometry:

On Body Parts:

DC 15 Pain

DC 20 Pain Anger and Frustration

Natural 20 or DC 30: ***You were so close! How dare they Stop you! Why would they not listen? No! A flash of pain as from out of the flickering light a bright copper blade cuts down the last defender between you an one of the disobedient ones blocking your way! Even magic bullets do not faze them! Once more the blade slashes at you and a sharp pain then blackness as your head is chopped off.***

Natural 20 : DC 15 Fortitude save, fail and the hero faints (1d4 minutes unless smelling salts used) and a line opens up all around you neck and seeps blood for the next hour (1d3+1 points of damage). Make the save and a thin line of bruising appears around the hero's neck.

Past the room of carnage there is a narrow pillar hall which opens unto an even larger room. Here the walls are carved with figures of very tall women in armor there are stone fragments on the floor and in some place sit looks as if someone deliberately hacked out some of the carvings.

Once at least two of the heroes are in the room the following happens:

The stone cracks as what ever was behind the carvings breaks free from the surrounding walls.

Ten 7' tall female mummies armed with a copper short swords step out from the wall.

One of them speaks holding up her hands without any weapons and reaches out to touch one of the heroes.

Attitude of the Guardians:

Since the heroes are good aligned the Guardians will not attack first.

If any of the heroes have the Scarab cert (House of Sand) OR Performed the Ritual cert (Caliban Dreams) they Guardians will be very friendly and address the hero as priestess or priest.

If they have an Ankh cert from *Return to Lost Valley* or an amulet cert from *Sand Trap* or either the Blood of Kings cert or Ancestral Call cert from *The Death of Kings* they will be respectful; otherwise they will be cautious.

If the heroes are respectful in their questions the Guardians will peacefully grant them all of the following information:

We are the guardians

The guardians of they who will not be destroyed

Thousands of years ago we struggled to destroy Djoser and later his new consort Hatshepsut

Our users of magic found a way to erase their names not just from paper and stone but from our minds as well and make them vulnerable to judgment by the Ammits. But something went wrong and the Ammits were not gathered and so only one was there and that one was brave and ate the ka of both Djoser and Hatshepsut. The ka corrupted the Ammit and though it would not allow them to escape it did not digest them either.

We thought victory could still be ours if we could destroy the bodies, but that two failed for he who should not be named placed spells

upon them so that they could not be destroyed unless their Ka was returned to them.

And so we were at stalemate

The body of Djoser was given to the sons of Rameses to guard the body of Hatshepsut was given to the priests of Sobek to guard.

Releasing the Ka will not release the creature the guardians of the body must be destroyed for it to be free or give passage to those who would destroy it.

The Guardians of the bodies are more numerous and stronger than us.

We can not confront the Ammit, it is against the geas that placed us here.

We were warrior priestess of Shekmet those who came here recently claimed to be priestess came but they were corrupted and so could not be allowed them to pass.

If the heroes ask or indicate they would like to see the Ammit then the guardians will point to an elaborate stone box on the far side of the room. In the box the Ammit rests. A **Diplomacy** check DC 20 will be need to be allowed to see the Ammit if none of the heroes have the Scarab cert (*House of Sand*) OR Performed the Ritual cert (*Caliban Dreams*). If they have those the guardians will assume they want to see the Ammit.

It takes four of the Guardians to lift off the lid (too heavy for most heroes to do).

Inside the box is a 3" high copper statue turned dark green with age and (if truth be known) taint. Around its neck is a collar attached to a leash. There is not a balance in the box.

The Guardians inform you: Release her leash and she will become aware and as we can speak with you she will understand you. [Shared spell –only works with these Guardians] But beware, there was an attempt in ancient times by those of he who should not be named's forces to capture the Ammit and the balance that was used to designate the Master of the Ammit was destroyed. We can feel that He who should Not be Named has been barred from acting in this world. If you believe you

can destroy the bodies we will allow you to speak with Ammit.

A **Diplomacy** check DC 30 will be need to remove the Ammit from the room if none of the heroes have the Scarab cert (*House of Sand*) OR Performed the Ritual cert (*Caliban Dreams*). [Note: in this case if they should use the Message Scarab that Chantel gave them she will teleport herself along with the Balance. The Guardians will go down on one knee to Chantel.]

Any hero who participated in the *Weighing of the Heart* or *Flowers in the Sand* has seen an Ammit before. That one was gold and would let the hero holding the Balance command it (as long as that hero was not currently tainted). Once the leash is placed upon the Ammit then she shrinks down and becomes a 3" high statue.

Ancient Religion Egyptian DC 15, Ancient History Egyptian DC 20: In the Book of the Dead a number of spells talk about the ceremony known as the Weighing of the Heart during that ceremony the heart of the deceased is weighed against the feather of Maat, if it weighed more than the feather the deceased was given to a beast called the Ammit it had the head of a crocodile, the hindquarters of a Hippo and the forequarters of a lion. The Ammit swallowed the evil person and the evil person was no more.

Ancient Egyptian Artifacts DC 30 Forbidden Lore Ancient Egypt DC 30 (unless played the above mention adventures-no check is needed in that case) At some point in history (just when is unclear) the Ancient Egyptians created/called forth a magical beast in the image of the Ammit which could detect taint in a person.

The heroes must make a decision here: Should they try and convince the Ammit to release the ka's while still in this place, or should they remove the Ammit from the here and attempt it later?

The heroes have access to advice and help via the Message Scarab. If they contact Chantel she can tell them (if necessary) what an Ammit is and (since the Ammit that the Society has is currently there at the Palace of Gardenias she can send the heroes the balance to help control the Ammit there (she has the necessary spells).

Chantel will question the heroes (if they do not fully report what the guardians said) and she passes it on to Percy. They tell the heroes Percy

wants them to make the attempt once she sends them the Balance. Leaving it behind when they know the cult has been there is not a good idea (what if they come up with away past the guardians?) and taking the Ammit in its current state risks losing it.

Convincing the Ammit to give up the Ka takes a **Diplomacy** Check DC 30 unless the heroes mention the fact that there is another Ammit that they are safeguarding. Then the DC lowers to 20.

If the heroes Succeed:

The Ammit sits back on its haunches, takes a deep breath and opens its mouth wide swirling up from the depths of the beast are two streams of deep purple colored light that sweep out of the room and up to the surface leaving a distinct chill behind in the room. The Ammit now gleams in the light all his copper body seems newly polished.

The Guardians will give each the heroes the two swords of the guardians that were destroyed. These are (currently magical) masterwork copper short swords. Those who have fallen no longer need them. Also note that they will if the heroes think to ask offer to cast spells upon the heroes weapons. For the remainder of this adventure all are +1 bane (the magic will fade from all but one of these.)

All Tiers:

Mut-Sheket Guardian, Soldier 7 Mystic 7 (6'5") Mummified Female (AL: LG)

Hit Dice: 14d12 +14 **Hit Points:** 105 **Initiative:** +0 (Improved Init –4 mystic) **Movement:** 20

Armor Class: 20(+10 natural armor)

Base Attack Bonus/ Grapple: +11/+15

Full Attack Bonus **melee** slam +16/+11/+ (1d8 +5) and short sword +17 (1d6+6, add 2d6 if evil) 16-20 critical

Class Abilities: Spiritcraft +5 / War Healing Domain

Special Attacks: Despair (DC17) Mummy Rot (DC 17)

Special Qualities: DR 5/copper, spell-like

Save: Fort 9 Reflex 7; Will 9, Fear 9, Hor 12 Mad 9, **Abilities:** Str 20 Dex 11 Con Int 10 Wis 20 Cha 12

Skills: Concentration (+14) Forbidden Lore: Mysticism (+10) Hide (10) Listen (+6) Move Silently (+10) Sense Motive(+9) **Languages:** Egyptian

Feats: Multiattack , Improved Initiative, Two weapon fighting, Improved Two weapon fighting, Weapon Focus short sword, Improved Toughness Spell Focus War Spell Focus Healing

Spells/day 6/4/3/2/1

Domains known: All (minor) Air (major) War (major) Healing Major

Memorized Spells: (Save DC 14 +spell level/ 15+ spell Level)

0 cure minor wounds (5x)

1 spirit favor, magic weapon (2x)

2 cure moderate wounds, (2x) spiritual weapon

3 wind wall cure serious

4 greater magic weapon

Typical Weapon Carried: short sword (+1 keen bane evil)

Spell Like: 3/day *tongues* (lasts 1 hour each time)

Mid Tier

Ammit Large Size Magical Beast (LE/LN)

HD 10d10+20 **Hp** 83 **Initiative** +2(Dex) **AC** 16 (-1 size, +2 dex, +5 natural) **Base Attack /grapple** +10/+16

Attack Bite +16 melee 2 claws +11 melee

Damage: claw 1d4+5 Bite 1d8+6

SQ Gaze attack (Will save DC 15), Immune to Fear, Damage Reduction (8/magic) Detect Taint,

Saves Fort +11Ref +5 Will +16/

Abilities: Str 21, Dex 15, Con 15, Int 7, Wis 16, Chr 3

Feats: Improved grab, Multi attack, Blindfight

SA: Gaze attack Will save DC 15 fail and you must stop what you are doing and confess any stains on your soul Unless you are without stain you are unable to attack Ammit even to save your own life.

If defeated by anyone who is tainted she will reform in 10 minutes as an incorporeal version of herself. And she will hunt that person exclusively. Upon that persons death he will turn to dust.

SQ: Detect Taint (SU) the Ammit can detect if a character is tainted (range 60')

She considers the person who holds the Balance to be representing her master (unless that person is tainted-a tainted person holding the Balance causes a change and the scales become unbalanced causing her to attack them). She will sit to the side and slightly behind the holder. The holder can attempt to give her simple commands. Any language the Guardians understand she will understand. She does not speak or make any vocal sound.

High tier

Ammit Large Size Magical Beast (LE)

HD/15d10+30 hp 147 Initiative +2(Dex) AC 16 (-1 size, +2 dex, +5 natural) **Base Attack /grapple 15/+21 Attack** Bite +20 melee (bite 1d8+5) 2 claws+15 melee (claw 1d4+5)

SA: Gaze attack Will save DC 23

SQ: Immune to Fear, Damage reduction (10/magic), Detect taint

Saves: Fort +15 Ref +12 Will +10/+16/+21

Abilities: Str 21, Dex 15, Con 15, Int 7, Wis 16, Chr8

Feats: Improved grab, Multi attack, Blindfight

SA: Gaze attack Will save 23 fail and you must stop what you are doing and confess any stains on your soul. Unless you are without stain you are unable to attack Ammit even to save your own life.

If defeated by anyone who is tainted she will reform in 10 minutes as an incorporeal version of herself. And she will hunt that person exclusively. Upon that persons death she will turn to dust.

SQ: Detect Taint (SU) the Ammit can detect if a character is tainted (range 60')

She considers the person who holds the Balance to be representing her master (unless that person is tainted-a tainted person holding the Balance causes a change and the scales become unbalanced causing her to attack them). She will sit to the side and slightly behind the holder. The holder can attempt to give her simple commands using tone of voice and hand gestures. Any language the Guardians understand she will understand. She does not speak or make any vocal sound.

UBER tier

Ammit Large Size Magical Beast (LE)

HD15d10+30 hp 180 Initiative +2(Dex) AC 16 (-1 size, +2 dex, +5 natural) **Base Attack /grapple 15/+21 Attack** Bite +22 melee (bite 1d8+7) 2 claws+15 melee (claw 1d4+7)

SA: Gaze attack Will save DC 23

SQ: Immune to Fear, Damage reduction (10/magic), Detect taint

Saves: Fort +15 Ref +12 Will +10/+16/+21

Abilities: Str 25, Dex 15, Con 15, Int 7, Wis 16, Chr10

Feats: Improved grab, Multi attack, Blindfight

SA: Gaze attack Will save 25 fail and you must stop what you are doing and confess any stains

on your soul. Unless you are without stain you are unable to attack Ammit even to save your own life. If defeated by anyone who is tainted she will reform in 10 minutes as an incorporeal version of herself. And she will hunt that person exclusively. Upon that persons death she will turn to dust.

SQ: Detect Taint (SU) the Ammit can detect if a character is tainted (range 60')

She considers the person who holds the Balance to be representing her master (unless that person is tainted-a tainted person holding the Balance causes a change and the scales become unbalanced causing her to attack them). She will sit to the side and slightly behind the holder. The holder can attempt to give her simple commands using tone of voice and hand gestures. Any language the Guardians understand she will understand. She does not speak or make any vocal sound.

Encounter Five: The Lady or the Lions?

When the heroes enter the courtyard after exploring the Guardians Lair they see (MID Tier # of heroes -1, HIGH TIER same as the # of heroes UBER TIER # of heroes +2) adult Lions and 13 cubs which are all less than a year old.

To keep things simple the Courtyard is 160' long and 80' deep with a ten foot opening in the middle of the longer walls and a row of broken columns of varying height (some only 1' tall- none higher than 3') between the doorways (5 on each side) with statues placed around the perimeter. The outer wall varies between 3 and 5 foot high.

At first the Lions are just milling around, they are not hungry and the one who has been controlling them has left. [**Animal Empathy** purposes they are currently Cautious]

If heroes have Handle Animal, Animal Empathy (Cats) etc- now would be a good time to use it!

If the heroes move slowly and non-threateningly then the lions will not attack unless they come near the cubs or if Janet *commands* them to.

Ten of the cubs are the missing boys, but the lions have accepted them as part of their group and will not lightly leave them behind. However if significantly scared the Lions will flee and only their natural young will escape with them.

Give the heroes a little time to take in the situation and plan reaction before Janet makes her appearance. She will appear in the gateway to the outside (the Lions are between her and the heroes)

Walking into the courtyard on the other side of the lions is a tawny brown hair women with slightly tan skin and violet colored eyes. She is holding a wicked looking knife to the throat of Margaret Benson who is unconscious and already has several cuts which are bleeding.

Thanks so much for releasing the ka (or ***“For bringing me the Ammit”*** if they chose that course). If the heroes did not release the Ka she will try at first to bargain the Ammit for the women, but if that fails she commands the Lions to attack the heroes and Slashes Margaret's neck. If the heroes did release the ka then on her initiative she will slash Margaret, It is likely at some point here you will need to roll initiative.

GM Note: If the heroes released the Ka then on her initiative she will slice Margaret drop her (free action) and do a move action away from the temple.

Mid tier:

LION	Large Animal (Augmented Advanced)
Hit Dice:	7d8+10 (45 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+5/+14
Attack:	Claw +2melee (1d4+5)
Full Attack:	2 claws +9 melee (1d4+5) and bite +3 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d4+2
Special Qualities:	Low-light vision, scent, Understands English and Arabic
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 15, Int 10, Wis 12, Cha 6
Skills:	Balance +10, Hide +3*, Listen +5, Move Silently +13, Spot +6

Feats: Alertness, Run, Improved Initiative

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +1

GM Note: dynamite explosions or things that might logically panic them and the lions will grab as many of the cubs as they can and flee over the wall. If Janet/Elizabeth dies the Lions will break off grab as many of the cubs as they can and scatter. IN MOST cases this means the lions only take the real cubs. Consider grabbing a cub while on the run an “attack” they need a DC 15 in that case to successful snatch one. (only the real cubs when scared will sit still for an adult- they can be picked up automatically)

Janet Gourlay (a.k.a. Elizabeth Hardcastle a.k.a. Sophia a.k.a. Griselda) 3rd level Scholar /11th level Mystic /4 Forbidden Lore Master (5'4") female (Augmented)(AL:CE)

Hit Dice: 3d4+6, 11d8+22 +4d6+8 **Hit Points:**122
Initiative: -3 **Movement:** 30 **Armor Class:** 16 (+3 Dex, +3magic vestment) **Base Attack Bonus/Grapple:** +10/+8

Full Attack +melee+8/+3 ranged +12/+7

Damage: by weapon type

Class Abilities: Spiritcraft +4/+6 major access/+8All, Knowledge, Protection & War domains

Special Attacks: claws 1d4-2

Special Qualities: Shape change to Lion three times per day Assume form (she can assume toe form of any women that she has killed), Command Lions.

Save: Fort +10; Reflex+7; Will +13, Fear +13, Hor +11, Mad +13,**Abilities:** Str: 7; Dex:16; Con: 14; Int: 18; Wis: 18; Chr: 19

Skills: Concentration +18, Handle Animal +8, Animal Empathy(cats) +9 **Languages:** English, Latin, Greek, French, German, Arabic **Feats:** Spell Focus: All Spell Focus: Protection Spell Focus:

Knowledge, Spell Focus: War, Extend Spell, Still Spell, Silent Spell

Spells/day: 6/5/4/4/3/2/1

Spheres known: All (major)φ Animal (minor), Knowledge (major)φ, Protection (major)φ, War (major)φ Charm (minor), Magic (minor)

Memorized Spells:

0: *purify food & drink, detect magic (2x), resistanceφ, know direction(2x)*

1st: *comprehend languagesφ, command, detect secret doorsφ, endure elementsφ*

2nd: *charm person, hold person, detect thoughtsφ, extended endure elementsφ*

3rd: ~~*magic vestmentφ*~~, *dispel magic, dominate animal, silent detect thoughtsφ*

4th: *still silent charm person, spirit powerφ, extended prayerφ*

5th: *greater command, flame strikeφ*

6th: *spell resistanceφ*

Spiritcraft +4/+6 major access/ φ+8All, Knowledge, Protection & War domains

Typical Weapon Carried: navy pistol

Special Attack: her hands end in retractable claws (she usually wears gloves)

Special Quality: *Shapechange (SU)* three times per day she can shape change into a lion (works the same way the druid ability does in D&D but it takes three rounds to complete the change-anyone near her when she changes has 60% chance to be hit by her as she tosses about during the change).

Command Lions (SU): Once per day she can command Lions (1d4) as if she had cast a *dominate animal spell* on each of them. This takes one complete round to use (no other action besides 5' or free actions during the round.)

Special Hindrance: she only eats meat and grains and must drink a pint of blood a week. If she goes under ten hit points the change will automatically start and she can not stop it.

as Lion(large Animal):

Hit Dice: 18 **Hit Points:**122

Initiative: +3 (dex) **Movement:** 40 **Armor Class:** 18 (-1size,+3 dex,+3natural +3 *magic vestment*)

Base Attack Bonus: 2claws +10, bite +6

Damage: claw 1d4+5 bite1d8+2

Special Attacks: pounce, improved grab, rake 1d4+2

Special Qualities: scent, Command Lions

Save: Fort +10; Reflex+7; Will +13, Fear +13, Hor +11, Mad +13,

Abilities: Str: 21; Dex:17; Con: 15; Int: 18; Wis: 17; Chr: 19

Skills: Hide +4 Jump +5 Listen +5 Move Silently+11 Spot +5

Conclusion

There is more than one path to success in this adventure. The heroes might actually never investigate Margaret Benson or explore the Temple of Ptah. While they can succeed if they do that it is likely that in that case, unless they use *speak with animal* they will not know that two of the missing boys are there. If they also capture/kill all the lions without learning of the cubs left in the tunnel those cubs will likely die before any one finds them.

If they manage to kill Janet then all the changed boys revert back. If not a *break enchantment* or *dispel magic* (against a 15th level caster) is necessary.

If Janet is killed she reverts back to her original appearance. As Elizabeth Hardcastle is wanted by the police in both Egypt and England and is known to be involved in more than a few deaths the police will believe that the heroes had to kill her in self defense (she killed or caused to be killed several policemen earlier in her career.)

If they capture her and manage to strip her of her disguise (done by use of spells and disguise skill) then the heroes can turn her over to the police. If they tried and have the White Rose take custody, Hamid will look sadly at them and kill her.

If the heroes have a reasonable plan for capturing the Lions or sedating them that can be done quickly or for which they can leave instructs then it happens.

If any are severely Injured (and the party can not handle it) Chantel will come to teleport them away or to bring Fatima (mystical healer) to them (depending on what spells she has used).

Otherwise Hamid will hustle them off via train the next day to go to the Palace of Gardenias (to take the Ammit there if Chantel did not need to teleport any one-in that case it is already there-they still are ordered to leave as Percy has a job for them). Their hotel rooms are being kept for them.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Talk to Rodney Franklin	50 xp
Talk to shop owner	50 xp

Encounter Two

Track lions back to shop	50 xp
Track lions back to temple	50 xp

Encounter Three

Talk to Margaret	50 xp
Talk to Workers &/or Saleh	50 xp
Explore the Sinkhole	50 xp

Encounter Four

Do Not fight Guardians	100 xp
Use the Message Scarab to get advice & the Balance	100 xp
Convince the Ammit to release the Ka's	500 xp

Encounter Five

Save Margaret	100 xp
Kill Janet/Elizabeth	300 xp
Defeat lions(includes capturing them)	100 xp
Rescue the boys (25 per boy) max	300 xp

Discretionary role-playing award	0-300 xp
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Total possible experience	2150 xp
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Treasure Summary

Hero Points:

The DM should hand these out based on the heroes' actions. If the hero stops to calculate their

survival chances then they are not being heroic. If they place themselves in the path of danger so that others may escape, then they are being heroic. Note that the restriction regarding the number of heroes points a hero can have has been lifted.

Arcane Spells:

The heroes are not going to have enough time between adventures for the Society to send them spells as *Sands of Time* picks up immediately after this adventure. They would have time to attempt to learn one spell from a spellbook (if they have one).

Master work copper short sword

The heroes are given two masterwork copper short swords.

Favorable Notice

If the heroes use the Message Scarab as instructed they gain a favorable Notice

If they lose the Ammit to the Cult of Bastet or burn down Luxor they gain an unfavorable notice.

Buying, Selling, Animals, Theft

- The heroes may purchase any item that is mentioned in the text as being for sale; it need not be listed in the treasure summary. Prices for these will be as listed in the book unless the module indicates otherwise. If the mission occurs in a major city, they may purchase items from the equipment list or (if they have it at the table) from either the 1895 Montgomery Ward Catalogue™ or the 1897 Sears and Roebuck Catalogue™. The only restrictions as to what they can buy are weapons not listed in the Firearms or Equipment Chapters of the Living Death Source book are not available.
- The ability to sell items is location dependent. The judge should consider if there is there a need for the item in that area and if the residents get the item normally. If that is the case then the amount the hero gets for the item is half book value. If the hero makes a successful Charisma Check (DC 15) they get 75% of book value (if the hero has the Bluff Skill they may attempt to use that. If they are selling it to an NPC not detailed in the event, assume a +5 modifier to the Sense Motive check of the NPC. If it is an item that the local residents would not have relatively easy access to and that they would want then the hero can sell it for book value.

- If an animal is bought, then the hero is responsible for all transportation and lodging costs of said animal. Animals will defend themselves or run away.
- All servants (unless played by another as an actual PC) henchmen and followers are left at home and have no in-game benefit.
- Theft is against the law in all countries. Crimes may be observed or the hero may have left clues for police to follow. This is situation dependent. Those caught stealing will face jail time (out of play) anywhere from 3 to 12 months (campaign time or if the hero has already participated in an event that takes place during that time then the out of play time must be in real time). The Society of the White Rose is more likely to help if the theft was a necessary part of the mission and much less likely to help if it was a personal profit motive. The Society (or the police) is not all knowing. Heroes may also end up on "wanted posters" in specific states or countries. Indicate such on the Roster of Heroes. The Society will not expose its Travelers.
- Theft may also be cause for a Dark Powers Check (See Chart in Adventuring in Gothic Earth Chapter of the Living Death Campaign Sourcebook). If the hero fails two such checks (for non-arcane/mystic related acts) in any one tournament, the hero becomes an NPC. Note: Criminal Class heroes double the percentage of the DC of the Dark Powers check for such activity.
- Spellbooks are only available when certed in the module. These will be listed as part of the treasure or rewards for the event. Heroes who already have a spell book can attempt to learn one spell per from one book adventure and can attempt to identify up to 3 spells per adventure. Heroes who have gain a level and wish to attempt to learn a spell they had previously failed to learn may attempt to do so, if time allows

Appendix 1: Egypt

The climate of Egypt is characterized by a hot season from May to September and a cool season from November to March. Extreme temperatures during both seasons are moderated by the prevailing northern winds. In the coastal region average annual temperatures range from a maximum of 37° C (99° F) to a minimum of 14° C (57° F). Wide variations of temperature occur in the deserts, ranging from a maximum of 46° C (114° F) during daylight hours to a minimum of 6° C (42° F) after sunset. During the winter season desert temperatures often drop to 0° C (32° F). The most humid area is along the Mediterranean coast, where the average annual rainfall is about 200 mm (about 8 in). Precipitation decreases rapidly to the south; Cairo receives on average only about 29 mm (1.1 in) of rain a year,³

After the death of Muhammad Ali in 1849, Egypt came increasingly under European influence. His son, Said Pasha, made some attempt to modernize the government, but left a huge debt when he died. His successor, **Ismail Pasha**, increased the national debt by borrowing lavishly from European bankers to develop the country and pay for the Suez Canal, which was opened in 1869. These spendthrift rulers drove the country into bankruptcy and ultimately into the control of their British and French creditors. In 1876 an Anglo-French commission took charge of Egypt's finances, and in 1879 the sultan deposed Ismail in favor of his son Tawfik Pasha. Army officers, disgusted by the government's weakness, then led a rebellion to end foreign control. Tawfik appealed to the British for help, and they occupied Egypt in 1882.

Egypt Under the British

British interest in Egypt stemmed from the Suez Canal as the short route to India. Promises to evacuate the country once order had been restored were broken, and the British army remained in occupation until 1954. Although Tawfik remained on the throne as a figurehead prince, the British consul general was the real ruler of the country. The first and most important consul general was Sir **Evelyn Baring** (known after 1892 as Lord Cromer) after the incidents in June of 1899 the British insisted Tawfik no longer rely on the French to control the Department of Antiquities.

Appendix 2: Arabic phrases

afreet: evil demon
Alemani: German
burko: face veil
fahddle: gossip
galabeeyab: men's loose robe
hakim: doctor
juba: vest
marhaba: welcome
sitt: lady
Yalla!: go on! hurry

Amerikani : American
baksheesh: present, tip
effendi: sir
fellah: peasant
habib : friend
Inglizi: English
khafiya: headcloth
safragi: waiter
ukaf!: stop!

³"Egypt," Microsoft® Encarta® 97 Encyclopedia. © 1993-1996 Microsoft Corporation. All rights reserved.

Appendix 3a: Ancient Egypt

Egyptian Gods:

Amen (Amun): Amen was the principal Egyptian state god in the New Kingdom whose main temple lay at Karnak. Amen's association with Thebes goes back at least to the Middle Kingdom, and he is known to have existed since at least the late Old Kingdom. Called "The Hidden One," he is associated variously with wind, water, and fertility, and was represented as a human, a goose, a ram, or a snake. He was often joined in the New Kingdom with the sun god Ra as Amen-Ra. Amen was a part of the Theban triad which consisted of Amen, his wife Mut and son Khonsu. In his form Amen-Kamutef, he was a member of the Hermopolitan ogdoad.⁴

Anbuis: Help Isis reassemble Osiris and thus became god of mummification and guardian of the dead. It is he who brings the dead to the judgment known as the weighing of the heart. Often depicted as a jackal or a jackal headed man.

Atum: Creator god, an aspect of the sun god Re, Atum is the sun of the evening (Ra the sun at noon and Khepri the sun in the morning). Atum is depicted often as a man wearing a double crown, Ra as a man with a rams head and Khepri as a beetle or scarab.

Bastet (Bast): protector of cats and a goddess of the hearth (festivity and fertility). Depicted as a woman with a cat's head with a percussion instrument in hand and kittens at her feet, or as a cat. Her major center of worship was at Bubastis in the Nile Delta.

Geb: god of earth

Horus: Son of Osiris & Isis (a.k.a. as Horus-Re) who defeated Set and became King of the Living often depicted as man with the head of a hawk, protector of royal power.

Isis: daughter of Geb and Nut. She reassembled Osiris, her husband, hid Horus her son from Set until he was strong enough to defeat Set. Her influence is over magic and medicine

Maat : goddess of truth, justice and sacred order. often depicted as a woman with an ostrich feather on her head or an ostrich feather instead of a head

Mahes: "Lord of the Massacre" punisher of those who disturb Maat, the universal order, depicted as a lion headed man with a knife in some texts he is the son of Ptah and Bast.

Mut: As a member of the Theban triad, which also consisted of her husband Amen and son Khonsu, the vulture goddess Mut was seen as the divine mother of the king. She is usually represented as a woman wearing a long dress and a vulture headdress surmounted by the white crown of Upper Egypt or the Double Crown of Upper and Lower Egypt, and holding a papyrus scepter symbolizing Upper Egypt.⁵ By the time of the New Kingdom she had become associated with Sekhmet (protector of the Pharaoh and a warrior goddess) and Bast (fertility). Also when her husband Amen became associated with Ra (Amun-Ra) she became occasionally addressed as Mut-Ra.

Nephthys: wife of Set, became goddess of mourners depicted as a woman with the hieroglyphic symbol of her name on her head.

Nut: goddess of the sky, sister & wife of Geb, Often depicted as a winged female whose body is bent over the earth.

Osiris: mythical king/god married to Isis brother to Nephthys, Set and Isis, father of Horus. Killed by Set later reassembled and became the god of the Afterworld. Presides over the weighing of the heart. Often depicted as a human mummy with the crowns of Egypt.

Ptah: god of craftsmen & artisans, depicted as a man with a pointed beard, wrapped up like a mummy, but with his hands free which grip a great staff made up of the symbols for life, stability, and power. Creator god of the Memphis triad

Sekhmet: War goddess depicted as a female with the head of a Lion. Only the command of the King stops her from killing all men. She is one of the Memphis Triad as wife of Ptah, later becomes associated with Mut and Bastet.

Set: killed Osiris, his brother, to usurp his throne, god of storms & the desert

Shu: god of air

Sobek: was a god of the Nile (which was believed to have come from his sweat) who gave life to vegetation and fertility to the land. Also in times of need, he gives the pharaoh strength and fortitude so that he may overcome all obstacles. He also protects the pharaoh from all harm, especially evil magic.

Tefnut: sister & wife of Shu refer to as a lioness goddess

Thoth: Scribe of the gods, god of wisdom & learning, depicted as an ibis headed man, an ibis or a baboon, restorer of the sacred eye to Horus

⁴ Theban Mapping Project Glossary <http://www.thebanmappingproject.com/>

⁵ Theban Mapping Project Glossary <http://www.thebanmappingproject.com/>

Appendix 3b: Ancient Egypt

Archeological terms, Egyptian religious artifacts & beliefs:

Shubati: small statue carved and painted. Its purpose was to do any physical work required of the deceased in the afterlife.

Book of the Dead: Originally these "spells" were written on the walls of tombs (mainly after the 5th Dynasty) then on the coffins and finally on scrolls. These spells were instructions for rituals, which would insure the afterlife of the deceased was a comfortable and prosperous one. One of the better known spell/ritual was the Judgment, or Weighing of the heart. If the heart was found to be tainted with sin then the heart was feed to Ammit.

Imydwat: A.k.a. as The Book of What is in the Netherworld, divided into 12 hours it tells the story of the journey of the sun through the netherworld and the dangers found there. There are several versions.

Ka: The ka was a person's creative life-force that came into existence when a person was born and lived on after death, accepting offerings made in the deceased's tomb .

The Book of the Night: was a description of the sun god's journey through the heavens wherein he is swallowed by the sky goddess in the evening and reborn in the morning in the form of a scarab.

Mastaba or mastabah, noun. an ancient Egyptian tomb set over a mummy chamber burrowed in rock. It was rectangular with a flat top and sides sloping outward to the base.

Serdab: modern Arab word meaning "cellar" it is used to denote a chapel found in mastabas that held a statue of the Ka of the deceased. Usually this room is blocked from direct access. A few holes or narrow slits directly opposite the statue were designed so that the Ka could leave the serdab and so that offerings could be passed through.

Canopic Jars: The jars into which the Lungs, Liver, Stomach and intestines were placed during mummification. Each jar was designed to look like one of the four sons of Horus. The sons of horus are depicted as having human mummy like bodies but each had a different type head. So the top of each jar would have the shape of the head of Imsety (human head), Hapy (baboon head), Duramutef (jackal head) or Qebhsenuf (falcon head) would thus protect these organs.

King's names: To the Egyptians names had great importance and reflected some aspect of the person and their personality. Therefore additional names might be needed to accomplish this. For the king this was even more important as his name needed to reflect his connection to the gods and his connection to the land. Kings of Egypt had five names, four acquired upon their accession to the throne and their birth name. The names are: Horus Name, Nebti or "Two Ladies" name, Golden Horus, Throne name or prenomen and Birth name or nomen. From the Middle Kingdom on most inscriptions found in monuments are the kings prenomen name, except for the Kings lists which mainly use the birth name. These last two names are ones most used in modern times.

Caratouche: an oval shaped loop of rope enclosing the birth name (Nomen) and throne name (Prenomen) of the king.

Serekh: a rectangle, bordered at the bottom by the kind of recessed paneling found on the facades of early mud-brick tombs and palaces, and topped by the falcon god Horus. It was used as outline for the king's Horus name.

Nebti: The Two Ladies referred to are the goddesses of Upper and Lower Egypt, Nekhbet of El-Kab in Upper Egypt, and Wadjet of Buto in the Delta, thus represented the close association with both regions of Egypt and the duality of the geographical balance of the Two Lands in the person of the king as well as placing him under their protection. This name was written after the vulture and cobra images of the two goddesses of Upper and Lower Egypt.

Golden Horus Name: while the experts differ there are those who believe that the name is connected to the Kings divinity: gold being the color of the god's skin while others see a connection to Set.

Prenomen: or throne name, or nisu-bity, was also known as the "Lord of Two Lands"-name or the King of Upper and Lower Egypt as it later came to be called. This title, literally, "He of the sedge and bee" or the Dual-aspected King, may have symbolized the dual natures of human and divine resident within the kingship. The sedge plant is the symbol of Upper Egypt and the bee the symbol of Lower Egypt. It was composed at the King's accession to the throne and by the Fourth dynasty invariably incorporated the name of the sun-god Ra (or Re.)⁶

⁶ <http://www.touregypt.net/featurestories/titles.htm>

Appendix 3c: Ancient Egypt

This is a much abbreviated listing of Egyptian Kings. Most of the kings listed are referred to at some point during the Pawprint series; the pre-dynastic and Greco-Roman entries are simply there to assist the GM in answering questions.

Pre dynastic:

"Scorpion" fl. c. 3150 ?
Narmer fl. c. 3050

Old Kingdom

First Dynasty

Hor-Aha ("Menes" in older lists) c. 3050- ?

Third Dynasty:

Djoser | Netjerykhet
2668-2649

Middle Kingdom

Twelfth Dynasty

Senwosret III | Sesostri III Khakhaure 1878-1841
Amenemhet III | Amenemhat III | Ammenemes III Nymaatre 1842-179

New Kingdom

Eighteenth Dynasty

Hatshepsut (Maatkare) 1473 – 1458
Tuthmosis III | Thutmosis III | Djehutymes III Menkheperre 1504-1450
Akhenaten (Amenhotep IV | Amenhotpe IV | Amenophis IV) Neferkheperure (Ajgebateb) 1350-1334

Nineteenth Dynsty

Ramesses II | Ramses II (meryamun) Usermaatre 1279-1212

GRECO-ROMAN PERIOD (332 B.C. - 395 A.D.)

Alexander (III) the Great 332-323
Ptolemy I (Soter I) Meryamun Setepenre 305-282
Queen Cleopatra VII (netjeret-merites) 51-30

NPCs

Hamid ibn Abdullah, 4th level Laborer/9th level Explorer/Scout(6'2") male (AL:NG)

Hit Dice: 12d10+15

Hit Points: 99

Initiative: +4 (improved Initiative)

Movement: 30

Armor Class: 10

Base Attack Bonus: +12/+7/+2 **Grapple:** +14

Full Attack: **melee** +14/+9/+4 (+16/+11/+6 fists) **Range**+12/+7/+2

Damage: by weapon type (fists 1d3+4)

Save: Fort +9; Reflex +7; Will +4, Fear +4, Hor +7 Mad +4,

Abilities: Str 14, Dex 10, Con 14, Int 12, Wis 10, Cha 16

Skills: (skill/ modifier)

Archeology (5/+6) Bluff(5/+7) Carpentry(5/+6) Climb(6/+8) Connoisseur Excavation of Egyptian Ruins (5/+6) Forbidden Lore: Ancient Egypt (5/+6) Gaming(3/+4) Handle Animal (4/+7) History: Ancient Egyptian(4/+5) Rope Use(7/+5) Search(10/+11) Sense Motive Spot Survival (5/+7) Sixth Sense (1/+2)

Languages: Arabic, English, French

Feats: Great Fortitude Feat, Toughness, Skill Focus: Survival, Improved Initiative, Learning: Archeology, Endurance, Pugilism, Skill Focus: Archeology, Skill Focus: Connoisseur Excavation, Unarmed strike

Typical Weapon Carried: dagger, Army pistol

Third son of a very large family he started working as a common laborer at various excavations sites at the age of ten. When he was sixteen Hamid started to work with Prof. W.M.F. Petrie. That sparked the desire to do more than just wield a pick or lug rock. Since that time he has made an effort to work with Petrie and like minded archeologists. He seemed to have a knack for finding hidden entrances and was very good at finding dedicated workers. It was through Petrie that he met Prof. Jasper the incident that prompted his inclusion in the Society occurred 8 years ago. Generally of a genial nature and frankly some what loud at times he is very aware of the seriousness of the White Rose's work. He is extremely handy at hand to hand fighting and none of his workers or his family ever questions his commands.

Since the events of June (Death of Kings Amulet Series Finale) Hamid has allowed his more serious side to come to the fore. Besides losing his good friend and mentor, Prof. Jasper, three of his sons died in the fighting (during part two of the Death of Kings) as did many friends and acquaintances.

Chantel Renard Montgomery Halston Marchand, Dandy/Adept/Forbidden Loremaster 10/5/9 female (AL:NG)

Hit Dice: 15 d4 +9d6 (-32 to Tomb Seal)

Hit Points: 28

Initiative: +2

Movement: 30

Armor Class: 12/16/20 (+2 Dex, +4 Armor Spell +4 Shield Spell+4)

Base Attack Bonus (Grpl): +11/+6 (+11)

Full Attack Bonus: **melee** +10/+5, **range**+13/+8 (,30' +14/+9)

Damage: by weapon type

Class Abilities: Spellcraft +5/+7 Conjuration, Abjuration, Transmutation, Divination and Necromancy schools, Instant Mastery Ancient Language (2x), Mythic Lore (3x), Instant Mastery Ancient History, 1st & 2nd Rediscovered Ritual

Save: Fort +4; Reflex+9; Will +16, Fear +16, Hor +6, Mad +16,

Abilities: Str 10, Dex 15, Con 10, Int 20 Wis 10 Chr 17

Skill (skill/ modifier)

Academician (8/+15), Accounting (5/+10), Alchemy (5/+10), Appraise (5/+10), Archeology (5/+10), Astronomy (4/+9) Bluff (10/+13) Climb (5/+2) Concentration (10/+8) Connoisseur Investments (10/+15) Connoisseur Egyptian Artifacts (10/15) Criminology (5/+10) Cryptology (3/+13) Dancing (5/+8) Diplomacy (8/+11) Disable Device (5/+10) Equestrian (3/+6) Etiquette (5/+8) Forbidden Lore General (5/+10),

Forbidden Lore Ancient Egypt (10/+17), Forbidden Lore Ancient Egyptian Religions (10/ +15), Forbidden Lore: Cult of Bastet/ Sekhmet (10/+15), Gaming (5/+8) Gather Information(7/+10) History (Ancient Egyptian (10/+17) Language(Ancient) Egyptian Hieroglyphics (10/+15) Ancient Egyptian Hieratic (10/+15) Ancient Greek (5/+10), Ancient Sumarian (6/+11) Ancient Hebrew (5/+10), Listen (4/+4) Move Silently (5/+8) Needlework (3/+3) Open Locks (8/+11) Sleight of Hand (8/+11) Religion, Ancient Egyptian (10/+15), Search (10/+15) Sense Motive(2/+2) Spot (3/+3) Survival (5/+5)

Languages: French, English, German, Latin, Greek and Arabic

Feats: Skill Focus Academician, Skill Focus Forbidden Lore Ancient Egyptian Religions Point Blank Shot, Skill Focus: Ancient Egyptian History, Skill Focus: Arcane Magic, Spell Focus: Conjuraton, Spell Focus: Abjuration, Transmutation, Divination and Necromancy schools, Extend Spell, Still Spell, Silent Spell Quicken Spell

Spells/day 4/5/5/4/4/3/3/1

Memorized Spells:

0 level: *daze(2x), mage hand, open close,*

1st level: *shield, magic weapon, charm person, burning hands(2x)*

2nd level: *knock (2x), endurance, see invisibility, extended mage armor*

3rd level: *lightning bolt(2x), greater magic weapon, extended bulls strength*

4th level: *still silent burning hands, silent lightning bolt, bestow curse*

5th level: *still silent lightning bolt, teleport (2x)*

6th level: *greater dispelling, still silent fear, teleport*

7th level: *greater teleport, teleport object*

Typical Weapon Carried: derringer, or navy pistol (varies by situation)

Spellcraft +5/+7 Conjuraton, Abjuration, Transmutation, Divination and Necromancy

Background: Youngest daughter of a large and prosperous family now, at age forty-five her air of fragility is real. Somewhat spoiled her family tried to shelter her from violence, ugliness and fortune hunters. Outgoing, cheerful, stubborn and self confident in her youth the air of fragility (many of her admirers liken her looks to fine porcelain) was belied by her robust health. That health is not quite what it was in her youth, but the past few years have seen her vigor restored.

Her first husband was an American, fourth son of a wealthy family from Pennsylvania. She met him while visiting cousins in Philadelphia. During the five years of the married life he divided his time between the glittering social life of Paris and the dusty shelves in the old library's of the cities Universities and Museums. He was her first instructor in the arts of Magic. His death was a case of being in the wrong place at the wrong time. In her grief she eschewed the study of magic and spent a great deal of her time in the less glamorized parts of Paris (picking up the skills of opening locks and picking pockets among other activities.)

While on a visit to a health spa, she met her second husband, Halston. He saved her from a werewolf in the Black Forest region of Germany. During her years with him he encouraged her study of arcane arts and introduced her to the fascinating world of Ancient Egyptian History. On rare occasions he would have her accompany him on missions. By his death, when she was 32 she was a much stronger woman mentally. She handled her grief in a much more solemn manner when he died on a mission for the White Rose.

She spent most of her time in the home Halston bought her in the Fayoum region of Egypt, The Palace of Gardenias. Halston had bought it for her and had it restored as a fitting setting for her. Her reasons for wanting the house were not that simple. The house sets over the entrance to a large necropolis from the Second Intermediate Period. Before his death they investigated the tomb and she researched the ritual for resealing the tomb.

After Halston's death she was content with her studies in Egypt and the small circle of friends in Cairo for several years. Halston had introduced her to Carrados and he frequently came to her with questions. He respected her reluctance to get personally involved in working for the White Rose. However, eventually her old restlessness and desire for gaiety, brought her into the path of Col. Marchand. The years had taken a toll on her constitution, as the study of magic is wont to do, and she saw in him as a protector. His disappearance shocked her and her stubborn refusal to believe in his death sustained her during the intervening years.

When she returned to her home after the last fruitless search she realized that the seals were weakening and her sense of duty impelled her to remain. Her joy at her husband's return was quickly

quenched by the realization that the creature he was now was not the protector she had married. With the help of a group of travelers he and his tribe of werejackals were defeated.

Her renewed connections to the White Rose has brought a resurgence of energy to her life. From time to time she has housed those needing asylum, a restorative vacation, and even those looking to gain knowledge. Taking up the mantel of "merry widow" she has helped ease some White Rose members into various aspects of Egyptian Society as well as making astute political connections.

Percy Copeland, Dandy /Scholar 3/8 (5'9") male British(AL:NG)

Hit Dice: 11d4

Hit Points: 25

Initiative: +0

Movement: 30

Armor Class: 10 flatfooted 10 touch 10

Base Attack Bonus/ Grapple: +5/+5

Full Attack Bonus: **melee** +5 **range** +5 (+6 Navy pistol)

Damage: by weapon type

Save: Fort +2; Reflex +2; Will +9, Fear +9, Hor +4, Mad +9,

Abilities: Str: 10, Dex: 10, Con: 10, Int: 18 Wis: 14 Cha: 14

Skills: (skill/ modifier)

Academician (5/+7) Appraise (5/+7) Archeology (5/+9) Artist (5/+7) Athletics (Cricket 4/+4) Biology (2/+6) Bluff (2/+4) Botany(2/+6) Connoisseur: Ancient Pottery (5/+10) Connoisseur: Literature of Shakespeare and his contemporaries (8/+13) Connoisseur: Ancient Greek Literature (5/+10) Cryptology(8/+10) Dancing (2/+4) Diplomacy (8/+10) Disable Device (1/+1) Equestrian (5/+5) Etiquette (5/+9) Forbidden Lore: Ancient Egypt (5/+9) Forbidden Lore : Ancient Greece (5/+9) Gaming (2/+4) Gather Information (8/+10) Hide (0/+0) Hierarchy Contact White Rose(10/+12), History: Ancient Greece (5/+9) History : Ancient Egypt(5/+11) History Ancient Britain (2/+6) History: Great Britain (2/+4) Language(Ancient Egyptian Hieroglyphics) (5/+9) Listen(3/+5) Move Silently(3/+3) Open Locks (4/+4) Presence (5/+7) Religion Modern Episcopalian (1/+5), Ancient Religion Egyptian (5/+9) Ancient Religion Greek (5/+9), Rope Use (2/+2) Seamanship (2/+4) Search (8/+12) Sense Motive (4/+6) Spot (4/+6) Survival (5/+9) Swim(2/+2)

Languages: English, Greek, Arabic, Latin, French, German, Turkish

Feats: Savior Fair (b) Skill focus: History Ancient Egyptian (b), Skill Focus: Connoisseur Ancient Pottery, Skill Focus: Connoisseur: Literature of Shakespeare and his contemporaries, Skill Focus: Connoisseur: Ancient Greek Literature Weapon Focus: Navy pistol, Point Blank Shot

Typical Weapon Carried: navy pistol, knife

Description: 5'9", wavy blond hair, grey eyes, no facial hair, trim build. He wears well made, but serviceable clothes while working. Age:24

Background and Personality: Percy is the quintessential British young man of wealth and intellect. A perpetual student, he got rather more involved in archeology than he originally intended. He studied for at time under Prof. Jasper, but does NOT want to go back to Egypt. {He was involved in the hunt for a very wicked adept and lost a number of friends.} However, it was his work with Jasper and Petrie which resulted in his current position. He is actually very good at dating pottery. Also he knows the region very well. The men in his family have a habit of becoming extremely focused on intellectual pursuits. His maternal grandfather studied classical poetry and would take Percy on tours of Greece and the islands during school holidays. His father's interest is focused on Shakespeare and ferreting out, the myths, legends and historical truths that his plays could be based on, including going to the various locations mentioned in the plays. Both men made sure that Percy was well versed in their own particular intellectual hobby. They also inadvertently gave him a taste for travel and the study of culture. Their intellectual arguments and their strong sense of self contributed to his developing into a very strong willed young man. So while he has a very amiable nature, he generally only does what he wants to do.

Last year (1898) Percy Copeland had been assigned as Field Supervisor Jasper's assistant During that time he learned how to decipher Jasper's private code and have access to his contacts, information resources and know where his various drops and hidden cache of items are.

He was home over the holidays and about to head back to Crete when the summons for this assignment held. As his mother has relatives in Penzance, Cornwall he is familiar with many of the Cornish legends and habits.

Achmid ben Abdullah 3rd level Soldier/5th level Tradesman (5'10") male (AL: NG)

Hit Dice: 3d10/5d6

Hit Points: 40

Initiative: +2,

Movement: 30,

Armor Class: 12,

Base Attack Bonus: +6/+1, melee +7/+2 range +7/+2 (+8/+3 point blank or with rifle)

Damage: Army Pistol 2d6+3 (+1 Point Blank) rifle 3d6

Save: Fort +4; Refle+7; Will +4, Fear +4, Hor +6, Mad +4,

Abilities: Str12, Dex 14, Con 10, Int 10, Wis 14 Chr 14

Skills (skill/ modifier) Bluff (4/+6) Demolition (2/+2) Diplomacy (2/+4) Equestrian (4/+6) Etiquette (2/+4)

Gaming (2/+4) Gather Information (4/+6) Hide (4/+6) Listen (2/+4) Move Silently (4/+6) Spot (2/+4)

Languages: Arabic, English French

Feats: Weapon Focus: rifle, Point Blank Shot, Mounted Combat, Far Shot, Precise shot,

One of the sons of Hamid he started out, in more peaceful times, working the caravan routes. Currently he owns his own business arranging and supplying caravans for exporting goods to other Near East countries. In wake of his brothers deaths he demanded his father find a place for him. He is guarding, Chantel and those who currently live there (Percy and Achmid's sister Fatima).

Margaret Benson , Scholar 8/Archeologist 4 (5') female (AL:NG)

Hit Dice: 8d4-16 +4d6-8

Hit Points: 20

Initiative: +2 (dex)

Movement: 20

Armor Class: 12 (+2 dex)

Save: Fort +1; Reflex +5; Will +11, Fear +11, Hor +4, Mad +11,

Abilities: Str: 10 Dex:14 Con:6 Int 18: Wis: 12 Cha:15

Skills: (skill/ modifier)all are not listed)

Academician(10/+17) Archeology (5/+12) Dancing Diplomacy (8/+10) Etiquette (8/+12) Gather Information (8/+11) History Ancient Mediterranean(5/+9) History: Governments (5/+12) History: Philosophy (5/+12) History: Great Britain (7/+10) History: European (7/+14) Language(Ancient Egyptian Hieroglyphics) (5/+9) Religion, Ancient (5/+9) Religion Modern (5/+9) Search(8/+12) Sense Motive (4/+5) Spot (7/+8)

Languages: English, French, Latin, Arabic, Greek

Feats: Skill Focus European History, Skill Focus History of Government, Skill Focus Archeology

Typical Weapon Carried: none

One of six children, she was the daughter of an clergyman and scholar and sister of men who also would have distinguished careers. she took a first in the Women's Honors School of Philosophy. By the time she was twenty-five she had developed the symptoms of rheumatism and the beginnings of arthritis. From then on her life was a series of journeys in search of cures or physical relief. After traveling in Egypt for her health she became extremely interested in Egypt's history and archeological work. She asked the concession to a site was not in demand and seemed to offer little either in items or archeological interest. It was assumed that even an woman amateur with no experience could do little harm there. She was assisted by the fact that Edouard Naville, the Swiss Egyptologist intervened on her behalf, also by this time she had taken up the study of Arabic and Hieroglyphs. A mutual friend introduced her to Janet while she was setting up for the second year of excavation. The completed the excavation together and Janet spent the last year helping her write up the notes so that the excavation could be published. Janet convinced her she should come out this year.

Janet Gourlay (a.k.a. Elizabeth Hardcastle a.k.a. Sophia a.k.a. Griselda) 3rd level Scholar /11th level Mystic Forbidden Lore Master 4 (5'4") female (AL: CE)

Hit Dice: 3d4+6, 11d8+22 +4d6+8

Hit Points:122

Initiative: -3

Movement: 30

Armor Class: 16 (+3 Dex, +3magic vestment)

Base Attack Bonus/Grapple: +10/+8

Full Attack +melee+8/+3 **ranged** +12/+7

Damage: by weapon type

Class Abilities: Spiritcraft +4/+6 major access/+8All, Knowledge, Protection & War domains

Special Attacks:, claws 1d4-2

Special Qualities: Shape change to Lion three times per day Assume form (she can assume the form of any women that she has killed.

Save: Fort +10; Reflex+7; Will +13, Fear +13, Hor +11, Mad +13,

Abilities: Str: 7; Dex:16; Con: 14; Int: 18; Wis: 18; Chr: 19

Skills: (skill/ modifier)200

Academician (8/+14) Alchemy(5/+9) Appraise(4/+7) Archeology (2/+7) Bluff(5/+9) Concentration +18, Handle Animal +8, Animal Empathy(cats) +9 Connoisseur(Egyptian Artifacts) (5/+9) Cooking(1/+5) Cryptology(2/+6) Dancing (2/+6) Diplomacy Disguise(5/+9)Equestrian (2/+4) Etiquette (2/+6) Forbidden Lore: Ancient Egyptian History (5/+11)Forbidden Lore Ancient Egyptian Religions(10/+13) Forbidden Lore: Ancient Egyptian Ritual magic (5/+8) Forbidden Lore: General (5/8) Gather Information(5/+9) Hide(3/+7) History: Ancient Egyptian (5/+11) Language(Ancient) Egyptian(Heretic) (6/+10) Language(Ancient) Egyptian (Hieroglyphs) (6/+10) Language(Ancient)Greek (2/+6) Listen(2/+3) Mesmerism(8/+12) Move Silently (5/+8) Psychometry (5/ +8) Religion, Ancient Egyptian(5/+9) Search(7/+11) Sense Motive(4/+7) Spot (5/+6) Survival (2/+5),

Languages: English, Latin, Greek, French, German, Arabic

Feats: Skill Focus: Archeology, Skill Focus: Forbidden Lore Ancient Egyptian Ritual Magic, Skill Focus Academician, Skill Focus: Ancient Egyptian History Spell Focus: All Spell Focus: Protection Spell Focus: Knowledge, Spell Focus: War, Extend Spell, Still Spell, Silent Spell

Spells/day: 6/5/4/4/3/2/1

Spheres known: All (major)φ Animal (minor), Knowledge (major)φ, Protection (major)φ, War (major)φCharm (minor), Magic (minor)

Memorized Spells:

0: purify food & drink, detect magic (2x), resistanceφ, know direction(2x)

1st: comprehend languagesφ, command, detect secret doorsφ, endure elementsφ

2nd: charm person, hold person, detect thoughtsφ, extended endure elements(cast)φ

3rd: ~~magic vestment~~φ, dispel magic, still hold person, silent detect thoughtsφ

4th: still silent charm person, spirit powerφ, extended prayerφ

5th: greater command, flame strikeφ

6th: spell resistanceφ

Spiritcraft +4/+6 major access/ φ+8All, Knowledge, Protection & War domains

Typical Weapon Carried: navy pistol

Special Attack: her hands end in retractable claws (she always wears gloves)

Special Quality: *Shapechange* (Su) three times per day she can shape change into a lion (works the same way the druid ability does in D&D but it takes three rounds to complete the change-anyone near her when she changes has 60% chance to be hit by her as she tosses about during the change).

Command Lions (SU): Once per day she can command Lions (1d4) as if she had cast a *dominate animal spell* on each of them. This takes one complete round to use (no other action besides 5' or free actions during the round.)

Special Hindrance: she only eats meat and grains and must drink a pint of blood a week. If she goes under ten hit points the change will automatically start and she can not stop it.

Description,(currently) Tawny brown hair with slightly tan skin and violet colored eyes. Graceful with a very supple figure she seems to glide instead of merely walking. For the most part she dresses conservatively Linen suits, leather boots and gloves. While she looks to be no more than 25 she is actually 41. Normally she has long black hair extremely pale smooth skin, violet eyes and a voluptuous figure. When she was younger she downplayed her looks because she wished to be taken seriously as a scholar. Unfortunately this got her nowhere, not even her guardian took her studies seriously. She started dressing more fashionably and she was allowed to accompany her guardian on his trips to Egypt

Elizabeth Hardcastle was the ward of Wallis B. the chief curator of the British Museum. Her father was an undistinguished scholar of antiquities who insisted she be well educated. When she was 15 her parents died in an accident and Wallis became her guardian. Her parents will states that she does not gain control of her inheritance until she is 35 or she marries whichever comes first. Her guardian controls her estate, which consists of mainly stocks and bonds.

Not known for his scruples, Wallis had no qualms in using her dark beauty to distract officials as he made some of his more questionable acquisitions for the museum. However, he viewed her academic credentials with disdain and refused her request for a position in the museum or on any of the archeological excavations (other than a distraction for the officials). Left much on her own while in Egypt, she stumbled on an ancient temple still used by a cult of mystics and adepts. They brought her into their cult were her natural intelligence and abilities soon had her rising in rank.

She used her physical beauty and mystic abilities to influence men during the cults successful plot to obtain items from the British Museum. While assisting the cult to remove some people who had double crossed them she was appended by the police in Cairo (*Streets of Cairo*).

There was no hard evidence connecting her to the deaths in Cairo. Therefore she was extradited to England. However on the train to the port, she disappeared. Her guards were found dead, from the evidence it looked as if they killed each other. No trace has been seen of her since. The cult hid her in plain sight of all in Cairo. She wears full native costume in the street, strictly black with veil and always with a bodyguard. However she also works as a native dancer in one of the clubs found in the back streets of Cairo. They have died her skin to a warm olive tone and used makeup to slightly alter the slant of her eyes. (prior to *Trails in the Sand*)

She seduced and corrupted Richard Gerard in order to infiltrate a dig he was working on. The cult believed that the mastabas being explored included one in which a priestess of Bast had been buried along with some secret information. They were right. She bound (by a type of geas spell) Richard Gerard to both her and the cult (*Trails in the Sand*). Because of her earlier success, when a similar mission came up the cult asked her to take charge of it. As Griselda she was a blue eyed blonde and she managed to enthrall Jacques de Morgan eventually making him one of the bonded servants of the cult.

In 1896 she took another identity this time that of Janet Gourlay (whom she had killed) and managed to gain a job assist Margaret Benson with her ongoing excavation of the temple of Mut. This time working with Margaret has been a trial to Elizabeth. Here is a woman who has managed to prove herself capable in spite of poor health and a certain lack of respect (they allow her to work on projects no one else wants) and accepted as intelligent in the same social circles she originally aspired to join. She has restrained from killing her as long as she possibly could (in her eyes).

As Lion (large Animal):

Hit Dice: 14

Hit Points:98

Initiative: +3 (dex)

Movement: 40

Armor Class: 15 (-1size,+3 dex,+3natural)

Base Attack Bonus: 2claws +10, bite +6

Damage: claw 1d4+5 bite1d8+2

Special Attacks: pounce, improved grab, rake 1d4+2

Special Qualities: scent

Save: Fort +10; Reflex+7; Will +13, Fear +13, Hor +11, Mad +13,

Abilities: Str: 21; Dex:17; Con: 15; Int: 18; Wis: 17; Chr: 19

Skills: Hide +4 Jump +5 Listen +5 Move Silently+11 Spot +5

Mut-Shekmet Guardian, Soldier 7 Mystic 7 (6'5") Mummified Female (AL:LG)

Hit Dice: 14d12 +14

Hit Points: 105

Initiative: +0 (Improved Init -4 mystic)

Movement: 20

Armor Class: 20(+10 natural armor)

Base Attack Bonus/ Grapple: +11/+15

Full Attack Bonus **melee** slam +16/+11/+ (1d8 +5) and short sword +17 (1d6+6, add 2d6 if evil) 16-20 critical

Class Abilities: Spiritcraft +5 / War Healing Domain

Special Attacks: Despair (DC17) Mummy Rot (DC 17)

Special Qualities: DR 5/copper, spell-like

Save: Fort 9 Reflex 7; Will 9, Fear 9, Hor 12 Mad 9,

Abilities: Str 20 Dex 11 Con Int 10 Wis 20 Cha 12

Skills:

Concentration (+14) Forbidden Lore: Mysticism (+10) Hide (10) Listen (+6) Move Silently (+10) Sense Motive(+9)

Languages: Egyptian

Feats: Multiattack , Improved Initiative, Two weapon fighting, Improved Two weapon fighting, Weapon Focus short sword, Improved Toughness Spell Focus War Spell Focus Healing

Spells/day 6/4/3/2/1

Domains known: All (minor) Air (major) War (major) Healing Major

Memorized Spells: (Save DC 14 +spell level/ 15+ spell Level)

0 cure minor wounds (5x)

1 spirit favor, magic weapon (2x)

2 cure moderate wounds.(2x) spiritual weapon

3 wind wall cure serious

4 greater magic weapon

Typical Weapon Carried: short sword (+1 keen bane evil)

Spell Like: 3/day *tongues* (lasts 1 hour each time)

They have been guarding this area since before the defeat of Hatshepsut

The Ammits were created in the image of the devourer as an attempt to defeat the unholy ones some were destroyed in the attempt Others were sent

This one ate the Ka of two of the most powerful of the unholy ones but something went wrong, the Ka was not destroyed. Instead they turned the creature into a thing of evil.

Mid Tier

Ammit Large Size Magical Beast (LE/LN)

HD 10d10+20 **Hp** 83 **Initiative** +2(Dex) **AC** 16 (-1 size, +2 dex, +5 natural) **Base Attack /grapple** +10/+16

Attack Bite +16 melee 2 claws +11 melee

Damage: claw 1d4+5 Bite 1d8+6

SQ Gaze attack (Will save DC 15), Immune to Fear, Damage Reduction (8/magic) Detect Taint, **Saves** Fort +11Ref +5 Will +16/

Abilities: Str 21, Dex 15, Con 15, Int 7, Wis 16, Chr 3

Feats: Improved grab, Multi attack, Blindfight

SA: Gaze attack Will save DC 15 fail and you must stop what you are doing and confess any stains on your soul Unless you are without stain you are unable to attack Ammit even to save your own life.

If defeated by anyone who is tainted she will reform in 10 minutes as an incorporeal version of herself. And she will hunt that person exclusively. Upon that persons death he will turn to dust.

SQ: Detect Taint (SU) the Ammit can detect if a character is tainted (range 60')

She considers the person who holds the Balance to be representing her master (unless that person is tainted-a tainted person holding the Balance causes a change and the scales become unbalanced

causing her to attack them). She will sit to the side and slightly behind the holder. The holder can attempt to give her simple commands. Any language the Guardians understand she will understand. She does not speak or make any vocal sound.

High tier

Ammit Large Size Magical Beast (LE)

HD/15d10+30 hp 147 Initiative +2(Dex) AC 16 (-1 size, +2 dex, +5 natural) **Base Attack /grapple 15/+21 Attack** Bite +20 melee (bite 1d8+5) 2 claws+15 melee (claw 1d4+5)

SA: Gaze attack Will save DC 23

SQ: Immune to Fear, Damage reduction (10/magic), Detect taint

Saves: Fort +15 Ref +12 Will +10/+16/+21

Abilities: Str 21, Dex 15, Con 15, Int 7, Wis 16, Chr8

Feats: Improved grab, Multi attack, Blindfight

SA: Gaze attack Will save 23 fail and you must stop what you are doing and confess any stains on your soul. Unless you are without stain you are unable to attack Ammit even to save your own life.

If defeated by anyone who is tainted she will reform in 10 minutes as an incorporeal version of herself. And she will hunt that person exclusively. Upon that persons death she will turn to dust.

SQ: Detect Taint (SU) the Ammit can detect if a character is tainted (range 60')

She considers the person who holds the Balance to be representing her master (unless that person is tainted-a tainted person holding the Balance causes a change and the scales become unbalanced causing her to attack them). She will sit to the side and slightly behind the holder. The holder can attempt to give her simple commands using tone of voice and hand gestures. Any language the Guardians understand she will understand. She does not speak or make any vocal sound.

UBER tier

Ammit Large Size Magical Beast (LE)

HD15d10+30 hp 180 Initiative +2(Dex) AC 16 (-1 size, +2 dex, +5 natural) **Base Attack /grapple 15/+21 Attack** Bite +22 melee (bite 1d8+7) 2 claws+15 melee (claw 1d4+7)

SA: Gaze attack Will save DC 23

SQ: Immune to Fear, Damage reduction (10/magic), Detect taint

Saves: Fort +15 Ref +12 Will +10/+16/+21

Abilities: Str 25, Dex 15, Con 15, Int 7, Wis 16, Chr10

Feats: Improved grab, Multi attack, Blindfight

SA: Gaze attack Will save 25 fail and you must stop what you are doing and confess any stains on your soul. Unless you are without stain you are unable to attack Ammit even to save your own life.

If defeated by anyone who is tainted she will reform in 10 minutes as an incorporeal version of herself. And she will hunt that person exclusively. Upon that persons death she will turn to dust.

SQ: Detect Taint (SU) the Ammit can detect if a character is tainted (range 60')

She considers the person who holds the Balance to be representing her master (unless that person is tainted-a tainted person holding the Balance causes a change and the scales become unbalanced causing her to attack them). She will sit to the side and slightly behind the holder. The holder can attempt to give her simple commands using tone of voice and hand gestures. Any language the Guardians understand she will understand. She does not speak or make any vocal sound.

PLAYER HANDOUT ONE (November 1899 Code Phrase)

Fellow members;

You are being notified of the Society code phrases for 1899, one month at a time. Be diligent, but circumspect, in use.

The Challenge question needs to include the phrases “spectacle maker” and “eyesight”. The response will include the name of a relative “grandmother”.

Some messages will include code phrases that will be used for that assignment only for verification and recognition. Please burn this letter after memorizing the new code phrases. You will receive the next month's code phrases about 10 days before the start of the month.

Sincerely,

The Council of the Society of the White Rose

So what does all this mean? The White Rose uses security procedures to protect its field agents. Heroes will see the use of various codes. Some will be code phrases buried in messages. Their contact(s) will expect the heroes to use the code phrase during the initial meeting to verify who the heroes are. Instructions may also be given for the heroes to carry a specific item as a means of identification for the contact to recognize the hero (or vice versa). In most adventures, sign and countersigns will be used. The sign (or Challenge) will consist of a sentence with a unique code phrase.

The sign and countersign changes annually, but this is the correct sign-countersign for game year 1899 (real player year 2006). A handout like this will accompany any tournament that uses the sign & countersign. It will include the current sign and countersign being used. <In game> In 1899, the Society is distributing the sign and countersign, month by month, rather than the entire year's system at one time. This new method reduces the risk of exposing future code phrases and reduces the damage of exposing code phrases of the current month. <out of game> A different handout will be included for each month.

In 1899, the Society of the White Rose will issue the code phrase one month at a time. The words or phrase which is underlined is the pertinent content for the challenge & response. The participants have great latitude in how they put the challenge & response in context.

November 1899

Challenge: Do you know if there is a spectacle maker in town? My eyesight seems a bit blurry.

Response: My Grandmother used to say if you exercised your eyes every morning, you would not need spectacles.

Player Handout Two: Telegram

CONFIRMED RESERVATION WINTER PALACE HOTEL LUXOR 11
NOVEMBER STOP TOUR GROUP WILL MEET AT NOON ALABASTER
ROOM STOP
GRANDMOTHER COPELAND

CONFIRMED RESERVATION WINTER PALACE HOTEL LUXOR 11
NOVEMBER STOP TOUR GROUP WILL MEET AT NOON ALABASTER
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GRANDMOTHER COPELAND

Send form to: Claire Hoffman 5119S. Tecumseh Rd. Springfield, Ohio 45502-9758

Roster of Heroes

Convention: _____

Judge: _____

Slot/time: _____

Player Name: _____ RPGA #: _____ Home State: _____
E: Mail address: _____ (optional)
Heroes Name: _____ Sex: _____
Class: _____ Level: _____ Nationality: _____
Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
Special items or comments: _____
Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ RPGA #: _____ Home State: _____
E: Mail address: _____ (optional)
Heroes Name: _____ Sex: _____
Class: _____ Level: _____ Nationality: _____
Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
Special items or comments: _____
Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ RPGA #: _____ Home State: _____
E: Mail address: _____ (optional)
Heroes Name: _____ Sex: _____
Class: _____ Level: _____ Nationality: _____
Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
Special items or comments: _____
Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ RPGA #: _____ Home State: _____
E: Mail address: _____ (optional)
Heroes Name: _____ Sex: _____
Class: _____ Level: _____ Nationality: _____
Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
Special items or comments: _____
Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ RPGA #: _____ Home State: _____
E: Mail address: _____ (optional)
Heroes Name: _____ Sex: _____
Class: _____ Level: _____ Nationality: _____
Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
Special items or comments: _____
Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ RPGA #: _____ Home State: _____
E: Mail address: _____ (optional)
Heroes Name: _____ Sex: _____
Class: _____ Level: _____ Nationality: _____
Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
Special items or comments: _____
Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

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Critical Event Summery **Weekend in Gothic Earth _____(Location)**

Judge: _____

Time/Slot: _____

Condition of the following NPCs at the end of the adventure (circle all that apply):

Margaret Benson: ALIVE DEAD _____

Janet Gourlay; ALIVE DEAD POLICE CUSTODY

Ammit: Still underground with the heroes/Chantel Captured by Cult of Bastet

The ka of Djoser and Hatshepsut has been: released is still in Ammit

Did any of the heroes keep a masterwork copper Sword? YES NO

If Yes

Hero Name: _____ Player Name: _____

Does hero have a Unique permanent magic item? YES NO

Hero Name: _____ Player Name: _____

Does hero have a Unique permanent magic item? YES NO

Did the heroes damage Temple of Mut? YES NO

If yes briefly describe: _____

Did the heroes damage Temple of Ptah? YES NO

If yes briefly describe: _____

Anything else that the GM feels the Campaign Coordinator should know?
