

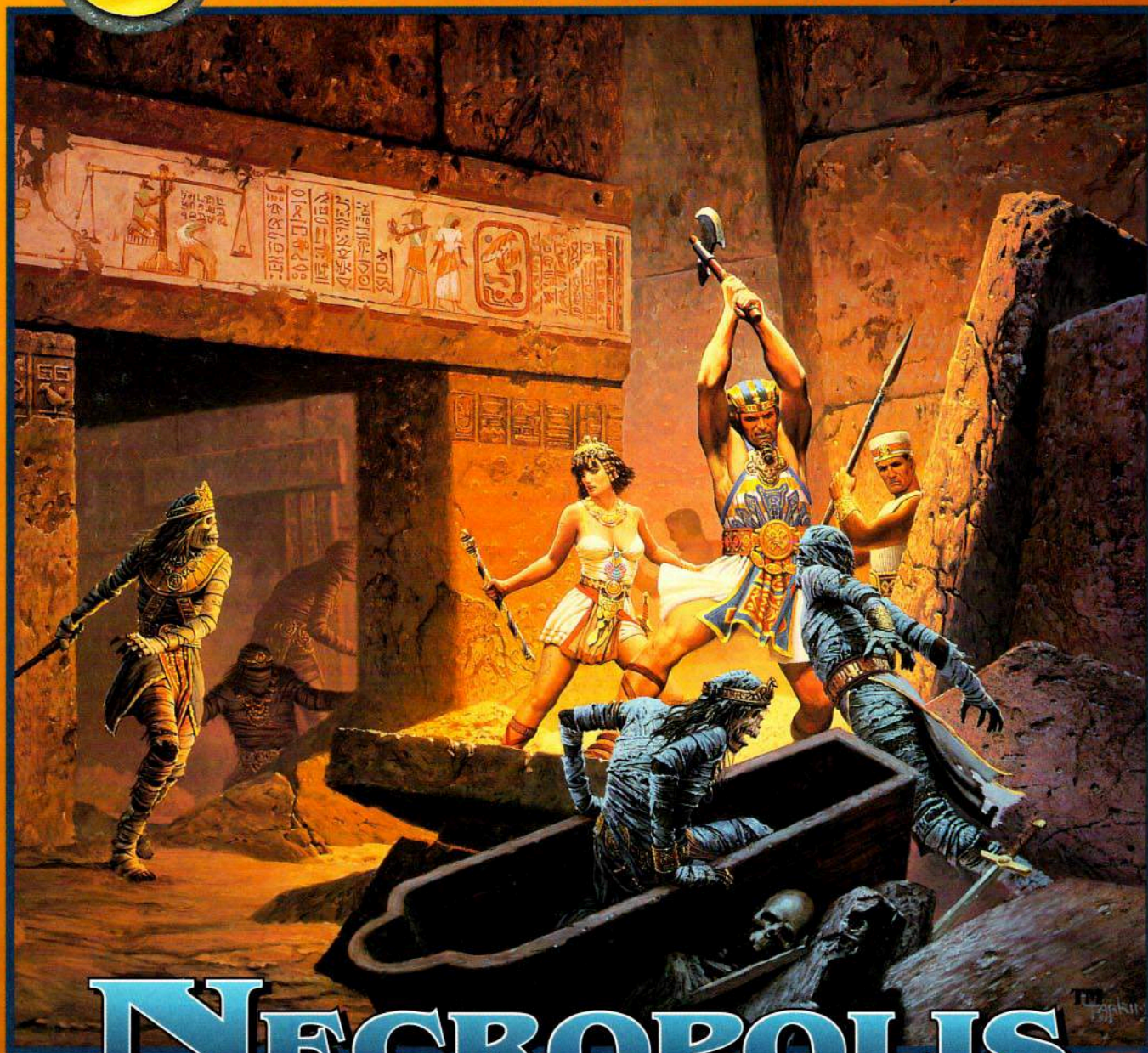
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GARY GYGAX'S

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DANGEROUS JOURNEYS™

Multigenre Roleplaying Game System



NECROPOLIS

and the Land of Aegypt
Campaign Scenario
By GARY GYGAX

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Dangerous Journeys™

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presents

THE NECROPOLIS™

AND THE LAND OF ÆGYPT

Campaign Scenario

by Gary Gygax

DEDICATION

For my friend, Frank Mentzer. The proof of the pudding is with us, comrade.

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Preface

Gary Gygax is a name familiar to game enthusiasts worldwide. An avid game player since early childhood, he began playing chess at age 6. By the early 1950s, while a young teenager, he took up military miniatures gaming, and by the end of that decade he had begun playing conflict simulation boardgames. In 1968, Gygax created and ran the first ever gaming convention, an event which is still going strong today, the oldest and largest of its kind in the world. Gary moved on to create the roleplaying game form. He co-created and authored the first such game in 1974, when the company he formed published the *Dungeons & Dragons*® work.

Gary freely admits that fantasy has been a principal interest in his life for nearly as long as he can remember. That genre, along with those of science fiction, historical adventure, and horror, has continually fascinated him. Thus, the vehicles devised by Gary over the years for the development of such tales, whether in story form or gaming action, have been many and varied. Using make-believe worlds as a basis, he has in the past created everything from futuristic space war simulations to political-military scenarios. His first major article in the gaming field, concerning the Battle of Gettysburg, was published in Avalon Hill's *General* circa 1960. His first game was a set of rules for medieval military miniatures battles, complete with a fantasy component, the work titled *Chainmail*, released in 1971.

Late in 1972, Gary set to work to create a whole new setting for a fantasy game, that for the roleplaying sort he was then devising. He had, in fact, created many other such settings in the past, but this new one was vastly different from those of prior sort. From the cosmic milieu begun then sprung *Dungeons & Dragons*®, *Advanced Dungeons & Dragons*®, and *World of Greyhawk*® as well as countless scenarios for game adventures in the many worlds of this "multiverse."

Although he kept it a secret, Gygax based his Greyhawk campaign world on our own Earth, and set his beginning and center of action (the City of Greyhawk—a lakeside metropolis faintly resembling Chicago) on the North American continent. Later, when the publisher needed a campaign setting, Gary revised his whole fantasy milieu to fit the manufacturing specifications demanded, but kept as much of the scope and variety as possible while retaining as secret the "world" of his ongoing gaming activities. He explains it this way: "When the company asked me to do a campaign world, I altered my actual setting so as to be able to pack in as much variety into a relatively small area—that constraint of printable map size—and provide an entirely different one than that I actually employed in my own play. After all, at that time some 30 or 40 participants were still involved in active play in that milieu!"

Because of this radical change, players of the newly devised setting could not adventure into the fantasy "parallel world" lands so frequently enjoyed in Gygax's own campaign. But while China, India, and Arabia, for example, were not offered, the reduced scope was imaginative and vibrant nonetheless. The published "world" proved to be exciting, its imagery captivating, and the whole most

playable. "Meanwhile," Gary relates, "I kept the 'real world'—that is, the milieu of my own campaign—strictly to myself. After all, it just won't do to have players reading the private notes of the gamemaster, as it were!"

And although many adventure scenarios and game accessories were adapted from the private milieu over the years, the work as it existed was never revealed thereby. Active play in Gary's campaign continued until the mid-1980s, and as long as the gaming continued thus, actual details of the milieu were retained as confidential. To have revealed very much would have ended the usefulness of the setting and brought the campaign to an untimely end.

Now this has changed, of course. A greater cosmos is being wrought! In 1986, Gary began working on a new way of roleplaying, culminating in the 1992 release of the *Mythus* game, the first published part of the new *Dangerous Journeys* multigenre roleplaying game system. Not surprisingly, the new creation suits the old fantasy milieu very well indeed.

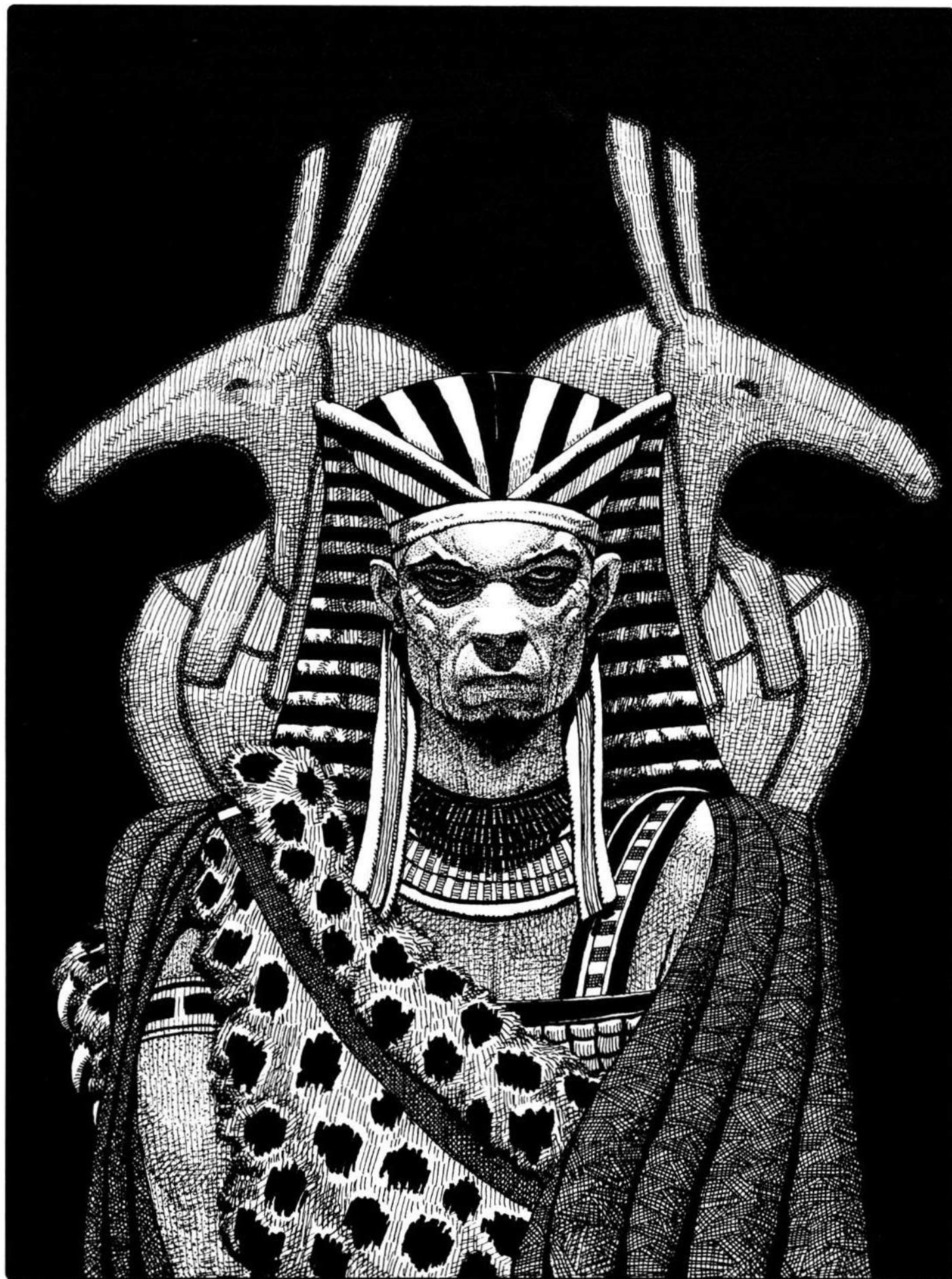
In the years since he began developing his new game system, Gygax has also revised and expanded his private campaign milieu. Why is this material being released? "With a multiverse which includes all probability, time, and space, a whole universe besides the magickal fantasy-active Earth parallel, multiple genres to cross-play, and a new game system with a scope equal to all that, there's no fear of giving the show away!" Gary points out. And so we shall begin to see more published material from the private Gygax campaign. One of the results of that campaign's revision over the years has been a move of the campaign's center to *Ægypt* on *Ærth*. And so you have this work...

The *Necropolis* campaign scenario is the first campaign-length adventure done for the *Epic of Ærth* companion volume of the *Mythus* fantasy RPG. The scenario was begun before the *Mythus* RPG had become a reality, and during playtesting it served as a sort of introduction to what was to come, which would prove challenging to the past master roleplayer. This brings us to the truly important part of this opening:

Gamemaster and player alike are alerted to the fact that this is not, we repeat, not the adventure for the neophyte and inexperienced. It has a relatively easy introductory portion, a place in which the Heroic Personas can "get a feel" for the adventures to come and sort of "warm up." The saga also provides a growing complexity from this base. But the level of the problems which the HP team must face quickly grows to that which is most demanding—deadly for those not truly able to manage this game form.

So, if you and your group of players are not yet top-notch, pass up this scenario—or if you've already purchased it, set it aside for another day when you're all more seasoned.

On the other hand, this is perfect for the aficionado. If gamemaster and players are veterans, old hands at the fantasy RPG form, then you are in for the treat you've been looking for. Here is an adventure scenario the likes of which comes along all too seldom. It has reason, plot, motive, and all follows a logical premise to a logical conclusion. You'll see as you read on.



Introduction

Welcome to the world of Ærth's greatest kingdom, bold adventurer! As is true of Earth and Ærth, the similarities between Earth's historical Ancient Egypt and Ærth's current Triple Kingdom of Ægypt is quite intentional. This great land ruled by Pharaoh is a place of mighty magicks, many gods, vast treasures, and deadly perils! Would you have it differently? Would the eager player? The Heroic Persona? I think not.

This scenario is a series of adventure episodes. The whole is to instruct gamemaster and players alike in both the setting—Ægypt—and the game system as it develops expertise in play. This begins easily enough with arrival in the village of Aartuat. There the players become used to the cultural setting, meet the people, and have their first chance to confront the malign there and around the Pool of Hapy, chief deity of the Nylle and all fresh waters. They should have a fairly easy time defeating the demonling that is threatening the place, feel assured, and move boldly off to the Gorge of Osiris, the Necropolis which contains the location of their goal, the tomb of the dreadful Archpriest-Wizard, Rahotep. But what they meet in the desert will certainly be more of a challenge...

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

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

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

(2) The format is set to make your gamemastering both easier and more fun. For example, material to read aloud to the players includes a fair amount of dialog, so that the GM is an active participant in the role-playing of the scenario. You'll see how this all works as you read through the book.

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

(4) Wherever applicable, a *mission* statement is provided for an Other Persona, providing you with an immediate grasp of that individual's part in the skeins of the plot, and with this understanding the capacity to personify that OP and thus increase the sense of realism in the game.

(5) In close quarters, whether in a building or some underground setting, a special **SHADOWS** notation is provided to enable the gamemaster to scan and know quickly the key data the Heroic Personas will be able to glean. This is discussed in detail at the end of Chapter 2, hereafter.

(6) All Other Persona statistics and profiles are grouped at the end of the scenario, thus easing the task of moving the players through the adventure, while at the same time making access to this vital information quick and easy for the GM.

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

ÆRTH AND ÆGYPT

The parallel world of Ærth should be pretty well known to you by now, so only a few salient matters will be touched upon here as a sort of reminder to the gamemaster. Although the societies are somewhat similar to those of our own world in the Renaissance, with admixtures of the Medieval and Ancient here and there, the activity of Heka and centuries of time have altered the similarities, here a little, there a lot. That is, nearly 500 years of development have made changes in the similarities between our historical experiences then and the actualities of Ærth now. So too the cultures. The prevalence of magick and the course of Ærth's history have made it a place which is hauntingly familiar but quite obviously different from Earth in the Middle Ages of the 16th century.

The vast Central Seas have had an impact upon Æropa, of course. The major civilizations, commerce and trade, still remain around these waters. With more intercourse between the continents to the west—Amazonia and Vargaard—this balance has changed a little, but not radically as it did in Earth's history. The destruction of the Atlantian Empire was probably determined by the facts of geography. They were outside the most crucial geographic region, while their opponents were not. The oldest, richest, and most magically potent nation touching the Central Seas is Ægypt.

In Ægypt, this similarity and difference is quite obvious. Babylonians rather than Persians ruled briefly. Alexander, greatly admired by the Ægyptians, managed to conquer its Lower Kingdom, and he and two other Macedonian "Pharaohs" actually ruled it from Memphis for around a quarter-century before they were ejected. A Nubian, Piye, drove out the invaders and restored the whole land to native rule once again. However, Alexander's city—that place he built from a village to a great, cosmopolitan place, Alexandria—is today still referred to thus, although it is as frequently called Roqote, its original name. The Romans took the northern portions of Ægypt for a few decades, then again the Ægyptians defeated the invader and restored their state. No wave of Yurban sort ever swept over the land, let alone remained to populate it, influence its religion, language, and culture. In fact, over the tens of centuries, the Pharaohs—good, bad, and indifferent rulers and/or generals though they might have been—have managed to expand their state southwards into the wild Nubian lands to the verge of the Ætheopean plateau, while setting up the "Sea Peoples" in the barren Sinai Peninsula to be a protectorate and quasi-Ægyptian people with citizen status, and serve as a bulwark against the aggressions of the Azirians to the east.

The process of trade has spread things once unique to certain regions out into other places. Foodstuffs and drink are good examples. On



Earth, things native to North and South America are now found worldwide. The same is true, in relative terms, of *Ærth*. Tea, coffee, chocolate, and whiskey are widely known. So too are tobacco, potatoes, tomatoes, and corn (maize). Certain things will grow only in certain places, but that is the only limiting factor. Horses, the wheel, writing, and all the rest are known in the western continents because those things were brought to such places by Atlantean and Lemurian explorers and colonists. So too, *Ægypt* has those things once exclusive to the Western Hemisphere.

The GM need not worry too much about seemingly incorrect or anachronistic things. Centuries of time, new island continents, and magick account for anything herein, easily so—and anything you care to add, as well. Any player trying to draw strict historical comparisons to Medieval European history, for instance, just isn't living in the 10th century AAF (After Atlantis's Fall).

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

ROLEPLAYING NOTES

Pantheons and the Heroic Persona Team: The multiplicity of pantheons, and thus the multitude of deities considered in this game system, could prove troublesome when the Heroic Personas are outside of the territorial area of their own pantheon, save for the cross-association of ethos and deities. This is best kept in mind this way:

Only warring pantheons are mutually exclusive. Of course, on *Ærth* there are few hostile ones. There are basically two factions, the Babylonian-Lemurian-Muyan and the rest. Thus, if pantheons are not hostile to one another:

Service to a deity of different pantheon but like ethos is considered meritorious. This applies even to those who are under Vow.

For those not under a Vow, veneration of a deity of a different pantheon but of like ethos and different but necessary "concern" (province) is likewise seen favorably.

Veneration of a deity of a different pantheon but of like ethos and like or similar concern is deemed the same as faithful adherence, even in regards to a Vow, when individuals in question are outside the bounds of their own pantheon. In this case, Vow or no, both pantheons and deities concerned gain as if each were the exclusive recipient of the service of the individual in question.

This means that the Heroic Personas can and should ally themselves to some extent with the beneficent deities of the *Ægyptian* Pantheon.

Playing the Role: Roleplaying is a crucially important part of this adventure. After all, it is a scenario for a roleplaying game! Thus the attention of the gamemaster is drawn especially to those parts of this adventure where the HP group must travel and interact with strangers on any basis other than a battle. While we can give you lots of details and

lines of dialog for set-piece portions, elsewhere it is up to you to bring this to life through your own invention and creativity.

If your campaign is based in *Ægypt* (or at least if the team isn't otherwise based), you might wish to augment this scenario by preparatory adventuring of your own. You might have the HPs actually prepare and undergo a sea voyage to the Land of the Nylle, then take barges upstream to the city of Thebes, and finally find and travel with the caravan bound for Farnoc, Aartuat, and points west. During the initial passage there can be storms, encounters at sea, and so forth. Then, in *Ægypt*, you can easily introduce them to the "Egyptian temper," and have them become familiar with the "do's and don't's" and the powers of the land. This will be roleplaying almost exclusively, and it will prepare the group for interaction with agents of Good—say the Temple of Thoth, as we'll soon discuss. In Aartuat then, if the team makes many firm friends at that hamlet, the locals won't be ready to report them if they do slip a little ("blow their cover," so to speak). But naked force and defiance will always irritate authority—on that you may rely. The officers and troops at the caravanserai must be a part of things in order to have the HP group perform splendidly.

While there are many places in this adventure where planning, exploration, and action preempt roleplaying, these are meant to be points which highlight the interactions which have gone before, the roleplaying sequences! In fact, you will see where even as confrontation takes place and fighting is imminent, there is dialog between the Heroic Persona team and the Evil foes.

THE ORGANIZATION OF EVIL

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

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

Thus there is, at best, no great unity amongst the *Accursed*, no determination to succeed in this plan. It is Set's and Rahotep's, not all of Evil's. In fact, most of the wicked forces would prefer to see failure rather than a growth of Set's power. An Unmortal Rahotep too is unpalatable to other Powers and Quasi-Deities, who are the more direct lords of Evil in regards the Material and Preternatural manifestations of this force.

At worst, there is outright opposition to Set and his pawn, Rahotep. If there is later need, perhaps he will make a treaty with the Evil ones of the Babylonian Pantheon, and then most of the states serving these deities will assail *Ægypt* so as to enable Rahotep to succeed—without the Nine Evil Objects described in this adventure, and in co-rule over *Ærth* with the elect Emperor of Babylon, of course. (After all, between Tiamat and Aapep there is considerable community of interest...)

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



Beginning the Saga

WHO IS RAHOTEP?

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

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

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

All concerned knew that the act was one of defiance. The hand of Set was there to protect the tomb from violation. Rahotep would be kept therein for a long time, but in the distant future he would have a second chance. Nothing that his opponents could do would prevent this. The burial place which Rahotep selected was in a necropolis, so that place was abandoned as a site for new interment, and immediately a special temple of Osiris, the greatest opponent of Set, was erected at the mouth of the gorge in which the tomb lay. The temple's ecclesiastics would guard the area, using their Heka to keep the vile Rahotep bound in his prison, and thus there would be no opportunity for him to come forth again.

Time was on the side of Evil, of course. Memory is short. Over the years the urgency faded. Wild tribesmen, grave robbers from the desert, slipped into the place now called the Gorge of Osiris, and

even the Temple of Osiris fell into Evil hands, leaving Rahotep unwatched as he worked a plot to escape the tomb.

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

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

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

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

In extremis, Rahotep will accept an objective of lesser sort than the "devouring" of the lives of the Heroic Personas. If the HPs are too powerful to be slaughtered, but can be converted, in the name of Set, to his own service, then Rahotep is that much closer to his goal. Besides, failure is unthinkable! Rahotep will offer anything he can in order to keep the Heroic Persona group from triumphing. Harming him is bad enough; destroying him is unthinkable! Thus, be sure to add in such blandishments, bribes, and pleading as are appropriate, and in finest Evil form, should such a situation arise. Naturally, even if offered, Rahotep will gladly renege and consume the HP team, given opportunity. After all, there is nothing too foul to gain Unmortal status.

Heroic Persona Arms & Armor: The team of Heroic Personas will need some enchanted weapons and special protection in order to survive and succeed in this adventure. This consideration is handled in stages, beginning in the village of Aartuat and continuing from there. You will note these provisions as you read through this work.

It is unlikely that able players will fail to note and have their personas acquire items which provide enhanced chances for success in combat and where damage to personas is possible. If, however, the players are novices, the gamemaster should take the following steps:



Several enchanted weapons must be "acquired" by the HPs in the events prior to their arrival in Aartuat. We suggest:

A spear of +5 Weapon Points, 0 Speed Factor, and +2D6 Physical damage.

A sword, long of +10 Weapon Points negating 5 Armor Factors.

A dagger with +5 Weapon Points, -10 Speed Factor, +1/PD die, and striking one additional time each Critical Turn.

A mace with a -10 on Strike Location dice rolls.

Armor protection/protections should include the following:

A headband which provides 10 points of armor against Super-Vital Physical damage and Mental and Spiritual attack damage.

A knee-length cotton tunic which provides its wearer with protection as if that individual were in Full chainmail, or if worn over other armor adds +2/4/6/8 to protection (+5 Average Armor Factors).

A corselet of cuir bouillie whose enchantment makes it equal to Half plate armor.

A Charm whose possessor has a -20 on all Avoidance die rolls.

A Talisman able to absorb 77 points of Negative Heka directed at its possessor before its potency is exhausted.

How to Use this Scenario: Most readers will be familiar with commercial scenarios, and this one is very much the same as others in some regards. The gamemaster is meant to read everything herein. Naturally, nobody is going to recall the full text, so it is expected that you'll re-read as you go. All text to be read aloud is in quotation marks and bolded. That material meant to be read aloud to the players as information known to, or being learned by, their Heroic Personas will be presented thus:

"Here is a sample of text presentation of the kind which you will read aloud to players immediately as is appropriate to the situation." This is general information, that gained from basic senses used in a casual or cursory fashion.

"There is also text like this which is secondary data gained only when there is a careful survey or a study of something, an area or object or even a creature, perhaps." When to read this sort of text will be explained prior to what is to be read, so you'll know when to give out the information.

"Finally, this sort of text is the detail very difficult to gain, something learned through a very careful search, scrutiny, and so forth." Again, we will always explain when it is to be revealed by your reading it aloud.

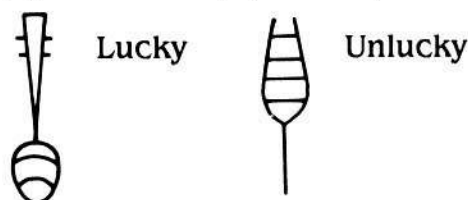
We go over this again in the explanation of the SHADOWS Notation" section (q.v.) below. You might want to skip ahead for a minute and read that, then come back here. The SHADOWS Notation section begins on page 16, just before the start of the adventuring sections, so it is easy to refer back to as you go along.

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

Later, as your players have their HPs interact with your customized

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

In this regard, we offer a sample device which you can employ in the tomb portion of the adventure. Read the whole scenario, and if after so doing you are sure your players will have little chance of success, use it to modify the difficulty. There are two symbols which appear in many places in the tomb. The one for "luck" is chiseled into the stone of the floor before the correct ways to proceed in the tomb, as well as where the team will gain considerable reward for exploration. Its counterpart, the "unlucky" hieroglyph, is before all other critical places. If used blatantly in such obvious manner this is very much a beginner's device, but if it is necessary for survival of the HPs, and thus the enjoyment of play herein, it can be employed. Here are the two hieroglyphs:



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

ADVENTURE SUMMARY

There are two premises for introduction: The first assumes that primary motivation for the adventure is service on behalf of Good. The HP team will set forth as agents of the wise and benign, in order to discover if an ancient and deadly Evil lurks in the wastes of a nearly forgotten necropolis. They expect gain, of course, but this is secondary to preventing the wicked from becoming all-powerful in Egypt. In this case, the information they gain beforehand, the *Blemmyish Tribesman's Account*, is delivered to them by the Egyptians who recruit the HPs, not acquired outside and used as a device to get the team to Egypt.

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

In either case the team is brought to the area of the adventure by means as discussed hereafter. Once the HPs are "in the locale"—and that means in place for you to begin to use the actual adventure text—the activity is presented in stages commencing with Chapters 3 and 4. Each successive stage is meant to assist the players towards



expertise, while building their Heroic Personas to abilities commensurate with the greater demands of the next stage.

Briefly, Chapter 2 is a whirlwind journey to get to know Egypt, something akin to a guided tour of the sort one might take today. Too much to see to really comprehend, expensive too, but lacking in real challenge and non-dangerous. Chapters 3 and 4 leave the HPs outside the "tour group," and the time is spent by them getting to know the natives, understanding more of their culture, and learning about the area and its dangers. Chapters 5 and 6 toss the team into the dangers of the wild lands away from the village, and alert them to the organized (and strange) foes who oppose them. Chapter 6 is a channelled activity which really immerses the HPs in danger, and it demands some unusual skills for them to remain unscathed and victorious. Chapter 7 is a sort of warm-up, an additional practice, which, along with its immediate predecessor, should have the team ready for the last part of the scenario. Up to this point the whole is relatively relaxed, and the group can return to Aartuat for "R&R" whenever too battered to continue on safely. Chapter 8 is truly a demanding, dungeon-style adventure filled with deadly tricks, traps, and foes. There are places where the HPs can break off if they must, but beyond a certain point they are committed to "do or die." Unless the players have performed to perfection prior to, as well as at this point, they can't actually achieve total success. Here is a more detailed summary:

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

Second Stage: Chapter 5 deals with planned outdoor movement and tactical combat with bandits. It is meant to alert the players to the power of the foe, and to give them pause, too. "This might be a bit harder than what occurred in Aartuat..."

Chapter 5 concludes with a strange encounter at the entrance to the necropolis area. With its resolution, the players should be intelligenced, suspicious of the seeming appearance of what they encounter, and aware that there are some very potent Evils around. And that takes them to Chapter 6.

This is the Temple of Osiris, a place taken and run by the servants of Set some time ago. They pretend to be otherwise; the HPs get in trouble, and there is really deadly peril to all. This portion is meant to prepare the players and the HP party for some of what lies ahead in the Tomb of Rahotep. After success here, they are veterans, and they might be feeling justly cocky if they did particularly well. In truth, this feeling is encouraged in the introductory part of the final portion of the adventure. It is likely to be crucial that personas have statues of deities in this stage.

Third Stage: Chapter 7 is the necropolis. The abandoned shrines and various sorts of tombs there are meant to mislead the HPs even as they actually learn. There are a few clues to the nature of the challenges in Rahotep's burial place, and lots of red herrings. The

size of the tombs, the guardians and evils, aren't accurate reflections of what's ahead. In addition, this is also an opportunity for the concerned gamemaster to devise such training sub-scenarios as he thinks needful for the survival of the players' HPs. Regardless of exactly how this portion is used, it leads inevitably to the denouement: Rahotep's Tomb.

Chapter 8 is that place. Here, figurines of deities will fade into the background a bit. They will be of some help still, but the players will have to rely more upon their own ability, and those of their Heroic Personas, rather than such "outside" forces' assistance in most difficult situations. There are three sub-stages involved in this last part, a sort of miniature of the adventure whole. After only a bit of the place is explored, the scenario makes it seem that the work is complete. Of course it isn't, but the stage is set for the next scene in the act, so to speak. This occurs again about midway through the tomb. After both false conclusions, there is opportunity for the players to discuss their progress, analyze their play, and gain assistance from the gamemaster in the form of critical commentary as their Heroic Personas are bolstered by awards of various sorts. When all is finished, the team will have attained one of four levels of completion of their goal. Towards providing a "Triumph" against a foe who must otherwise be too powerful for even a team of HPs to defeat, this scenario has provided a magickal aid. This device consists of nine separate items which must be found, retained, and eventually utilized properly by the Heroic Personas.

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

The first, the *Serpent Ankh*, found in the village of Aartuat.

The second, the *Blooded Moon*, is with the desert bandits.

The third and fourth are in the Temple of Osiris—the *Cleaver of Set* with the High Priest of that Evil one, and the *Book of Eternity* in the Island shrine of the Osirium.

Within the Tomb proper are the remaining five:

The *Scepter of Set* lies in Area 6 of the Tomb of Rahotep.

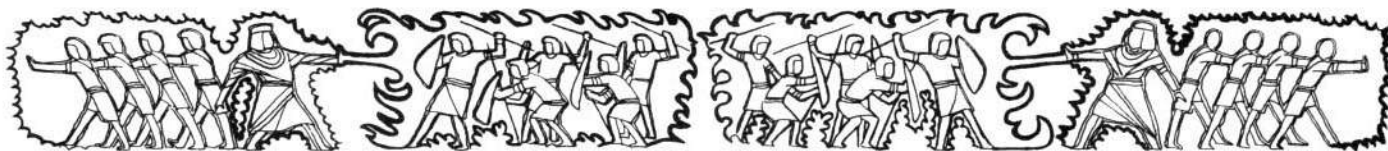
The *Blackened Sun* rests hidden in the altar in Area 12 of that tomb.

The *Netherladder* is in the crypt in Area 17 of the tomb.

The *Seal of Shadow* is in the hands of Utat-nebbu, Area 22 of the tomb.

The *Cursed Star* (a representation of Set's own domicile) lies upon the crypt in which is the mummified body and preserved heart of Rahotep.

If all nine of these things are held by the Heroic Persona team, taken into Rahotep's hidden tomb area beneath the Mortuary Palace, and properly destroyed in the Hall of Pillars, as is detailed in that portion of this scenario, then the group can actually destroy him totally, once and for all. If they fail to do this, they can at best check his progress towards arising as Unmortal. If they bring all Nine Evil Objects into the place but allow them to fall into Rahotep's grasp, then it is disaster, and the Unmortal Rahotep wields the powers of a Minor deity!



GETTING THE HEROIC PERSONAS TO ÆGYPT AND ONWARDS

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

Casual Method

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

Travel Arrangements: Assuming the prior acquisition of the information needed to locate the treasure site, the journey to Ægypt must certainly cost the characters plenty—50,000 to 100,000 BUCs each might be appropriate. This cost assumes "on-world" travel. Think of the whole process. The story, the map, and all sorts of background data must be gathered. Sure, you'll "feed" that to the players, but those portions of this work subsume the active research of the HPs. Put another way—after you have read this scenario, it is

quite possible to set the stage personally for the adventures herein by conducting a whole series of actions for your players to undertake with their personas.

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

If you have the time, and if your players are active and capable, this scenario becomes the terminal segment of a far greater adventure. Getting to Ægypt can be quite a trick for the HP team to accomplish if the GM so desires. Your time and the temper of the group are the main determinants of how this should occur.

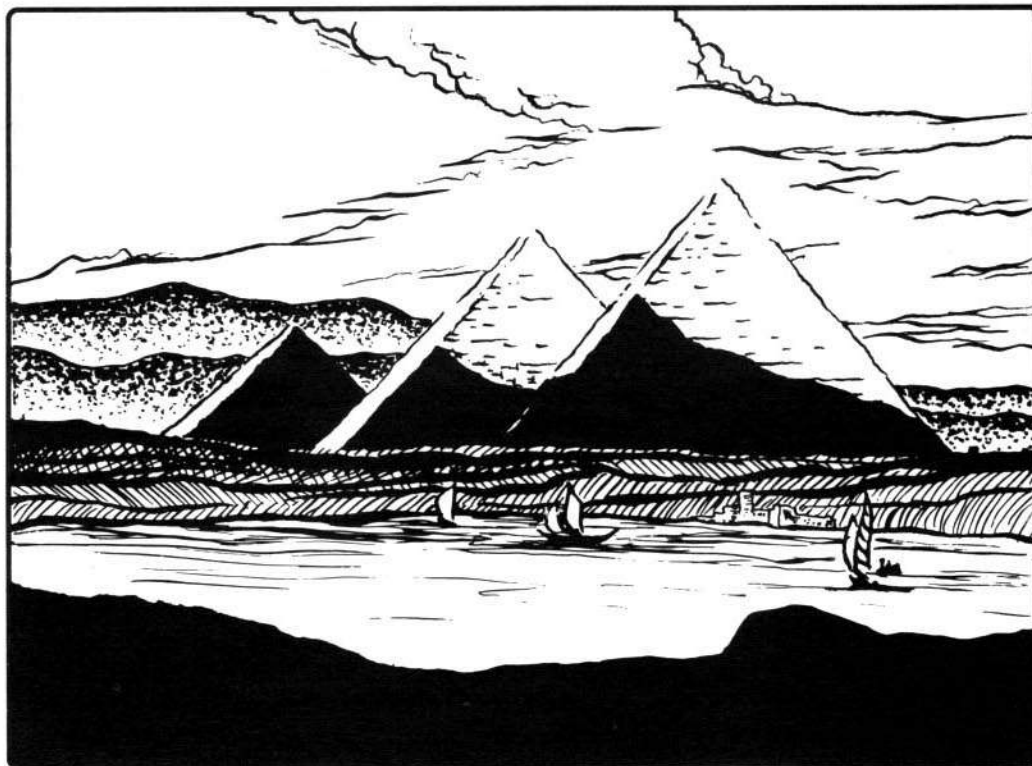
The simplest method is to have the HP group, or its main elements, approached by a "mysterious" informant (possibly an agent of some group opposed to the Accursed) willing to divulge information for a price. They investigate, find it is true, buy, and then make a "speedy and relatively uneventful journey"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

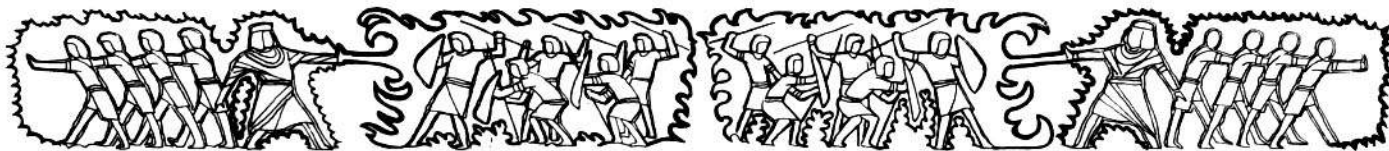
If you wish to spin it out, have the adventurers find clues to this scenario during the course of a prior one. Then have them hunt down the specifics. And finally they determine how to get to Ægypt. Thereafter, they must, of course, actually make the passage to the place. The complexity of all that is entirely dependent upon your creative input; the work could well fill another scenario such as this. Although you need only prepare as much as is needed for the upcoming episode of play, that's still a lot of work. But note that this is a good way to prepare your players for the rigors of this adventure, should you have any doubts about their expertise. In any event, think about the matter carefully, then choose the option that best suits you and your players.

Then, according to your style, have them arrive in Rosetta and move on to the *Players' Starting Information* section below. That places them into the stream of action according to the plot. The text will carry them all the way to the village of Aartuat before you know it, with whatever stops along the way the gamemaster might choose to liven things up...

Direct Mission

If the campaign is based in, or play has brought the Heroic Personas to, Ægypt, then the gamemaster will use a different approach. They must be brought to some city near, or actually to, Thebes by whatever clever ploys you devise. That should be no problem, as it is the royal capital and a teeming metropolis which should suffice. However you manage it, it is done well. Turn next to the appropriate section of the *Players' Foreword*.





PLAYERS' FOREWORD

In the case of the campaign being set in Egypt, or where the HP team is in the land for some reason, there is little need for any special introductory material for the players, save the actual foreword. The Direct Mission approach can be used, so they will be met by the disguised Superior Priest of Thoth, Tehl-neken, and he will then give them the appropriate background information (see below).

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

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

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

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

This is a good point for you to break and hand the players a copy of the Overview Map of the Gorge of Osiris on page 46 for their perusal as you read on:

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

"In keeping with your roles, you have stayed in the finest inns, eaten in the most expensive restaurants, entertained lavishly, visited the famous places and seen all the sights—including the four great pyramids and twin sphinxes. Hunting, fishing, luxurious accommodations, entertainment, the grand barge, and more have brought your purses to low condition by the time you reached Thebes.

"Such news there! A recent proclamation by Pharaoh Tuthmosis IX announced that anyone caught desecrating an ancient grave (let alone despoiling a noble's tomb) is subject to summary execution on the spot, *sans* trial! What coincidence triggered this decree you can't guess, and you dare not query any native on the subject. So, knowing that there is official

concern over old burial sites, and speculating that there will be watchfulness, and certain that if you are caught robbing such a place your end will be death, things no longer seem quite as rosy as they did... Tough and capable as you are, the repute of the Priests, Mages, and warriors too of Egypt makes it unlikely that force will prevail in case your true purpose for being here is discovered.

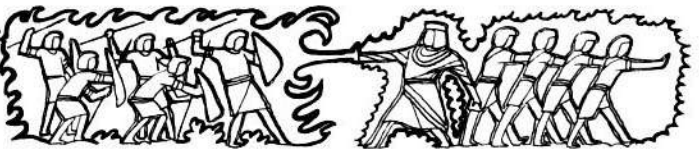
"Knowing that once alerted, the minions of Pharaoh will be able to carry out their duty, you determined to be even more cautious and circumspect as you proceeded. Thebes is, as noted, not too far from the location you ultimately seek. Getting to the town of Farnoc and on to the village of Aartuat is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

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

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

"There are ways through the Harkh-Attura—the range of old mountains, hills, and badland area on whose eastern verge is located the Gorge of Osiris—known to them. In one month's time, they promise, they will be waiting for you near where the hidden track to the Dakhla-Amun oasis meets the main route. They will wait for 'two hands of moon-rises, no more,' for otherwise Pharaoh's Soldiers will come in 20 times our number and attack us—and even warriors so great as Tuaregs can't defeat that many enemies.' They will have extra horses, water, food, and everything needed for an escape all the way across the desert to the lands around the Mare Phoneclum. Of course, you will have to give them a quarter share of your loot then, but that is a small price to pay. Phoenician merchants, while thieves, will pay you handsomely for ancient goods, antique items, old coins and jewelry. Millions, millions each, are the prospect there!

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



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

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

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

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

"Will you undertake a mission?"

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

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

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

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

"Thinking your hesitation is from uncertainty, the cleric takes something from his robe, and as he proffs it to you, he says, 'Here is a purse of silver, 100 crescents total, as an advance against expenses. Take it, and the bargain is sealed.'

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

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

To & From Farnoc to Aartuat

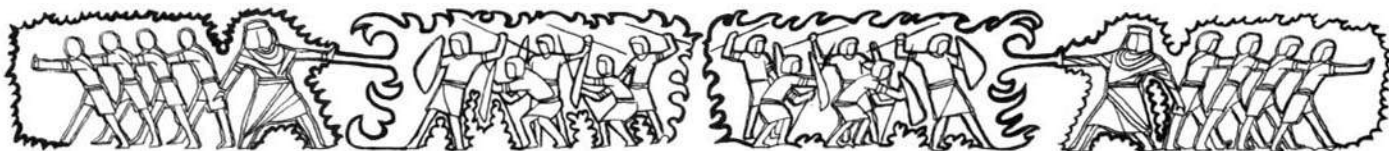
Casual Approach: No matter how the team gets to its jumping-off point, Thebes, where it will join the caravan headed west, the following will occur:

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

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

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

"Your contact is there, and he has news which impacts you gravely. He tells you that, 'In order to pass without delay and undue attention from officials, none of you can wear foreign armor. Here, I have good Egyptian armor for you, fine crocodile and hippo leather, boiled and set with plates of polished horn as reinforcement! See, I also have camels for you to ride. You do ride camels, no? Horses are not advisable beyond Farnoc, you know. Sometimes there are sand storms, and those poor animals do not survive them...'"



The protection he has provided is equal to 3/4 reinforced leather armor. If the HPs have better protection, and if there is hesitation, read:

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

Nothing of interest then occurs, unless perhaps it pertains to riding camelback. The caravan leaves for Farnoc, a town of some 10,000 souls, about 60 miles by road and track from the Nylle. From there it is about the same distance to the little village, although as the crow flies it is closer to 50 miles. For those without the ability to ride camels, check twice per day for a fall, using PMCap + PNCap total at DR "Difficult." Failure means a fall and 2D3 PD, in the case of Special Failure 6 points PD times a 1D6 Exposure roll!

Nobody pays much attention to the HPs, and they manage the trip quite handily. It requires a total of six days to reach Farnoc. Everyone gains the K/S Sub-Area for riding camels at the end of the sixth day, with a STEEP of 6, plus 1 point for each fall. Any HPs already with the ability to manage camel riding gets 3 points added to their STEEP. (Already you're making the players happy!)

Special Note: Although this introductory material assumes that Egypt will be found in the GM's campaign world, it is certainly not difficult to manage the scenario on an entirely different basis. If this location can't be found in your regular milieu, then add it to the whole, even if the addition is just the little piece herein. After all, what else are demiurges and wizards' guilds and the like for? Naturally, results will be expected by the individual or group responsible for sending the party to Egypt. The party's failure is sufficient material upon which to plot a whole series of adventures after this one.

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

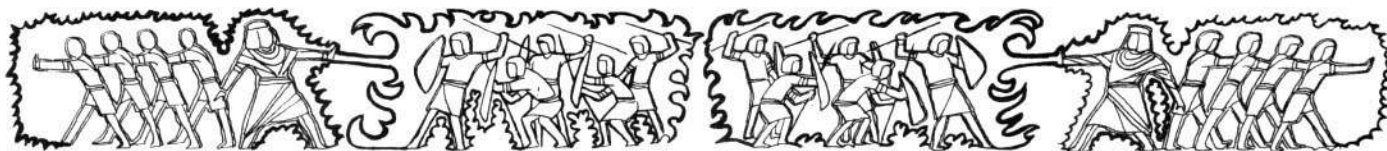
PLAYERS' STARTING INFORMATION

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

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

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





And here you have your players make their plans. Thereafter turn to Chapter 3.

Also, please see the comments below for you, the GM, regarding the *Blemmyish Tribesman's Account* (also see the end of this scenario for a complete copy of this "document") which is other information needed by the player team, and which you will furnish for them before this point when the action of adventuring commences.

BLEMMYISH TRIBESMAN'S ACCOUNT

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

THE SHADOWS NOTATION

In this scenario, as with all commercially prepared adventures, it is incumbent upon the gamemaster to read the material thoroughly. GMs must familiarize themselves with the whole. They need then prepare for its use in their individual campaign play. This step includes altering what doesn't fit their approach to the game, and



adding those personal details and touches which make the scenario "fit." When this is done properly, the players can hardly tell the work isn't one which the gamemaster devised him or herself, for it is in the same style as the rest of the campaign, that which they have come to know and enjoy.

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

1. When GMs devise an original scenario, they perform all of the work from plotting the story to outlining the action steps. Labyrinths are drawn by the GM, and challenges set up and timed to suit that GM's group. The GM places with care each puzzle, foe, trap, and treasure. No amount of reading and reworking is quite the same as this creative process.

2. However, after mastering several parties of HPs through a scenario created by another, commercial or otherwise, and making those on-the-spot changes, additions, and deletions as suit the GM, the story and setting become second nature. Then the adventure is indeed almost the gamemaster's own.

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

One innovation we have herein is something we are sure will go far in assisting you to better mastering of play—and help the players become more expert in managing their personas too. In Encounter Key areas look for **SHADOWS**. No, we don't mean those Undead things such as A. Meritt wrote about in his classic novel, *Creep, Shadow, Cree p!* Nor do we refer to the dangerous creature-things met in gaming or areas where light rays are blocked. **SHADOWS** means information...

In those places where danger is always imminent, the Heroic Personas must automatically receive some, then ask for and rely on information supplied by you, the gamemaster. To assist you in this responsibility we have devised the **SHADOWS** notation. Whenever you see such notation, you can be assured that something important and/or highly dangerous is covered in the location. What you are to relate to your players through reading (or paraphrasing) is, as usual, set in quotation marks, but the typeface will not always be the typical bold face one. There are three typefaces used indicating three sorts of details given under this form of notation:

Bold: *Cursory information.* Material written in boldface type is, as usual, what you furnish automatically when some HP enters or is able to observe the Key area. This is obvious information, that which is readily apparent, gross detail, etc.

Bold Italic: *Detailed information.* That printed in bold italics is data which you will add if an HP is using careful examination, asking for details thus indicating a scrutiny.



SHADOWS: *Exceptional information.* When something can be discovered only through the use of the *Perception K/S Areas*, magick, or the like, we will indicate the means by which the information can be gained and the material to be related will appear in shadowface type.

Here is what each of the letters of **SHADOWS** stands for:

Sight, visual information, what the HP or team can see

Hearing, audial sensory information

Alerts and/or Auras, including the "seeing" of (Heka) energy detectors and/or dweomers, another special sensing ability required

Dors, the smells noted by an HP or the team

Warnings, something which would be noted thus by an observer

Odders, whatever we haven't covered with the areas above

To familiarize yourself thoroughly with these symbols, details of each letter follow:

Sight: Humans rely on sight for about 90% of their sensory information. Light is the first consideration. Is the light, whatever kind it might be, sufficient for the persona(s) in question to be able to garner this input? To assist you in this matter we add to the Sight category an "ID"—Illumination and Dimensions.

Under the "I" will be noted visible light, and possibly information on low and high light spectrum radiation.

Under the "D" we will give the area's dimensions, for the extent might prevent visual information input beyond a radial illumination area.

Next we'll call your attention to any outstanding thing which would be seen immediately—possibly fixated upon so as to preclude "looking" elsewhere without a specific instruction from players as regards their own HPs. Otherwise, the wealth of visual data will be covered in the broad general players' information and GM sections as appropriate. Good players have their personas "Look up, look down, look all around! What do I see?!" Where possible we'll give you details of the ceiling, floor, walls, and area features and contents. You'll be able to manage such expert play masterfully thus! Your players will "feel" that their HPs are "there," and the adventure will be just that!

Hearing: Auditory input is a human's second most relied-upon sense. Regardless of the actual importance of sounds discernible in an area, some information will be given, for few places are absolutely still—especially magickal ones. You, as gamemaster, might well decide to withhold such information from a party of noisy personas, of course, or those inattentive to what you are saying. They are, obviously, not listening...

Alerts/Auras: A device (of magickal or technical sort) will possibly trigger an alert. Auras are another matter. In truth, most of us haven't the foggiest idea about Auras and as to how they might appear. Yet the ability to "see" or otherwise "sense" personal or flowing energies is not uncommon in many genres. Because of their importance, this information is presented next in order after the two major sensory abilities.

Alerts are some personal sensory or like stimulus which bring notice of something to the individual able to get the message from the device. A light might blink, a tiny voice speak in an implanted microphone, a magickal Charm pulse or grow warm, etc.

Auras are detailed under "Heka-Engendered Powers, Powers, and Castings" in the rules, of course. However, the simpler ones which follow might be used instead or in addition: Evil/Good, Death/Life,

Fear/Calm, Madness/Sanity, Depression/Exhilaration, Danger/Safety, Hatred/Benevolence, and so forth.

Aural manifestations will be noted as *faint*, *dim*, *moderate*, or *strong*. Thus, you might read: "There is a faint Aura of calm and a dim benevolence prevailing this area." These might be falsely engendered, of course. There might be one Aura, several, or none thus detailed in a given area.

Energy (Heka) radiation is likewise detailed under "Heka-Engendered Powers, Powers, and Castings" in the rules. The modifiers for the strength—faint, dim, moderate, and strong—will be used for sensing (magickal) energy of this sort.

Detectors/Dweomers: *Detectors* are general sensory devices which tell the group about something they are not otherwise able to notice. A Geiger counter's clicking to indicate hard radiation level is a typical example. The detector might be a magickal device, of course, such as an Amulet, Charm, etc.

Dweomers, on the other hand are magickal Castings or Powers employed to get information of the same sort as might be delivered from a device. The sort of detail given will be generalized thus:

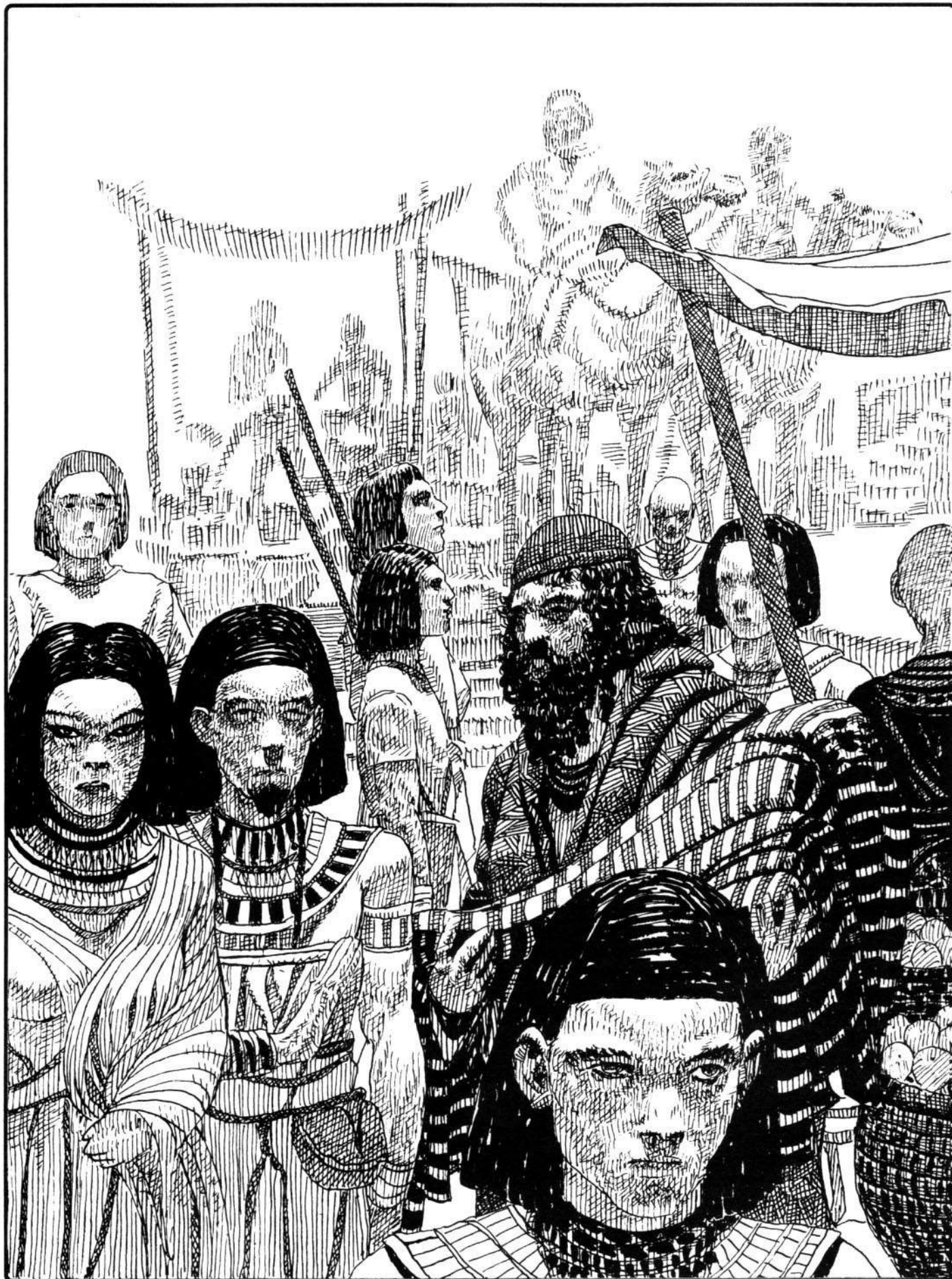
Heka Source: Preternatural (P), Supernatural, or (rarely) Entitled (E). Mixed, Negative, or Positive Heka force will be stated. The strength of the energy will be noted as is usual—faint, dim, moderate, strong. Thereafter a detail of the type of Effect which has been engendered will be given, so that the GM can inform the player if the persona is able to detect such data. Typically this will mean that something about illusion, shadow magick, a Curse, sorcery, witchcraft, etc., will be given to you.

Odors: The olfactory sense is little used in humans. Occasionally, though, some smell is so strong as to be obvious and intrude upon the conscious mind of the individuals exposed to it. In such a case you will see emphasized typeface. In all other instances the data will be stated for the gamemaster, and it will be left to him to decide if and when it will be passed along to the players because of the actions of the HPs. Saying something such as: "My persona tests the air with his nose," or "Dugal sniffs for odors," is a call for immediate release of any such information.

Warnings: Sometimes there are obvious signs which would alert real adventurers similar to those being enacted by the players through their Heroic Personas. Sometimes there are less apparent, muted danger signals. True or false, when there is anything of this nature, even though it might well have been mentioned in a foregoing section, extra attention will be given to that thing herein. Outstanding ones will be noted boldly, while those more difficult to discern will be treated as are odors.

Special: Finally, this catch-all category is here to pick up anything of note or of critical importance which was not included in any of the other categories. Feel, for instance, will detect heat, air movement, slippery footing, etc. Taste will sometimes be germane. If there should be a notation here in bold type, be sure to carefully consider the material and relay it in appropriate fashion at the correct moment.

In summation, the purpose of the **SHADOWS** notation is to convey to gamemasters all of the key data and to assist them in passing it along to the player group as such sensory information would be learned by actual persons undergoing a real experience of this sort. Most, albeit not 90%, of the material will be found in the visual section; but the remaining 40%, or even 10%, will be of helpful, often critical, nature.



Aartuat Village

The true beginning of this adventure is this moment, the time when the Heroic Personas arrive by caravan at Aartuat. They will have come along the Farnoc Road for six days, and the sight of the bright green vegetation and resting place should gladden their hearts. Thus:

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

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

"Tomorrow, the hundred camels, mules, and asses which bear the burdens carried by the Farnoc caravan will depart at dawn. Amidst a great uproar of yelling and shouting, as dromedaries groan and spit, and mules and asses bray, whipped, pushed, and pulled to start them westwards once again, the train will be on its way. By sunup they will be gone, wending their way towards the Dakhla-Amun oasis, Aartuat being the halfway point on this leg of the endless caravan routes which criss-cross Northern Afrik's deserts and barrens.

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

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

"There is a little stream running across the track, bisecting the village. You see that it flows generally northwards out into the waste; tangled brush at the edge of Aartuat giving way to scrubby growth marks its course as it stretches on into the desert. You know that the sand will swallow the trickle before a few furlongs further travel. However, before it disappears, the

water makes many little fields and garden plots grow, and you see domestic ducks and geese in numbers here.

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

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

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

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

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

GAMEMASTER'S NOTES

First, because of its location, the villagers all know at least a smattering of Trade Phonecian. Most have a fair command of the language, so the HPs should have little trouble, save in trying to read hieroglyphic writing. Both the ancient and newer forms are used indiscriminately in Aartuat.

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

There is some commerce with the residents of the Temple of Osiris and their minions. Nobody in the village will speak of that, nor will they identify anyone as being associated with that place. It is as much due to superstition as to any intransigence. The forbidden nature of the gorge has been ingrained into these folk from earliest childhood, just as it was in their parents, grandparents, and so on. Some suspect that the new servants of the temple in the forbidden place aren't "right," but that makes them all the more uneasy and silent. Only the Priest, Merha-aptut, is certain that they are of dark nature, but that matter is covered later on.

There is no question about it. The HP team should, even if casually come to Aartuat (as opposed to being directed here by the Temple of Thoth), remain in the environs of the village for a few days to learn the lay of the land and to get to know the Egyptian culture a little better. Naturally, the train master exaggerated when he spoke of the hospitality of the caravanseral. After two nights, nobody is allowed to remain longer, save in emergency such as storm or attack. Thus, if they haven't already decided to move to more comfortable—and private—quarters, the HPs will be forced to take lodgings at the tavern. This has benefits...



While the HPs remain in the caravanseral, the guards there will keep a suspicious eye on them, for these troops have no love for foreigners. Most they've encountered have been either raiders bent on killing them or else merchants and traders desirous of fleecing them of their pay. Although the common folk of the village will be suspicious, they will not shun the Heroic Personas, and they treat them with a show of respect—as long as they pay in good coin! Remember, the people here love to bargain a little, so prices will be initially inflated to about twice the expected amount. The Egyptians haggle as well as any Yurban trader or Phoenician merchant. It isn't dishonesty, but if the HPs agree to pay more than they should, then they are "cheated" out of the extra cash. That's the way of the land and in no way immoral.

If the group decides to stay at the tavern, all well and good. Their property will be left untouched. Stealing isn't permitted in this establishment—bad for business! Of even greater import is the contact with the village folk and others too. Besides getting to know the honest villagers and possibly meeting Khonsu-khalbet here, the HPs might run into some of Set's followers *incognito*, come from the Temple of Osiris to buy provisions in Aartuat, or else a handful of similarly disguised bandits. *If the HPs are liked by the locals, they will learn that the ones they seek are seen regularly: "Strangers come here from the north once every few days or so. We seldom see the same faces twice, although after a while you can recognize them. This has happened for almost an an (year) now. They buy food from us, get much from that viper, Hept-f-hra, eat and drink here, and then disappear back to wherever they came from."* The HPs won't be able to find and capture/question any of these individuals, but the information should be invaluable to their planning.

In addition, if you are concerned about the viability of the Heroic Personas, due to player inexperience or persona ability development, you can insert one or more mercenary OPs here.

The OP(s) will be "passing through," seeking to join up with a caravan in order to earn some dinars by serving as guards. It is up to the GM to devise the information for such individuals, but using the stats for the guards of Hept-f-hra or the bandits (Chapter 5) as a base and altering them a bit works very well. It is inadvisable to bring in more than four or so. If need be, this can be done first after any encounter, or more can be hired later, say after the encounter with the outlaws on the way to the Gorge of Osiris and/or after completing the adventure in the Temple of Osiris. Remember, though, this is a measure which indicates a definite lack on the part





of the players and their Heroic Personas...

Should they think it better to not stay here but camp out near Aartuat, then local folk will pay nightly visits to their place in order to see if there is anything they can "find." Again, remember that societies and cultures differ. Here, strangers are fair game as far as theft is concerned. Compared to the poor residents of the village, the Heroic Personas possess considerable wealth. Taking things from outsiders is accepted practice, not a crime or evil, and anyone not attempting to do so would be considered either wealthy or crazy. So, each night a few locals will creep into the encampment and see what they can pilfer. *Once each night at least an Initiative roll must be made, and if the result indicates the HPs are Surprised, then they have lost something belonging to them. You must decide what this is, based on where they keep their animals and belongings. No Surprise means that the personas "hear something near their camp, but whatever it was must have been frightened off..."*

In truth, there is plenty to learn, acquire, and do in Aartuat. Obviously the HPs need to meet Khonsu-khalbet, the elderly ecclesiastic, and destroy the demonling sent to slay the villagers or frighten them off so as to make the place one suitable for yet more evil folk to inhabit—bandits, rogues, the faithful of Sebk and Set. There are minions of Rahotep in Aartuat, and they have been telling fearsome tales, stories aimed at ridding good folk from the locale. If the Heroic Personas get to know the villagers, become friendly with Atmu-thoth-rahath and some of the regular people, as well as Khonsu' and Priest Merha', all will be well. Should thereafter they become embroiled with the wicked ones there—Hept-f-hra's group and the malign trio of peasant brothers in Small Swelling 13—the villagers will side with the HPs, and this will sway the troop commander to report favorably. Then again, all of what they say and do will eventually get back to someone of importance...

What happens if the Heroic Personas cause trouble in the village? Perish the very thought! The soldiers and villagers will combine to redress the matter with all due haste, of course. The troops are neither stupid nor rash. They will assault the Heroic Personas only if they must do so in the course of their duty. Murder, unexplained disappearance, robbery, burglary, and the rest will point in but one direction, straight at the newcomers! The first thing to occur will be the sending of a message reporting what has occurred. This communication will be by carrier pigeon (about three hours flying time) and a galloper (about 12 hours riding time) too, to ensure that headquarters in Farnoc knows the situation: "Foreigners in Aartuat. Serious crimes being committed." From receipt of such intelligence, Farnoc will use both magical and mundane means to learn more and investigate. A team of police investigators, a troop of horsemen, both, or even a full-scale rescue mission will arrive in two or three days after receiving such an alerting message. In a worst-case scenario (for the offending HPs), a full regiment of 500 cavalry, with a Priest-Mage or two along as special investigators, will show up in three days' time. These men will be there to take the offenders back "dead or alive." There will be no aid from the Temple of Thoth. Even the servants of Evil will shun them, for the strangers will have brought unwanted attention to the area.

Behavior of the "least undesirable" sort will rouse the ire of the local commander, not to mention making the villagers hostile. One or both of the following will then occur:

1. A normal message reporting suspicious strangers in the area of Aartuat and the Gorge of Osiris will be sent to Farnoc by carrier pigeon. This will bring a Priest-Mage and several warrior-clerics to the scene in three days, and the former will have the authority to arrest the group if he believes them to be criminals. If the offenders have left, these worthies will follow...

2. A troop of cavalry consisting of two officers, one medial grade Priest, five NCOs and 40 men will come riding into the village in 1D3 days time after the above group has arrived. They will take note of all that has occurred, and then they will seek to set matters right. Alone, or in conjunction with the kheri-hebu and his men, they will seek to take the offenders by the heels, as it were.

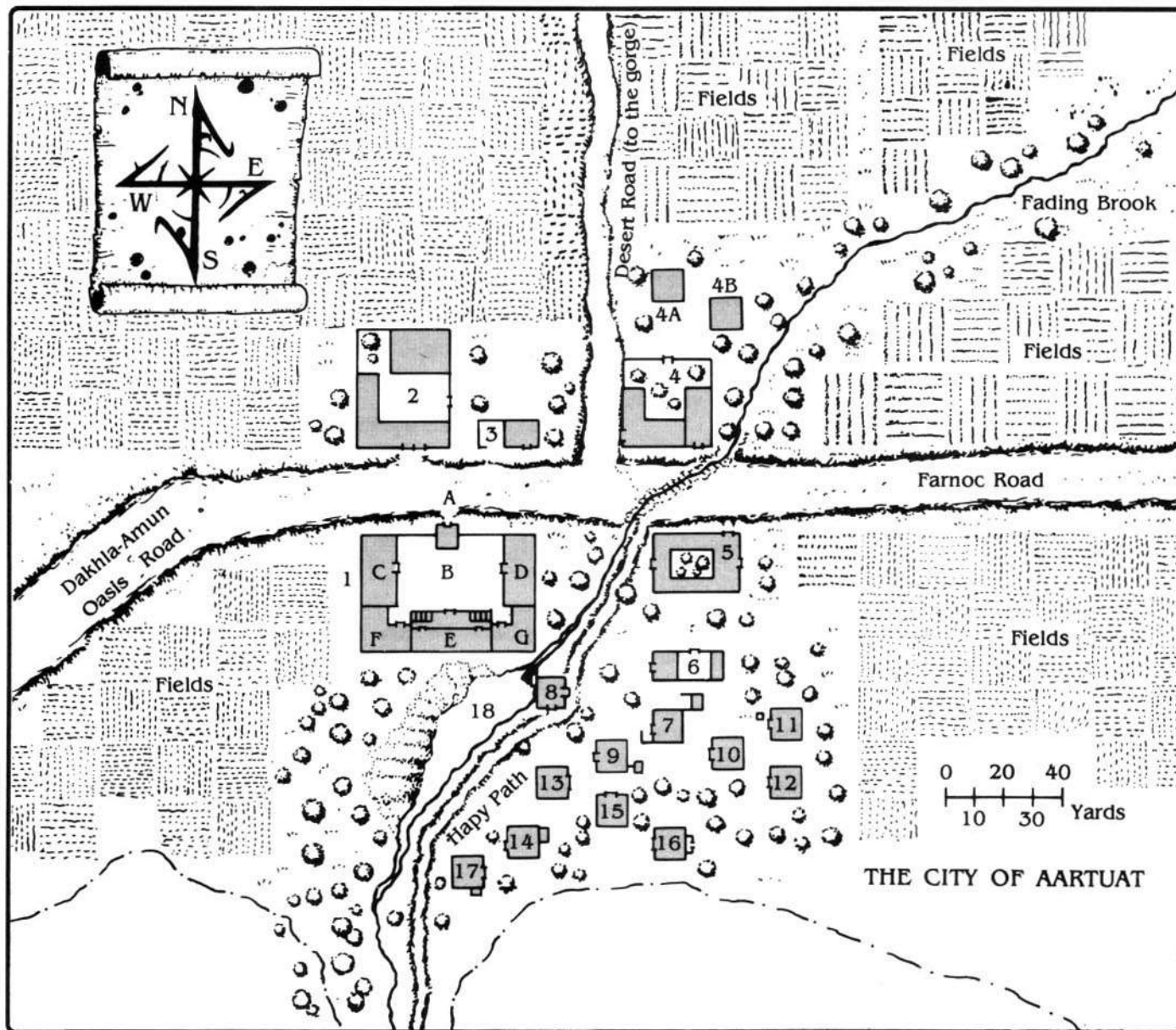
Meantime, naturally, those residents of Aartuat able to be of service will do just that, volunteer assistance in whatever manner they are able. The Priest of Hapy and Khonsu-khalbet lend the soldiers considerably more force, too!

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

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

Before the HP team sets out for the Gorge of Osiris, they should investigate the Pool of Hapy, of course. The prepared text directs them thus pretty strongly, but if they somehow manage to bypass it, it isn't a fatal thing. They will probably return to the village, and you can then get them to visit the Priest. If not, well, that's the way it goes! There is nothing to prevent them from riding off through the desert without further ado.

If they ride around in the desert, be sure to consult the *Outdoors Random Encounters* section in the appendix. If they leave Aartuat by road north, then move ahead to Chapter 3, *Desert Road to the Gorge*.



ENCOUNTER KEY

The following entries are descriptions of the numbered buildings and areas indicated on the map of the Village of Aartuat. All structures shown without number key are miscellaneous little dwellings, shops, agricultural storage buildings and the like. They contain no one or thing of significance.

1. The Caravanserai of Aartuat

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

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

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

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

Guard Force Mission: *The military is present at Aartuat Caravanserai to keep the peace in it and the village, as well as to see that commerce flows smoothly, and that traders and merchants and their animals and goods are secure and unmolested. Thus, they are anti-crime and are present to prevent raiders from attacking this place or caravans travelling nearby. To a lesser extent they watch to see that no large force of nomads penetrates the kingdom undetected. The communications system with Farnoc, pigeons and riders both, is aimed at bringing this sort of intelligence to higher headquarters. They garrison the strong point too, keeping it*



as a threat in times of peril while they await reinforcement. It is 95% certain that their messages will get through to Farnoci!

1A: Gatehouse Entryway: "The line of men and animals approaches the caravanseral. A high tower situated in the central portion of the north wall serves as the gatehouse. You ride through the passage, for the entrance is 10 feet wide and some 15 feet high. A soldier on either side of the gates watches the newly arrived train with keen eyes."

Both soldiers at the gate wear cuir bouilli (as do most other such herein) which is the equivalent of half reinforced leather armor. Sheathed short swords are at their waist. Each holds a six-foot-long spear. They have small tower shields resting against the wall behind them, beside which are their unstrung medium composite bows and cases holding 12 arrows each. They wear knee-length white smocks belted at the waist, over which their armor is fitted. Their leather caps are likewise covered by a white cloth. For night and desert wear each has a long, cowed cape of pale yellow with narrow stripes of brick-red.

If there is an attack, the two guards will defend as they shout the alarm. Any commotion will bring their fellows running. There are other guards in area 1D, below, and also sleeping in the tower.

The tower is 30 by 30 feet square, 40 feet high (including a five-foot high, crenelated battlement), and has five-foot-thick walls. A narrow passage flanking both sides of the entry passage enables archery through slits. Stairs from these side passages lead upwards to the two upper floors of the tower. There are arrow slits piercing the side and outer walls of both stories, shuttered windows on the wall which overlooks the inner yard to the south.

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

In addition to the two soldiers on guard duty, there are at the time of arrival of the caravan 11 soldiers sleeping on the second floor barracks room. If there is an alarm, these men will each don their armor and be armed in 2D3 + 4 Battle Turns. For full details of these men and all the soldiers in the place see the OP Statistics after Chapter 9 of the adventure.

1B: Inner Yard: "You are now inside the caravanseral. There are structures built to either side and against the south wall so as to make the open space here some 110 feet east and west, 75 feet deep. The main building seems to be the one to the south, that directly opposite the gate tower.

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

If any Heroic Persona asks for details of the people in the courtyard, read: "A quick count reveals 10 civilians. One is the sweeper with wheelbarrow and shovel ready to collect droppings. The others appear to be as follows:

"A bald ecclesiastic of some sort asking aims of the caravan;

"A food cooker with brazier and skewers of meat and vegetables;

"A small urchin begging for coins;

"An old man selling things which might be Amulets, Charms, and the like;

"A woman with baskets of bread she is selling;

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

"Another woman selling her wares, this being some fairly nice looking pottery;

"A fellow sitting on the ground beckoning to the new arrivals;

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

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

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

The *bald Priest* is Merha-aptut, servant of the deity of the Nylle River and all fresh waters of Egypt too, Hapy. Merha' is a plump and smiling fellow, good, honest, and kind to all—a perfect one of Hapy, in fact. Any donation will be welcomed. If an HP gives more than 20 BUCs, a silver crescent, perhaps (25 BUCs), he will receive warm thanks. If one or the group in toto contributes 100 BUCs or more and demonstrates any interest in his deity, Merha' will offer to take them to the shrine in his dwelling place to pay respects to Hapy and learn about him. See Chapter 4, 8-10, hereafter, for details of this.

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

The *urchin beggar* is a shifty little chap who will filch anything from strangers—especially those who don't treat him well! When watched, he is smart enough to do nothing more than ask for a few small coins, say tin *maashu* (0.05 BUCs) and brass *abtu* (0.25 BUCs). If he gets a copper *tek* (5 BUCs) or that equivalent in *dinars* and other coins, or more, he will disappear for the day and trouble nobody. If not bought off and unwatched, the boy will attempt to steal some small and valuable item. His *Criminal Activities*, *Physical K/S* STEEP in this regard is 40%! This small villain is the son of one of the two bad men located at Dwelling 13, and the gamemaster is referred to that text for more data.

The *Amulet seller* offers worthless little trinkets which have no value at all, even those he intimates are good to protect against poisonous animals, wild beasts, etc. He asks from a *crescent* (25 BUCs) to a *tek* (5 BUCs) for the trinkets he has, but he will take about one-fifth that price, the real trinket value of the stuff.

The *woman purveying bread* sells a small loaf for 1 *dinar*. A loaf



is round, flat, about two inches high, and nearly one pound in weight. The bread is nothing special, but it is nutritious.

The *stable boy* is a "volunteer." He hopes to get a few coins for helping to unload, feed, water, rub down, and otherwise care for the pack animals. The soldiers put up with him, but if he gets in their way they give him a kick, as do most members of the caravan. If an HP treats him well and gives him more than 5 *dinars*, he will warn that individual about the beggar boy's stealing.

The *woman with pottery* is from Area 7, below. She comes to sell excess wares to the passersby. The plates, bowls, jugs, pots, cups, etc., are rather well-made and nicely colored. Prices range from a *dinar* for something small to about 2 to 4 *teku* (10 to 20 BUCs) for larger ones.

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

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

1C: West Stable: "You see a long building with large wooden doors in the center of its east wall, the one facing the yard, of course."

If the HPs happen to go inside: "The interior is about 70 feet in length, 25 feet deep. It is all open, with brick pillars supporting the ceiling. To the south there is a narrow flight of steps going upwards. The ceiling overhead is about 10 feet, and there are openings in it and ladders going through them."

This is the place where camels are kept. There is room for some 20 such animals herein. If there are more animals than this, they simply stay outside in the yard. A flight of steps inside leads to an upper storage area and quarters for four civilian laborers attached to the caravanserai.

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

1D: East Stable: "You see a long building with large wooden doors in the center of its west wall, the one facing the yard, of course."

If they happen to go inside: "The interior is about 70 feet in length, 25 feet deep. There are eight box stalls to the north, and the remainder of the area is open, save for occasional brick pillars supporting the ceiling. To the south there is a narrow flight of steps going upwards. The ceiling overhead is about 10

feet, and there are openings in it and ladders going through them."

This is the place where horses, mules, and asses are kept. The stalls hold the excellent genet belonging to the 5th Lieutenant (CO), his subaltern, the platoon sergeant, and the cavalry squad attached to the infantry platoon: nine total war horses.

Above are storage for fodder and equipment for the troopers and the quarters for the five men and their sergeant. In case of an alarm, these men will be armored and armed, with steeds saddled, and ready to fight afoot or mounted in 4D3+2 BTs. They wear belted smocks of pale mustard hue and have protection equal to half chain mail, lance (mounted), short composite bow, quiver of 12 arrows, sabre, and small throwing axe. For full details of these men and the soldiers in the place, see the OP Statistics after Chapter 9 of the adventure.

1E: Main Building: "You see a big, rectangular building taking up the better portion of the south third of the caravanserai. A pair of big, barn-like doors open outwards in the center front of it, and there are no ground floor windows at all. However, you see there are a number of windows higher up, each with stout shutters. There are open steps at either side of the front of the place. They lead up to a walkway and a pair of regular doorways there."

Any HP who scrutinizes the exterior will note: "This sandstone construction is centered on the south wall, almost 90 feet long east to west, and 40 feet from front to back. It has a parapet and crennels on its roof, so its inner height is about the same as the wall's 30 feet."

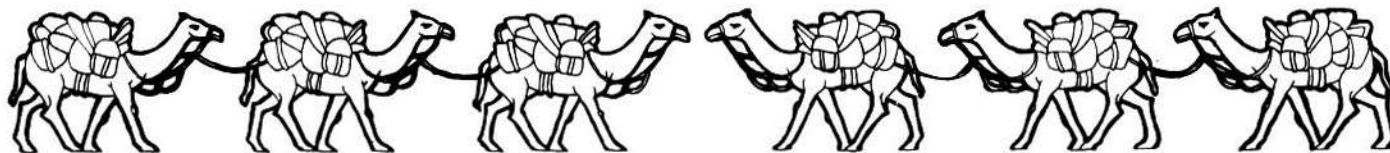
The incoming caravans store their goods in the lower portion of this place, and they are safe from theft herein. The big doors are locked, and the soldiers guard the place with some care. The civilian laborers assist in the work of unloading and repacking merchandise if the train master pays them a few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

Above, the interior is about 80 by 35 feet. This floor is where the caravaners spend the night. In the center is a dormitory room of roughly square shape, about 35 feet square. It has 20 narrow wooden pallets with straw- (and vermin) filled mattresses. The ordinary working men of a caravan sleep here, first come, first choice of pallet. To the east and west are a total of eight mirror-image rooms. The bigger two south corner rooms are about 15 feet square, the other six are some 10 by 15 feet. The beds here are double-sized, but they are likewise straw-mattressed and lousy. The master of the train, merchants, and freeman stay in these rooms, if they are empty.

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

1F: Administration Building: "In the southwest corner of the yard is an L-shaped building set back a bit further than its fellows. This gives it a little patio-like area some 30 feet wide by 15 feet deep. It is entered through a door facing north. Narrow windows with shutters face the little courtyard."

Any HP who scrutinizes the exterior will note: "The southern portion of the place is 50 or so feet long and 30 feet deep, while that part angled northwards is 15 feet long and 30 feet deep. You see the master of the train go in, and a soldier also entering, then another leaves, so you conclude this is the caravanserai's command post."



Immediately upon entering there is a sort of waiting room in which the platoon sergeant, Hetet-f, has a small desk and a soldier serves as orderly. A civilian scribe, Tcharqu (SEC 7, the lowest of the non-hereditary aristocracy, and a true bureaucrat), sits at a table. Each arriving caravan must register here with this functionary, stating the name of its master, number of persons and animals in the train, and if there are non-Egyptians present. Such individuals must also be registered by name, nationality, and purpose for being at Aartuat. If the HPs do not come here within a short time after entering the caravanserai, a guardsman will come to fetch them to do this. The HPs should be cooperative and use their cover story, of course. The scribe is a typical middle-aged male OP of a Scholar-type of Vocation and fussy sort. He doesn't fight, but he does use Heka in the *Divination* K/S Area (30 STEEP). If he learns anything, he gossips it to the subaltern, Bas-f-py, rather than reporting the matter to the commanding officer, Hamephat.

Farther in is a conference area in which the subaltern, Bas-f-py, has a desk, and two separate rooms. The scribe's little records office is to the west. In the north is the office of the 5th Lieutenant and commander of the post, Hamephat.

There are stairs in the interior leading up to the second story. There are four rooms: that of the scribe, that of the CO, one for his subaltern, and that shared by the platoon and cavalry sergeants, Hetet-f and Nemekh.

For full details of the individuals in the place, see the OP Statistics after Chapter 9 of the adventure.

IG: Refectory: *In the southeast corner of the yard is an L-shaped building set back a bit farther than its fellows. This gives it a little patio-like area some 30 feet wide by 15 feet deep. It is entered by a door facing north. Narrow windows with shutters face the little courtyard."*

Any HP who scrutinizes the exterior will note: *"The southern portion of the place is 50 or so feet long and 30 deep, while that part angled northwards is 15 feet long and 30 feet deep. You see several persons entering, and the odor of food wafts from this place. It might be a dining hall."*

It is, in fact, the military mess hall and where the attached civilians and visitors to the caravanserai can eat. A morning and evening meal are served. The food is pretty bad, and visitors are charged a tek (5 BUCs) per meal, so most folks buy ready-to-eat stuff or fresh food and cook it for themselves in the yard.

The interior is open and its dimensions are the same as the administration building. Above is a dormitory for two squads of 20 men and four corporals total. They are armed and armored as are all the regular military here.

Any inquiries seeking a clue as to whom their contact might be brings only blank looks or hard stares from officers or men alike.

For full details of the soldiers in the place, see the OP Statistics after Chapter 9 of the adventure.

2. Merchant & Provisioner, Hept-f-hra

With the traffic through Aartuat, this establishment does a brisk business in sales and trade, and its proprietor thrives accordingly. He is a follower of Sebk, and so has been recruited by the servants of Set in the locale to assist them as a spy. He thus has two missions:

Principal Mission: To assist in the return of Rahotep, and in the course of this to spy on and hinder those opposed to this end, and to assist those dedicated to Set and his agent, Rahotep.

Secondary Mission: To gain wealth by cheating others, particularly foreigners!

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

All except the youngest boy and the two slaves are dedicated to Gloomy Darkness and are malign. In confrontation, the males will use hand weapons, while wife and daughter ply light crossbows.

Afu-abtem, the youngest, however, knows of his father's vile purposes and hates his family for what they do. He speaks out and is beaten, derided, and made to work as a slave. Thus, he and the two servants have become a family...

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

If anyone can read this writing, or if they have a translator/guide:

"The sign says: 'House of Hept-f-hra. Honest Merchants for 1,000 Ans.'"

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

The entry room is packed full of goods that are useful to caravan traders. This includes pack frames for camel, mule, and ass, various saddles and tack, and Below Average Quality weapons and armor. There is a list below of things which the HPs can find, and nothing other of use is available.

To the right of the entry are (worthless) Amulets, Charms, etc., and various religious items and trinkets. Off to the west side are provisions and other things.

In the barn are those animals for sale which are stated hereafter. The asking price and the real values are likewise shown on the goods list below.

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

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

If any players have their HPs observe the merchant and the interior in a careful manner, read the following:

"He is a fellow of about 40, but seems in excellent physical



condition, if a trifle beefy. He smiles ingratiatingly, but his eyes are crafty, measuring you. As you scan the place you also see that he has a pair of brawny assistants or guards watching you, one off to the left, the other on the right, each about 30 feet distant. One looks to be a desert nomad; the other is a black. They are unobtrusive, nearly unnoticeable, but are armed with daggers, and each has a weapon near at hand—the Nubian a morningstar, the nomad a heavy war axe."

You will note that everything here is overpriced. Hagglng is expected, and Hept' will come down to 10% above true worth, or actually sell at 1D5% below the value indicated. in case of a Special Success in bargaining. Here is a list of the main items available. Use a Quality of Below Average as base, but a few of the kind will be of Average rating. The number in parentheses after an item indicates a limited quantity. Gamemasters can add whatever else they desire, of course:

Item	Asking Price	Value
Amulets	20-200	Trinket
Arrows	6 per	3
Axes, Hand	75	50
Beads	10-60	2-12
Bells	5-50	3-30
Blankets	100	60
Bolts	4 per	2
Boots	220-400	110-200

Bows, Composite, Small	500	350
Bows, Self, Medium	350	200
Buckets, leather	30	25
Chain Mail, Full (1)	17,500	9,500
Chain Mail, Half (2)	9,750	5,250
Chain Mail, 3/4 (1)	13,250	7,500
Charms	20-200	Trinket
Containers, Small	5-30	2-20
Cooking gear	5-50	3-30
Cord (per foot)	0.2	0.05
Cosmetics, Female	10-100	5-50
Cosmetics, Male	5-50	3-30
Crossbows, Light	300	225
Daggers	130-180	70-120
Drills (metal spike)	21-30	11-20
Garments	50-500	20-200
Hammers (work)	25-30	11-20
Harness (weapons)	50-140	30-80
Herbs, cooking	1-10	0.5-3
Herbs, Herbalism	30-180	10-60
Knives, Large	130-180	70-120
Knives, Small	70-120	30-50
Lances, Light	210-300	150-200
Lamps	50-300	20-200
Leather Armor, Half (5)	575	375
Mauls	32-50	21-30





Medicines	10-100	5-50
Mirrors, round w. handle	70-120	50-70
Oil, cooking (Qt.)	3-5	2-4
Oil, lamp (Qt.)	2-4	1-3
Packs	40-240	20-120
Picks	50-80	30-50
Razors, straight	31-40	21-30
Reinf. Leather A., Full (2)	1,650	975
Reinf. Leather A., 3/4 (2)	1,075 (SALE!)	725
Rope (per foot)	1	0.5
Rugs, Small	50-300	20-120
Rugs, Large	300-3,000	100-1,000
Saddlebags	70-420	50-300
Saddles	500-3,000	300-1,800
Scabbards, weapon	60-120	50-80
Scarabs, "ancient"	100-1,000	20-120
Scarabs, new	20-200	Trinket
Shields, Bucklers (4)	260-280	180-200
Shields, Round Small (3)	310-360	230-250
Shields, Tower, Small	240-260	170-190
Shoes & slippers	120-300	20-120
Shovels	35-60	21-30
Spears	130-220	90-110
Swords, Sabres (4)	550-600	350-400
Swords, Scimitars	420-520	300-350
Swords, Short (2)	390-570	320-340
Tack (all animals)	70-420	50-300
Talismans	20-200	Trinket
Tents (sm.-lg.)	200-2,000	100-1,000
Water skins	25-30	20-25
Wine, date (Qt.)	13-18	3-8

Animal	Asking Price	Quality	Value
Ass (5)	1,200-1,400	Average	850-900
Camel, Drom. (2)	6,600-12,000	B. Avg-Avg	5,200-7,000
Horse, Courser (4)	45,000-55,000	Average	32,500-37,500
Horse, Dray (4)	7,000-12,000	B. Avg-Avg	4,000-6,000
Horse, Genet (3)	40,000-50,000	Average	30,000-35,000
Horse, Jade (3)	3,000-12,000	Average	1,000-1,200
Mule (5)	2,100-3,000	Avg-A. Avg	1,500, 2,000

Hept-f-hra will buy goods and animals in reasonable condition for between 30% and 50% of their actual value.

If the HPs give any hint that they are here to investigate the gorge area (and any query aimed at seeing if this man is their contact will rouse his suspicions almost as if they had asked about the Temple of Osiris, for example), the merchant will engage them in conversation, pumping them for information, while pretending unctuous interest and concern by suggesting that they refrain from going near such a dangerous place! He, or one of his sons or guards, will contact the chief agents of Evil (see 13, below) as soon as seems warranted by what is learned from observing and talking with the Heroic Personas. This might mean even as the HPs shop, someone is heading for help, and they will be attacked in the place in short order.

In most cases a first visit will not be sufficient, and only after the team has been around for a time will Hept' be instructed as to how to get rid of them, success bringing a 10,000 BUC per head reward to this fellow from his superior, Shenau (see 13, below)...

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

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

At such time as he can, as determined by the QM, the boy will seek out an HP and:

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

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

The wine is drugged so as to knock-out for 2D3 ATs all who fail a roll against P TRAIT at DR "Difficult," and unless a Special Success is rolled, all not unconscious from the stuff will suffer Dazing for 2D3 ATs. The merchant and the others will have weapons nearby. Wife and daughter will have crossbows ready too, of course. Then, Hept', his two older sons, and the guards will see to the beating into unconsciousness of those still on their feet, tying up and gagging their victims, and tossing them into the little root cellar under the dwelling portion of the place until midnight.

At that time they will drag the bound personas to the mill pond, slip them into the water, and give the Demoncroc the snack he loves most!

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

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

In the event that they search the establishment, here is what the Heroic Personas will discover:

The cash box just inside the entry to the dwelling portion of the place contains from 1,501 to 2,500 BUCs. Under questioning, all will swear that this is the wealth of the house. If the dwelling portion is ransacked, each AT of time so spent will produce 20-200 BUCs of additional coin, up to a maximum of 2,000 BUCs.

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

"Upon a wooden shelf projecting from the wall, you see a statue of a deity in mummiform, green-visaged, about two feet



tall.. This is certainly Osiris. Beside it are two empty vases. Before it is an unlit lamp and a wooden bowl which is empty."

This is a decoy, of course. By pushing down on the ledge and pulling, a 6 x 4 foot section of the wall swings out and opens the real household shrine. Inside a gilded wood shrine is a malachite statue of Sebk (5,000 BUCs value), his crocodile headset with two brilliant rubies, gems worth 7,500 BUCs each! However, normally unseeable, are a pair of poisoned needles beside each gem-eye. A touch and the victim suffers a Poison of Strength 40, the effect coming in 3D3 BTs, repeating in like periods until all 100 PD points are delivered.

There are various malachite and copper service pieces worth 2,500 on the stone slab altar. The top of this can be slid sideways and then lifted off. Inside are all sorts of coins—and two deadly black scorpions. HPs reaching inside carelessly will enable one or both to inflict their attack upon exposed flesh. Each has a BAC of 90 and causes 5D10 + 50 one-time Poison Physical damage. Any 3 PD point hit kills a scorpion. Coins inside are:

- 201-300 copper *teks*
- 101-200 silver and electrum *crescents* and *nebs*
- 21-30 each gold *drachmas* (500) and *atens* (1,000)
- 2-6 platinum *ankhens*

If the HPs give this wealth to the boy, Afu-abtem—as they should, for it is rightfully his—he will thank them profusely. They can have all incidental monies found elsewhere as a "reward," and he will ask them to remove the shrine to Sebk, too. This can be disposed of for the value indicated (15,000 BUCs) at Atmu' the Trader's (5, below)—elsewhere for 10,000 BUCs. Better still, each HP agreeing to this good deed will receive 1 Joss Factor.

See OP Statistics immediately after Chapter 9 for details of the merchant, his wife, two older sons, daughter, and the pair of guards.

3. Smithy & Harness Repair

The man, wife, and three children who live and work here do metal forging and repair, and saddle, harness and tack repair too. The smith has 110 P TRAIT and a *Combat, Hand Weapons* K/S STEEP of 50 with his hammer (equal to 3D6+6 PD). He is a quiet fellow, peaceful, he and his family venerating Ptah.

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

The smith, Uptupi, isn't very bright, and he will merely shrug during the whole of most conversations not connected with his work.

4. Tavern & Brewery, "The House of Horus' Fortune"

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

This is where the Heroic Personas will make their headquarters if they are wise. It stands in plain sight and is the place where well-off travellers lodge, knowing all too well the discomforts and noise of the caravanserail

"This mud-brick place is built in a square of about 90 feet per side. The back side, the north portion, is simply a walled-off compound. That portion facing the road appears to be a pair of

adjoining buildings forming a U-shape. These structures are some 25 feet tall and flat-roofed.

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

Inside is a big common room (running east) with tables, wall benches of brick with mats to soften them, and a scattering of chairs. A plain board serves as the bar, and usually the owner, Abfernehu, or his wife, Behutt-aa, will be there to serve passable beer and date wine brewed by them right here. They are approaching middle-age, and their two young children and one small slave boy help in serving, cooking, etc. The family lives in the northwestern wing. Cooking is done in the open kitchen near the entrance. A stairway at the east end of the place leads to the sleeping rooms above. In the evenings when a caravan is in the village, a bartender named Rutat-om comes to assist.

Each evening after dinner, a trio of musicians and two dancing girls, Mastuti (Attractiveness 15 but a very good dancer) and Khepifar (Attractiveness 17), perform for a half hour every hour, from around eight until midnight. As there is nothing else to do, whenever any villagers want entertainment (have money, and can get out), they come here. The musicians live free thus, at 4A, and the dancers too, at 4B. They receive meals at the tavern but depend on gratuities for their spending money.

If and when the team seeks lodgings, here read the following:

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

- Large room, daily, 35; by the week, 200
- Small room, daily, 25; by the week, 150
- Stabling horse or camel, 10; by the week, 60
- Morning or noon meal as prepared, 4-6
- Evening meal as prepared, 8-10
- Coffee or tea (sugared & minted), 1
- Beer, pot or date wine, cup, 2
- Ouzo or raki, shot, 2
- Bread or bowl of dates, figs, fresh vegetables, etc., 2
- Whole roast rabbit or chicken, 10
- Whole roast duck (advance order), 12
- Whole roast goose (advance order), 35
- (Please be generous to our servants and entertainers. Thank you.)"

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



In case of trouble in the tavern, both Abfernehu and Rutat-om will wade in to quell things. The former has *Combat*, *HTH*, *Non-Lethal*, *K/S STEEP* of 45, the latter a *STEEP* of 60. They will usually employ a small blackjack or bludgeon to assure quieting things down in a hurry.

If the dancing girls are approached by a male HP to find out if one or the other is the HPs' contact, each will be positively evasive, leading the inquirer on and meantime hinting that some *nebs* (electrum coins worth 100 BUCs each) must change hands first. After all, a girl must make a living...

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

Be sure to refer to the *Gamemaster's Notes* for this section as to the HPs getting information regarding "strangers." Also, aid in the form of mercenary (Soldier) OPs can be found in this place.

5. Trader's Establishment

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

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

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

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

There are cases and shelves, nooks and crannies filled with deltal statuettes of three or four inches height. Assume there are over 600 different figurines of this nature, about 200 of one to three feet height, and over 50 of human-sized or larger scattered here and there in the shop. About 90% are of Egyptian sort, but the remainder are of Atlantean, Babylonian, Greco-Roman, Phoenician, Voudon, and various minor pantheons. Intermixed with these are paintings and mosaics depicting still more deities, altar pieces, censers, ewers, fonts, jars, and devotional objects and symbols such as ankhs, beads and the like. One whole section of the eastern part of the establishment is given over to books, scrolls, papyri, and other written religious material. There are prayers for the living, dying, and dead, funerary ones and for just about whatever else can be imagined.

This is the only other all-sandstone building in Aartuat. It is as tall as the caravanserai, 30 feet or so, although there is no battlement atop it. The whole appears to be a rectangle, 90 feet long east and west, 60 feet north and south. Above each of the

three doors you have seen there is a sign painted on the wall, the writing done in beautifully drawn and colored hieroglyphs. Beside each entrance there is painted a figure of a lioness-headed goddess crowned with a solar disc and a uræus."

The HPs will probably have to find someone to tell them what the sign says:

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

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

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

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

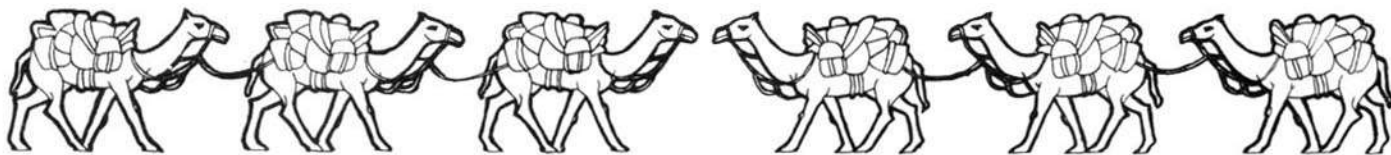
"Just inside the east entrance stands a flanking pair of big lions carved from some soft, reddish-hued stone. In fact, statues of lions and lionesses, and lion- and lioness-headed statues must make up at least a tenth of all that are herein."

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

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

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

"An elderly man approaches. Two cats weave around his feet as he walks. You note he wears unusual dress—a long white gown and a headdress of yellow and orange striped linen, bound with a torc showing a lioness' head in its front. He bows and smiles: 'Greetings travellers,' he intones in a soft but resonant voice. 'Welcome to the House of All Gods...and may they watch over you always. I am Atmu-thoth-rahata, the owner of the establishment. Have you come to look? Buying or selling. I am at your service.'"



Atmu' is a widower, his wife having died a few years ago. He has a family of slaves, a young couple with two children, who take care of the house, gardens and his few wants. In fact, the male slave is very much devoted to Atmu' and loves the shop, often assisting customers. The four slaves are currently outside somewhere looking after the garden and taking care of the small livestock the old man keeps. When Atmu' dies, the slave family will be manumitted and become the owners of this place. Of course, they don't know this, for their master has a son, Heru Nebtcheru, whom they assume will inherit them and the property in Aartuat. This son is a *Rekh-khet*, a scribe and sage. Heru lives in his father's villa in Memphis, being employed by the Royal Court there. Heru is a devotee of Thoth, and because of this, and his abilities and position, he is aware of what is happening with the HPs. *If this is a Direct Mission for the HPs, it is Heru Nebtcheru who has arranged for a contact in Aartuat to assist the team come to investigate. (See 17, below.)*

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

Atmu-thoth-rahut has, in a table drawer, a little box filled with various coins from bronze to electrum, so he can make change in the course of sales. The total therein is 700+2D% in BUCs.

In the upper chambers is his strongbox with 5D10 in electrum, 5D6 each in small and large gold coins. There is also therein jewelry and loose gem stones to a value of 21,000 to 30,000 BUCs.

Altercations: The Heroic Personas will surely get into serious trouble if they are so foolish as to molest and/or harm anyone here! The trader has a pair of domestic cats as his constant companions. Both animals are sorts of Fetishes, and they serve as spirit receptacles for the presence of Sekhmet. If Atmu-thoth-rahut is ever harmed, each will transform into a huge lioness (see the OP Statistics after Chapter 9 of the adventure) and viciously attack the old fellow's assailants.

This isn't the worst to happen, however. Atmu' will also Curse his assailants with the following: **"May every god I have pleased in my life now reject you!"** Naturally, no Egyptian deity save those of Gloomy Darkness will ever aid the guilty ones thereafter. However, if such individuals should reconsider, humbly apologize, and beg forgiveness, the fellow will be lenient if they do some service in atonement (QM's discretion), and when that is completed to his satisfaction, Atmu' will withdraw his Curse.

Should this man ever be slain, the whole of the village (save the Evil ones), the garrison, and Merha-aptut (see Chapter 4) will combine to bring the felons to a swift and speedy justice. Khonsu-khai-bet reveres this old fellow, being a pupil, and a friend of Atmu's now-absent son. He will swear vengeance upon the criminals, and he will then dedicate himself to hunting down the killer or killers. Likewise, Atmu's son, Heru Nebtcheru, will seek out any who escape such punishment, and nowhere in or near Egypt will be safe for such personas.

Buying & Selling: First and foremost, if the HPs evidence no interest in acquiring a statuette or figurine, Atmu-thoth-rahut will suggest that having such would be of benefit, for they are in the land of Egypt. Second, he will sell no one more than one. If any persona insists on buying another, the trader will open a case in which there are various little sphinxes. **"Choose one of these if you must, and**

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

If the HPs desire anything other than the little figures, the gamemaster will have to decide how best to handle things. There could be a Casting or useful Charm amongst the thousands of written works. Handle the matter as you see fit.

If an Egyptian (Egyptian) deity is named (by a player), Atmu' will have a little figure of that god. Each and every figurine the Heroic Personas choose to examine will have a dim radiance of Heka of an Entail or Supernatural potency. However, there will be no clue as to what purpose that energy has. Nothing will operate the Heka, for these little figures have no enchantment upon them, no Casting within. However, some of these statuettes have special benefits at a later time (in the Temple of Osiris or the Tomb of Rahotep) for the wise or lucky enough to have purchased it!

Merchandise	Price
Egyptian figure, large (4'-10')	5,000-50,000 (5D10)
Egyptian figure, medium (1'-3')	1,000-10,000 (1D10)
Egyptian figurine* (1"-3")	200-1,200 (2D6)
Foreign figure, large (4'-10')	7,000-70,000 (7D10)
Foreign figure, medium (1'-3')	2,000-12,000 (2D6)
Foreign figurine	300-1,800 (3D6)
Service pieces, Egyptian	500-5,000 (5D10)
Service pieces, foreign	1,000-6,000 (1D6)
Artistic pieces	500-50,000 (5D10)
Written work, Egyptian	100-10,000 (1D10)
Written work, foreign	200-20,000 (2D10)

*Including the miniature sphinx statuettes.

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

Selection: If the Heroic Persona in question asks for a figurine but doesn't name a deity or otherwise select a statuette, Atmu' will select one (the QM rolls for a random pick) for examination and approval by the individual who is the prospective purchaser. The table below provides deity names, ethos, and a brief description. Note that this table is by no means exhaustive and contemplates the forms of these deities as they are on Earth, not necessarily the same as their ancient counterparts of Earth. The old trader tends to favor Moonlight and Shadowy Darkness (or Twilight) Ethoi ones for casual foreign customers (he being of Sunlight)—much to the team's advantage! Thus, if asked, he will suggest figures of those groupings in the order shown. He dislikes Gloomy Darkness and will not favor any selection from those deities, suggesting that the persona might be better advised to choose some other figurine.



Ethos

1D% Roll	Result
01-10	Balance
11-15	Gloomy Darkness
16-60	Moonlight
61-85	Shadowy Darkness (Twilight)
86-00	Sunlight



Shadowy Darkness

1D% Roll	Deity	God/Goddess	Description
01-05	Ament	Monster goddess	lion-hippo-crocodile monster
06-10	Amset	God	mummiform man
11-25	Anubis	God	jackal-headed man
26-30	Duamutef	God	mummiform jackal-headed man
31-35	Hapi	God	mummiform, baboon-headed man
36-45	Isis	Goddess	woman with L-shaped crown
46-50	Kekit	Goddess	woman of black
51-55	Khebsenef	God	mummiform, owl-headed man
56-60	Maftet	Goddess	woman with 20 clawed fingers
61-85	Osiris	God	mummiform man with green face
86-90	Par	God	mummiform man of dark blue
91-95	Ptah	God	bearded bald man with scepter
96-00	Ra-heru-kuti	God	mummiform man with reeds

FIGURINE

Balance

1D% Roll	Deity	God/Goddess	Description
01-05	Anhert	God	man with four plumes, spear
06-10	Anket	Goddess	woman with feather crown
11-15	Apet	Hippo goddess	green hippopotamus
16-20	Apis	Bull god	black bull with gold horns
21-30	Bes	God	leering Dwarf with club
31-35	Buto	Goddess	cobra-headed woman
36-40	Apshi	Insect god	mantis with gold eyes
41-45	Geb	God	goose-headed man
46-50	Hapy	God	fat man with lotus & papyrus
51-55	Hamehit	Goddess	fish-headed woman
56-60	Horus	God	hawk-headed youth
61-65	Maat	Goddess	woman with ostrich plume
66-70	Mert	Goddess	cobra with human head
71-75	Nefertem	God	man crowned by lotus
76-80	Nekhet	Goddess	vulture-headed woman
81-85	Reenet	Goddess	woman with hand up/down
86-90	Shu	God	bearded man with four plumes
91-00	Tefnut	Goddess	lion-headed woman with disc

Gloomy Darkness

1D% Roll	Deity	God/Goddess	Description
01-10	Aapep	Serpent god	multi-legged, winged snake
11-15	Iubenl	God-fiend	demon-faced, animal-man
16-30	Sebk	God	crocodile-headed man
31-35	Seker	God	man with nighthawk-head
36-40	Serqet	Goddess	mummiform, scorpion-headed woman
41-60	Set	God	ass-headed man
61-75	Set	God	warthog-headed man
76-90	Set	God	okapi-headed man
91-00	(Fiend)	Various	horrid, malformed things

Moonlight

1D% Roll	Deity	God/Goddess	Description
01-05	Amun	God	bearded, capped man
06-10	Apuat	God	wolf-headed man
11-15	Bast	Goddess	cat-headed woman
16-45	Chons	God	young man with crescent
46-55	Heru	God	owl-headed man
56-60	Khnemu	God	flat-horned ram-headed man
61-65	Min	God	mummiform, bearded man
66-70	Neith	Goddess	woman with bow & arrows
71-75	Nephthys	Goddess	woman wearing tall hat
76-80	Nut	Goddess	beautiful, winged woman
91-00	Thoth	God	ibis-headed man

Sunlight

1D% Roll	Deity	God/Goddess	Description
01-10	Aker	Lion god	male lion, black mane
11-15	Aten	God	winged solar disc
16-20	Herakhty	God	falcon-headed man
21-25	Hathor	Goddess	cow-headed woman
26-30	Menu	God	falcon crowned by solar disc
31-40	Pakhut	Goddess	leopard-headed woman
41-50	Ra	God	hawk-headed man
51-60	Sept	God	man crowned by two plumes
61-85	Sekhmet	Goddess	lioness-headed woman
86-90	Seshat	Goddess	woman with ink pallet & pen
91-00	Tuart	Goddess	white hippopotamus

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

At such time as a purchase is made, players should each record the information in their HP records, and the GM should keep note on a separate sheet of paper.

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

For full details of *Atmu-thoth-rahut* and the rest see the *OP Statistics* after Chapter 9 of the adventure.

6. Brick Maker

This household of nine venerates Ra and his son, Herakhty. The family brings clay and mud from the nearby stream and mill pond bank (thus enlarging the reservoir as all in the village desire). This stuff, mixed with some straw, is then placed into forms, semi-dried, then taken out and sun-baked for a week or so to turn each brick into a good hardness.

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

"There is a typical house with a low wall and shed just behind the trader's establishment. All around it are stacks of mud-bricks, while in the front of the place are ones laid out singularly."



7. Potter's Dwelling

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

"The smoke and the lines of various sorts of earthenware around the place to the south of the brickyard indicate clearly that the family which dwells in this house are potters. You recognize the woman displaying the goods from the caravanseal—where she was peddling small items."

The plates, bowls, jugs, pots, cups, etc., are rather well made and nicely colored. Prices range from a *dinar* for something small to about 2 to 4 *teku* (10 to 20 BUCs) for larger ones.

8. Mill

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

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

9-12. Small Dwellings

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

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

"The one just south of the mill is in need of whitewash, and its garden is weedy (13, below)."

"There is also a hut well south of the potter's which has animal horns, skulls, and hides decorating it (17, below)."

13. Hut of Gerhit & Shenau

Mission: Gerhit and his son, the boythief, Hep-thait, are subject to the orders of Shenau, a second-rate Mage aspiring to become a Demonurgist who is the chief of all in the vicinity which lies outside the gorge itself (see Chapter 6). He is "allied" to Tu-t, "Lord of Evil in Serpent Form," serves the Seven Powers of Evil, and is thus a devotee of Set. He directs the others, so the combined mission of these three is to:

- (A) See that nobody discovers what is going on.
- (B) Eliminate anyone who is aware of the plot.

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

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

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

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

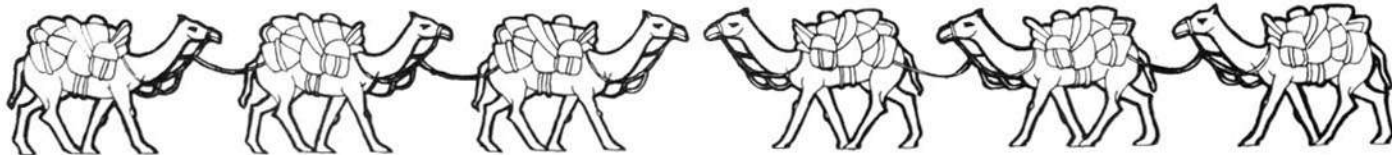
Shenau is the originator of the bone necklaces which make Aural readings useless, by giving a false one which is diffuse, rosy, and benign. He does this via a distorted pervasion of an ankh, a magical object in the form of a Serpent so twisted and looped as to resemble an upside-down ankh. *This is the first of the Nine Evil Objects* which the HPs should acquire in the course of the adventure. It neither aids nor hinders the possessor who is not of Gloomy Darkness Ethos, but in the Tomb of Rahotep it becomes active, as you will note when reading Chapter 8. This Evil Object has an absolutely indefinable Aura and a mixed Heka emanation which is faint until the thing is touched. Then a chill of Negative energy strikes the able personal *The HP team should certainly take this object to old Atmu-thoth-rahait*

(The trader will recognize this as something of Entital Heka and suggest to the possessor, **"Keep it hidden from sight, guarded closely, for this thing has a purpose beyond my ken but which seems fated to be linked to you by the neteru (Egyptian gods)."** If this advice is followed, it will be of great benefit to the possessor too, for Shenau used this device to conjure the Sanddevil (see Chapter 5, hereafter). The individual with this object is unassailable by the thing.)

Gerhit's "brother-in-law" came to live with him in Aartuat about two years ago, just a year after Gerhit himself came to the village. This was the same time the old hedge-practitioner in Aartuat died suddenly. The folk were glad then that Shenau was there, for he too could wield Heka so as to keep out destructive wild animals, reduce rodent depredations, and generally serve to assist in the care and well being of the community. However, this newcomer soon became unpopular, for he charged too many *dinars* for his services, and was slow in answering calls for assistance. When the priest (see Chapter 4, 7-11, hereafter) appeared shortly thereafter, there was none-too-secret rejoicing in Aartuat, for Merha-aptut was a *kher-hebu*, a Priest-Mage, able to do all that was necessary to maintain the folk and their land too!

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

Shenau, and Gerhit too, are naturally suspicious of everyone, including each other. Such is the substance of Evil. Strangers are double-alarming to the pair, so as soon as they become aware that the HP team is in Aartuat, these two will have discussed them and begun to plot and scheme. In fact, if any of the HPs comes to speak with them, Shenau will invite one or all to: **"Come with us and try your luck at fishing in the mill pond."**



A little shove, and perhaps the Demoncroc will have a hearty repast of hapless stranger!

Gerhit is a Thief (Mental) and a follower of Sebk, the crocodile-headed ally of Set. He too has a necklace of bones hidden under his garment, so that no Aura reading can detect his malign nature.

The beggar and thief, Hep-thait, a lad of 11, is the son of Gerhit. He is a dedicated criminal, a follower of Sebk, and eager to advance in his wickedness through serving Set and aiding in the return of Rahotep. If he suspects anything of the HPs, he will tell his father, and he, in turn, relate the matter to Shenau. Even if he doesn't call attention to the HPs, once the two adults are aware of them they will use the boy. Hep-thait will be given one or more of the following tasks:

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

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

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

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

That's how I live, you know. I am an orphan and have to fend for myself."

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

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

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

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

Of course, he lies still. He will always keep his father informed,

and if the HP team accepts any of his offers he will attempt to guide them into ambush by the bandits lurking in the wastes outside the gorge (see Chapter 5, hereafter).

If the merchant (2, above) can't get the strangers, and the boy's efforts come to naught, these two will use all forces at hand to ambush and slay the party at night. Gamemasters must handle this as they deem best. However, if the merchant and his guards are slain, the pair will lure the team into the desert themselves, by "guiding" or running off with the HPs in pursuit, so as to have the bandits attack and kill them.

Each of these three wears a bone necklace under his garments. This is the same sort of enchanted item as has already been detailed, i.e., preventing Aura reading and giving a benign, warm, and false impression.

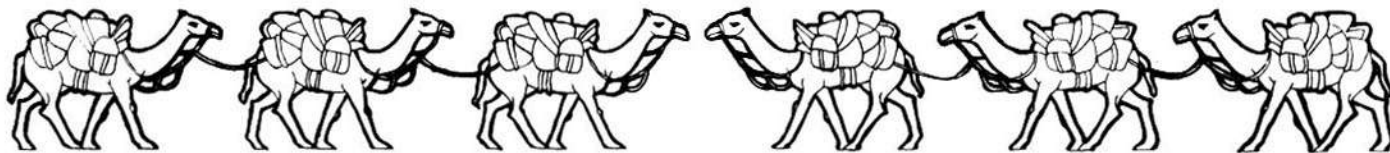
If defeated, any and all survivors will attempt to mount a horse and flee into the desert, joining the bandits there. See Chapter 5.

For full details of the individuals in the place, see the OP Statistics after Chapter 9 of the adventure.

14-16. Small Dwellings

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





17. Khonsu-khaibet's Dwelling

Mission: This is the contact for the party! Under normal circumstances this individual has no other special purpose save that his friend, Heru Nebtcheru, has contacted him. He is to pass on a message to a group of strangers, but only when he is sure of their association with the Temple of Thoth. Thereafter, Khonsu' will return to learning and living the sort of life he believes most suitable and enjoyable. That is, he is a stout, able, and bright young fellow from the village, who might be of some service to the Heroic Persona team. If they gain his trust and friendship, Khonsu' will certainly be a solid assistant to them while they are in Aartuat.

If the gamemaster deems that the players' HPs need more, then this is the OP provided! As noted, he will become a Friendly Persona, go with the party, and do all he can. This means that he becomes something in between a GM-run HP and an HPQ. Special abilities for addition to the basic stats are indicated for Khonsu-khaibet in such case. Then he becomes an agent of the Temple of Thoth. His other K/S STEEP improves by 5; Joss Factors are added; he has better armor and weapons, those Powers indicated, Special Connections in the temple's enclave in Thebes, etc. He will then go with the HPs and assist them in all ways. The GM is to play this persona with all the cleverness and expertise at his command!

Khonsu-khaibet means, literally, "Chons' (or Khonsu's) shadow"; he is thus "Shadow of Chons." This fellow is unusual for a villager in that his skin complexion is a paler red than the usual, he is taller than average (6'3"+), and is big-boned and muscular. (This reflects his mixed Atlantian-Tuareg ancestry on his mother's side.) His physique, dark brown hair, and gray eyes both set him apart and make him attractive. He is popular with the men, and chased by young women, including Hept-fhra's daughter, Nektinefar, whom he doesn't like at all!

He is of Primitive Hunter Vocation, but has in his young life managed to acquire not an inconsiderable number of Knowledge/Skill Areas outside this narrow background—most of this learning coming from Atmu-thoth-rahut. He knows local history, customs, speech, and a fair bit about the Egyptian and other pantheons too.

Depending on the actions of the HPs—and the ability of the players—have the team meet Khonsu' in one of the following ways:

- (A) In the caravanserai, where he strolls in to see and talk to the folk passing through.
- (B) At the local tavern, where he is sitting alone drinking a pot of beer.
- (C) In the trader's, where he comes in to ask about when his next lesson on the gods of the Grecians is to be.
- (D) At his own place, in which case:

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

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

Now, Khonsu' will engage in general conversation, judging the HPs, and if they are positive, open, honest, etc., he will become friendly.

If the team is on a Direct Mission, he will inform them he is their contact.

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

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

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

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

Note that Khonsu' is a follower of Chons (Khonsu), a Great deity of Moonlight Ethos, a fierce foe of all Evil, Gloomy Darkness, and a demon-slayer. He already possesses a devotional figurine of Chons, of course, and will gain from this accordingly if he participates in further activity later in this scenario. Anyone who follows Chons, or Thoth (Greater deity, Balance, Concerns including knowledge and magick of intellectual nature), or is *sympatico* to him, attracts Khonsu-khaibet as a comrade. He is most interested in things of Mental nature, but his life demands attention to the Physical as a primary concern.

For full details of the individuals in the place, see the OP Statistics after Chapter 9 of the adventure.

18. Mill Pond

"From the mill building, a pond runs southwest some 150 feet to where the stream which feeds it enters. It is around 60 feet wide at the mill-caravanserai end, tapering to but 20 feet at its head. The east bank is grassy and drops cleanly into the water. Towards the west, the shore is flatter and muddy. Reeds and marsh plants grow in abundance there. Beyond are fruit trees, bushes, and vegetable plots."

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

If you determine the Demoncroc is lurking in the water when the HPs have come this far, or when someone having seen it before but is passing by and the monstrous thing is awaiting, then read:

"Oddly, there are ducks and geese all round the shore, but none are swimming in the water."

Otherwise continue on thus:

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

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

"You are told that it is only a couple of ells (three feet) deep to the far side, but along the pathway the bottom is five or six feet"



down. In the middle, where the moving water works away, the pond is over 10 feet deep."

The village grew up around the caravanserai because there was water here. Brick makers took the clay-rich soil from the banks of the stream to provide building material for themselves and others. As the village grew, the pond developed, and then the mill was constructed, a dam being built to cause the water to flow rapidly enough for the wheel to turn the millstone. As the pond grew even larger, its service to the community increased. Small channels for irrigation were run from it, more domestic waterfowl could be kept, fish and crustaceans from its waters added a pleasant variety to the diet of the folk there by its banks. The underground stream continues to pour forth its torrent (see Chapter 4), the brick makers' work expands the pond, and its aquatic life flourishes.

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

The Demoncroc: Through the sorcerous conjuration of Shenau (13, above), a daimotherion crocodile, an Evil spirit beast, seemingly a natural animal which is actually a form *created* (not merely *possessed*) by a powerful Evil being (a Minor Demon, of Sebk), came to the little body of water. It is a Demoncroc, a massive, reptilian thing, 30 feet long, its body over five feet broad, and sprawling legs protruding another foot or so on either side when it isn't erect and running. If it can snap shut its massive jaws, the Demoncroc's victim suffers 6D6+6 PD and cannot free itself. The thing will drag its prey under the water to drown (and be eaten). Its huge tail strikes for 3D10 Stunning PD points, and any hit of Vital Location indicates the target is knocked down for 1D3 CTs time!

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

Shenau has instructed it to seek out and devour the Heroic Personas. At any time they come near the pond after their first day in the village, to the banks of the stream running north to it, or the Pool of Hapy (Chapter 4, hereafter), the thing will attack. If it has no opportunity, then on the third night it will crawl from the water and seek out the party. It has *Cunning* in its crocodilian form, so not only is the thing clever but immune to Mental attacks and damage too! It can smash through regular doors, but stairs are impassable to it.

It requires special or enchanted weapons and Heka-energy to harm this thing. It recovers 1D6 lost PD points every AT. However, when its P TRAIT is reduced to below 70% normal (211 or more points damage suffered), it changes itself into a huge carp (six-feet long) which can swim as fast as a human runs. The daimotherion will then attempt to swim off and hide—upstream, down, or in the depths of the pool or the muddy bottom of the pond. In this form it is subject to normal weapons, but its armor protection is unchanged.

If the team manages to destroy the Demoncroc, each one who inflicted damage upon the thing gains 1 Joss Factor.

Should they be wise enough to cut it open, they will find three figurines in its stomach:

(1) A statuette of Aapep, the Greater deity and master of all Evil Serpents, Draco-serpents, Monsters, etc. On it, in red, is the crocodile hieroglyph, the reptilian head looking back, indicating a wrathful and dangerous form.

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

(3) A figurine of Sebk, upon which is also the "sh" hieroglyph noted above.

If the HPs take these statuettes to Atmu-thoth-rahath, and Khonsu will encourage this, he will note the following:

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

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

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

"I believe that I have a pair of reliquaries which will do for this purpose, although they are somewhat costly. I will let you have them for 7 *atens* each—that's 14,000 *dinars* total, in case you aren't familiar with our coinage.

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

"As to my interest in these two, I find them interesting, for they are both very old and especially well crafted. If you choose to sell them, I will pay you 1,000 *dinars* apiece."

In fact, for the very low fee of 100 *dinars*, Merha will be happy to especially reconsecrate and lay blessings on the containers, thus assuring they are safely kept. The persona carrying such a cased figurine gains the following benisons from the three ethol of deities ranked against Evil:

Moonlight: Any weapon wielded will be as if enchanted, and if already so, the benison confers a +7 Weapon Factor addition to that arm.

Shadowy Darkness: The ability to see in the infrared and ultraviolet spectrums when no normally visible light spectrum radiation is present.

Sunlight: 77 points of additional Positive Heka.

Special Note: If Khonsu-khaibet is engaged in combat against the monstrous daimotherion, Chons will aid him by bestowing a temporary Quirk. Because of this, he will strike as if using an enchanted weapon, with -5 on his die rolls for FAC and Strike Location determination, and if plying his bow, his STEEP will be at a +20. If the Demoncroc is killed in this process, then Khonsu-khaibet will retain the Quirk forever after!

For full details of the Demoncroc, see the OP Statistics after Chapter 9 of the adventure.



Pool of Hapy

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

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

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

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

GAMEMASTER'S NOTES

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

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

Finally, if there is combat and a pursuit of the Demoncroc, be sure to note the depth of the Pool of Hapy. Even though its waters are clear, beyond 12 feet or so, one cannot see into greater depths. This probably means some swimming and underwater activities, Heka enabling the personas involved to search out and assail the 'croc or its fish (carp) form. (The map of the Pool of Hapy is found on page 38.)

ENCOUNTER KEY

1. Valley Entrance

From the village, the HP team will pass along the course of the stream to get to the dell in which the Pool of Hapy lies.

Attack by the Demoncroc is possible in several places in this area. Consult the map!

The general configuration of the place is as follows:

North to South: 350 yards of level land, the southern portion being taken up by the Pool of Hapy, which is roughly 100 yards in diameter, 16 feet or so deep on average, and 32 feet deep in its central portion, a "hole" about 30-yards diameter. The place is bisected by the pool and the stream, dividing it into an eastern two-thirds and a western third.

East to West: 200 yards level, then 100 yards to either hand of inward-sloping land.

Almost all of the area is of cultivated palms, trees, and bushes or in vegetable plots.

The southeastern verge is hedged off from the remainder by Castings. The foliage is natural, and the animals come through this portion to drink and find food in the driest and most difficult times. Then, the priest will employ magick to assure sufficient growth too.

"The path beside the mill pond continues on along the eastern verge of the stream. In 40 yards, it enters a shallow-sided and gentle cut in the hill just south of Aartuat. Its flat portion is about 30 yards wide, then inclined upwards another 20 yards on each side. This rise continues more steeply thereafter, and you can catch glimpses of rocky outcroppings and scrubby vegetation. This is certainly a gully worn into the higher ground by water and weather over centuries. Its bottom and near sides are verdant, the villagers growing all manner of bushes and vegetables to either hand. You walk through this miniature valley for about 70 or so more yards. Then you enter a beautiful dell, a bowl-shaped valley with a lovely pool of blue water in its southern portion."

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

2. Palms, Trees, & Shrubbery

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

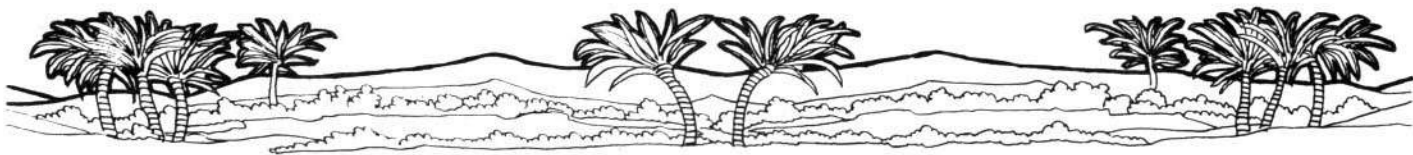
3. Garden Plots

As they get this far so as to be able to make the following observations, the HP team will be walking near to the stream for about 100 yards. This is an opportunity for the Demoncroc to surge from the water in an explosion of spray, jaws agape, teeth flashing...

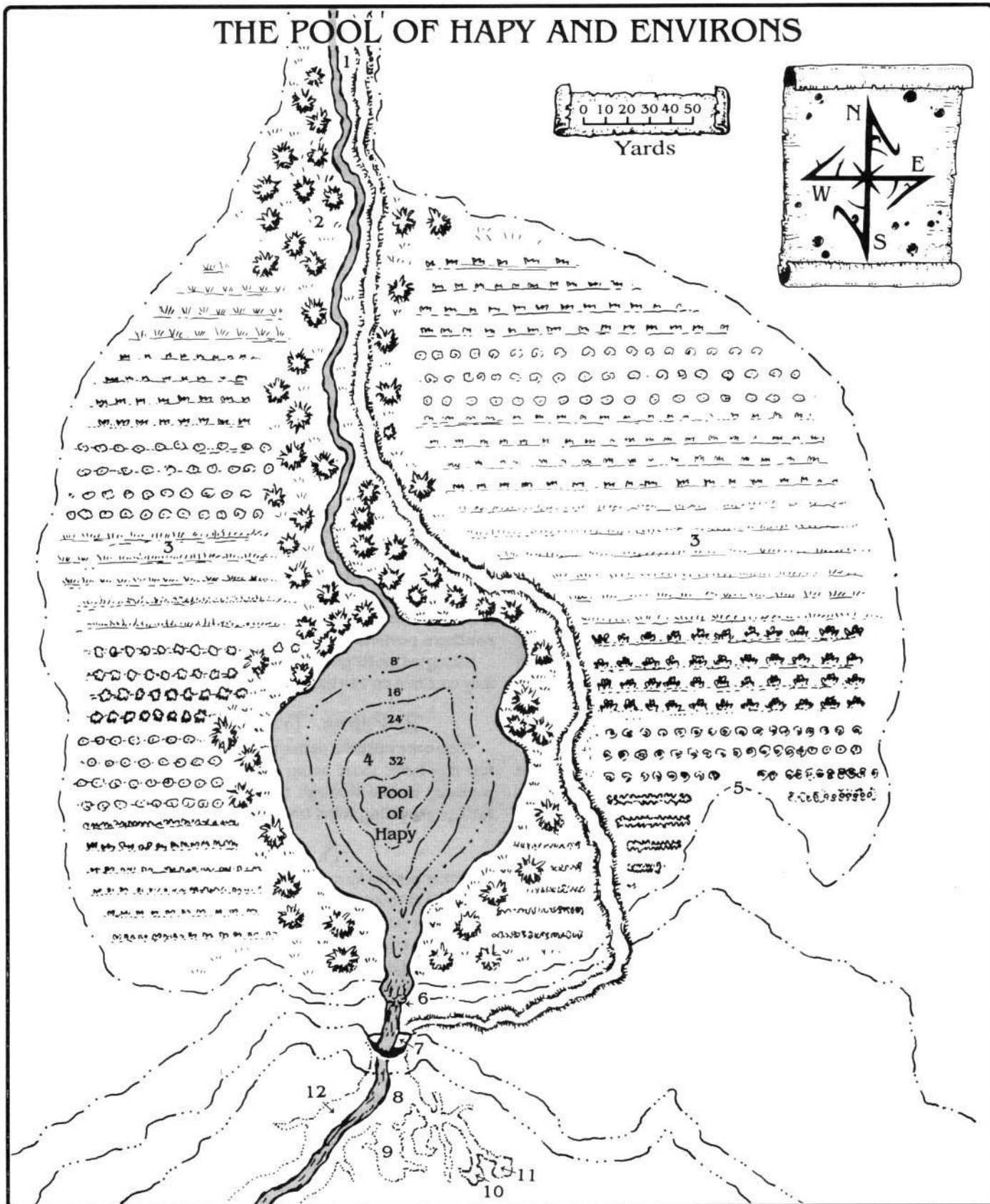
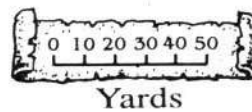
"As you go, it is plain that the folk come here and expend considerable effort in cultivation. All manner of vegetables grow in neat plots. Here onions and leeks, there garlic and scallions, various kinds of lettuce everywhere, and all manner of things such as carrots, potatoes, beans, tomatoes, cucumbers,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

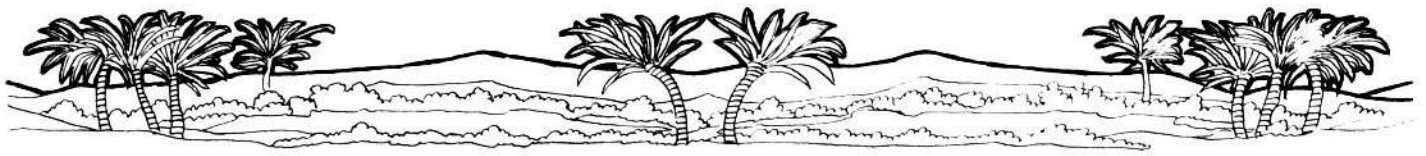
"The beds are neat, well worked, and watered by little trenches which interlace the whole area. Along the rising slope of the dell you see grapevines and berry bushes."

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



THE POOL OF HAPY AND ENVIRONS





4. Pool of Hapy

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

"It is about a half-bowshot (110 yards, if they must ask) in diameter, and from the looks of it the water is very deep. The southern half's banks are marshy. It seems a perfect place for fishing."

There is an abundance of fish in this big pond. The Demoncroc might well be lurking here, too. However, the water here is clearer, so anyone making a roll against *Perception*, *Physical* or *Mental*, at Difficulty Rating "Moderate" will spot a "crocodile." The gamemaster will have to play the matter of the Demoncroc as the situation develops. The thing can't get to Merha-aptut's cave, of course, and it won't be able to slay him either, for its priority is now the HPs.

5. Steep Hillside Rise

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

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

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

6. Waterfall

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

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

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

7. Cave Mouth

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

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

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

8. Cool Entrance Cave

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

Villagers have brought some rough chairs here as a token of their appreciation for Merha-aptut and the good he does. The furniture is just inside the entrance, so placed as to be far enough away from the waterfall as to be able to talk normally, get the cool of the subterranean place, and yet have light filtering in to provide dim illumination in daytime.

"As your eyes adjust from the brightness of the light outside to the dimness herein, you see that the cave you have entered is about 15 feet broad to either hand, extending back to the south beyond 80 or 90 feet—as far as you can see.

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

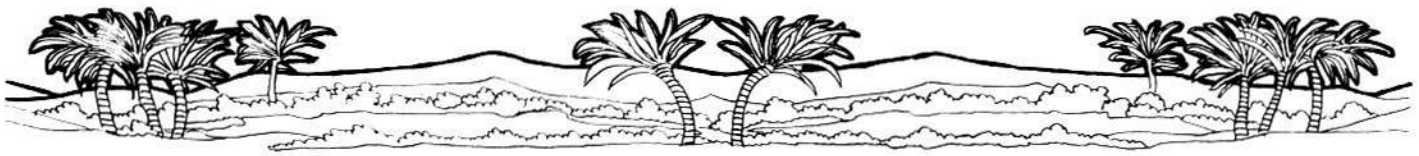
As the situation demands, the HPs should then call out that they have come to visit, await Merha's invitation to be seated, have Khonsu or whoever else is a native of the village that is with them handle things, and so forth. In no case should the party go further without leave to so do. If it is possible,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

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

9. Merha-aptut's Cave Quarters

This Priest might have climbed far higher in the ranks, save for the fact that he was more concerned with nature and the well-being of living things than with organization and place. His ethos is Balance, and what ability he has in *Dweomercreæft* and *Magick* is of the Green School. He is not an activist nor is Merha-aptut a fighter.

Mission: This quiet and dedicated cleric has as his mission the spreading of appreciation for the role of Hapy in the scheme of



things, particularly here in the barren west so far from the great Nylle. He has come here to escape the crowded cities, to dwell in relative isolation, yet so placed as to assist all the villagers with his abilities and counsel, too. Merha-aptut is not simple, but he has relatively rigid ways and fixed views. He will remain distant and not become involved in things unless the Heroic Personas have done some outstanding service.

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

In the latter case, Merha-aptut will disregard the attitude of Balance insofar as the HPs are concerned, and while not leaving the area of his domicile and Aartuat, he will otherwise provide all things he is able to through Heka, or otherwise to assist the team to achieve success. In this regard he has a special weapon he will give, as detailed in 10, hereafter.

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

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

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

"At the far end of the cave is a figure of Hapy in a shrine of gilded wood. Before it, a shell bowl of water with a floating lotus flower, an offertory dish of lapis lazuli, and many little figurines of the animals and plants which flourish in the Nylle. The wall around this area is covered with paintings of scenes of life in and along the banks of the great river, as well as prayers written in the ancient hieroglyphics of the land.

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

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

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

And/or:

"Do you wish to pay your homage to the Beneficent Hapy?"

"Then come with me to the special place..."

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

And/or:

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

And/or:

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

As was noted above, for 100 dinars Merha' will be happy to specially reconsecrate and lay blessings on the containers in which the statuettes of Sebk and Set will be hidden, thus assuring they are kept safely.

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

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

Fees for any Heka use, Casting or otherwise, are based on a 1 BUC per 1 point of Heka expended basis. Of course, in dire necessity there will be no question of fee or payment. Healing, arresting, and cure of poison or disease, removal of a Curse, etc., are done without hesitation. Naturally, donation thereafter is appreciated but never asked for!

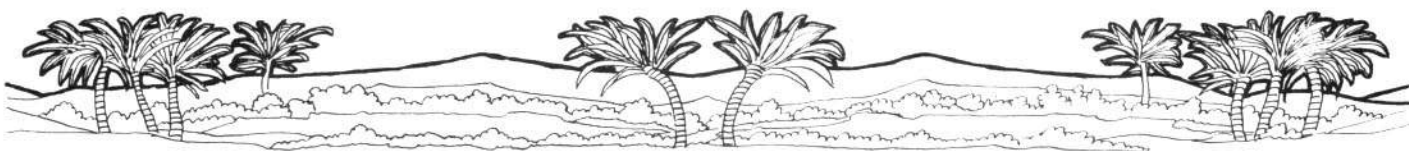
For full details of the Priest, Merha-aptut, see the OP Statistics after Chapter 9 of the adventure.

10. Shrine Cave

In the event this place is entered without the express permission and attendance of the ecclesiastic, Merha-aptut will, if he discovers the sacrilege, consider it to be an assault upon himself of the deadliest sort. Thus, if no harm was done and nothing was taken, he will order the trespassers out and never again speak to or assist them again thereafter. If anything was defiled or stolen, this is the same as attack upon his person, and the Priest will fight back with all the abilities at his command, just as if he were faced by threat of imminent death from the Heroic Personas!

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

"At a word from the Priest of Hapy, the two glowing crystal fish figures seem to come to life. 'Abtu, Ant, swim after me,' he calls, and the mineral forms suddenly seem fat perch disporting themselves in the current of the Nylle. Their co-



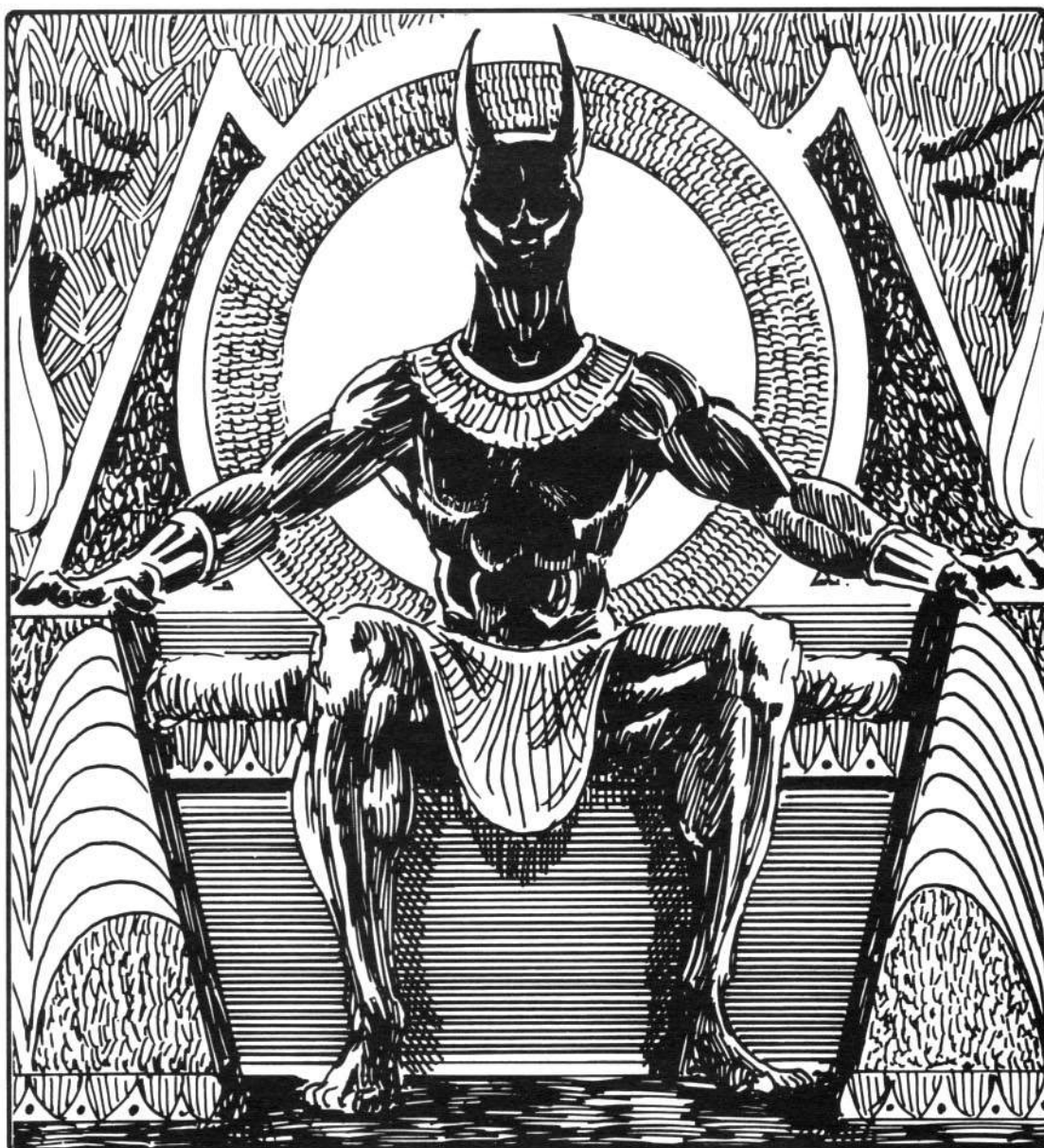
mingled radiance lights your way as you go to the place where Merha-aptut's hidden shrine awaits.

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

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

If this stuff is broken up and sold for its metal and the gems' value, it will fetch 60,000 to 80,000 BUCs, no questions asked. Intact, and disposed of well outside Egypt, the value of the lot is 10 times that! However...

The statue is a Fetish of sorts, sacred, consecrated, and with an awareness. If it is taken from the cave, the water of the stream will rise suddenly, gushing forth as the criminals leave the cave complex's mouth. Each must make an Avoidance roll at "Difficult" DR. Failure means the individual is swept out, down, over the falls, and into the pool below. Physical damage is 10D6 Blunt from being tumbled down the watercourse, 1D% Stunning from the force of the stream and the blows of the rocks along the way, and 5D10 Impact for rocks and the tumbling of the falling torrent of the stream now shooting forth in tons from the cave

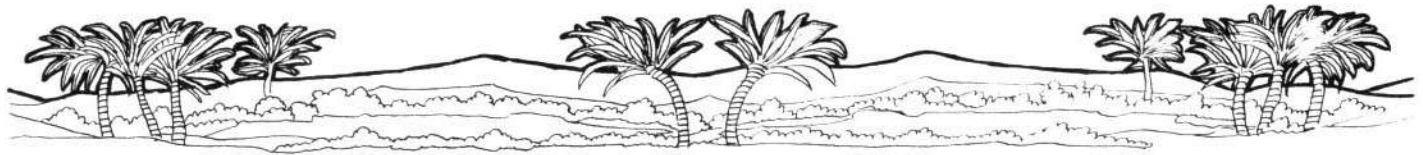


mouth. Anyone Dazed will definitely drown in the water below. Similarly, anyone unable to swim because of armor will certainly drown.

Lastly, if the materials taken should fall into the pool, Hapy will reclaim his own. The items will vanish, as a Greater deity uses his Entital Heka to Good effect.

"All round the place are various religious things which the ecclesiastic keeps here: ceremonial garments, lamps, scrolls and papyri, carved wood which shows scenes of water and its flora and fauna, and so forth."

Merha-aptut has his lists of Balance and Green School Castings here, all but a handful being of the Tutelary and Archetypal kind, and those which are Specific being not particularly useful, i.e., the kind to make the fish figurines levitate permanently in the air and move by command, for instance.



11. Hidden Passage & Secret Cave

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

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

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

"(1) A trident which has a cord of silvery material fastened to its end, and a bag of like cloth which contains six more barbed heads such as that fastened onto the shaft of the weapon."

This is an enchanted arm which will strike any foe if the wielder succeeds a *Combat, Hand Weapons* roll. The cord is unbreakable save by a Negative Heka force of 70 or more points PD. The head of silvered iron will come off if it is sunk into the flesh of an Evil opponent, just as if it were the head of a harpoon. Most statistics are those of a normal trident, and although damage is 3D6 Piercing—plus adjustments for Susceptibilities and Strike Location, as modified by Armor Protection—there is more. The detached head's points continue to inflict whatever Physical damage was scored in the initial strike for two additional successive Critical Turns, but this Heka-engendered harm destroys the metal. Meanwhile, a new head can be set on the weapon (one CT's time required), and another attack be made thereafter. When all the heads are so used, the shaft, cord, and bag disintegrate into dust.

"(2) An axe of two-handed sort, obviously made for warfare. It has a golden blade! This is a complete contradiction."

This is an instrument which can be employed to effect only when wielded against Supernatural foes able to take non-corporeal or corporeal form at will. It has a Speed Factor of -7, a Weapon Factor of +7, does 7D3+7 PD, and absolutely negates any and all armor or Heka protections, but there is never a Strike Location roll either. The weapon does Non-Vital Physical damage only.

"(3) A mace of shining copper, also of two-handed sort."

This is a weapon as strong as adamantite. It has no other special advantages over a normal mace, save that it negates twice the usual value of armor (36 points in its case). When used to strike stone it is twice as effective as a two-handed (work) sledge hammer.

"(4) A pair of golden boots, cuirasse, and old-style Egyptian helmet with a flowing neck protector of silvery mesh and a crest of sun and silver moon crescent atop it."

The boots alone protect as if the wearer were in Full reinforced leather armor, and the wearer is able to walk upon air or water at will, but must think of the function for it to operate thus. There is no Speed Factor penalty.

The cuirasse alone is equal to Half plate armor. Its wearer receives protection from Spiritual attacks as if they were Non-Vital Physical Strike Location ones, that much SD being negated by the armor. There is a Speed Factor penalty of -5 when wearing this golden back and breastplate.

The helmet alone serves its wearer as if it were half chain mail armor, and the wearer receives protection from Mental attacks as if they were Non-Vital Physical Strike Location ones, that much MD being negated by the armor. There is a Speed Factor penalty of -2 for using this protective device.

In combination, a single wearer is protected as if wearing Full plate armor, but with only a -5 to Speed Factor. All other magical operations function as above.

12. Watercourse Tunnel

There is sufficient room for curious personas to walk into the hillside, following the watercourse, for many furlongs' distance. However, it will be arduous, requiring immersion at times, clambering over obstructions, and so forth. In any case, after about 13 to 18 furlongs travelled thus, the way ends.

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

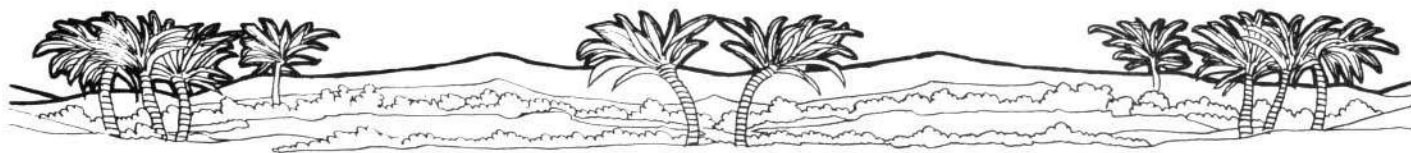
There can be a number of fissures and side passages if you wish. Getting lost might be a real possibility, or a cave-in, sink-hole, or the like might threaten the explorers. While this is absolutely extraneous to the adventure at hand, gamemasters might wish to develop the place for some later scenario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

INTERIM ACCOMPLISHMENT POINTS

When the Heroic Persona team has exhausted all activities in the Aartuat locale, or whenever they leave from this place to pass through the desert to the Gorge of Osiris, then you should halt play for an analysis of performance thus far, and award the players' HPs accordingly. To manage this with an explanation of what is being done and why should assist the participants towards expertise.

AP/G: Each player's Heroic Persona should receive AP/G as follows:

<i>Consideration (Cumulative)</i>	<i>AP/G</i>
For the player's coming to all of the play sessions being an average participant in the session	1/2
For being an active and alert with apparent effort to personify and roleplay his HP	1



For discovery and getting rid of any one of the three
Evil leaders (Shenau, Gerhit, and Hept-f-hra) 1 each

For getting rid of any one of the associated Evil ones
(Hept-f-hra's wife, 2 elder sons, daughter, 2 guards,
and the boy thief, Hep-thait) 1/2 each
and

For being an active part in the attacking and
destruction of the Demonroc 1

For stealing anything from any non-Evil
persona within the locale -1

For harming any non-Evil personas within
the locale -1 each

For engaging in combat with the Demonroc, that thing being slain in this process, each participant should be awarded 1 AP/S to the applicable *Combat K/S Area*, *Hand-to-Hand*, *Hand Weapons*, or *Missile Weapons*.

AP/S: If any player showed unusual ability in employment of a Knowledge/Skill Area, take time to point this out now before the group. That player's Heroic Persona should receive an award of 1 to 3 AP/S in that K/S Area:

If K/S STEEP is under 25 you should feel free to award 3 points.

If K/S STEEP is 25 to 36 you should feel free to award 2 points.

Where STEEP is above 36 but below 51, only 1 point should be given.

In most cases STEEP above 50 doesn't gain AP/S point award.

Two or even three awards of this sort can be made to the same HP in special cases, where actual play merits the action.

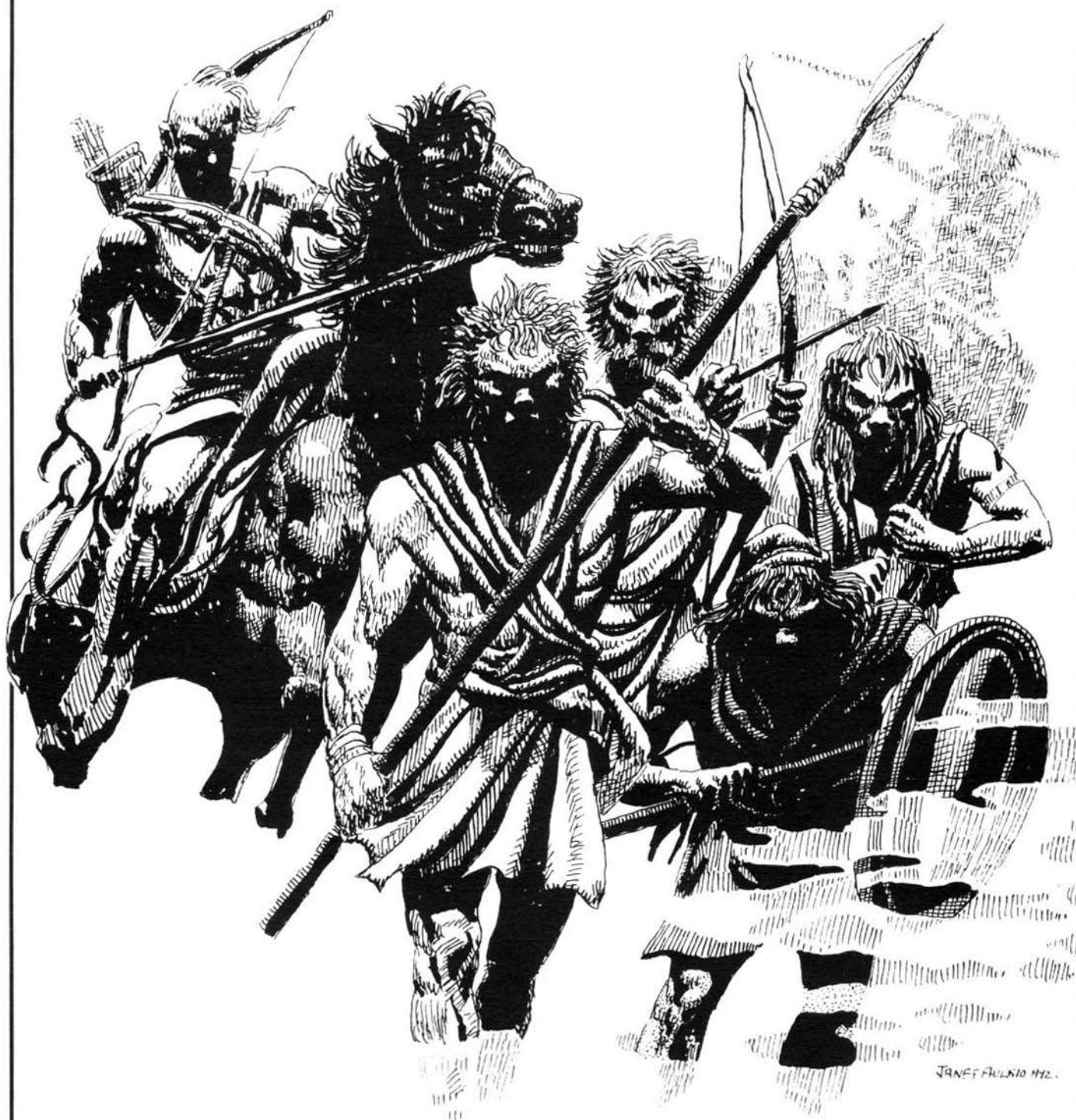
New K/S Areas: An HP can be awarded a new K/S Area for truly superior play, this being at a STEEP of 5 maximum, and possibly as low as 3.

AP/X: Now decide if there was an exemplary player, one whose Heroic Persona carried the day, as it were, constantly acting quickly and intelligently, discouraging bad actions and illogical courses, being a stalwart at all times. To this HP, if there is such at this point, you should give 1 AP/X.

Joss Factors: Joss Factors have already been decided in the adventure text above.

Special Connections: A Special Connection might have been gained by one of the HPs if that persona became a fast friend of the commander of the caravanserai's garrison. The same is true if one of the HPs somehow became a great friend of Atmu-thoth-rahath, and if such exists and is maintained, it will then pass from him to the chief scribe's son, Heru Nebtcheru, who will become a chief scribe upon his father's demise in 3D3 years and a Sepat Governor sometime thereafter.

Quirks/Counter-Quirks: There is no text opportunity for acquisition of a Quirk in this portion, nor should there be much reason to penalize the play of a player by making an HP carry around a Counter-Quirk. The latter is, naturally, within your purview as gamemaster. Actual play might warrant either.



Desert Road to the Gorge

GAMEMASTER'S NOTES: THE GORGE AREA

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

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

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

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

The second of the Nine Evil Objects, the *Bloodied Moon*, is with the chief of the desert bandits. If he is killed or captured, and this device captured, then the team need not concern itself with any pursuit. *If the leader escapes, stress his position as the chief of the robbers and his flight in total rout accordingly, for the players should have the opportunity to send their personas after him. In this situation, such a chase is not a diversion from the mission.* However, don't make too much of it, so that the decision will be one from the player group, not the gamemaster!

ENCOUNTER KEY

We can't give you much in the way of scripted text here, for the party will be moving freely, without direction from this scenario or the GM either. Here is the opening which you can read as the HPs depart Aartuat:

"You leave the caravanseral and its little collection of buildings headed northwards. Looking back, you see that the vegetation stands out as would an emerald in a copper setting. The

soil and stone here is of such reddish-orange as to make that comparison appropriate, and most of the desert scrub brown and sere so as to blend with the mineral. The foliage which marks the course of the stream flowing from Aartuat is a string of gem-like green. A mile or so from the village it becomes a tangled jungle near the banks of the waterway, a thorny hedge at its verge a few score paces from the stream. All else is harsh and stark.

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

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

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

"The sand stretches out to your right (the east), a sea of the stuff between you and the Nylle River far distant now. The sand, in fact, seems to lap at the plateau as if it were water, the rock rising 20 or 30 feet above its level. Of course the sands are not level. The stuff rises in ridges and dunes, shaped into new forms each time a strong breeze crosses its surface. Many bits of stone can be seen scattered in this waste, and a few big hills of solid stone stand as lonely sentinels to announce the rising of the old mountains to the west"

5A. Bandit Ambush

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

Again, unless there is a confrontation without fighting, the seven possible locales for this encounter are meaningful only with respect to that singular one in which occurs the battle. Once that is finished, the places are deserted from thereon. Either the bandits will be dispersed and gone, or, (perish the thought) the HPs defeated and dead.

Shenau (Chapter 3, Area 13, above) has assembled this band of outlaw Egyptians and servants of Set under their chief, Turpur, stiffened them with wild tribesmen of the desert who care for no Egyptian deity whatsoever, and prepared them to keep everyone not a part of the dark plot out of the gorge area. Then the head of the group in the temple sent his own watchdog to keep track of what Shenau's men were doing.... Of course, the more successful he is, the higher Shenau's status in the time to come. So when the team of foreigners come to Aartuat, the rovers waiting in the desert will be ready to fall upon them! Naturally, the bandit leader is playing his own hand, as is typical with those of Evil. He rides the fence between various figures: the High Priest, Setem Nefer (see Chapter 6 for details), currying favor





with his surrogate, the Priest of Set, Hu Benti, from the temple, and with Shenau too, ready to "serve loyally" under whichever man emerges as the more powerful.

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

Mission of Hu Benti: This Priest isn't bright, but he is rigid in his outlook and follows instructions from his master, Setem Nefer, to the letter. He is to make sure that the bandits do not reveal any secrets. In the fray ahead, this means that Hu Benti will fight!

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

As the HP party reaches an ambush site, the foremost one, two, or three (maximum) members will make a Perception, Mental and/or Physical roll, Difficulty Rating "Hard," at your instruction, without being informed as to the reason. The distance will be at one furlong (220 yards, 660 feet). Note, however, that if the HP group has advanced scouts able to employ Criminal Activities, Physical K/S, or invisible ones, or if the whole party is invisible, then consider a Special Success has been scored on any successful roll against the applicable K/S Area STEEP at a DR of "Moderate" or even "Easy." Only a Special Failure on this roll will give the "discovered ambush" (Situation Two, below) result.

Situation One: If a Special Success is scored by any HP team member, the party has achieved Total Surprise on the bandits! The latter will be unmounted, with bows unstrung, and if the team charges to attack, all combat will be at close range with hand weapons.

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

Situation Two: If all of those able to discover the ambush succeed in their roll, then they have Surprised the ambushers. However, the bandits will be able to both mount and ready their missile weapons before the party can close, so one CT of missile fire will have to be undergone as the HPs ride into the fray. They can, of course, also shoot, but doing so mounted and charging is hard...

"You see a villainous group, a score or more of men, running frantically to where their horses are tethered. They have swords, lances, crossbows, and bows too. They must have been waiting here, planning to ambush you, but your careful scouting pre-

vented their plan from succeeding. They are a bowshot distant now, but it is certain that the whole party of them will ride their genets into your party at the charge."

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

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

Situation Four: In the case of failure, then:

"A shower of arrows and bolts falls suddenly amidst your party. Each one of you is struck by a missile, and rearing steeds indicate that arrow or bolt has wounded some of your mounts. You have ridden straight into an ambuscade!"

Assume each member of the HP party is struck by an arrow (1-5) or bolt (6), while each mount has a 50% chance of being struck likewise. Before the HPs can do anything, there will be a like volley of missiles, but only one, for the bandits will be charging to attack with lance and sword. In the interval, however, a Casting or two might well strike them!

Even in this case, armor and ability should give the team a far better than equal chance to defeat their attackers, killing most and sending the survivors off in flight. The Heka-able one(s) in the bandit party will use a single Casting only before likewise falling on the strangers. They seriously underestimate the power of their enemy, of course.

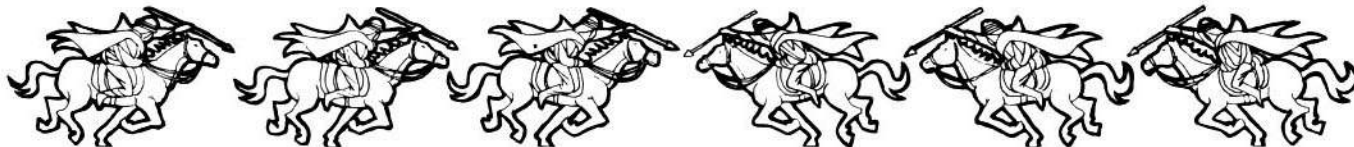
The undisciplined attackers will disregard missiles to fight with lance and sword. One or two will leap from their horse to fall upon prone foes, seeking to loot them then and there.

Refer to the OP Statistics found after Chapter 9 for details of the group of bandits. Those for the individuals joining them are just prior to bandit details, of course. Castings likely to be employed by the Priest and Shenau the Magician are listed, but the GM can manage these matters in any way he sees fit.

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

Immediate APs: Immediately after a defeat of the bandits, regardless of whether or not the HP group is in pursuit of fleeing foes, have the players pause for a moment for the award of AP/S points.

For engaging in single combat with a bandit or allied persona and disabling or slaying a foe in that process, each participant should be awarded 1 AP/S to the applicable Combat K/S Area, *Hand-to-Hand*, *Hand Weapons*, or *Missile Weapons*, for each opponent so defeated, up to 3 maximum. However, the STEEP total of the persona in question should limit the award thus:



If K/S STEEP is under 25 give up to 3 points.

If K/S STEEP is 25 to 36 give up to 2 points.

If K/S STEEP is 37 but below 51, 1 point should be given.

Captured Bandits: If somehow taken alive, the chief of the outlaws will confess only that he is a **"poor tool of the wicked Shenau,"** but if he thinks it means his life he will finally reveal that **"someone in the Temple of Osiris is leagued with the magician";** to reveal all is certain doom for Turpur, so he will speak no further.

Note that Hu Bentl, the Priest, is a fanatic. He will die fighting if possible, rather than surrender. If he is somehow taken alive he will never speak freely about any association with the Temple of Osiris.

None of the others are aware of such a connection. They can say only that their leader took instructions from Shenau, the magician of Aartuat.

After the Fight: If the rover band is defeated, those at the temple in the gorge will receive an omen of this, and they will be prepared to receive "guests." (See Chapter 6, hereafter.) Nobody there will ever admit to association with the bandits!

Regardless of information or suspicions, the assault upon them should alert the HPs to like duplicity and what has occurred will make any Other Personas accompanying them ready to side with the foreigners against fellow Egyptians.

5B. Bandit Lair

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

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

The Sanddevil: The cave entrance is partially obscured by a hummock of sand about 15 feet high at its center and 30 feet in diameter. If there was a battle and the bandits were defeated, the leader will possibly be hiding in this place, along with any of his men who were able to keep up and get inside too thus. All others will continue riding off along the desert track, for without the power of the *Bloodied Moon*, they dare not go near the Sanddevil.

The hummock of "sand" is this horrid thing. It lies in wait there, ready to assail anyone who approaches. To notice that the supposed dune is not normal, a player must call for a Perception (either or both sorts) check with the cave and dune as the examined, and that player's HP must succeed at Difficulty Rating "Difficult." The Sanddevil will otherwise attack the HP group with Total Surprise.

The Sanddevil is a species of Nether Plane Brute brought here in Spirit to become what it now is. Its body on Earth is sand and gravel, and it can expel portions of itself, replacing this material with like desert substance. It has a maximum movement of six feet per Critical Turn, so it is slow, and it will not move more than about 30 feet from the entrance to the cave. Should any of the HPs be carrying an Egyptian figurine of a deity of Gloomy Darkness Ethos, the Brute will single out such individuals for preference in its attacks, being drawn to the dichotomy of a non-servant of Set bearing such a token.

Its attack forms are fairly deadly, each of the three types being able to be employed simultaneously:

Sand Blast: The Brute can, each Critical Turn, expel a clump of itself at a target from one foot up to 30 feet distant, this blast of sand and rock attacking with a BAC of 65 and inflicting 6D6 Impact PD (no Strike Location roll). It can do this even if foes are actually upon its body surface. Targets' armor is disregarded, save that of Heka force which will absorb damage. Even most enchanted armor will otherwise allow particles of stone through its openings, and therefore cannot prevent the force of the blast.

Sand Screen: Once each CT the Sanddevil can whirl up a curtain of sand which will blind and disable for 1D3 Critical Turns any caught within it. This attack has a range of 60 feet but a BAC of only 33, those within its 15-foot-wide path each being rolled for separately as to whether or not the attack affects that individual.

Quicksand: Anyone actually upon the Sanddevil's surface will be drawn down, as the Brute displaces its body under that subject and moves the substance so withdrawn upwards to surround the victim. After one CT the victim is stuck. Such an attack appears as if the individual were trapped and sinking in real quicksand. The victim will be one-third immersed in two CTs, totally buried in six CTs, and suffocate thereafter in 1D3 + 1 Battle Turns' time. Two humans or a horse (with or without rider) can be assailed thus. Once any victim is buried, a new subject can be attacked by this mode.

Note that trying to unbury a victim with hands or tools, even shovels and spades, is a useless employment. So are all weapon attacks of any sort.

The Sanddevil is most easily defeated by blowing it away with a gale of wind or washing it away with a downpour of water. However, the Sanddevil can also be defeated by fusing it into a glassy lump through intense heat of fire or lightning, making it into solid stone through petrification (yes, it will work as the sand grains are like living cells in this case!), or turning it to flesh (a reverse petrification) and thus being made both impotent in sand attacks and vulnerable to any sort of weapon (color it destroyed).

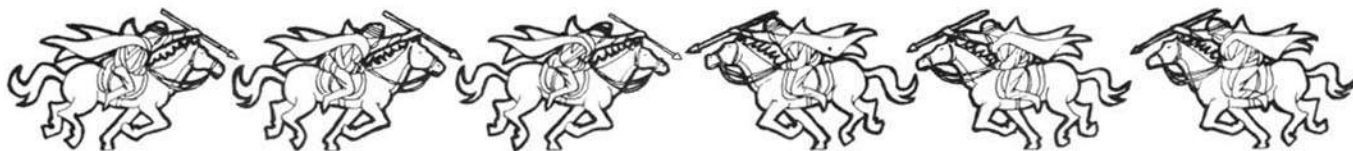
See OP Statistics after Chapter 9 of this scenario for full data on the Sanddevil.

The Cave: There is a small fore-portion about eight feet wide by 17 feet deep. A fairly high opening to the east leads into a big cave in which mounts are kept. A low passage to the west lies about eight feet distance from the entrance.

The ante-portion of this sandstone cave is about three by six paces in size. At the end is an opening to the west which is big enough for a camel to pass through. To the east, about halfway along the wall, is a low passage of about four-feet height and three feet in width."

When the HPs look into the big passage:

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



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

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

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

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

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

If there are four or more bandits, they will set up a guard at the entrance and attempt to ambush any intruder. Bows or swords will be plied as a foe attempts to come crawling through the low entry!

If there are three or fewer, they will simply cower here, hoping nobody will come looking for them.

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

6 small leather pouches, each containing a mixture of copper, silver, and electrum coins whose total is $5D\% \times 100$ BUCs, i.e., an average of about 25,000 BUCs per sack.

3D3 each Excellent Quality bucklers, spiked bucklers, chain

mail armor (Half), leather armor (Half), daggers, knives (large and small), swords (long), swords (sabres), swords (scimitars), crossbows (small), and bows (small composite).

4D3 pieces of ancient jewelry from the necropolis. Value on the black market in Egypt is $4D10 \times 1,000$ BUCs per item. In a civilized state outside the area, these will fetch 10 times that price, minimum. (These should be returned to the Egyptian authorities. Simply taking them to the military commander in Aartuat will suffice.)

4D6 ancient funerary objects of small size, half the jewelry above.

1 ancient papyrus with a Casting of "Invulnerability to Demons, Devils, & Fiends" (see sidebar). Note that the Heka cost to activate this Casting is imbued into the hieroglyphs, but if so used, the work is destroyed.

At the Gamemaster's Option: 2D3 one-dose potions and one-function, one-use Amulets, Charms, and/or Talismans suitable to the local circumstances, not likely to be used by bandit survivors, and of likely usefulness (and needed) by the HP team later on.

GAMEMASTER'S NOTES: THE GORGE ENTRANCE

You will actually need several different maps to handle this comfortably. The overview map, the General Area of Gorge of Osiris, shows the relative location in large scale, indicated by 5C. If the players are bent on learning specific details of the area around the entrance pylon in small scale, then you will have to refer ahead to Chapter 7, where the Map of the Gorge of Osiris is found (page 88). The pylon is indicated on this map by the number 1. Finally, the Map of the Entrance Pylon proper is shown immediately hereafter.

Whether or not the Heroic Personas return to Aartuat for a time to regroup, heal wounds, and so forth, as they likely should after encountering the bandits (with or without exploration of location 5B), the group will next need to get to the entrance of the necropolis area, and thus to the great pylon warding the Gorge of Osiris. This is a transitory area between the "outside world" and the deadly dangers of the burial ground in the gorge. Again, this is location 5C on the large-scale overview map.

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

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

Once safely through the entry pylon, the Heroic Persona party will be led inexorably to the Temple of Osiris, Chapter 6, hereafter.

Read the following as the HPs approach the mouth of the gorge:

"Steep and rocky cliffs can be seen rising

Priestcraft, Sunlight or Dweomercraft, White

Casting Grade IX

Invulnerability to Demons, Devils, & Fiends Formula:

Time: 12 hours + number of subjects

Area: 1-6 subjects

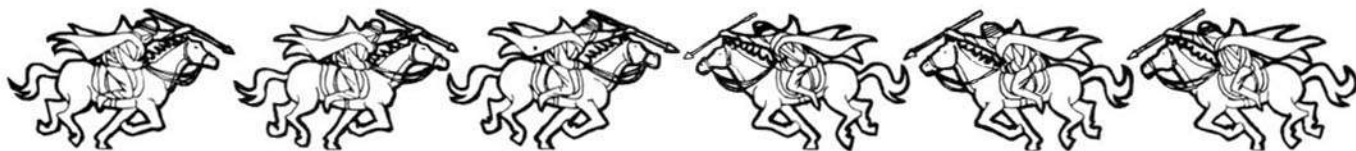
Distance: Touch

E/F/M: The recipient cannot be Mentally or Spiritually attacked by a Demon, Devil, or Fiend of the Gloomy Darkness Ethos, nor does the sight of any such creature or being disturb the subject of this Casting. Physical damage from attacks by any such creature or being are reduced by 7 points during the entire Time duration of the Effect.

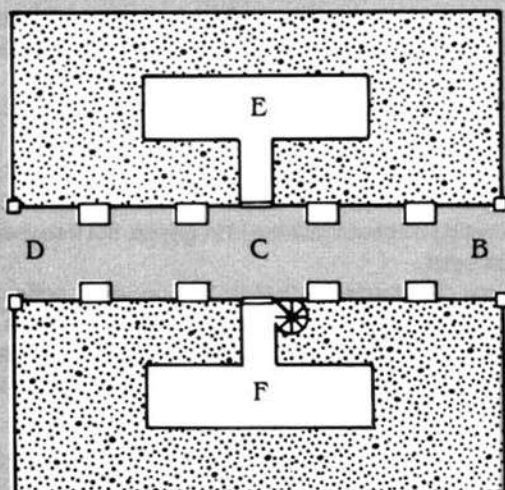
Other Heka Costs:

R&D: Nil

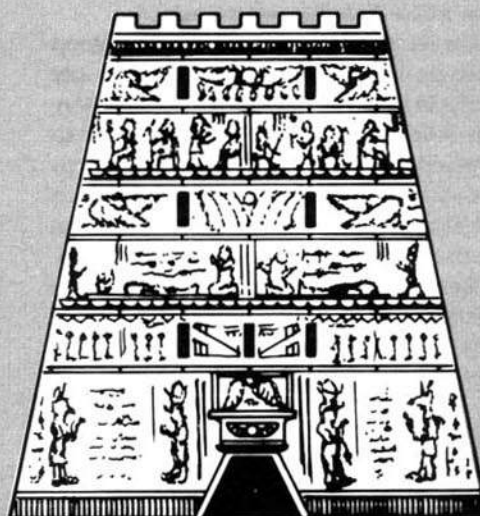
Other: Nil



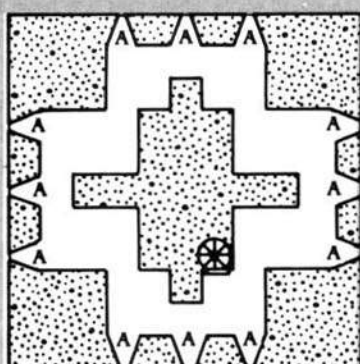
PYLON OF THE DUAT



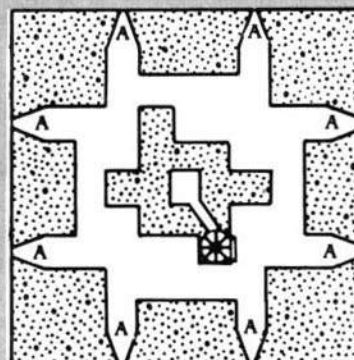
Ground Level



East-West Erection

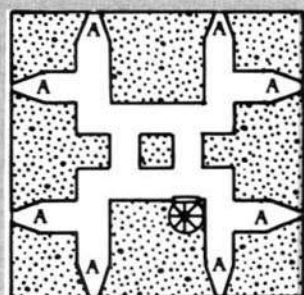


Second Level

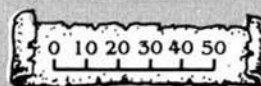


Third Level

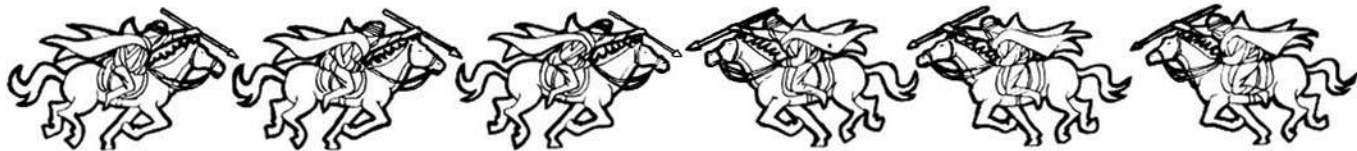
A=Arrow Slit



Fourth Level



Feet



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

"About five miles from Aartuat, a shoulder juts from the high wall of rock. This could only be the southern arm of the Gorge of Osiris. Rounding the elevation, you can see immediately that the rise did indeed mark the entrance to the gorge. About a half-mile distant is a similar arm of rock—the northern one. The level ground narrows between these elevations, funneling down to a quarter-mile width in as little distance, then to only a bowshot wide as the cliffs rise to either hand. The rest is a gloomy canyon indeed. There is, however, something more ominous and demanding than the gorge proper. There, stoppering the mouth of the place, is a square fortress. This must be the great tower through which entrants must pass to gain the Temple of Osiris and the necropolis beyond!

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

ENCOUNTER KEY

"You see a pylon, its tapering top towering more than 70 feet above the ground. Its square base must be 150 feet across, and the great entryway is an Egyptian arch with tapering sides and a flat lintel forming a trapezoid about 30 feet across at the bottom, 20 feet high, and 10 feet across the top. The whole structure is painted in large, often huge, pictures and glyphs, now much worn and faded.

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

Any persona able to read hieroglyphs or the script writing of Egypt will note that it proclaims this to be the "Entry Pylon of the Duat." An astute observer might also note how the entry path proceeds through the pylon from east to west. As the sun's course, so too the course of life; the Duat is in the spiritual west of darkness (i.e., Twilight, or the Ethos of Shadowy Darkness).

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

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

Encounter with "Anubis"

Lurking within the pylon at Area C (at the doors to F) is an old and insane Mage-Priest, a *kheri-heb*, who believes himself to be Anubis

because of a curse laid on him by the High Priest of Set. With his jackal-headed mask and a strong magickal illusion, this fellow appears indeed to be Anubis—especially considering his associates. They are malign creatures who use the crazy man's delusions to their own ends.

Accompanying this demented one are various weretherios, Evil animals able to take human form, whom the Mage-Priest believes to be as follows:

- Apuat the wolf-headed (actually a wolwere) helper,
- The Four Sons of Heru (a baboon-weretherion, jackal-were', owl-were', and one other weretherion-type usually appearing as human), guardians of the body of the deceased,
- Isis and Nephthys (two female creature-weretherios, typically lion-weretherios), who assist the dead into the afterlife, and
- The Two "Upnats" (two male creature-weres, typically wolf-weretherios) who watch for malign ones who would devour the deceased.

(If the party is strong, and if a major encounter is desired, add other baboon, wolf, and jackal monsters to make this a real challenge.)

"You are near the mid-point of the long passage through the massive pylon when a shadowy form appears before you. It has a jackal's head and speaks loudly: 'Identify yourselves, dead ones, so that I might answer to Osiris in the Hall of Judgment as to whom I bring into his realms!'"

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

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

None of those encountered have anything worthwhile, save the few magickal tomes of Castings which the Priest-Mage has placed in the second story where he has taken up his abode.

If the HP team manages somehow to save the crazy ecclesiastic while destroying the Evil creatures with him, and then proceeds to cure him of his madness, the real Anubis will bestow 9 AP/Qs and 9 Joss Factors on the HPs, the GM assigning 1 JF to each member, and then giving out any extras as seem fit according to contribution to the saving of the poor fellow.

Alternate Encounter

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



The Temple of Osiris

GAMEMASTER'S NOTES

As mentioned earlier, you might need to refer to the Map of the Gorge of Osiris, Chapter 7, page 88 as the Heroic Persona team exits the entrance pylon and heads for the Temple of Osiris (key number 2 on the detail map of the gorge). The temple and its immediate environs are given on the map immediately hereafter.

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

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

Keep in mind that one of the Nine Evil Objects, the *Cleaver of Set*, is with the Chief Priest of that Evil one, and the *Book of Eternity* is in the island shrine of the Osirium.

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

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

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

MAIN LEVEL ENCOUNTER KEY

When the team approaches near to the temple, read the following:

"You have already learned that Osiris is the deity who rules the underworld of Egypt—in the best sense. The Duat is Osiris' realm, wherein the departed can dwell much as they did in Egypt...if they pass the Judgment. That Osiris is stern and powerful there can be no doubt. The temple ahead is both stern-looking and stout—a fitting place in which to revere an entity such as Osiris. It is built in the fashion of the Yurban Wars, when fighting and raids caused the construction of such places to resemble castles and fortresses.

"The temple is about 300 feet square, and is placed so that the land to either hand is within archery range. The twin pylons flanking the gate tower are 60 feet high, and each is covered with heroic scenes in bas-relief depicting the epics of the Egyptian deities and of some ancient Pharaoh. These towers

are stout, and they slant inward a little as they rise; even so, their bases are splayed to foil battering attacks.

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

"The approach to the place is most remarkable. An avenue, 50 long paces across, runs off east into the barrens, and west directly to the gate of the citadel. The paving stones are large, hard blocks—of gneiss or granite probably—meant to last for thousands of years. If you judge correctly, the path was constructed at the same time as this fortress, around 50 AAF (After Atlantis' Fall). Therefore, it has been almost 1,000 years since those stones were laid in place!

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

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

Outer Area

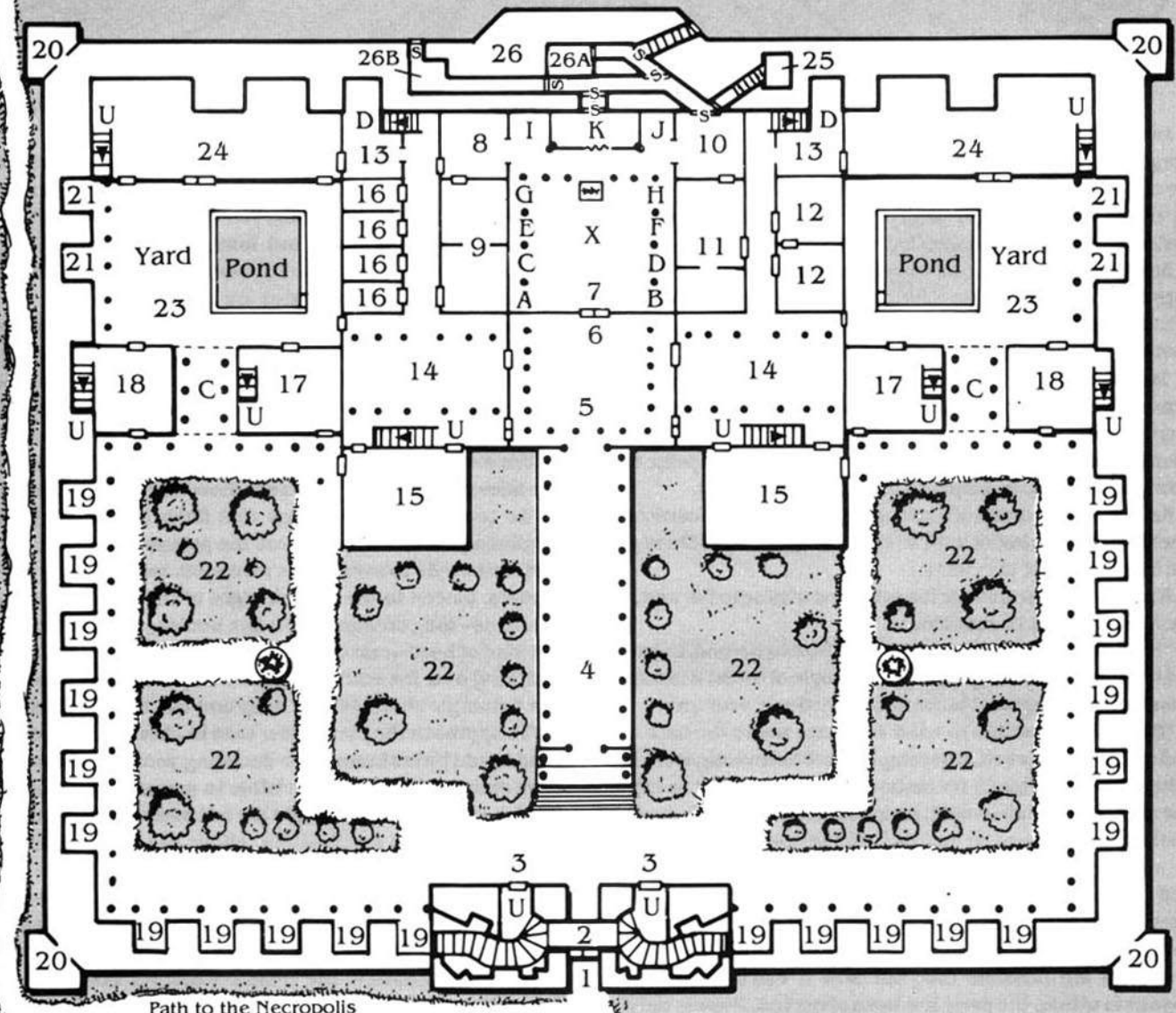
Any sort of magical movement within or through the walls of the Temple of Osiris might end in disaster for the persona attempting it. Consider the type of Casting or Power used, roll 1D%, and consult the following table. Note that this does not apply to magical aids to normal movement, nor the like (including magical flight). If the HPs make any sort of divinatory determination prior to an attempt at this sort of entry, the result will give them advice to the effect that it bodes ill indeed to try.

"Walk through Wall," step from dimension to dimension

1D% Roll	Result
01-15	Attempt succeeds
16-70	Attempt fails
71-90	Attempt fails, and 6D6 PD is inflicted
91-00	Meet Boar-Demon (see OPs) inter-dimensionally

TEMPLE OF OSIRIS

Main Level Map

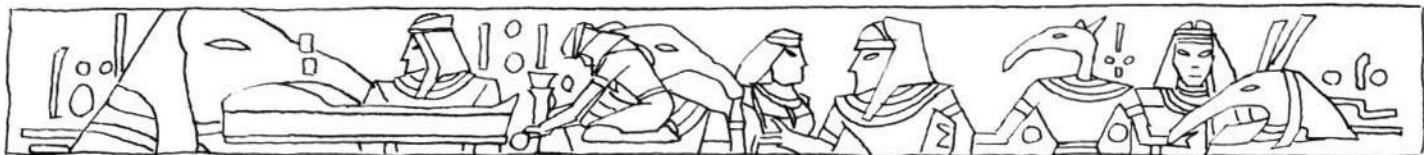


U=Stairs Up
D=Stairs Down
C=Portico

0 10 20 30 40 50
Feet

Avenue of the Sphinxes





Enter the Æthereal Realm

1D% Roll	Result
01-10	Attempt succeeds
11-55	Attempt fails
56-85	Attempt fails, and 6D6+6 PD is inflicted
86-00	Meet Ætherally and be Surprised by Boar-Demon

Teleportation, Moving Astrally

1D% Roll	Result
01-05	Attempt succeeds
06-45	Attempt fails
46-80	Attempt fails, and 6D10 PD is inflicted
81-00	Meet Quasi-Deity Serpent (see Area U9, page 79) Astrally

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

Covert Entry: Should Khonsu-khai bet be along, he (being Ægyptian) will become angry if the party members suggest anything other than approaching the gate. **"Unless one is a thief, one does not approach the rear of a dwelling, nor seek to enter through a window!"** he states indignantly. If any of the HPs has an Amulet, Charm, talisman, etc., of the right sort (an object that would give warning, or a statuette of any Ægyptian deity of non-Gloomy Darkness Ethos), the thing will grow icy at the suggestion of entering covertly.

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

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

If in your role as GM you can't artfully dissuade your players from attempts at covert action, assemble the information on the temple's personnel and armament (given in the section on Other Personas Statistics) and proceed to demolish their HPs fairly but remorselessly. If the team tries to assail the place by coming over the walls (whether climbing or flying), that is the same as declaring hostilities, and a full-scale confrontation will begin then and there. In any event, every person and beast able to fight will either meet the party or come as quickly as possible. They will be reinforced in 2D6 AT's time by a number of Boar-Demons equal to the number of party members (or 12 at most). These servants of Set will fight to the death.

Avenue of the Sphinxes

At one time these statues were active guardians of the Temple of Osiris, and the High Priest of that deity had the power to bring them to life. They were Fetishes of Supernatural type, for each sphinx was a

Power of least sort. They are now but statues, although each houses a minute vestige of energy from the past.

The Aura of the whole area is strained, weak, and uncertain. No Evil can be detected—but is there Good? (Not much longer; the clerics within are working to drive it away.) The sense of ancient Entital Heka is faintly discernible after much concentration. So is a sense of Balance—I.e., benefit or discomfort depending on...something.

If the Heroic Personas pass boldly between these statues, they are each given two gifts from those greater ones opposing Evil who are observing them: 1 Joss Factor and a -7 on any one die roll made against (attacking, parrying, etc.) an Evil enemy when such is most needed. If they are timid, suspicious, and/or hostile as they pass, each loses 1 Joss Factor. This penalty is also applied if they deface or mock the sphinxes. If any attitude other than those mentioned is shown (even reverence or respect), neither a benefit nor a penalty applies.

The eyes of the sphinxes are fancy and ornamental stones, each worth about 300-2,500 BUCs if not chipped or marred. They can be extracted, but that will be sufficient cause to bring about the loss of 1 Joss Factor per offending persona, and it will bring enmity as well at some future time, so bear such desecration in mind as a bad thing if it actually occurs.

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

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

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

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

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

The engraved writing also contains warnings for anyone capable of deciphering the hieroglyphs or script:

"O Mortal, Beware!

Approach not with haughty spirit or heart set upon wrongdoing.

**Great is the Power of Asar¹
and His Brother.**

Even mountains must obey them²!"

1. Asar is a name for Osiris; his "brother" is Pharaoh Herkhamose V.

2. The stone statues are implied in this last line, of course.



Statues Along the Avenue of Sphinxes

Left Side		Right Side	
Sphinx	Color	Sphinx	Color
Ibex	Orange-tawny	Woman	White
Scorpion	Black	Falcon	Golden yellow
Vulture	Black-brown	Goat	Red-tan
Cobra	Olive/pale yellow	Scarab	Red-brown
Ram	Black	Crocodile	Dark green
Heron	Blue-gray	Baboon	Gray-brown
Wolf	Red-brown	Frog	Bright green
Hippo	Deep gray	Ibis	Yellow-white
Owl	Gray	Jackal	Rusty brown
Man	Green/black lights	Bull	Black/white blaze

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

Main Floor

Keyed areas on the temple's main floor are designated with numbers; locations in other parts of the temple have been given letter/number codes. All area designations beginning with a "U" are in the "Underworld" section; "N" and "S" areas are in the cellars (north and south, respectively). The other maps for the Temple of Osiris—Cellars, and Underworld—appear on pages 70 and 73, just prior to the appropriate encounter key, of course.

1. Gate: All of the following events will occur as given, whether the personas seek entrance in the daytime or at night. (Each persona in the temple has a magical talisman that enables ultraviolet radiation sight, and so can see in darkness as though it were twilight. Once the HPs realize the situation herein, they may withdraw and return at daylight. Otherwise, continue with whatever modifications are necessary due to their restricted sight, if applicable.)

When the HPs near a position where they can examine the pylons and gates carefully, guards signal their approach to the folk within the temple.

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

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

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

"The tall gates swing silently inward, and out comes...the scent of growing things and the perfume of flowers! A narrow

walkway runs uphill to the temple's interior. About 20 feet from your position, the entryway opens into a courtyard. Even from here you can see an interior structure of bright marble adorned by gilt and vivid paintings on lotus-topped columns. This temple cannot possibly be abandoned."

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

A cloud of Preternatural Heka, obvious to any able to see such energy, which renders *infravision* sight useless, permeates the whole area. This Effect emanates from the enchanted walls. An Aural check will reveal a cloudy reading of dark sort (perfectly explicable for a place dedicated to the Lord of the Duat); this disguises and obscures the Evil herein, which can be detected only in certain specified places.

No guards are at the gate (Area 1), but 20 are nearby—four in the bridge above (Area 2) and eight in each pylon (Area 3). There are three more posted in each bartizan (Area 20), and 20 others sleep in the third floor area above Area 24 (see page 68). Some of each group are corporals and sergeants, and their combat ability reflects this. All the guards can be commanded by any Priest or Priestess of the temple.

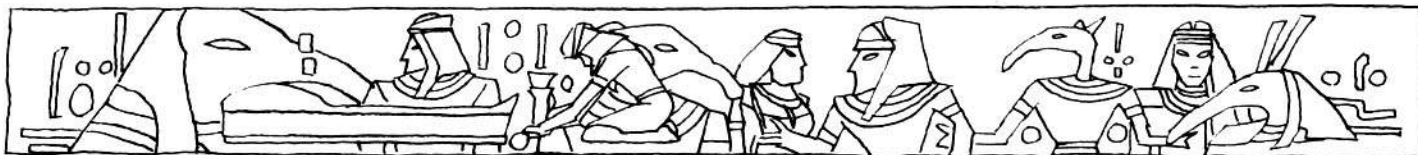
2. Upper Bridge: The four guards (noted above) posted here have bows and are within this bridge between the pylons. Two watch with ready weapons while the other pair operates the gate-opening mechanism—a simple but well-greased system of pulleys and levers—to raise the inner portcullis, withdraw bars,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

3. Steel Doors: These block the courtyard entrances to the twin pylons. They are barred on the inside, and two of the eight guards within each pylon (noted above) see to it that no Casting or Power unlocks them for long.

Steep, narrow steps spiral upwards within each pylon, with small alcoves where there are archery slits. The steps lead to the bridge (Area 2) between the towers, more archery slits, the wall battlements, and the roofs which serve as walkways.

4. Hypostyle:

- S** This hallway is lined with brightly painted pillars and adorned with hieroglyphs, script, and frescoes of religious scenes.
- I:** Horizontal clerestory openings for daylight
- D:** 30 feet wide, 90 feet long
- H** There is a deep droning chant, faintly accompanied by reeds and gong.
- A** The whole area is uncertain and dimly ominous.
- D** There is a cloud of strong and uncertain Preternatural Heka (as everywhere), but no specific magick is discernible.
- O** The floral aromas are dwindling under strong incense.
- W** Script: "Let only the truly Faithful approach along the Way."
- S** Figures form the columns, with males and females (telamons and caryatids) alternating, one topped by papyrus, the other by lotus.



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

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

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

"When you move forward, you see that the columns alternate thus for the entire length of the passage. All the carved figures seem to look directly at you, although their eyes are plainly nothing more than pigments of white, green, and black applied to the stone."

All the paintings on the ceiling and walls depict religious scenes, featuring Osiris, Isis, Nephthys, Anubis, etc. A Pharaoh is with them, doing various heroic things against evil, dealing with other entities, dwelling happily in the Duat (underworld, a high Nether Plane with many spheres), and so forth. Close inspection will reveal that these frescoes are dull and need work, for they have been neglected and even defaced here and there. There are also hieroglyphs and hieratic script writing, which caption the deeds shown and name various parties thereto.

The 20 columns are alternating caryatids and telamons (painted blue and black, respectively), starting with a male to the left and a female to the right, as noted. These pillars are brightly painted and gilded, and each is armed as given above. They have obviously been maintained recently.

A Greeting: Three ecclesiastics appear suddenly at the west end of the hall, standing in the entryway to the Outer Sanctum (Area 5). The middle figure is male, clad in black. The two flanking him are women. The one on the left wears a red gown; the other, a blue one. (Any Heroic Persona with K/S ability in *Egyptian Religion* or *Pantheology* should become immediately suspicious, for all ecclesiastical garb is supposed to be pure white, or possibly green in the case of those serving Osiris. Success at a K/S roll at DR "Easy" will bring this to mind.) The Priest says:

"If you come to pay homage to Osiris, outlanders, then you are welcome to advance. If you do but seek curiosities, return now from whence you came. If you carry aggression in your hearts, beware! No enemy can pass by here."

You will know the temper of your players; at this point estimate what

they intend for their Heroic Personas. If they are timid, encourage them subtly to get outside. The Priest is using magick to influence their activity, but unless someone is checking actively for dweomers, this will go completely unnoticed.

If the HPs are not tense, cautious, or aggressive, then encourage them to go on into the heart of the temple, as invited. The fellow's voice sounds sincere and non-hostile, and the two Priestesses are shapely and apparently unarmed. If the party enters, the temple residents will be somewhat stand-offish and lordly, but they will eventually take the characters to the Osirium and show them the vast and unending "riches" stored up for those who are the true agents of the Lord of the Duat.

If the party is ready to fight, however, the following occurs. The Priest's words trigger suspicion in anyone intent on finding foes. A seeming motion, slight but discernible, will be noted to one side: "*Did a spear move? Was that a ripple in a net?*"

Then, as the Heroic Personas watch, they see:

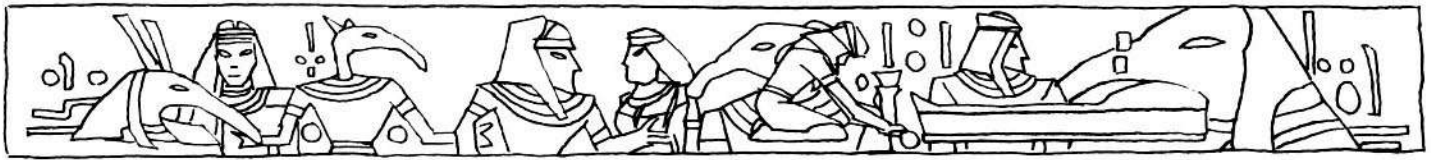
"The supposed stone columns are breathing creatures with glowing eyes of emerald hue. The blue hafts of the males' spears shimmer, and the spearheads crackle with the fires of a lightning stroke. Cold seems to radiate from the black nets held by the females; the deep chill of outer space is in them, and the long daggers they hold are filled with energy as bright as the stars. No longer do these figures resemble painted stone—they are as living rock!"

They aren't doing any of that, of course. They are simply stone columns holding up the heavy slabs of the roof. The Priest's words and HPs' attitudes have combined to trigger an illusory dweomer, one that cannot be disbelieved without knowledge of its cause. There is a strong radiance of Entital Heka there. The phantasm is not of a usual magickal sort, so any attempt to dispel the magick will fail. Any persona with the special visual ability to see invisible or hidden things will see the same things as the others, though perhaps even more clearly.

Illusory Attack: In the following, note carefully the attitude of the first Heroic Persona "struck by the animated columns." If that player is concerned about severe Physical damage or destruction from the attack, that persona will seem to die the instant the weapons strike. The others see lightning, flames, and bolts of flashing energy bringing terrible destruction. Everyone then experiences the same fate. But if the first individual is stalwart, self-assured, and generally unworried, then there will be no effect from the illusory attacks, *neither on that persona nor on anyone else.*

The female figures throw their nets at the personas with an unmodified BAC of 50. Those who miss attempt to retrieve their nets and try again, defending themselves with their silvery daggers (at the same BAC) from any attackers. Netted characters can be hit automatically by the male or female figures, though the males preferentially attack opponents who have not been netted (at the unmodified 50 BAC).

If and when all the HPs are "killed," they will be stripped of weapons and armor (even most clothing) and locked away in the north cellar (beneath Area 13). Any figurines of Egyptian entities will not be taken from them, but rings, neck chains, etc., will be removed. All of their possessions are stored for safekeeping in the *Reed Boat* (Area 7, page 59), hidden under a tarpaulin in the bottom of the vessel. The captives must then devise and execute a plan of escape, and they should have a few harrowing times until they manage to find their gear.



If the attacks have no effect upon the party, the following occurs: Seeing the failure, the two Priestesses bow low, shouting forth cries of amazement. The Priest speaks:

"Hail, Chosen Ones of the Duat! We did not know that Osiris Himself had directed you here to His house. The whole of the temple is yours to command!"

The Priest, identifying himself as a *Khenu* (a "prophet" or officiating cleric) then asks permission to introduce the party to the High Priest, the *Hem-neter-tepi*. The personas are feted, and will eventually be taken to "The Underworld of the Osirium," i.e., virtually the same result as if they had not triggered the illusion. The only difference from the former case is that they are here given "deep respect and obedient service" (fawning and more evasions) while the temple's inhabitants prepare them for their doom. If the party faced and survived the illusion of the hypostyle, just don the appropriately submissive attitude and add some overly awed words.

If the HPs did not trigger the illusion in the hypostyle, this trio will escort them to Area 5. If, on the other hand, they survived an illusory attack, they are taken directly to either Area 7 or Area 12 (via Area 14). In either case, the High Priest will be on hand to welcome and assure them of their mastery of the whole place.

The Priest is robed so as to conceal his Full plate mail armor and weapons. He has fully prepared Castings and will employ them readily and most intelligently. (See Area 9, as well as Other Persona Statistics after Section 9, for details of additional weapons and equipment.) The Priest's "fellow Prophet" was travelling with the robbers. If that cleric has not yet been encountered, then he is at Area 6, below, ready to assist.

Each Priestess has a poisoned (small) knife hidden in her girdle, and each is able to use Physical attack or poison for an assassination attempt. However, neither Priestess will attack unless ordered to do so by the High Priest (or unless attacked), or possibly in defense of the temple. Both of these women are very shapely, highly attractive, well-spoken, and vivacious in conversation. They are *Hem-t*, Attendant Priestesses, jokingly called "Isis" and "Nephthys," purporting their devotion to Osiris (though actually serving Set).

5. The Outer Sanctum:

- S** There are six pillars north and south, four east, and six forming the west wall. The columns and walls are brightly painted and gilded, and the ceiling is unseen in the darkness, 70 feet above.
- I:** Dim flashes from column-mounted oil lamps
- D:** 50 feet x 40 feet
- H** There is a droning chant, with gongs and woodwinds.
- A** The area is uncertain and dimly ominous.
- D** There is a cloud of strong Preternatural Heka, and dim Entital magick from the direction of Area 6.
- O** The air is heavy with incense from braziers (in both of the western corners) and ecclesiastics' censers.
- W** None
- S** A group of Priests and musicians waits before the doors at Area 6.

The ceiling, once light green, is now darkened with the smoke of time. The walls depict scenes of Osiris and the other deities of the Duat, and various panels also show several Pharaohs being welcomed there. The west wall represents the entrance to the Mansion of Osiris. The floor is made of green and black marble squares. The columns are all shaped as papyrus, painted brightly, gilded, and so forth. Just before the bronze doors (Area 6) is a group of clerics: four Assistant Priestesses (*Stem-t*) singing, eight Attendant Priests (*Hem-neter*) playing instruments, and 12 novice warriors (priest-spirant warriors) carrying censers and chanting.

If the bandits have not been encountered, the second Priest (a *Khenu*) is also present, heading up the group of musicians.

The eight Attendant Priests are lodged in Area 13, and if allowed, they will go there, armor themselves, get shields and maces, and fight with those weapons as warriors. Similarly, the 12 priestling-warriors keep their equipment in their lodgings (Area 18); such includes Full reinforced (cuir-bouilli) leather armor and small tower shields, plus spears, maces (two-handed), scimitars, axes (hand), and crossbows (small). Furthermore, another dozen priestling-warriors are in those quarters.

The clerics are arrayed before the entrance to the inner shrine, seemingly giving voice to their respect for their deities. They are joined to bring into play through a ceremonial chant favorable forces for themselves and disfavor for the HP party, and to utilize their combined powers, if needed, in other ways that you can best decide as the play progresses. In no event should any persona be able to gain any inkling of what they are actually doing, unless that individual has special knowledge of Egyptian Pantheology. In the latter case, a successful roll against that K/S Sub-Area at DR "Hard" alerts that persona to the nature of the playing and chanting, and he hears the name "Seth" voiced.

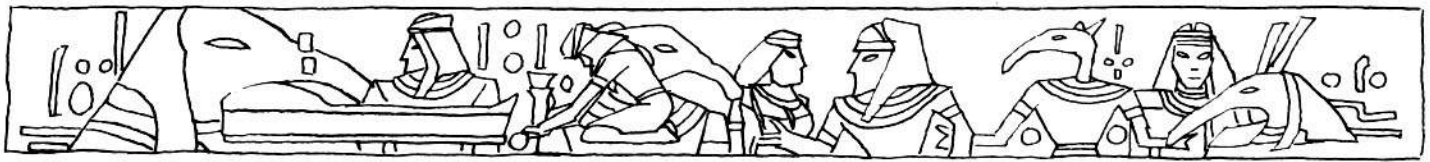
The sequence of events now varies by the party's demeanor, as follows:

Respectful: The musicians stay in the outer sanctum for some 10 minutes or so. The force of the invocational magick will then place the temple inhabitants at a slight advantage in all of their activities (+/-6 D% bonus to applicable rolls), and the party at an equal disadvantage. (When discovered, this could be countered by a party Priest or Mage or other potent Heka-able persona.) Those personas with statuettes of deities directly related to Osiris (except Sebku and Seker; see Area 7 for listing), are not so disadvantaged, i.e., they do not receive any penalty. The party is then escorted into Area 14 (north) where they will be given audience by the High Priest. (See Areas 7 and 14 for details.)

Honored: The HPs are greeted here by the High Priest, Setem-nefer, who says that he is now ready to show them the "secret of the Temple"—the place where only the truly enlightened may go, the great underground Osirium. He then leads them into Area 7.

Demanding: Upon their insistence, the personas are ushered into Area 14 north by the ecclesiastics, and the High Priest will greet them there. *Note that in this case, the Invocation above is not completed, and no advantage or disadvantage takes effect.*

6. Bronze Doors to Duat: The relief cast on these large bronze gates is of scenes of the Duat, the Realm of Osiris. In most cases, the assembly of clerics noted in Area 5 is present. At all other times there will be either two or four warrior-priestlings and one other Priest or Priestess nearby.



These doors are too large and thick to batter down, and they are enchanted to resist physical force. Each is 21 feet high, seven feet wide, and one foot thick. The following message in hieroglyphs is inscribed upon them:

**"The Sacred Region of Osiris
can be Entered by
His Servants, by the Dead,
or by the Gods Themselves.
Let Others beware Transgression."**

7. Inner Sanctum:

- S** This place is dark and mysterious, with 12 ornately carved columns (representing the Gates of the Duat).
- I:** Glowing eyes of serpents and monsters are carved into the columns.
- D:** 50 feet wide, 40 feet deep to the inner shrine area (I-H), which is 20 feet deep.
- H** Only prayers and the like are heard normally; due to a permanent enchantment of *Hushing*, all other sounds (even shouts) are muted and sound as if they were whispers.
- A** There is a storm of all sorts of Auras from the various shrines, and a very much noticeable Aura of danger throughout.
- D** Many magickal energy forms are present, but exact determinations are impossible. Careful study reveals that Preternatural and Entital Heka are outweighed by Supernatural energy from the 12 columns.
- O** Near any column there is a sickly sweet smell of odd incenses, and a very noticeable and pungent odor of unpleasant sort.
- W** The reddish glow of the statues' eyes is notably different from the greenish ones observed elsewhere in the temple.
- S** Each pillar is a Door to the Evil portion of the Egyptian underworld; any Mages or Priests able to summon Supernatural or Entital forces will trigger one or more Portals with Castings which call-up or summon, even though they may not mean to do so.

This is the place where only specially dedicated ones are usually allowed to come. You might hint that after reading the following:

"The ceiling of this very large chamber is lost in darkness. As you enter, light springs suddenly from many eyes within! This rosy illumination is faint, but seems to emanate from the figures of coiled serpents (draco-snakes) and hideous monsters hewn into the great columns that stand left, right, and ahead.

"In the center of the area before you is a large boat with high bow and stern, a craft seemingly made of reeds in typical Egyptian fashion. In this dimness it is difficult to see exactly, but it appears to be about mid-sized, 24 feet or so long and about 10 feet wide amidships. Beyond it to the west is a large

block that might be an altar. (See below after 7K text to pick up details of this vessel.)

"Various pieces of furniture stand between the columns to either hand, and those nearest to you appear to be of religious sorts. You assume that there are shrines along the walls, for what else would be likely in such a place as this? And there is a deeper darkness beyond the west columns. It is probable that the chamber extends farther in that direction—there is probably a sort of *sanctum sanatorium* there."

For details on the boat (Point X on the map), see page 63. If the personas are escorted here, they will probably have to interact with the High Priest before examining the room in detail, so he is presented first.

The High Priest Setem-nefer:

Mission: The Hem-neter-tepi's name translates literally into "Set's works are beautiful." His goal is to glorify Set, increase the power of Evil, and thus have greater respect and power himself. He is active in theopolitics, and, at the GM's option, there can be evidence that he subverted and converted several Sepat governors, nobles, bureaucrats, and military officers. However, that is almost an aside, for his chief purpose is this:

The long predicted return of Rahotep can be accomplished only under certain conditions and through certain events. Setem-nefer regularly sacrifices to Set, obedience and offering aimed at climbing higher once Rahotep is the Unmortal Pharaoh of Egypt. Set himself will appoint the Archpriest of the kingdom, and Setem-nefer would be that left hand. Of course, this means that the appearance of the HP team in the temple is a double opportunity. First, their sacrifice will be the greatest offering the High Priest has ever accomplished. Second, their removal eliminates a direct threat to the plan to bring Rahotep back. Pleasing service to Set, ingratiating favor to Rahotep. How can he go wrong?

Of course, poor Setem' doesn't know all of the prophecy regarding the return, and it is only those able to avoid sacrificial death at his hand who are able to bring Rahotep that which he requires to attain his Unmortal status! But, again, we move ahead of ourselves. Let us return to the High Priest.

If the adventurers prove potent indeed, and can be persuaded (duped) into listening, Setem-nefer will, under heavy dweomers to prevent detection of falsehood, tell them this: "I have divined that you are those mighty ones who slew the vile Demoncroc which threatened my brother, Merha-aptut, and all the good folk of the village. Such a monstrous thing has somehow managed to find its way to the blessed Osirium beneath this sacred place! It desecrates the venerable place." His face is cut by lines of concern, and he wrings his hands as he continues: "I have tried, but I am unable to exorcise the wicked thing—not even with the assistance of my loyal Priests and Priestesses! I dare not risk their lives further, and soon I fear more of these bad things will come, overrun the holy waters, and possibly come above to slay us all and make this a place of darkness! Can you, will you help?"

"Those who destroy the abomination defiling the waters of Osiris will have a great reward—gold from my own treasury, and the triple blessings of the Father of the Duat."

If this works, and the HPs agree to go, the High Priest will operate



the Reed Boat, personally taking the team down to the Osirium—and abandon them there the instant he sees them inexorably on their way into the jaws of the Netherlife awaiting.

As heretofore noted, the High Priest Setem-nefer may (and will probably) meet the party in this room. Although he might first encounter the characters in any of several locations, he is described here for convenience. As with many of the others who live in this place, you might wish to note these details, along with your own additions, on a separate sheet for easy reference and usage from time to time. That will obviate need for continual reference here or back to the Other Persona Statistics portion of this scenario.

This cleric is most malign and clever, and he has many K/S Areas that are not enumerated here. His speech is convincing, his manner most captivating, and his understanding of all sorts of magical devices very complete.

The High Priest's abode is Area 11, and a set of secret rooms accessible only by him is located in Areas 25 & 26. If he is not encountered in a previous area or here, Setem-nefer will be found in Area 11. In addition to the items listed in the Other Persona Statistics section, he carries a Talisman and an Amulet-like object. The former enables him to escape from Area U5 (page 75). The latter item is one of the Nine Objects of Evil, the *Cleaver of Set*, worn about his waist as if it were a ceremonial instrument or perhaps a weapon. It radiates the same uncertain Aura and Heka as all eight of the others; the object also works as a "key" that unlocks the door to his secret rooms.

If Setem-nefer encounters the adventurers here, he will try to lure them into the depths below, where they can be slain and totally disposed of without harming anything above.

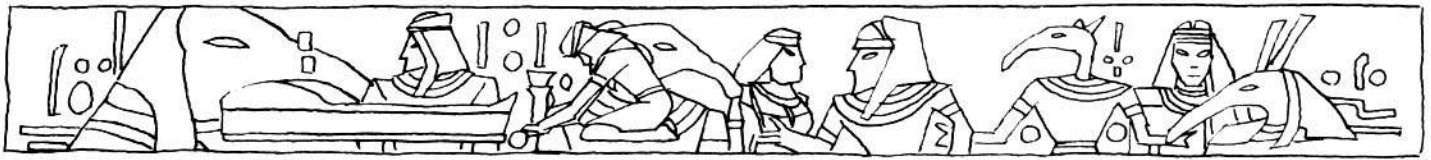
If the personas come with reverence, the *Hem-neter-tepl*, "Great Father of the God," will be "kind and generous" and ask for assistance from them. If they come carefully and/or with suspicion and aggression, he will "grudgingly and reluctantly agree to show them the place of power in the temple." And if necessary, he will use the pillars (see below).

Pillars: The carved creatures on the columns are depictions of the Savage-Faced Servants of Osiris. Though these beings are scarcely more benign than the Demons who serve Set, they are not prone to wanton slaughter. But all that is irrelevant, for the moment; the usurping of the temple has closed the Portals that would have allowed the entry of these beings. Until the columns are restored by those ecclesiastics who serve Osiris, the pillars will never function as intended.

These carvings were originally here to indicate the horrors of the Duat's underworld with which Osiris punished sinners. At that time, mother-of-emerald orbs were inset carving for eyes. Now the eyes are reddish quartzite, for only in that light can Evil be manifest. (The benign powers of the Egyptian Pantheon are green-eyed, and manifest in light of such hue).

Each of the 12 pillars is now a usable Portal to the Evil realms of the Duat. On each column is a chimerical monster (crocodile-hippopotamus-lion-warthog-ibex-scorpion in some combination, possibly with insect or bat wings included). Serpents are crocodile-headed or dragon-headed, with and without multiple legs and/or wings. Decide the appearance of each and note it if you wish.

The High Priest can summon one Boar-Demon (see below and



Other Persona Statistics also) from each column. Certain personas can do so as well, for trying to conjure or summon any sort of Supernatural creature or being (even a Preternatural Elemental) will activate one of these Doors and bring a Boar-Demon. But, whoever does the summoning, only one such Demon will come from each pillar.

When in Area 7, the High Priest can call up one Boar-Demon each BT. He needs only shout a command word, and one Battle Turn later the Demon steps forth from behind the column, acting on its own accord without any direction.

Boar-Demons:

As soon as one appears, each persona in the HP team must make a K/S check against his Spiritual Metaphysical CATEGORY at a Difficulty Rating of "Hard," but with each statuette of Good Ethoi (Moonlight, Shadowy Darkness, Sunlight) possessed giving a bonus of -10 to the dice score. A Special Success means that such individuals gain Initiative versus the thing due to a fury engendered in them. Success means that the individual will never have to check again against being exposed to the presence of such a Demon. Failure means that the individual recoils in horror, unable to act for 2D3 CTs, and after that time the persona must again check versus SM CATEGORY. A Special Failure means the persona flees at fastest movement rate, going away from the Demon for 3D3 CTs, then cowers for another 3D3 CTs. Thereafter the individual can return, but further checks as noted must be made whenever another Boar-Demon is encountered.

These horrid things are Servants of Set. Each has the head and legs of a warhog, and the thighs, torso, arms, and hands of a human. Each Boar-Demon is armed with two long, curved daggers. When one appears, it chooses a single subject and fights that individual with its two blades, its ferocious bite, and the effect of its malignly magickal gaze (see Other Persona Statistics). It has no fear and will not retreat. When slain, its spirit returns to the dark and Evil parts of the Duat, where Set's associates restore its Physical form.

Except as previously noted, the High Priest will not summon these things unless he finds it necessary (twixt life or death), or unless the party appears so weak that the addition of the Demons should overcome them quickly before any considerable damage can be done to his forces and the temple.

Any persona possessing a talisman or statuette of Chons, Heru, or Osiris will be able to combat these Demons as if they had no gaze Effect at all, and will have the benefit of fighting with any weapon and inflicting normal damage for that weapon, despite the Demons' otherwise Invulnerability to non-enchanted arms/attacks..

Of course it is possible that by the time the group attains this area, the temple's inhabitants and the Boar-Demons will have been eliminated. The HPs will then have to discover for themselves the sole means of attaining the lower region, for there, in fact, lies the fourth of the Nine Evil Objects, a deed they must accomplish, and the great wealth of this place.

Outer Shrines (A-H): Whenever a persona bearing a statuette of one of the deities here represented comes within four feet of the shrine dedicated to that entity, the lamp(s) there ignite automatically, giving off a strange, silvery light, which extends only to the immediate area. However, the presence of the High Priest within six feet will extinguish that illumination almost immediately after its combustion.

This is a clue to the enmity between the Priests and the lingering powers still within these figures. Setem-nefer will simply say something like, "**The light should be made for homage only,**" pretending to have extinguished the source on purpose. However, if he moves out of range (the six-foot radius of the shrine) and the persona does not, the lamp(s) will rekindle.

Should anyone make a small offering at any of these shrines, a mental voice will whisper a warning to the individual, saying: "**Beware treachery and deceit. Brother has replaced brother...**" If the offering is made to an entity of more powerful sort (Ptah, Apuat, Thoth, or Anubis), and if the persona has a figurine of that one, then the message will continue: "Below is the Underworld of Evil, and there is no easy return for the unprepared." Although Khnemu and Seker are also powerful, the former is indifferent (Balance) and the latter is of Gloomy Darkness, and will not give the second part of the message.

As the HPs examine these places, read the appropriate details of the shrine area.

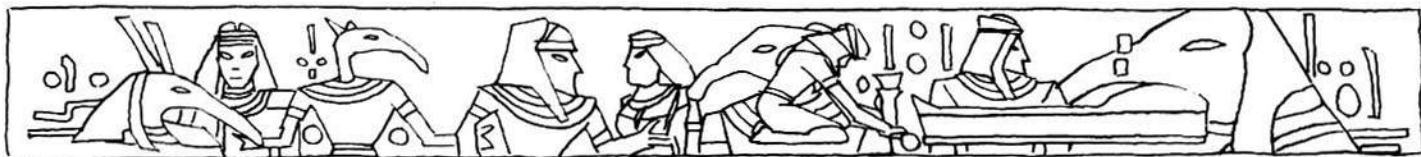
7A. Shrine of Ptah: "A man-sized figure of dark red stone stands here. It is done in mummiform with legs formed together, unseparated, and the head is bald and unadorned by headdress or crown. There is a beard on the chin, and both hands hold a weighty item—a scepter or rod. Before the figure is a carved wooden table with a ewer, cup, bowl, and platter of copper (1,000 BUCs total value). To either side of the low table are small lamps on iron stands."

7B. Shrine of Seker: "Here is a man-sized obsidian statue adorned by an atef crown (a high, miter-like cap flanked by tall plumes). The crown is white (as always depicted), and the plumes are of various coloration. The head of the figure is that of a bird, possibly a nighthawk, and the hands hold a scepter similar to that seen opposite (Shrine 7A), but of somewhat smaller shape and less complex form. Before the statue is a wooden, sarcophagus-shaped stand, upon which are a single oil lamp and several ceramic models of food and drink."

7C. Shrine of Wadjet (Apuat or Wapwawet): "A wolf-headed figure a bit taller than a human stands here. It is carved of gray-black stone and wears a typical Egyptian headdress. The statue holds the was rod and ankh in its left and right hands, respectively. On a table of black and white marble is a miniature doorway, a lamp, a bowl, and a cup."

7D. Shrine of Merit-segrit: "A figure of a woman (seven feet tall), cobra-headed, hewn of yellow sandstone, is here. Above her head is a disc, which serves as decoration. She has a single finger raised to touch the mouth of her snake head. She holds an ankh in her left hand. Ceramic utensils of white and yellow are spread on an altar-like table before her. There are also two lamps here flanking the service."

7E. Shrine of Heru's Four Sons: "A quartet of three-foot-high mummiform figures stands against the wall in this location. One (Amset) has a man's head, another (Duametef) a jackal's, the third (Hapi) a baboon's, and the last of the four (Kebehsenue) is owl-headed. On the stone table before these statues stand four small obelisks, each of a different hue—red, blue, green, black, and before each obelisk is a small oil lamp."



7F. Shrine of Thoth: "An eight-foot-high, ibis-headed figure of alabaster towers at this location. Its headdress is flat, consisting of horizontal ram's horns with a disc set into a crescent, flanked by two plumes. The statue holds a quill in its left hand and a billet (ink palette) in its left. A table of ebony wood between two silver lamp stands holds a service of silver vessels, a silver mirror, and a silver scroll (24,000 BUCs total value, 4,000 of that for the lamp stands)."

7G. Shrine of Anubis: "Here stands an eight-foot-high, jackal-headed figure of deep black stone. The statue is adorned by a headdress, and it holds the ankh in its left hand and the was scepter in its right. On the table of greenish-black stone in front of the figure are a dagger, a balance, and a jar, all fashioned from black stone. On the floor at the foot of the statue is a large oil lamp."

7H. Shrine of Khnemu: "This statue is of dull and brownish-gray stone, some seven feet high. The deity is a ram-headed man, the horns of the head flattened, wavy and long ones also projecting from the white crown set with plumes on either side, uræus serpent (cobras) and a sun disc of gold at its base. The figure holds a scepter in its left hand and a gray ankh in its right. Before the statue is a round table of plain wood; on it are a potter's wheel, clay, and ceramic utensils, plus a lamp shaped like a prone human figure."

Inner Shrines (I-K): Read the following when the characters reach the rear of the room.

"You are now at the rear of the initial portion of the Inner Sanctum of the temple. There are six columns and a large altar which screen the rear section of the chamber, that part which is undoubtedly the Sanctum Sanatorium. Despite the rather fearsome appearance of the carved figures on the columns to either hand, the green and black stone tiers of the altar are quite pleasing to the eye. Its top, measuring about three feet in width by seven in length and four high, is formed of darkly hued serpentine. The front is broken by four steps of alternating jet and malachite. Atop the altar are three vessels of lapis lazuli—a large and shallow dish, a ewer, and a lamp.

"Beyond this sacred table is a tall shrine of carved wood inlaid with other rare woods, mother-of-pearl, and silver. The facade is 30 feet wide, 20 tall, and seems to extend about 10 or so feet in depth. Intricately carved papyrus columns decorate either corner, and there are folding doors in the front central portion. This can only be the place of highest honor, that location where the figure of Osiris is maintained. The screen, of course, shields that one from profane gaze. There are what appear to be lesser, but exalted, shrines to either side of the great one. So too, wood paneling on the north and south walls up to a height about equal to two tall men adorns this part and makes the whole area seem more special than the fore-portion. Silver globes on stands are placed about midway along each paneled part of the walls to left and right."

Even if a persona has a statuette of Osiris, no light will spring from the lamp on the altar here, because the figure of that deity has been removed. This might alert an exceptionally clever player, especially if other such lamps were illuminated previously by the personas' proximity thereto while possessing an appropriate statuette.

To either hand are the doorways into Areas 8 and 10, but both are concealed by the paneling and blocked by the globes on their pedestals. Any persona examining the area with *Perception*, *Physical* or *Construction* K/S STEEP does so at DR "Hard" to detect these doors, *Perception*, *Mental* has a Difficulty Rating of "Very Difficult" to locate them.

The silver spheres are things placed to guard the doors. Any HP with *Pantheology*, *Egyptian* has a chance of recognizing that such things do not belong here; a successful roll against STEEP at DR "Easy" will alert that individual to the wrongness of the things. These globes emit a moderate Aura which indicates dark and danger, and a strong one of Evil as well. Heka radiation is a moderate Supernatural type. They may be deactivated by Castings and/or Powers whose dweomers' Effects are designed to drive/ward off Evil, dissipate magick, and remove malign Effects (such as Curses). Whenever a dweomer impacts a sphere so as to lessen its function, the surface will darken perceptibly.

If anyone but the High Priest or his Priests/Priestess comes within two feet of an active globe, a gong will boom softly here, and the intruder will be separated suddenly from all non-living material worn or carried. The victim is magically transported to the secret cell (Area 26A), while all non-living things are similarly sent to Area 25. If a silver globe is touched (i.e., as the gong sounds), there is an energy discharge of great force (10D10 points of PD), and flesh touching it may be destroyed (Avoidance roll necessary to save the body part in question!). If a globe is struck by a weapon, the discharge occurs and the weapon is destroyed if not enchanted—magical ones being allowed an Avoidance against destruction as if the persona wielding it were concerned.

Again, as the HPs examine these places, read the appropriate details of the shrine area.

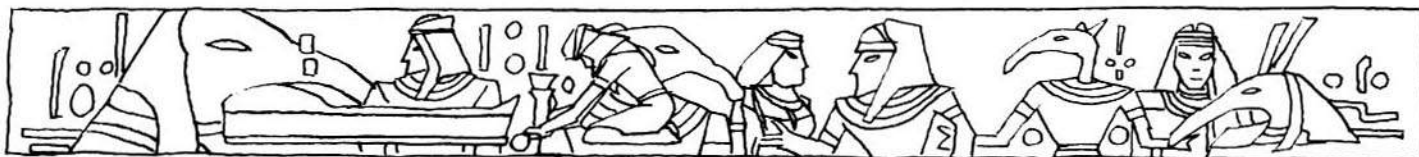
7I. Shrine of Heru: "The owl-headed (Heru the Egyptian son of Osiris and Isis), nine-foot-tall figure seen herein is carved of yellow-green stone. Atop its head is the Triple Crown of Egypt, and the deity's statue holds a weapon-like rod and ankh in its right and left hands, respectively. There are no other objects in the area." (The offertory service has been removed.)

7J. Shrine of Isis & Nephthys: "These human-sized female figures are hewn of alabaster and translucent, pale-rose stone, respectively. Each is adorned by a tall headdress of unusual sort, one L-shaped, the other a tall and flat-topped one, these crowns resting upon a crescent. Each goddess holds a rod whose top is shaped to resemble a papyrus, while in the other hand each holds an ankh. There are no other objects here." (Again, the service pieces have been removed.)

7K. Shrine of Osiris: Red seals of wax and cord close the folding doors mentioned in the players' description. If anyone but Setemnefer opens them, and even when the High Priest does if he so wills at the time, an enchantment is cast upon the idol inside the shrine (see below).

Because the High Priest will never want to have these enemies see his profanation of Osiris' shrine, this means you will eventually read the following to the players:

"Instead of a figure of the great Osiris, you see the statue of the grinning crocodile-headed *Sebk*, ally of *Set*! A wave of



palpable hatred emanates from the thing and washes over you. Before your eyes you see a magical transformation pass over the horrid idol, head to toe. It appears to be coming to life!

Within this wooden shrine is a 10-foot-tall statue of the crocodile-headed deity, Sebk (or Sobk, or Sebek, or Sobek). The statue is made of deep green stone and crowned by a pair of flat, wavy-curved ram horns topped by two tall plumes of black. The figure holds an *uas* scepter in its right hand, and a red-hued ankh in its left hand.

Breaking the seals and entering the shrine release magick that animates and transforms the statue, and it becomes sentient with malign power. The idol then moves and runs amok. It shimmers for one CT, then moves slowly for another Critical Turn, but on the third is fully ready for action! The *uas* scepter will function once each Battle Turn to destroy the dweomer of any one thing it touches. This begins on its first use. On the second through tenth CTs thereafter the *uas* scepter functions as a mace inflicting 3D6+18 PD when hitting its target. At all times other than one CT in 10 when the *uas* scepter is attempting to negate an item's dweomer through a successful strike, the ankh held by the statue-golem generates one huge and hungry crocodile for one BT. Each reptile appears away from the statue of Sebk up to six-feet distance, but near one of the intruders (to the rear if possible). A crocodile can attack in the CT immediately following its appearance. These creatures vanish when slain.

Important Note: Neither the animated statue nor the crocodiles will attack anyone with a statuette of Sebk. Such protection is individual, however, with no radius. The crocodiles cannot otherwise be turned from their attacks. Otherwise, *anyone*, including the residents of the temple, even Evil ones, are subject to attack!

If the party retreats from the shrine and closes its doors before the idol is outside those confines, the animation ceases, but only for so long as the doors remain closed, and only if no living thing remains within the shrine. Peeking through the carved wood will show the return to inanimation.

If the party runs from the golem-like statue (leaving the doors open), it will pursue at a speed of 20 feet per Critical Turn. It can keep up this pace indefinitely, and will do so as long as the group or any of its members are within the temple grounds. It has Powers so as to track and trace and Aural emanations, so it is 90% impossible to hide from the thing. But the statue will *not* attack any persona who boards the boat. If the entire team clambers aboard, the Sebk-golem-statue causes the whole thing to sink to the place below (Area U1, page 73) with a tap from its *uas* scepter. The personas will be trapped therein unless they locate the escape route or can magically get away. Meanwhile, the golem is loose and will not return to its place unless the High Priest is there to command it, so this is a mixed "blessing" for those of the temple...

Heru Inspiration: If a persona whose Vocation is that of Arms or Primitive Warrior (or anyone else who possesses Combat, Hand Weapons K/S with STEEP above 50) carries a statuette of Heru (the son of Osiris), that person will feel outrage upon seeing the croc-headed figure in the shrine and become very angry at the statue of Sebk. When it animates, the persona is flooded with an almost berserk rage. (Do not reveal this; merely suggest that to such individuals that they feel fury in their whole being and power

surging through them, and would feel very triumphant indeed if they smashed the stone monster. Neither should you reveal the following effects, of course.)

Each exchange of attacks makes the affected persona more able to strike the Sebk golem, and less liable to be struck by it (including blows of magical item negation). Each time there is an exchange of attacks, apply a +5 bonus to the persona's BAC and to the another 5 points to Physical damage inflicted by a successful attack. Also apply a -5 penalty to the same details of the Sebk-golem-statue. All bonuses and penalties are (obviously) cumulative. No adjustments apply, however, if the animated statue does not exchange blows specifically with the affected Heroic Persona.

After the second exchange of blows, the spirit within the statue detects the force of Heru in operation. It thereafter places crocodiles between itself and the affected persona, *attempting* to avoid further combat with that opponent until all others are dead or routed. However, if the attacker ignores the reptiles and continues assailing the statue, it *must* return the attacks!

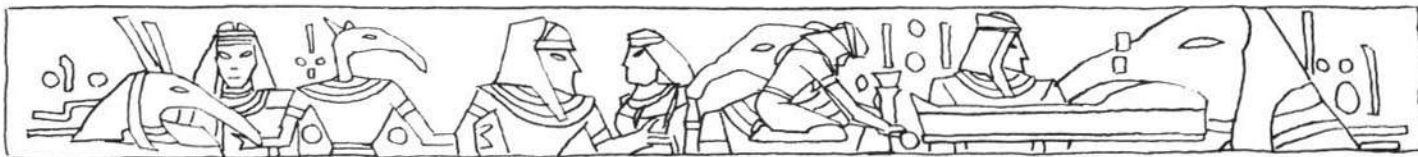
Inside the statue is an emerald Amulet in the shape of a crocodile (gem value 125,000 BUCs). When the statue is destroyed, the Amulet will be found automatically. This gem is useful in the Osirium "Underworld" section; see page 73.

Other Notes: Within the shrine of "Osiris" (now Evilly consecrated to Sebk), a pair of low tables stand by the wall to either side of where the Sebk idol stood. Upon each are gold utensils (value 25,000 BUCs per set). On one table is also a figurine of Set (with ruby eyes whose value is 15,000 for the gems, 25,000 if sold intact). An Amulet-like figure of an ibex, whose rear legs are drawn out behind as if a stem, lies upon the Set figure.

The figurine of Set has an Aura of trickery, danger, and death, and radiates strong Evil. The ibex-thing has an Aura of great danger and radiates strong Supernatural Heka. It is worth but 2,500 BUCs, but it is the key to the operation of the reed-steel boat (see below).

Note the secret door in the rear of this place. Every precaution of physical and magical sort has been taken with respect to this secret door in the rear wall behind position K. There is only a DR "Extreme" chance to locate it using any K/S, short of the employment of some very powerful dweomer specifically designed to discover such things. Even a powerful magical device for discovery of secret doors will function only at a Difficulty Rating of "Very Difficult." Similarly, even when found, the secret door can be opened only by either some very strong Casting or the Evil Object key of the High Priest, the *Cleaver of Set*, as this is his most secret and private domain. See Areas 25-27 for more details.

7X. Reed-Steel Boat: Upon a closer inspection of the craft read: ***"This boat is of the type typically used in Egyptian processions honoring various deities. In such usage, a figure of the honored entity would be placed in the cabin portion (shrine), and the whole would then be hoisted on poles for carrying."*** (These symbolic and processional features of the boat should be known to the players, assuming that these are facts about which even personas dwelling far from this land would have some smattering of knowledge.)



But this particular boat serves another purpose—to carry sacrifices to the Underworld, once a peaceful Osirium, now a hellish place of Evil. The craft was made of reeds, but then enchanted. Its substance is now as light as dry reeds, but as hard as fine steel alloy. There is a small, high cabin just abaft amidships. (If the characters are captured or imprisoned, their possessions will be hidden there.) The rudder (steering oar) is the key to moving the craft, for if that and the keying device (the ibex-thing at 7K) are used in combination, the stone floor upon which the boat rests sinks down. The Amulet key must be placed as the pin locking the oar, then the oar can be lowered or raised to cause like movement of the craft. Any HP examining the rudder has a chance of noticing the similarity between the ibex-thing and the space in the oar, *Perception, Mental* at DR "Hard," *Perception, Physical* at DR "Difficult," but only one or the other, not both, can be checked.

In combination with a word of power known only to the High Priest, the boat will also move of its own motive force, shrink down to 2.4 inches in length, or grow to a ship 240 feet in length. It is left to the gamemaster as to how this word might be discovered, but it should be a very difficult task at best.

See also Area 26 hereafter for an exposition on how captive personas are taken below and left for the nasties of the Underworld.

8. Vestry: "This heavy hardwood door is bronze-bound. It is locked."

The south door of this room is locked, and can only be opened by key #1 (Area 9), *Criminal Activities, Physical (Lock Picking)* at DR "Very Difficult" and one attempt only, by use of Physical force, or by Casting or Power.

This is a dark and not particularly interesting area. Poles with banners and standards are ranked in holders in the center of the room, and various linen garments of white, red, blue, and black hue are hung on pegs or in wardrobes. (Again, any Heroic Persona with K/S ability in *Egyptian Religion* or *Pantheology* should become immediately suspicious, for all ecclesiastical garb is supposed to be pure white or possibly green. Success at a K/S roll at DR "Easy" will bring this to mind.) There are trays for bringing offerings of food and drink to the shrines, plus unguents, incenses, perfumes, oils, lamps and lamp oil. All this is stored in wooden shelf units along the walls.

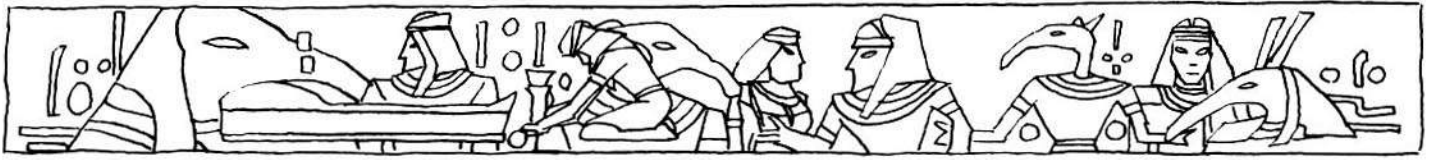
The concealed door is hidden behind a wardrobe whose back opens when a peg is moved upwards. The door to the east is for the convenience of the Priests in Area 9 and the Priestesses in Area 16.

9. Priests' Quarters: "A heavy hardwood door, bronze-bound, is here. It is not locked and opens easily. Beyond you see a long, very gloomy chamber."

There are two Priests of Set, *Khenu*, "Prophets," who officiate at ceremonies when the *Hem-netertepi*, Setem-nefer the High Priest does not. (See Area 4, and *Road to the Gorge*, Area 3A.) They are quartered here when they are not out on some mission elsewhere. The two sections of the chamber are dark. If entry was made from the south corridor, the HP party might notice hieroglyphic writing on the door which translates as "the abode of The Prophets." Examination of both areas will reveal the following information:

The two sections are nearly identical. Each is furnished with a large bed, a stand with a lamp, a wardrobe (with clerical garments), and a table with chairs. Each table holds another lamp, plus some fresh fruits and a jug of date wine.

Various arms are displayed on the walls, along with painted figures of deities. The latter have been defaced—some painted over—to show Sebk, Set (warhog, ass, or okapi head atop some deity's body), etc. There are two small shrines as well—one in honor of Set, the other favoring Aapep, the Draco-Serpent who is allied to the Evil Set.



Chests and boxes hold religious texts on papyri and instructions for magickal (Priestcraft, Gloomy Darkness Ethos) study, along with necessary Casting and other magickal Materia. There will be from 3,000-18,000 BUCs value of such things in both places. If you like, allow a 10% chance for some magickal weapon or piece of armor/shield, and 20% for some papyri or magickal elixirs. *There are also about 24 keys of various sorts hanging in these two rooms. They open locks in the place, of course, some of which are noted throughout this adventure. Add other locks as you wish if you enjoy complications of this sort.*

10. Temple Library: "The heavy hardwood door with familiar bronze reinforcements is unlocked and swings inwards with a little shove. There is a square room beyond, well-lit, and it appears to be a library from the clutter or writings you observe. Its walls are plastered stone, with a small mirror, cases, and wall hangings obscuring much of their space."

The mirror is a scrying device connected to a pair of *Watcher Talismans* hidden in the walls of both areas numbered 12. Setem-nefer or any Priest or Priestess can use the mirror to see and hear all that goes on in either area, even with most protections active against such spying being employed by occupants of these places. Only location and destruction of the *Watcher Talismans* will prevent this scrying.

This 20-foot-square chamber is illuminated by a bright glow, which emanates from four crystal spheres suspended in silver chain mesh from the ceiling. The High Priest has placed an enchantment (a Casting of General Tutelary sort called *Lasting Illumination*, a copy of which is found in the scrolls herein) upon these globes so that each sheds a soft, yellowish glow sufficient for reading. In addition to papyri, there are parchment scrolls and books, vellum tomes, clay tablets, and even some metal plates engraved with strange writings. Also, there are curios and items of religious nature in or on the cases and shelving. Several comfortable chairs have been placed about the room.

Most of the written materials are in the ancient hieroglyphic form or other ancient writings such as cuneiform; the majority of the rest are in Egyptian script. Any persona able to read extensively in these forms of writing can gain much knowledge of the religion and pantheology of the land (2D3 STEEP points through 2D3 weeks of reading, of course). There are works in Grecian, Latin, Yabbar, Babylonian (Sanskrit), Hindic, Phoenician, Phillistine, Shamish, Atlantian, and even Chinese, as well as unidentifiable works.

The curios are figures of "foreign" deities and offertory pieces. A persona with Knowledge/Skill in *Rarities* could easily pick up a chest of objects here with a value in excess of 2,000,000 BUCs (12 cubic feet at a weight of 200+ pounds). Unskilled personas have a base 5% chance of selecting items of real value (1,000-10,000 BUCs per cubic foot for ordinary material, 21,000-30,000 for the exceptional). On the other hand, this is basically looting, criminal, and wrong. One or two things pertaining to Castings might be taken, though, without any wrong-doing on the team's part...

The concealed door is hidden by shelving that swings southward. This Portal is hidden as well as that in Area 7K. However, there are faint marks on the floor because the wall pivots both to allow entrance from both northwest and southwest, so give each persona using

Perception (either or both sorts) a DR of "Moderate" to see this if they inspect the area. As already related, opening this door requires use of the key that the High Priest wears.

The door to the east opening inwards and leading to and from Area 11 is screened by a hanging carpet.

A cursory examination of the reading in the library will discover automatically the following Casting inscribed on a papyrus sheet:

Priestcraft, General

Casting Grade III

Lasting Illumination Spell:

Time: Permanent

Area: Up to 1 cubic foot

Distance: Touch

E/F/M: This dweomer causes the subject material to emanate a soft, yellow-white radiance in the visible light spectrum. The dweomered object sheds sufficient light to read with ease within 10-foot radius of it, and it will faintly illuminate things at a distance of 60 feet.

Other Heka Costs:

R&D: Nil

Other: Nil

The secret door in the north wall is very difficult to even notice, let alone open! The unlocking slot can be seen, however, if a tapestry depicting Isis greeting Osiris is lifted up and the wall behind it examined, the detection requiring a successful *Perception* (either) roll at DR "Moderate." If this occurs, go to Area 25, below.

11. Setem-nefer's Rooms: "This heavy hardwood door is bronze-bound. It is locked."

If by odd chance the adventurers get into the Temple or Osiris by means other than those anticipated, it is here where they will encounter the High Priest as well as the two Priestesses (*Stem-t*, "the Pure") otherwise met in Area 4.

The doors to the north and west are heavy and can be barred as well as locked. If the High Priest is here, in fact, the door to the north will be locked, cross-barred, and bolted top and bottom. Hieroglyphs placed on the outside of this Portal announce this to be the "Inviolable Abode of the Chief God Servant," and admonish the reader never to disturb such a person unnecessarily. Carefully intermixed with that text and quotations of religious nature is a written Charm that serves two very important purposes. First, the enchantment there is set so as to cause the employment of magickal forces outside to change the hue of the lighting in the chamber within, and also make a plangent sound emanate from the gong in the library (Area 10). Second, it so wards the Portal as to cause a Casting to rebound or be ineffective when directed at or laid upon the door. When this occurs, the glyphs disappear to leave one of *Turgidity*. Any persona (or creature or being) subsequently passing through the Portal into the area is made slow of movement, thinking, action, and reaction to such, with a penalty of 40% normal movement and +6 on all related rolls. The warding symbol will affect one Entity, two Supernatural beings, four Preternatural (such as Elemental) beings, or eight Mundane ones (such as humans). The Effect persists for one Action Turn.

The whole apartment is about 40 feet east-west and 20 feet north-south. It is illuminated dimly by a soft, rosy glow, which seems to come from the ceiling 15 feet above. Preternatural Heka used outside the door turns this glow into a harsh white light; Supernatural-strength Heka use causes it to become bright green.



The western section of the chamber contains an ebony table and four chairs all inlaid with ivory and bits of gold, two couches, various cabinets and small stands, and the arms and armor of the occupants. Choice viands, ewers of wine, and delicacies are placed here and there. The freshly painted walls show ancient scenes of the pantheon—scenes which leave in doubt the outcome of struggles and acts where the benign deities are opposed to the forces of Gloomy Darkness. Malign religious papyri, Materia for priestcraft, and adornments are stored in various places throughout the room. The nature of the written texts is also ambiguous. About 21,000 to 30,000 BUCs worth of valuable items (one standard pack-full) can be found here. At the GM's option, and selection, one to four magical items of moderate power will be located here also. (Pillaging this stuff is perfectly just and correct!)

The eastern 15-foot section of the apartment is partitioned into a semi-private area, which can be entered through an archway masked by strands of colorful beads. This section has a large bed, a big wardrobe, chests of drawers, a cabinet, and three coffers of moderately large size. Personal items belonging to Setem-nefer and the Priestesses are herein, including from 11,000 to 20,000 BUCs in high-value coins and 30,000-50,000 BUCs in jewelry. The murals in this area are lascivious and explicit in the extreme. We will not offend the reader by describing their lustful and pornographic details.

12. Guest Chambers (two separate rooms): "Another heavy hardwood door with bronze adorning it. It is unlocked. It opens inwards with ease. Beyond is a white bedroom of some sort."

These rooms are clean, whitewashed, and decorated with scenes typical of a place dedicated to Osiris. There is a woven mat on each floor, a large and comfortable bed with a stand next to it, a small table with a pair of chairs, an ambry, and a shelved cabinet. Visiting ecclesiastics would be lodged here, and a great cleric or a noble would command both rooms (thus the door between the apartments).

The mirror is a scrying device connected to a pair of *Watcher Talismans* hidden in the walls of both areas numbered 12. Setem-nefer or any Priest or Priestess can use the mirror to see and hear all that goes on in either area, even with most protections active against such spying being employed by occupants of these places. Only location and destruction of the *Watcher Talismans* will prevent this scrying.

13. Lesser Priests' Rooms (two separate areas): "An open door allows you to see into a room about 20 feet deep with an L-shaped part which cannot be properly viewed from outside the chamber. There are cots, chests, and various personal belongings scattered throughout the place."

Each area houses six individual *Hem-neter* (Servant of the God) Priests, and there are 12 in total. (Eight of them will be encountered in Area 5, most probably.) Two are awake and on duty here at all times, and the archway entrance giving onto the corridor is open so that these alert ones can hear a summons (or commotion) and respond.

The walls here are plain. Each "Servant of the God" has a small pallet, a little trunk for belongings and to serve as a seat, and a stand doubling as a writing desk and table. Their shields, armor, and weapons are on the walls within easy reach. The door gives onto the common areas (24 and the hallways) of the temple.

The stairs just outside these two locations, in the hallway west of Areas 14, lead to the cellars. (See North & South Cellars Map and Key, page 70.)

14. Grand Halls (two separate rooms): "This area is a big hall, with a half-dozen pillars along its eastern and western sides, and a total of four doorways, in addition to those accessing the hall to the east/west, allowing egress from it."

These two dimly illuminated chambers are identical. Although splendid in appearance, both are relatively uninteresting in terms of action-adventure. The central space is about 50 feet north-south and 25 feet east-west between the walls and parallel columns. The aisles behind the pillars are for lessers and servitors, with doors and stairs screened thus as well. The white ceilings are painted with murals, as are the walls, and all depictions are of religious-heroic nature. The pillars are sculpted and painted, with gilt added, and the floors are made of white marble blocks.

Activities in these halls are formal—receptions, banquets, entertainments of music and dancing, meetings, and so on. If the adventurers come with respectful attitudes, the High Priest will have a throne-chair placed in Area 14 (north) and greet them there. After such an audience, he will convince the group to undertake the perilous journey to the Underworld to aid the temple.

Stairs Up: "You find a flight of steps going up."

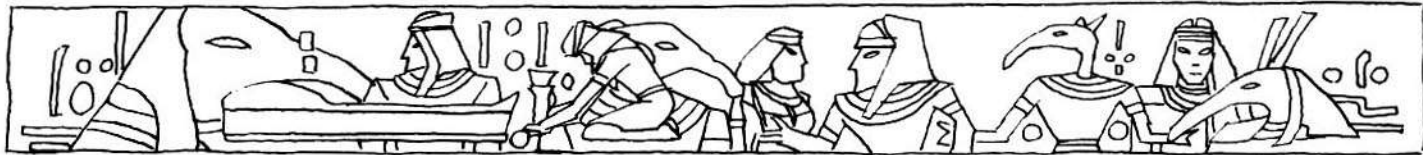
Above this level are two identical floors, each with an open area (50 feet by 40 feet) and a long corridor against the wall of the sanctum portion (east-west) serving three rooms, each measuring 20 feet by 40 feet. Another staircase set above the first leads from the second floor to the third. These upper spaces are for classes, study, meditation, and additional living space (unneeded for some years now). During the average day there might be some activity on the second level. The balcony (Area 17) connects to the second story of this place. *The uppermost one is disused and neglected. Because of this, no maps are given herein for these (and other) upper floors, but you might add them and develop additional material there as you desire. Novice priestling-warriors could be housed upstairs, for example, and their current quarters (Area 18) could be changed to those of regular soldiers/guards.*

15. Fore-Building Room (two separate areas): "This is a plain, rectangular room with plastered and whitewashed walls. Long, horizontal rectangular window set with bars high up on the north and south walls admit air and light. Typical Egyptian scenes are painted here and there to decorate it."

Two lower buildings project as arms, each built forward from the main temple axis (north-south) to flank the western third of the hypostyle at a distance of 20 feet. These are actually single-chamber areas, informal activity halls, council rooms, side salons for large events in either of the grand halls, etc. Musical performances of informal sort are done in these areas, and the Set-worshipping musicians of the temple, instrumentalists and singers alike, practice here still. The 20-foot-high ceilings and uncluttered space give these rooms excellent acoustics.

If the HPs happen to penetrate the temple precincts by unusual means, they will encounter the following individuals here (see Area 5, and OP Statistics for details on all of these individuals): two to four Lesser Priestesses; six to eight Lesser Priests; nine to 16 novices (priestling-warriors).

16. Quarters of "The Pure" (four separate areas): "A typical



door here, opening inwards to the south and west. Above each door is a hieroglyph announcing that this place is the "Living quarters of one of The Pure (female nominative)."

There is virtually no possibility of encountering a Priestess in any of these four identical rooms.

The walls are whitewashed and adorned by murals of typical temple scenes and writing of religious nature. Each chamber measures 10 feet by 20 feet and contains a small bed, a stand, a table and chair, a wardrobe, and a small trunk for seating/storage. Stored in each chamber are *Materia* for Castings, writing materials, robes and garments, and some small amount of money and jewelry (1,100-2,000 BUCs per room.)

17. Temple Government Offices (two separate areas): "The heavy door opens easily, although its hinges creak a bit. You see a disused and dusty room whose furnishings and litter remind you of an office. Barred windows facing east admit light and air. There is another door across the room on the wall opposite the one you are near. A narrow flight of stairs on the (north or south, depending on the room) wall lead upwards to some area above."

These chambers with narrow, barred windows are given over to clerk-scrivners (scribe being an aristocratic term, we translate the occupation thus) and minor ecclesiastical officials—or they were when the temple was active long ago. The rooms are now disused and dusty, and they contain a collection of desks, stools, and so forth that are seldom used anymore. If the HPs need anything in the way of writing supplies, they will find plenty here! The staircases lead up to rooms of the same dimensions as these. Each upper chamber has an entrance to the corresponding portico (below), an upper balcony walkway to Areas 15 and 18, and another door leading to the second floor of Area 14.

In its heyday long ago, this particular Temple of Osiris controlled thousands of head of livestock, hundreds of peasants, and so forth—some in the nearby village locale, others farther distant. Then these places were alive with bureaucratic and legal activities. That was long ago...

Portico (Area C between 17 and 18, two separate areas): "There is an opening in the wing of the temple building complex here, a 20-foot-wide and long portico supported on two lines of three columns running east and west. Beyond you see open space (of the garden (22) or yard (23))."

And, if the observer looks up or is exploring above:

"A balcony some 12 or more feet above the ground runs along the whole front of the side wing, tying together the two portions separated by the portico. It turns east to tie to the main temple structure and fore-buildings flanking the hypostyle as well."

A wagon or chariot can pass through the area on ground level with ease. About 15 feet above the ground is a balcony that encircles the area, giving access to the upper floors of Areas 15, 17, and 18.

18. Guardroom (two separate areas): "The heavy door swings inwards silently on well-greased hinges. The square room is cluttered with paraphernalia typical of soldiers or guards. There is a door opposite your vantage point, and a staircase leading up is set in the rock of the wall."

These spaces, also with narrow, barred windows, are now the quarters for the novices, the aspiring Priests and warriors. There are 12 in each at maximum—six more than likely, with one-third asleep above, one-third at

ready, and one-third moving about. Of course, all might be gone too... (See Area 5 and OP Statistics after Chapter 9 for details.)

The downstairs area serves as guardroom, refectory, and lounge. In each of these lower chambers are two chairs and a desk table beside a long dining board with benches, plus a gaming table for draughts, senet, backgammon, chess, etc. During any minute of time, there is a 50% chance that a moving novice will enter here from one of the two doors or the stairway, assuming they are still active within the temple.

These aspirants sleep above. There are pallets there, pegs for clothing, garments, shields, armor, and various weapons. Each novice has his own small chest, which contains unremarkable personal effects and from 30-50 BUCs in small-value coins.

The upper floor exits give onto the balcony walkway (Area 17, upper areas) and (via a short stairway) the wall battlements as well.

19. Cells (22 total areas): "You see a cubical set into the thick outer wall of the temple. It has a soiled curtain which is to one side but could close its front, and the cell is dirty."

These 10-foot-square rooms are for visitors, merchants, tradesmen, craftsmen, peddlers, and so forth. Originally built to accommodate the traffic common to even so remote a temple as this, these cells are now usually unoccupied. Most have no furniture, although some contain a bench, a stool, or the like. A ragged hanging of cheap cloth screens each space when privacy is desired.

When the robber band (see Chapter 5) is in the area, the men stay in these rooms; only their leader is allowed inside the temple building, along with the Priest, of course. Since two men usually share a space like this, the rooms can accommodate all easily. If by some off chance the adventurers managed to avoid the bandits, all of them will be in these cubicles, save the leader, who will be out walking in one of the gardens (Area 22, 50% chance for north or south location) when the HPs reach this spot.

20. Wall Bartizan (four separate areas): "This is a typical little turret set in the corner of the wall. It has four silts for archery. There is about 70 square feet of floor space inside."

Each bartizan houses one fixed sentry with a crossbow and two with bill-guisarmes who move in opposite directions along the wall. For details of each such soldier, see Area 1 and the OP Statistics. Because they have been forewarned that a powerful group of foreign adventurers is coming, these guards now remain hidden and merely observe. Naturally, they will sound the alarm and defend themselves if attacked. Otherwise, their movements are cautious and furtive. If the outlaw band is within the temple precincts, the guards will expect the help and cooperation of these bandits in case of emergency.

21. Unlocked Cells (four separate areas): "A small but solid door closes off something behind. The door is unlocked, opens outwards at a tug, and reveals a clean cubicle about 10 by 10 feet square behind. In it are a narrow bed, a small table, and a plain chair, nothing more. There are empty pegs stuck into the naked stone wall."

Visiting Priest-Mages (*kheri-hebu*) use these locations for domiciles. Although not now popular with the other ecclesiastics, these cleric-dweomercrafters are potent. If the HP group seems likely to overmatch the roster of the temple, you may utilize one or more Mage-Priests to balance things.



22. Garden Courtyards (two separate areas): "You hear the plash of water, smell rich fragrances of green, growing things, the fragrant perfume of flowers. No, your senses are not being deceived. This is a grassy courtyard and garden of roughly 100 feet square. In its center a small fountain plays brightly, sending a spray of water upwards to fall into the basin below. Short fruit trees show deep-green leaves and ripe yield. Flagstone walkways lead zigzag through the lovely space."

Each of these spaces is green with fruit trees, shrubs, bushes, and flowers. Grass and low decorative plants grow thickly, for the whole is watered regularly. Near the center of each courtyard is a small fountain that jets streams of water into a basin. There is also a four-foot-diameter well beside it with not less than 20 feet of water visible about 10 feet down. These waters are transferred magically from the great cistern cavern below the Temple. (See "The Osirium Underworld," page 73, for details.)

When the Temple of Osiris was active, the necropolis not proscribed but rather a place where many came to visit, and there was traffic and commerce around, these courtyards were used as markets, with the temple taking a tithe for the use of the facilities. Now only a few persons will be found here during the day, mostly novices and workers from Area 24. In the evening, the other clerics will stroll through the coolness, enjoying the relief from the blistering heat of the day.

23. Inner Yard & Pond (two separate areas): "This rectangular inner courtyard of about 50 by 70 feet size is certainly a working place not meant to be visited by outsiders. A big, square pond of shallow sort seems to be made for domestic waterfowl to swim in and livestock to drink from. The rest of the place is paved in square blocks of heavy stone to bear traffic."

These working yards have quite a lot of activity—primarily animal care, though cooking is usually done in here as well. The ponds are for the ducks and geese raised on the temple grounds. Animals are watered and bathed here also, and the workers too wash themselves in these waters.

Each pond is three feet deep at the edge and five feet at the center. Both are kept full by pipes that drain the fountain basins in the garden courtyards (Area 22, above). Periodically, the water is lowered by stopping inflow, and the laborers clean the muck from the middle to use as fertilizer in the garden area.

24. Stables (two separate areas): "You find a stable section of the complex. It has the reek of dung so familiar to such places. There are pens containing goats and swine here, and stalls with nice-looking horses too. Worn and rickety looking stairs lead to the floor above."

Each of these places contains stalls for horses, animal pens, and a forge for smithy and farrier work. There are also some few head of livestock here, goats and swine (I) with attendants: Anyone with STEEP in *Egyptian Religion* or *Pantheology* gets a roll at DR "Easy" to recognize that pigs are a sign of Set and his Evil minions.

When there are large numbers of mounts and pack animals in the temple, these beasts are simply stabled in the outside areas where the walkway (with portico) and paved lanes are. In the main stalls are the mounts used by the Priests who run the place. At any time, there are five to eight garrons of Exceptional Quality in the stable, and one

(or more) of them should be Unsurpassed: perfect conformation, speed, endurance, breeding, spirit, intelligence, training, age, and conditioning (i.e., a 7-year-old black stallion with a small blaze and socks of white) trained for war as well as riding, hunting, jumping, and long-distance travel. Saddles and tack are kept near to each mount.

Stairs: These staircases give access to two upper floors, where supplies of hay and grain, lumber, etc., are kept. These upstairs rooms also serve to quarter the slave workers—namely the stable hands, livestock handlers, carpenters, cleaners and sweepers, laundresses, gardeners, cooks and scullions, and so forth. There are eight adults and 4D6 children in each area, along with two non-slaves who oversee their work. Each of these areas also houses about a half-dozen women for special service to the guards and Priests. There is no burning desire among these folk to revolt and become free, but they do not love their masters either. However, since sacrifices are always brought in from outside, the slaves and workers will remain passive in any fight. These are Mundane Personas in every sense of the term, most of low intellect, of course, or else they would have no truck with Evil.

25. Secret Treasury: Picking up from the success of a *Perception* K/S Area check from 10, read:

"The plastered stone of the wall here under the tapestry of Isis and Nephthys has a curious break in it. It seems as if the edges of it are worn from use. The Egyptians are famed for their clever masonry. Perhaps this is a hidden panel..."

Then, if use of the Evil Object "key," brute force or dweomers to enable its opening, either this place, or the the passage to Area 26, or both, will be discovered.

The passage to Area 25 is seen thus: **"Before you is a narrow passage whose floor is smooth. Two feet wide, dark, and dangerous-looking, this way slants downwards as it angles to the northwest."**

Anyone consulting a figurine of Isis, Nephthys, Hapy (if a participant in slaying the Demoncro and friendly to Merha-aptut), Apuat, Anubis, or Thoth will have a feeling of extreme danger ahead. If any Castings or Powers are utilized to divine and/or read Auras and Heka the following are suggested as guidelines for such results:

Auguries and divinations indicate death, great treasure, Evil.

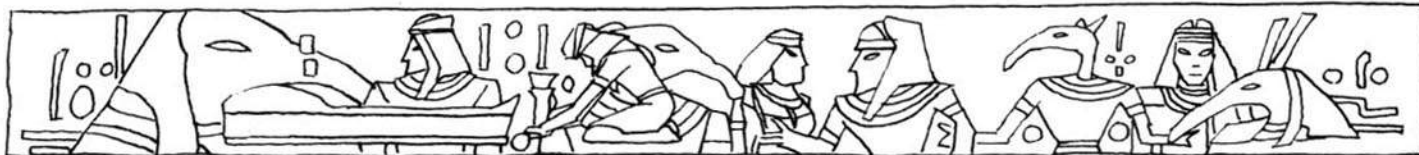
Auras are of treachery, trickery, malign joy, brooding Evil.

Heka is of both Mixed and Negative sort coming from about 20 feet distance down the passage.

Trap detection will read mechanical and magical ones awaiting

As noted above and in the details of Area 10, this dark, nine-foot-square stone room is accessed through the secret door. The High Priest wears the only key-device at his belt as if it were a weapon or ceremonial instrument. Placing the *Cleaver of Set's* blade into a narrow slot opens the way to this chamber. (When the blade is pulled halfway out thereafter, the stone panel pivots left to open the passage to Area 26, which see.)

"After going inwards about eight feet, you find are a series of steep steps along a like length of the tunnel. At the bottom of these, you see before you a square chamber of about three paces per side, whose ceiling is hardly high enough for a person to stand under, and with a large niche filled with objects in each wall."



If any personas have triggered the enchanted spheres in Shrine 7K, all non-living materials that they wore or carried, including things that were once alive (such as cloth, leather, wood, bone, ivory, etc.) have been transferred to this place. Such items will be heaped in the open center of the floor. Arrayed on stone ledges recessed into the walls are various treasures.

Touching any figure (those items marked with asterisks in the list) triggers the appearance of the appropriate creature or being—a lesser Serpent, a Monster, a Demon, and a Fiend, respectively. The thing appears one Battle Turn later outside the secret room (in Area 10) and waits for the party to attempt egress. Each of these things is detailed in the OP Statistics section just prior to the appendices.

North Recess:

- 10 bags (each containing 10,000 BUCs in gold and electrum coins)
- 250 copper ingots, each of one-pound weight, and worth 80 BUCs each
- One coffer, containing jewelry (total value: 200,000 BUCs)
- One black serpent figurine, about 12 inches long, ruby-studded*

South Recess:

- Six flasks of elixirs/potions of magickal sort
- Eight jars of rare unguents of magickal sort
- Four Amulets/Charms of magickal sort
- Four scarabs/Talismans of magickal sort
- One white Monster figure about 12 inches high, diamond-studded*

West Recess:

- 12 scrolls of papyrus, each of magickal nature
- Six blocks magickal (Evil) incense
- One Ivory scepter (magickal) set with amethyst (25,000 BUCs value)
- One blue Demon figure about 12 inches tall, emerald-studded*

East Recess:

- One magickal scimitar (strong enchantment)
 - Two magickal daggers, matching, strongly enchanted
 - One brown Fiend figure about 12 inches tall, opal-studded*
- Unless a word of power known only to Setem-nefer is spoken upon

entry into the repository, steel shafts with spear-point heads snap out to bar the exit. (Anyone caught just at the threshold of the room will be killed; an Avoidance roll is applicable, but failure means death unless the persona is impervious to Mundane Physical damage.) As that occurs, the ceiling overhead will fall if there is any movement within the area. The ceiling is a metal square, weighing about a ton or so, and set with spikes. If it drops, any creature beneath it will be slain, again unless impervious to Mundane Physical damage.

Because of the varying nature of each campaign, additional details of the treasures are not given. You should take a few minutes to ponder these variables, then detail each item you believe important on a separate sheet of paper. Consult Chapter 12 of the *Mythus Magick* book if you need inspiration. That way, if and when the adventurers get to this place, you will have it fully detailed in a manner that will fit exactly your own campaign.

26. Secret Area: This whole section can be accessed through the secret door from Area 10, or the one in Area 7, or one of two small secret doors located about 15 feet up on the outer walls. Once in the three-foot-wide passage, the visitor must find a secret door and operate it to penetrate farther or leave.

Unlike the secret doors that allow entry from the Interior areas, those in the narrow passageways operate through a combination of actions and the proper keying mechanism. Beside each is a small stone that will pivot, and behind that panel are 10 small (finger-sized) holes and two larger (hand-sized) ones. Each operates as indicated on the chart in the sidebar, and if the wrong members are inserted into the holes, or the operation is done wrong, poisoned blades sever the members. The toxin is Strength 50, instantaneous, one time only; and Physical damage from severing is 5 points per digit, 25 per hand!

26A. Cell: This chamber is granite, mortared, and has a steel door. The interior is eight feet wide, 13 feet long, and 12 feet high. There is a jar of poisoned water (STR 40, one AT delay) in the cell, and various dried fruits and other foodstuffs have been provided—also poisoned as above. (The High Priest thinks this is amusing.)

If Setem-nefer has reason to suspect that he has prisoners, he will trigger a mechanism (located outside the door) that releases gas into the cell through tiny vents near the ceiling. The stuff works by both

Secret Door Operation

Secret Door	Members to Use	Method of Operation
To prison cell (26A)	10 digits	Pushing
From prison cell (26A)	2 hands	Pulling
North from Area 26B	2 hands	Pushing down
South to Area 26B	10 digits	Pulling down
East to shrine (7K)	Right hand	Pushing
West from shrine (7K)	Left hand	Pulling
West wall exit	2 hands; then 10 digits	Push out & withdraw; then pull inward
West wall entry	All trapped, no entry trigger	N/A
Northwest wall exit	2 hands	Pushing upwards
Northwest wall entry	All trapped, no entry trigger	N/A
To NW escape passage	Left fingers & right hand	Sliding right
From NW escape passage	Right fingers & left hand	Sliding left



contact and insinuation, so unless the victims possess a special magickal provision against sleep, the stuff will put them into a coma for 3D10 ATs. After the gas dissipates in one AT's time, Setem-nefer will enter the cell and examine his prisoners.

Naturally, the whole cell is covered with various wards and glyphs to prevent spirit entities from escaping, and to ensure that the place cannot be magickally changed. The door itself is barred from the outside. All seeming routes of escape are magickally trapped or guarded. Attempting to use transposition of molecules or alteration of vibratory pattern (Æthereality, Astrality, non-corporeal form, teleportation, etc.) gives the same result as trying to enter the temple in that manner (see page 55, above, for details).

The last prisoner was a Fiend of Set, however, and that creature worked to undermine Setem-nefer's security. Observant personas will note that some of the floor-blocks are inscribed with strange little sigils—marks unlike hieroglyphs or script—or anything else. Anyone who can somehow decipher their meaning (reading the Fiend-runes) will find that they are instructions on how an escape might be made. A simple tunnel was wrought by the creature—a burrow that slants down beneath the floor of the cell to a wall in the cellar. If a prisoner hammers the pavement with hands and feet for but 1D3 BTs, the vibrations set up thereby will grow and shatter the stone, allowing access to the tunnel beneath. At the far end is a small block of loose stone that can be pulled aside; beyond it is the hallway of the South Cellar (page 71).

Any captive able to cause metal to move, or with a Power to animate the door, can escape by magickally lifting the bar. All other forms of attempted escape will fail—unless the GM personally decides to add such other ones as seem reasonable and necessary.

Prisoners who do not manage to escape will be bound, gagged, and carried to the Osirium for sacrifice. Setem-nefer will have an invisible

servant do the work of taking such sacrifices to the Reed Boat (Area 7X). The High Priest will have personally moved his victims' possessions to the boat from Area 25, so that these can be part of the offering as well. (Things will be awarded back to Setem-nefer, of course, but all is offered.)

If, during this process, prior to reaching Area U3 ("Underworld," page 73), one or more captives break their bonds (21 PMPow or better required), or successfully use the *Escape K/S*, then the High Priest will seize the Amulet-pin from the steering oar and use it to be back instantly at the place where the boat stood (Area 7X). The captive(s) will then be marooned in the craft. In due course, after proper augury, the Priest will return, using his magick to step across the water, retrieve the Reed Boat, and return it to the place above.

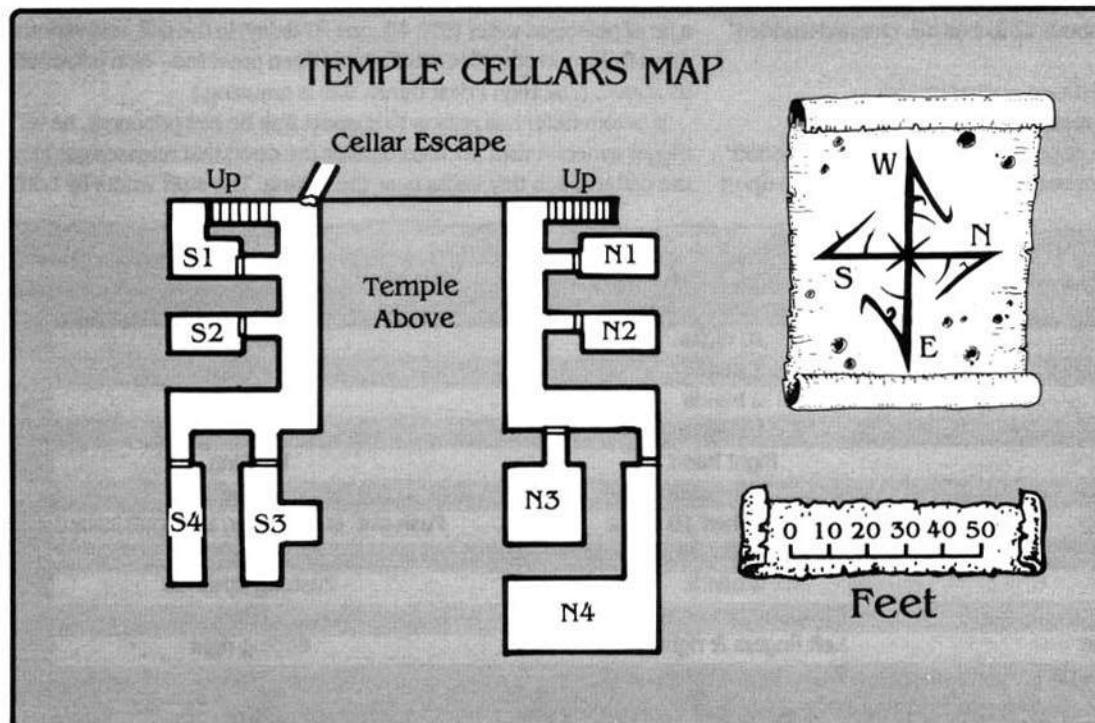
26B. Small Provision Chamber: Exact details of much of what is cached here are left to the gamemaster. Base the list on the strength and possessions of the HPs concerned, your level of magickal things available, and the bent of the campaign. This secret room holds rough garments for travel in the barren country, water and wine skins (periodically refreshed), pouches of dried rations, a collection of useful outdoor gear, weapons for hunting and self-defense, and portable treasure (20 each of platinum, gold, electrum, silver, and copper coins, in separate little pouches, and six oricalcum rings set with gems, worth 7,000-12,000 BUCs each), a pass commanding all to allow the bearer freedom in the name of Pharaoh (duly signed), and a broad variety of things needed for Priestcraft Castings. Amongst the latter are about 30 gems and pearls with an average value of 1,100-2,000 BUCs each.

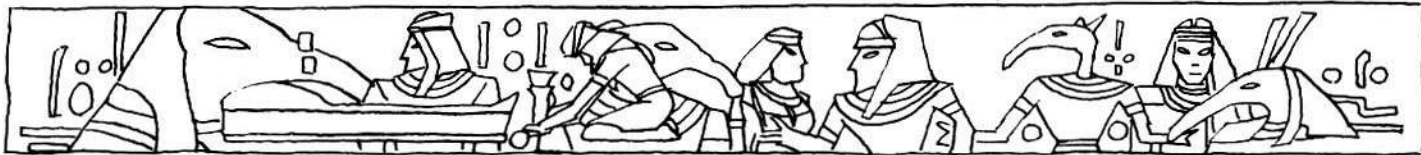
TEMPLE CELLARS ENCOUNTER KEY

Refer to the map below for a complete layout of the cellar areas.

Except for the storage rooms (N1 and N2), all of these chambers are locked. The keys can be found in the Priests' quarters (Area 9). If the characters have been captured, they are imprisoned in the south side.

You might also wish to add various items of clutter to the cellar areas for dressing. Thus, there can be barrels, crates, and boxes stacked along the walls; and some extra store of Below Average Quality weapons might be found in one or another of these chambers. A few spiders and rats might be in order too, if you enjoy that sort of thing. Old furniture and various sorts of pots and





containers make useful additions, for these can be examined for secret compartments, contents, etc. The presentation is aimed at allowing fairly rapid progress through these areas. If the Heroic Personas are in need of help, or you wish to draw things out, simply add to the materials to be discovered or seen.

Doors are fairly solid and strong, but they can be battered open in about 2D3 noisy CTs by use of shoulder or axes, hammers, etc. The one to S3, though, where service pieces of gold and silver are stored, is twice as strong as the others.

South Side Cellar

"The stairs lead down about 20 feet to a totally lightless place. Cressets for holding rushlights are set at intervals in the walls, but no torches are there now. The 10-foot-wide passage leads east."

Keys to locked cellar areas can be found in Area 9, upstairs.

Note that the tunnel/chute from Area 26A comes out in this hallway, near the stairs. If the HPs did not enter the cellars this way, then a stone block hides the work from view.

S1. Locked Room: "There is a locked door here."

Key #2 will open the door to this storage chamber, which is vacant now. It is used to keep prisoners for sacrifice or valuable goods in transit when the smuggling caravan stops for a time at the temple. If the party members are physically captured, they will be stripped and locked herein. Exceptional strength, *Escape* K/S success, or some Casting might enable them to escape.

S2. Locked Room: "There is a locked door here."

This is the buttery; the best wines and kegs of beer are stored here even now. There are also a few dozen bottles of excellent spirits here. This lock is fairly simple, but time-consuming to manipulate (average about five BTs to open through the use of *Criminal Activities*, *Physical* (Lock Picking)), unless key #16 is used.

S3. Locked Room: "There is a metal-bound and very heavy locked door here."

The banquet service pieces used for grand functions are kept inside this room. The pieces are sufficient to serve a score of noble diners and twice as many "lesser lights," as it were, and are valued at about 500,000 BUCs as they are. There is about 150,000 in gold, 100,000 BUCs in silver here if the stuff is melted into transportable ingots. (The gold is worth 1,000 BUCs per ounce, silver is worth 25 BUCs per ounce, thus one pound of silver equals 400 BUCs. There is, therefore, about 10 pounds of gold and 125 pounds of silver here, plus various alloy metals, or about 175+ pounds weight of metal—not counting boxes for transportation. These bulky and heavy containers weigh about 10 times the metal weight. Add copper pieces in several hundreds of pounds too, if the HPs are greedy, as that stuff has a 5 BUC per ounce value.) Key #19 unlocks the door to this room.

S4. Locked Room: "There is a locked door here."

Key #11 fits the lock on this storeroom, where porcelain and pottery service pieces are kept. Alternately, a victim meant for sacrifice to Set can be locked herein. Use this fact if the personas

need assistance and appear to have no chance of success without such help. The individual confined in this room must fit the needs of the party, but not be overly powerful. A highly skilled thief, with appropriate Casting abilities too, magically immobilized, might be in order. Or if you wish, have a *kher-hebu* of Osiris here with a *Millet* of Set banded 'round his or her head to prevent the utterance of Hekau (Castings or Powers use), and with suitable chains, of course, to keep hands and feet held fast. Either sort of prisoner can know something of the layout of the temple, but use this sort of intercession very sparingly.

If you believe that there will be need, it is suggested that you detail both a thief and a Priest-Mage or such other OPs as you deem likely to be needed by the team, just in case. Whoever is confined here will leave for parts unknown (to the adventurers) at the first opportunity, after getting the party in reasonable shape to succeed without assistance.

North Side Cellar

"A dark and cool hallway about three paces wide leads east from the steps. There are cressets along the walls, and you see a lamp on the last stair. If that can be lighted, it will be a source of dim illumination (about 10 feet in radius)."

N1. Storage Chamber: "There is a locked door here."

Several keys unlock this door—you might have any one do it. This cool place is used to hold foodstuffs which are for use soon. There is nothing of interest here unless the personas profess hunger and thirst.

N2. Storage Chamber: "There is an unlocked door here."

This is a root cellar and grain room for long-term storage.

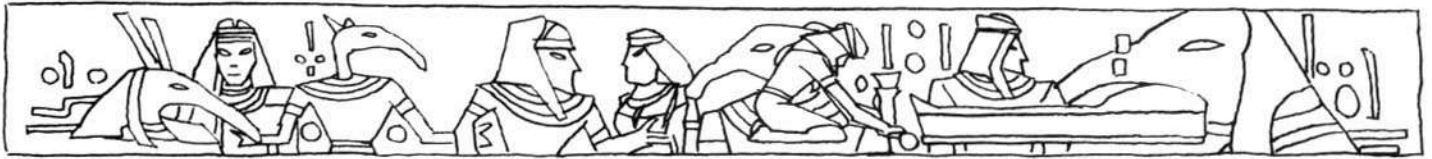
N3. Locked Room: "There is a locked door here."

Key #24 will open the door to this room, wherein all the panoply used in processions to honor Osiris are stored. The area is now dusty, musty, and obviously disused. There are pennons on staves, palaquins, standards, and the parts of a processional chariot here. Dirty and broken musical instruments (drums, bells, sistrums, etc.) have been cast into odd corners.

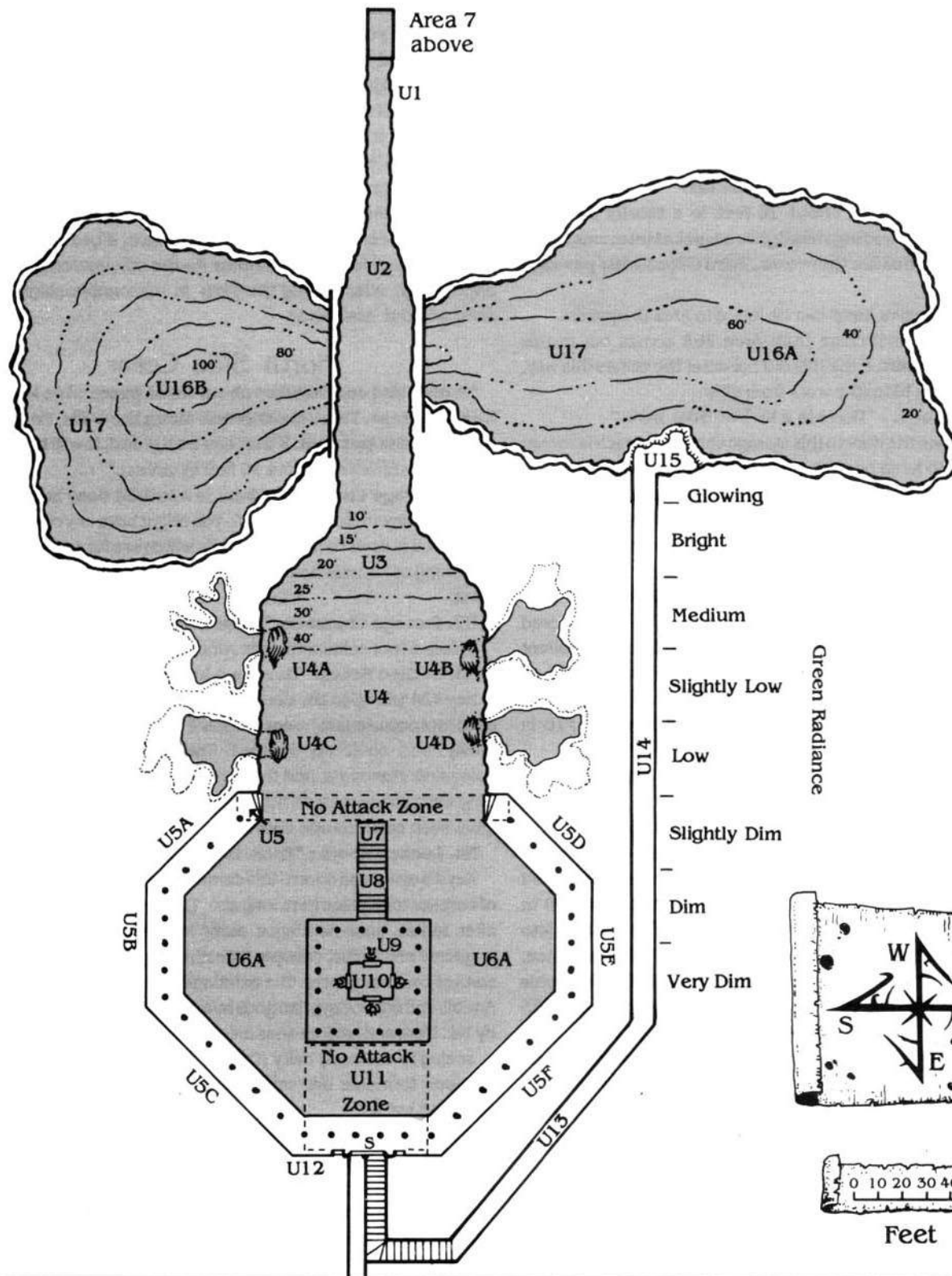
N4. Locked Room: "There is a locked door here."

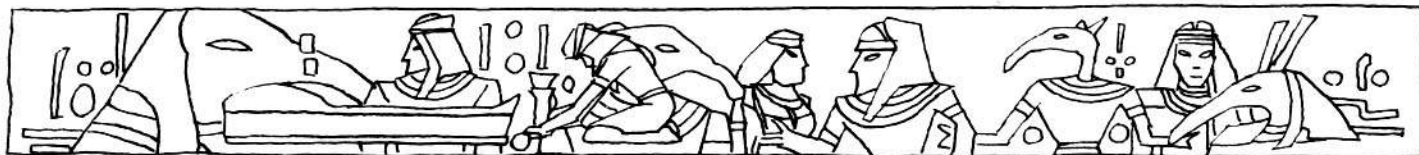
Key #5 opens the door to this dark and grisly place. Mummification of corpses took place here long ago. There are vats with a residue of niter, tables, linen bandages, stone knives, old perfumes, resins, unguents and herbs, canopic (intestine/organ storage) jars, and all sorts of containers here. The paintings on the walls depict scenes of Anubis and other Egyptian gods mummifying Osiris after his murder by Set. Heru and his four sons are shown assisting Isis and Nephthys in seeing to the dead deity (Osiris). Prayer texts, instructions, and religious formulae are written in hieroglyphs and script on the plastered walls.

A careful search of the linen bindings will reveal a few Amulets, but only one of them is worth anything. That one is a silver moon disc (that with the crescent moon beneath it), which enables its wearer to see in the ultraviolet light spectrum, so that in most darkness that persona will see as if in twilight—bright moonlight at worst.



THE UNDERWORLD OSIRIUM





GAMEMASTER'S NOTES

Before reading this section, you should refresh your memory by reviewing the details of the boat (Area 7X). The Heroic Persona party will probably come to this vessel by one of the following five means:

1. Getting caught, bound, and carried there as captives for sacrifice
2. Entering as triumphant "Mighty Ones of Osiris' own choosing" and being shown to "the place below where rich rewards are placed for such ones as have the blessing of Osiris upon them"
3. Forcing information out of the Priests, for the latter know how to gain entry to the "Underworld" (though only Setem-nefer knows the whole of the place)
4. Chance (as they regain their goods after capture, or through normal exploring), as the boat emanates very strong Auras and Heka power
5. Agreeing to a request—to go to the Osirium with Setem-nefer—presented as follows: **"Assist me in overcoming an evil Demon and restoring the treasures of the temple and its holy things. In return, you will be given rewards and allowed to rove freely about the Gorge."**

The High Priest's objective here is to carry or lure the group to Area U9 (page 79), to serve as sacrifices. However, he may vanish suddenly (using his magickal talisman to return to the temple above) whenever he thinks it necessary, especially if any signs of high ability is shown by the party. Although he would prefer to be present, the destruction of such powerful foes and the "feeding" of the things below will even so be of great benefit to the High Priest. He cannot imagine that any mortals would survive long in the place without Entital assistance. And perhaps Setem-nefer is right...for in most cases, the party has no means of controlling the boat.

As soon as the team is in the Reed Boat and descent has begun, any persona who has a statuette of Osiris will get a feeling of wrongness and lurking Evil, and a desire to set things right. The player should be so informed privately.

OSIRIUM AND ENVIRONS ENCOUNTER KEY

Descent in the Boat

In four of the five cases stated above, the Amulet from the Shrine of "Osiris" (Area 7, Shrine K) will be locked in the steering oar. Lowering the oar will then cause the stone beneath the boat—and thus the boat itself—to sink magickally (as if an elevator), lowering down 200 feet to Area U1 in about two Battle Turns, or a (relatively rapid) descent rate of 10 feet in three seconds.

If the boat is not under Setem-nefer's control, there is an alternative to the key operation. Any persona who has a statuette of Osiris, Heru, Isis, Nephthys, Thoth, or Anubis can cause the boat to perform just as if the Amulet key were in place. The gods of Egypt also wish to redress the Evil of this place!

Unless the Heroic Personas have control of the situation, however, and possess either such a figurine or the Amulet-key (and can learn how to use these tools), the boat will float onward to the landing (Area U7), leaving them marooned. It will then take a lot of skill, hard

fighting, and luck to get them back above ground safely—but that's what dungeon adventuring is all about, isn't it?

The Underworld

- S** The cavern appears natural until the boat reaches the island (U7).
I: None, but ultraviolet light perception enables twilight-like vision.
D: Widths vary, but the ceiling after the chute area rises from 20 to 60 feet overhead where the water is 90 feet broad, except where the dome over the island (Area U10) rises from 20 at the edges to 90 feet in its most central point.
- H** The rush of water drowns out any other sound until the characters are past Area U3, then the drip of water, the splash of the keel, and strange gurgles and other sinister sounds can be heard.
- A** There is a pervasive malign presence and an Aura of oppressive Evil.
- D** Strong Supernatural and Entital Heka are present, and there is a repressive quality indicating that magickal means of escape are useless.
- O** The water has a fetid odor, and there is a charnel reek intermingled with a reptilian stench.
- W** None, other than as noted for anyone carrying a statuette of Osiris.
- S** Various special things will be noted at the appropriate areas.

U1. Narrow Passage: Read the following when the characters start to descend in the boat:

"The boat and floor sink 200 feet in but one minute's span! There is a splashing sound, and then the steel-hard reed vessel rocks for a few seconds. Suddenly, you feel it move ahead as if with a leap, and in a few heartbeats it is travelling at great speed!"

If any of the personas can see in the ultraviolet light spectrum, read the section below. Otherwise, skip to Area U2. (Note that the detail given here extends to Areas U2 and U3 as well.)

"You are in a chute-like natural tunnel just wide enough to accommodate the boat; in the 90 feet it travels along this narrow way, the drop must be about 20 feet. No wonder you can feel the acceleration of the craft. As you race along, you note that the passage is widening, and in the next 100 feet or so it remains a constant 30 feet wide, while the incline of descent drops off to perhaps 10 feet in that distance, but one to 10 is still a fairly steep decline. Then the passage widens again, broadening to about 90 feet, and the current's rush drops off to a slower pace."

U2. Bubbling Inflow: In the following, the initial five Critical Turn period takes the boat to Area U2, and on to Area U3 in the next 1.5 BTs thereafter. Thus, the team travels from U1 to the beginning of Area U3 in two Battle Turns (60 seconds).

"The sound of rushing water is very loud for some seconds, then it becomes less for about a minute. The breakneck pace of the magickal reed craft slackens as the noise nearly dies away."



U3. Broader Waterway: "You are now drifting in the direction of the vessel's initial rush, the boat's momentum taking you along thus, perhaps pushed ahead by the inflowing current as well, but from the steadiness of the keel you can discern that the boat is on a straight course. In the sudden silence, you can hear splashing drips echoing in the distance, the splash of the bow wave, and gurgling, swirling noises ahead in the dark water. The wet smell is unwholesome here, and you feel a growing sense of unease."

There is no incline here, and the widening of the waterway slows the current considerably. The depth also increases rapidly from 10 to 40 feet, as shown by the contour lines on the map.

After you finish reading the above, it will take about five CTs (game time) for the boat to drift to Area U4. If there is inquiry as to the odors, do not count such against that time. But if there is inquiry about the sounds, then the time must be ticked off, just as it should be if the personas remain quiet or engage in some miscellaneous activity on the boat.

Without the controlling Amulet-key, the boat will head unerringly for the landing (Area U7), carried along by the current. Some HPs will probably begin to attempt to steer or slow the vessel about now.

U4. Lurking Monsters: The water of the primary "lake" is fully 40 feet deep. The dotted lines to the sides on the map indicate water-filled areas located below the great waterway on which the boat is travelling. These places are of recent creation and are the lairs of four Demonic creations of Sebku, specially designed for Set, and described hereafter. These creatures are located at points A, B, C, and D, as noted on the map.

If Setem-nefer is in the vessel, the Monsters will not molest the passing boat, though their heads will be seen by any able observer actively attempting to determine such. If this is the case, skip all of the following and turn to the descriptions of Areas U7-U9, referring to Areas U5 & U6 as needed to describe the surroundings.

These giant hippo-headed-crocodile-Demons will attack simultaneously one-third of the time (a roll of 1 or 2 on 1D6), independently two-thirds of the time (a roll of 3 to 6 on 1D6). They rush through the water, jaws agape. (This approach is the "gurgling, swirling" sound mentioned in the text of Area U3.)

Should some magical force be used to propel the craft ahead when these Hippodilemons are sighted, the Monsters will not attack as long as the boat heads *directly* for the landing at U7. *These things cannot pass beyond the eastern demarcation line* (the 10-foot-wide strip between the north and south portions of Area U5), but will instead re-position themselves in the large pool, submerged in the lettered areas as before, to prevent escapes—and possibly get a tasty treat in the process!

Normal Approach: If the boat stops in the water, two of these Monsters assail the team; if the craft veers north or south of the straight route to the landing, one Hippodilemon attacks immediately (modify the text below as needed), and the other three arrive within 2D3 CTs. If the party has insufficient visual capability, the impending attack comes very suddenly; do not ask for party actions until the initial Hippodilemon has completed its first attack.

Read the player information only if all of the following conditions are met:

- One or more of the personas can see clearly for 30 or more feet.
- The boat continues in a normal direction (straight for the landing).
- One or more Hippodilemon(s) attacks.

"You see a (or two, in which case adjust the following text to match) huge hippopotamus-like head break the water 30 feet away. Attached to the unnatural head is a crocodile-like body, the thing propelled by a massive saurian tail. This Monster rushes towards the boat from (left and/or right) ahead. When it is 20 feet away, the horrid thing opens its mouth, showing tusks larger and sharper than any normal hippo ever possessed, as well as finger-sized fangs too, impossible to a normal creature. It will collide with your vessel in a few heartbeats! What will you do?"

At the end of three Critical Turns, the Hippodilemon(s) impact the boat, clammers partially into it, and bites (one opponent each). Boat drift will cease 10 feet east of the flanking positions of these Hippodilemons (A & B). In 1D3 BT, the two other Monsters (at the points marked C & D, to the east of the forward pair) will decide to join the combat, and both will arrive simultaneously five CTs thereafter; thus, after 15 to 25 CTs of combat with the initial pair, two more Monsters will join the fray. If someone is watching, the Hippodilemons will be spotted one CT before they arrive. Otherwise the pair will assault as noted above for the initial attack.

Figurines: Apply the following special notes if anyone in the party carries one of the figurines listed below:

Crocodile Figurine (from Sebku idol, Area 7K): A persona carrying this Amulet gains all of the bonuses listed hereafter. In addition, apply a +5 bonus to Combat K/SBAC and +1 point per die of base Physical damage for any and all party members other than the individual actually holding the object, and a -5 BAC, -1 per die of PD penalty to attacks of the Hippodilemons. *Note that these effects and those listed also apply in Area U6.*

- The individual actually possessing the Amulet cannot be harmed by these Monsters (although the Hippodilemons may try to attack anyway).
- The possessor gains +10 to BAC, a -10 to rolls for Strike Location, and a +2 points per die of PD bonus.
- If in the water, the possessor moves as if a swimming crocodile and does not need air for up to five ATs.

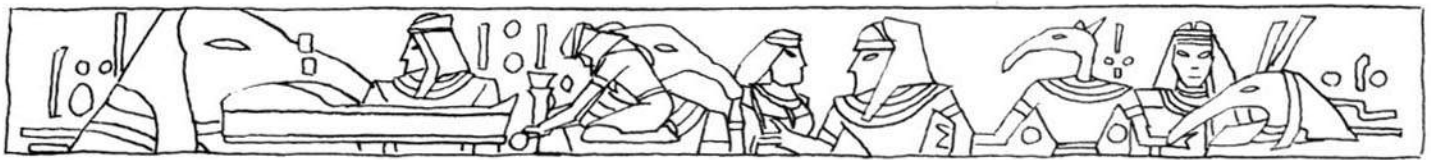
Heru or Chons Figurine: The person carrying such gains the following bonuses to weapon use:

- Any and all weapons used are as if enchanted ones and so can affect the Hippodilemons.
- The possessor has a +10% BAC and -10 Strike Location bonus when using a spear, trident, harpoon, or similar weapon.

Amemt, Mert, Osiris, or Tuart Figurine: If any persona has such a statuette, the Hippodilemons cannot upset the boat.

A Hippodilemon will flee to its lair (one of the side chambers) if reduced to below 25% P TRAIT. You can allow a 10% chance that some average magical item rests on a dry stone ledge within (check per lair visited by personas).

If the personas somehow defeat these all four of these Demons,



they can maneuver the boat safely by paddling. The vessel will otherwise drift towards the landing (Area U7) at a lethargic speed.

It is not possible to propel the boat any farther westwards than the landing by any magick unless the Amulet-key is affixed in the steering oar and the correct Word of Power (to command movement) is known and used.

U5. Steps & Railed Gallery: Add the following to the SHADOWS note given at the beginning of this Underworld section:

- § Murals of the Sekhet Hetepet (at points U5A and U5D) and Sekhet Aaru (Fields of Reeds of the Duat) are painted on columns and walls. Papyrus, lush reeds, palms, bright colors, deity depictions, Monsters, and men abound in these murals.

Sekhet Hetepet and *Sekhet Aaru* are the two principal Divisions of the Duat (Underworld) that are the Realm of Osiris. He also has direct overlordship of two others and titular headship, at least in theory, of the remaining eight regions (the latter managed only by dint of force, if possible at all). If any adventurers can see multiple murals in this area, describe the general appearance of the paintings, and mention that the scenes become more beautiful as they progress eastwards.

The pathway around the edge of this large chamber is about 15 feet wide and adorned by many pillars. Access to it at the outer points (north and south) is via three steps, each only three inches high. Note that the 10-foot-wide strip of water between the two stairways is a "No Attack Zone," separating the Demonic Monsters of Area U4 from those of Area U6.

When the party is actually on the gallery ledge, use the following notes to describe specific details. However, unless the Heroic Personas are within the "No Attack Zones" (Area U11 and the section between the north and south terminal points of Area U5), they are subject to assault by Demonic Ophi-diles (see Area U6). There will thus be little time, at least initially, to examine closely the murals. In such case, go to Area 6 for details of what happens.

U5A. Guardian Serpent: A statuette of the deity Thoth or Buto will make its possessor very uneasy near this place. When the HPs examine the scene, convey this:

"The painting here depicts a 12-legged, winged Serpent-entity lying before a tall door. The creature's crocodilian

head points to the right (northwest), and flames stream from its maw. In the direction of the flames, the painted scene is gloomy and frightening—dead vegetation and stark barrens. Painted to the left of the door are bright flowers and vegetation, and a frog-headed deity is depicted along with small human figures in its charge." If applicable, add: **"Writings indicate that this is a scene of the entrance and interior part of the Duat"**

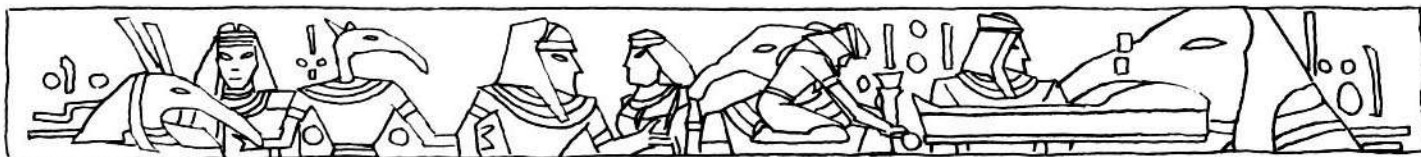
Close examination of the painted door reveals that hieroglyphic panels to either side and above state that: **"Any of right spirit may enter here to dwell without judgment as a godling in Ur-nes upon the borders of the Field of Reeds."** An Aural check reveals only a darkness. Magical emanations are a strong Entital Heka of Negative sort.

"There is a hieroglyph of an owl to the left of the door, one of an Ass to the right, and in the center of the door is painted a small Serpent just like the larger version along the bottom and beside this portal."

The forces of Evil have altered the magick here. If either the owl or the ass is touched, the individual so doing is whisked bodily from this place to the Realm of Seker, landing in the third Division of the Duat. (You can allow an Avoidance roll and, if that fails, a slight chance for the poor HP there to survive and escape in due time—2D3 weeks or so).

Touching the serpent hieroglyph summons the actual entity depicted. It must swallow and intake breath during its first Battle Turn here, and will thus attack during the initial 10 CTs time with jaws and constriction only.





Figurines: Personas who have any of the following statuettes gain benefits as noted. All of these are cumulative effects, if applicable.

1. **Heru or Chons:** This statuette gives the possessor a +5% bonus to BAC.
2. **Ptah or Sekhmet:** Anyone with a statuette of this deity is immune to the fiery breath, and a sphere of such protection extends three feet from the figurine in all directions.
3. **Crocodile Amulet (from Area 7K):** The possessor is immune to all of the Serpent's attacks (although, as before, the Demon won't realize its impotence in this respect). No immunity is conferred upon others, but combat modifiers apply to all (see U4).
4. **Osiris:** A successful Physical combat attack by anyone with a statuette of this deity causes the Serpent to return to the Duat.

Magickal Attacks by Casting or Power are generally possible, but see OP Statistics for details of TRAITS, Invulnerabilities, etc.

U5B. Guardian Fiend: If any personas are thinking about this area as they touch their figurine of Apuat or Anubis, such individuals will have a distinct aversion to touching anything depicted! As at U5A (above), pass along the following information:

"The doorway painted onto the wall at this location shows a guardian—a devilish Fiend with a savage face and a long, ready knife. The scenes to either side are of activities not unlike life along the Nylle River, merely idealized and idyllic." Then add, if an HP is able to read this material: **"Writing here invites the 'knowing and true at heart' to 'enter into the treasured place of Aaru,' and other texts describe 'paradise and wealth unbounded' and 'Powers like unto the gods.'"**

Again similar to U5A, continue with the basic visual information:

"To the left of this painted door is a falcon-like bird; to the right, a Ram; and on the door, a small version of the Fiend itself." (Here, however, touching the hawk or ram brings the Fiend into being, while touching the Fiend's image will carry the individual bodily into the fifth Division of the Duat, to the dreaded personal realm of Seker. Pity any persona ending up there: There is but little chance for escape possible for the persona going to the place of Seker.)

Figurines: Personas who have any of the following statuettes gain benefits as noted. All of these are cumulative effects, if applicable.

1. A statuette of Osiris causes any successful attack by the holder to return the Fiend to its home. A statuette of Ptah confers invulnerability to the Fiend's attacks.
2. **Heru or Chons:** This statuette gives the possessor a +5% bonus to BAC.

See OP Statistics for details of this Fiend.

U5C. Welcoming Deity: **"An ass-headed being with a triple crown and was scepter, but sans ankh stands beside the Portal here. The colors of the painting are fresh (as though newly painted) and vivid. The figure is red, and the joyful scenes to either hand are full of poppies and other like-hued flowers of all sorts. There is a hunting scene where the hunter (hunted!) seems to be stalking lions, ibex, and other wild game. (The lion is red-maned, and the other animals have red color—stripes or horns, or eyes, etc.)"** The writing here is simple and plain:

**"The Weary Mortal is received
in the Realm
of the Greatest Promise"**

To the right of the painted Portal is the hieroglyph of Sun; to the left is that of Moon; and upon the door proper is the hieroglyphic spelling of *Magick of Osiris*. To touch the Sun glyph is to be sent into the fire pits of the Duat; the Moon glyph leads to the icy dark depths of that same place; and *Magick of Osiris* causes the individual touching it to be cut into small pieces and removed irrevocably from the world. (As a consolation, such persons, properly reassembled and mummified, will be received by Osiris *et al.* and likely be allowed to dwell in Sekhet Aaru as a dignitary, for their demise was in the fashion of Osiris' own. Such a player, however, must create a new Heroic Persona, for this rash one is gone forever!) In short, any fooling around at this point brings an end to the persona doing so. Final. No Avoidance. Period. End all.

Figurines: Anyone with a statuette of Osiris will not be physically able to touch any of the hieroglyphs here. Anyone with a statuette of Thoth, Anubis, Apuat, Isis, Nephthys, or the four Sons of Heru will have a very bad feeling about touching them. (HPs can do so, of course, but are warned.)

U5D. Guardian Monster of Set: The depiction is: **"You see drawn here in vivid colors a hog-headed, scorpion-bodied, snake-tailed Monster with lion forelegs and ass-like rear legs. Curved four-foot-long horns of flame sprout from its head. The figures to the left and right of the painted door are a human-headed bird (soul bird), and a heart hieroglyph (ab), respectively, with the Monster in miniature in the center panel."**

Set's powers have perverted these too.

The inscription here reads as follows:

**"Invite the faithful one
To seek freedom, sanctuary,
and power
To defeat all Monsters"**

Anyone touching the bird figure is struck dead, and such a persona's spirit form must do battle with the Monster to regain life. The heart glyph brings absolute idiocy to the persona touching it, and this can be righted only by a Casting able to so do, or some favor from a deity!

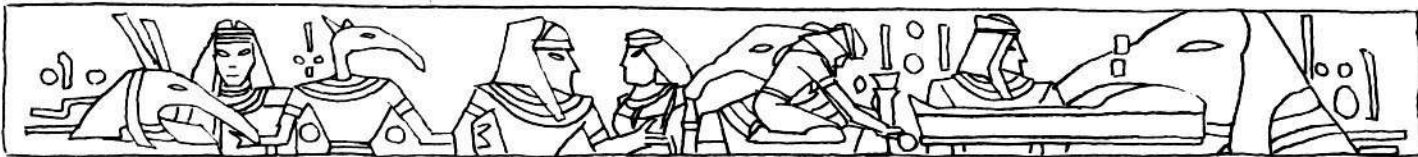
Figurines: Any persona with a statuette of Nekhebet or Serquet will feel impelled to touch nothing here.

See OP Statistics for details of this Monster.

U5E. Guardian Demon: **"You see another of the Portals depicted in pigments here. To the left of this painted doorway stands a human-like figure with gray, scaled hide, red eyes, and a mouth that fills half of its huge head. To either hand are pleasant scenes, however; it is as if the terrible being guards the Portal against intruders. Colorful verdure and pleasurable activities are depicted here: boating on a river, fishing, playing board games, listening to music, eating and drinking, and conversing with lovely members of the opposite sex. To the left of the door are a senet gameboard and pieces; to the right is a stringed musical instrument; and upon the door itself is a caricature of the Demon."**

Touching the gameboard will transport the persona so doing onto





Anyone who opts to try to enter through the partially open Portal may do so...and will be successful. Placing a hand on either set of glyphs is also sufficient to transfer the persona to the Duat's depths. Any and all such transferences will result in an immediate addition to the scene of butchery and carnage, as the persona is slain, dismembered, and eaten before the eyes of those still in the Osirium. (Don't, please, Dear Gamemaster, later tell tales about those players who decided to lose their HPs here. We all know the general story already.)

U6. Ophidiles:

Figurines: A sense of danger lurking in the waters around the island comes to anyone with a statuette of Buto, Hapy, Mert, or Tuat.

Four Ophidiles (snake-crocodile Monsters) are here, located at the points (A) noted on the map. Each has a crocodile body some 20 feet long. Three snake-necks protrude from the shoulders—a cobra-like one seven feet long, a viper-like one eight feet long, and a python-like one 15 feet long. The cobra and viper heads flank that of the python and serve to protect it when it attacks by constriction. The cobra head can spit its weak, Strength 33 Poison (immediate effect but one time only PD) up to 21 feet, and the viper head is also poisonous but must physically strike its opponent. The python head is non-poisonous, but has bigger teeth...

An Ophidile swims through the water rather slowly, at a speed equal to a moderate walk (nine feet per Critical Turn); a trotting human (e.g., on the raised gallery) can outpace it easily. The body remains submerged while the three snake-heads peer around; only a slight swirling in the water shows where the powerful tail propels it. In such situations, an Ophidile cannot be Surprised by attackers. When lying in wait, only the Ophidile's python head need surface; the rest of the thing will remain 10 feet or so underwater.

If the boat heads straight for the landing (U7), the monsters herein will not attack. They will likewise not disturb anyone or anything on the island (U7-U10), nor the High Priest in any event. Furthermore, the water east of the island (U11) is another "No Attack Zone," as described previously. Two Ophidiles are in the south part of the water, and two more are in the north, all hemmed into their areas by the "No Attack Zones" east of the island and between the north and south terminal points of Area U5.

If visual capacity allows, an alert persona can see one of these Monsters swimming towards the boat at a distance of 5D10 feet. This might allow one or more attacks before the thing is within range to respond.

If attacking the Reed Boat, an Ophidile does *not* attempt to clamber aboard; instead it simply tries to wrap around an individual target with its python part. If that is successful, the victim is then pulled into the water, crushed by constriction, poisoned by the other heads, drowned, and left for a later feasting. Attacks on the gallery walkway are accomplished in much the same fashion, only the Demon must at least emerge partially from the water for effective attacking. Thus, at least two CT's time of such a routine will be non-combatant on the Ophidile's part: clambering out to attack, and later returning to the water with a victim.

With respect to that part of the gallery shielded by the "No Attack Zone" to the east, note that the heads and snake-bodies can reach therein, but the body cannot pass. The python heads of Ophidiles

flanking the area cannot reach the central 20-foot section of that part of the gallery (i.e., the bas-relief, Area U12).

See OP Statistics for details of the Ophidile Monsters.

Figurine Effects on Combat versus Ophidiles: Anyone with a figurine of Sebk is immune to all Ophidile attacks. A persona bearing the crocodile figure from the statue of Sebk (Area 7K) is likewise immune to all attacks (as in Area U4), and performs underwater in like fashion. The usual combat modifiers (page 45) apply as well.

A figurine of Buto confers upon its possessor immunity to the poisons of the Ophidiles. Despite her reluctance to become involved in the affairs of other ethoi, Buto is offended by this use of snakes—things over which she generally has command (especially cobras).

A statuette of Osiris causes its owner to become incensed at the trespass, and Entital force bestows bonuses of +10% to BAC rolls and -10 to Strike Location rolls for successful hits. Heka possessed by the individual is double during this time, so after expenditure at "normal," the persona will find that the real cost might well have been nothing, as energy comes from that Entitally granted before personal Heka is drained. Mere sight of these Monsters triggers this Effect!

Anyone with a figurine of Bes, Chons, Heru, or Nelth gains the same abilities as above (for Osiris), but only when one of the Ophidiles is attacking that persona is the Power there.

The goddesses Apet and Tuat, the two assigned to keep Sebk in check, send magical force through her statuette. Anyone who carries such a figurine has the urge to leap into the water in order to better fight the Demons! Accompanying the urge is a distinct sense of power and well-being. Upon complying with this urge, the persona is turned instantly into a gigantic hippo upon immersion in the water. The *Combat STEEP* of persona-hippos is the same as if they were employing their usual weapon used in their usual *Combat K/S Area*, but any hit indicates a successful bite, shearing a serpent-croc in half! Meanwhile, the individual can't be harmed by these Monsters! (When all four Ophidiles have been destroyed, such persona-hippos will climb up onto the landing and return to normal form.)

Note: It should by now be apparent to all the HPs and their allies, despite any lack of knowledge of the Egyptian Pantheon, that Sebk is (as usual and again) lined up with Set, and that the two are up to something very bad. The takeover of the temple and its perversion, the Demons, Fiends, Monsters, and all show that. Could it be that there is a grand plot afoot? How is it linked to the necropolis beyond? A word to the players might be wise, if they aren't already pondering this matter...

U7. Boat Landing: "You see a stone block, 10 feet square, its surface only a few inches above the water. From this landing a series of five hieroglyph-inscribed steps ascend eastwards."

The island is an *Osirium*, symbolic of Osiris' death, mummification, and restoration to power as the great Lord of the Plane of the Duat. Although he has avatars that enable him to exist in other natures, including even that of Sunlight Ethos, Osiris' main power is now drawn from Shadowy Darkness, as is indicated by this whole place. Carved into the five steps ahead are hieroglyphs that explain



how Isis, with the aid of Nephthys, rescued the dismembered portions of Osiris' corpse from the waters where Set had thrown them, magically restored them, and brought Osiris to safety in the Duat.

"As you set foot upon the landing, a dull, purple radiance begins to grow here and ahead."

As the characters climb up these steps, those who have been injured will regain up to 15% each of their individual Mental, Physical, and/or Spiritual TRAIT points lost, providing that at least one person in the group has a figurine of Isis, Nephthys, or Osiris. Descending and re-ascending will not give additional benefit, of course.

U8. Second Landing: "After going up the five stairs you feel refreshed in all ways. You stand on a second 10-foot-square landing some three feet above the water. Five more steps with carved hieroglyphs covering them ascend yet higher to the east."

There are hieroglyphs here which are prayers and warnings announcing that only those who are the beloved of Osiris may go farther.

"The ugly purple light has altered, become a red-illiac glow of much greater luminosity now."

At this juncture, the personas have discomfited Set and his servants to get here, and are about as likely to be seen favorably by Osiris as anyone, anywhere. During the ascent, all Heka power is restored to the persona and reservoirs and items of one practitioner in the HP team per Evil Demon, Fiend, Monster, etc., destroyed, whether Hippodilemon, Ophidile, or other from one of the six painted Portals on the gallery. Those who wield Heka also gain 1 Joss Factor, while those non-practitioners in the party each gain 3 Joss Factors as they mount the steps. If the warning glyphs cause characters to hesitate in climbing upwards, all of the figurines representing deities of Moonlight Ethos and Shadowy Darkness will send a feeling of beneficent power towards the steps, with a definite impression of dark danger thereafter. In other words, climb willingly and gain for the coming struggle; hesitate and be doomed!

If the Heroic Personas and their associates, if any, don't climb at once, but return later, there will be no bonus for them at that time.

U9. The Island Of Columns: "An 'island' some six feet above the water awaits as you ascend the second flight of steps. It is 50 feet square, and 20 great columns hedge its verge on all four sides."

This place was once the jewel of this underground Osirium. Then the main temple above fell into near-disuse, and the Servants of Set crept in, posing as returning faithful of their own deity's great enemy. This place, sequestered and reserved for the most vile followers of Evil only, and their sacrificial victims, has been made over into a parody and mockery of what it was when a great statue of Osiris sat enthroned in the shrine (Area U10) amidst the splendor of the place. The worshippers of the red-loving Set were the recent redecorators, as should be apparent to the party from the following which the team notes as it stands to the top of the stairway:

"The whole place glows with a scarlet-white illumination now, and shadows are framed in the crimson hue which seems to pervade the light. The exteriors of the massive, fluted columns are newly painted. Instead of lotus, papyrus, and gilt, however, these pillars are washed in blood-red and feature disgusting things written in hieroglyphs, as well as depictions



of asses, warthogs, scorpions, wild-eyed camels, wickedly horned ibex, crocodiles, okapi, and all manner of serpents and lizards, shown basking and sporting across scarlet and crimson fields. It seems likely that all of the massive columns are painted thus, for the work seems very vivid and fresh."

Continue with the following after the personas enter the temple area:

"A hasty glance shows that the pillars' surfaces facing inward are even more graphic in their illustrations and celebrations of wickedest Evil than those outside. But you can't take time to study the pictures, read the script, or decipher hieroglyphs, for there are more commanding things that require your attention.

"Here stands a huge shrine of serpentine stone—a carved 20-foot cube, the gate of which is of red-lacquered wood. Before the red door crouches a parody of a sphinx. It is a reptile-bodied thing with the head of a camel. Even from a little distance you can see the great detailing of the creature depicted. The figure is big and evil-looking.

"You move cautiously around, peering and craning your necks to view all faces of this sanctum. Each side of the cubical shrine has its own gate, each with its own sphinx-parody guardian. The one facing south has the head of an okapi; north, an ass; and east, a warthog."

When any persona gets within two feet of one of these statues, or when anyone tries to slip past to get to the gate the sphinx-parody guards, the thing will animate and speak. The words from each are as follows:

Camel: "Come, all you warriors. Each weapon must be laid down before Me. He who does so may pass freely to within, where await weapons of better power for your taking."

Ass: "Let the Mages step forth and divest themselves of all that is of dwomer and its power. Then only may you enter here, to gain greater things and the knowledge of highest sort."

Okapi: "Lay at My feet those things of your craft, all ye Priests. Then pass into the shrine for the Greater, which will be bestowed freely upon you therein."

Warthog: "All others pass into the place of treasured reward here; and to do so, each must divest all things of power, each weapon, and all of magickal nature, so that more than you have will be given."

There is a ring of sincerity and truth to these words, but there is also an Aura of darkness and malign power. Heka radiation is of Negative, Supernatural sort. Each sphinx-parody is a true Fetish, the container of the spirit of a being of dark and malign nature. However, each also speaks truth.

Since the personas have gotten this far, Set has now decided to seek to pervert them, turn them to Evil, and make them his own servants. Any individual who actually does as the sphinx-parodies ask receives power immediately from the Evil ones. This power increases the recipient's overall total Knowledge/Skill STEEP points by 13%, 1 minimum, 6 maximum. But the Evil Aura accompanying such gains is so strong that if this occurs, everyone in this region

(except the beings of this Temple and the Tomb of Rahotep) will turn against the affected persona. Any straight-forward Egyptians, as well as others of Good, such personas meet will notice the Evil of the party and report it to whomsoever they can. You can add AJFs (anti-Joss Factors), and such magickal things as you deem appropriate, each such addition making the persona ever more bound to the darkness of malign Evil.

On the other hand, if the personas reject this attempt at conversion to the malign, each individual bearing a statuette of a non-Gloomy Darkness deity of the Egyptian Pantheon is filled immediately with a sense of having done right. Well-being and courage infuse such characters, and for as long as they remain on the island they have a +7 BAC bonus/-7 Strike Location against all Evil creatures herein, and those opponents suffer a -7 BAC/+7 Strike Location penalty to their rolls against these notably Good folk.

Such refusal of the bribe will be evident, of course. If this occurs, the Parodinxes begin to see trouble. Each calls out to the party to challenge its power first:

"If you are stupid, then allow Me the right to rend you to bits first!" or "You cannot even defeat Me!" or some such challenge and with an added threat. But careful personas will note that each voice sounds exactly the same. A Perception (either sort) roll success at DR "Moderate" indicates this sameness is noticed, but the player should ask for the roll, and it is not an automatic check. There is indeed but one motivating force for all four!

Entering the Shrine: Compliance with the Parodinxes' requests is one way to enter the shrine, but the least desirable, of course. If this occurs, refer to "Joining Set" (below). There are two other options, however, both requiring the paralyzation of the animating entity.

The entity controlling these figures is paralyzed if either of the following things occurs:

- All four sphinx-parodies are animated and then destroyed.
- All four doors are approached and opened at approximately the same time, likewise paralyzing the Parodinxes.

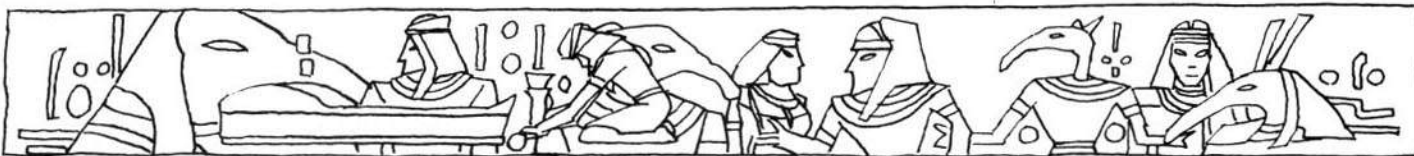
Barring compliance with the requests noted earlier, the shrine cannot be entered until that entity is paralyzed.

The proximity to a statue or the touching of any one door (or up to any three) causes the sphinx-parody guardian at the appropriate Portal to become animated and speak/attack. Since there is only one animating entity, the figures can animate singly only, but each will do so in the order in which they were approached/their doors touched. A second will not be animated until the previous one is slain. A door absolutely cannot be opened before its guardian is destroyed, as it is held and maintained by Entital Heka force.

Figurines: If anyone has the Amulet-key from the boat, that person will not be attacked by any of the sphinx-parodies. Anyone bearing a statuette of Nephthys feels an aversion to using Heka against the Parodinxes. Magick works normally for anyone with a figurine of Isis or Thoth, i.e., ignore the resistance and reversal abilities noted in the description of these things.

See OP Statistics for details of the sphinx-parody Monsters.

Joining Set: Anyone who enters the shrine by complying with one of the sphinx-parodies' requests is transported instantly to Seker's realm in the Duat. There the persona receives an *Asp Headband* (see below), plus other magickal gear, the quality of the latter being



either the same as or slightly superior to that formerly used. In addition, the individual gains 1D3 new K/S Areas (at 33 STEEP) which are obviously usable for wicked purposes (*Criminal Activities, Deception, etc.*), and is then returned to the interior of the shrine—an instant after entering it in the first place!

Each persona so equipped becomes a servant of Set, and must combat all those within the temple (and "Underworld") who do not serve Gloomy Darkness or are opposed to Set's purpose to return Rahotep to rule Egypt as its Unmortal deity king. Such personas and their fellow servants of Set (i.e., any of the temple staff who have survived) must then proceed to the Tomb of Rahotep, their goal being the return of the ancient Evil one therein.

GM Note: If you are kind-hearted, and if only one or two foolish HPs succumb to this trap, you may give them a second chance. Allow the immediate application of a Casting or Power of appropriate strength and use to reverse the effect temporarily. Such dwomeer will *not* remove the *Asp Headband*, but will cause it to "sleep" for seven days. At the end of that period, if Rahotep has not been permanently destroyed, the asp irrevocably awakens and exacts its revenge.

Within the shrine is an animated, four-headed figure of Set. The heads are as those of the parody-sphinxes (camel, ass, okapi, warthog), and the body is human-like. The whole figure is of stone of a dark red hue and stands 12 feet tall. The four heads, speaking in a dissonant, booming chorus, command the intruders thus:

Asp Headband: This circlet of oricalcum and gems is worth 50,000 BUCs. It cannot be removed unless the persona is irrevocably destroyed, or Rahotep is successfully raised. The device confers immunity to reptile poison (except that of the headband itself), protects the wearer's head (13 Armor Factors), and restores up to 10% of the wearer's P TRAIT points lost once per day. Those personas who rely upon weapons can also call upon Set once per day, thereby gaining an *envenomed strike*. The weapon they use then becomes toxic, and the poison thus generated is Strength 33, instantaneous, but one-time only effect. If at any time the wearer attempts leaving Set's service or disobeys instructions, the asp constricts and strikes. After a moment of excruciating pain, the wearer is struck dead and forever destroyed. (So who cares? Don't play with the big, bad beings if you aren't ready to pay the price!)



U10. Shrine of Set: The Entital force of Set herein absolutely prevents any and all means of affecting the shrine in any way, including the opening of Areas 1-3, until the guardian Parodinxes are all destroyed.

"At last you are able to open the shrine. Inside is a statue twice as tall as a human, crimson-maroon in color, and topped by four horrid heads! This is certainly no form of the Good Osiris, but rather some ghastly portrayal of Set..."

Within the shrine is an animated, four-headed figure of Set. The heads are as those of the parody-sphinxes (camel, ass, okapi, warthog), and the body is human-like. The whole figure is of stone of a dark red hue and stands 12 feet tall. The four heads, speaking in a dissonant, booming chorus, command the intruders thus:

"Stop! Lay down your arms, bend your knee, and pay homage to the new ruler of the Egyptian Pantheon. Such servants as you will be welcomed and greatly honored in My Kingdom—here, in the Nether, and on distant stars and planes too!"

Personas must each succeed in a roll against Spiritual TRAIT at DR "Difficult" at this point, or else the power of the command will force them to comply. However, the statuettes will modify this situation as detailed below:



Figurines: Impressions from figurines carried vary by the method of ingress, as follows.

(1) Destroying all four guardians:

Balance: If staunchly non-Evil, the persona will not need to roll; if otherwise, the statuette has no effect.

Gloomy Darkness: If staunchly non-Evil, the persona will not be affected; but others bearing such a figurine will have a +6 penalty to their dice roll total as the malign influence encourages them to submit to Set.

Moonlight: The dice roll made to resist the command is at a bonus of -7 on the dice, for these deities are greatly opposed to Set.

Shadowy Darkness: Each such figurine sends a feeling of great hostility towards the statue of Set, thus fortifying and encouraging their possessor to strike it. Such personas change the DR from "Difficult" to "Easy" because of the power of their figurine as they attempt to ignore the command.

Sunlight: Ra still smarts from the quarrel he had with Osiris over Set, so his influence over this ethos means that such figurines will be neutral.

(2) Opening all doors simultaneously:

Balance: If staunchly non-Evil, the persona will roll at a -3 bonus; if otherwise, the statuette has no effect.

Gloomy Darkness: Anyone with a statuette of Set, Sebkh, or another of those of Gloomy Darkness feels good, confident, and willing to listen attentively. If such personas listen and agree with what is said, they are sent to Seker's Realm of the Duat for their reward (as detailed in Area U9, above). In all other cases the roll to disregard the command is made at a +6 penalty.

Moonlight: The dice roll made to resist the command is made with a bonus of -5 on the dice, for these deities are greatly opposed to Set.

Shadowy Darkness: Any statuette of this sort changes the DR from "Difficult" to "Moderate."

Sunlight: Ra still smarts from the quarrel he had with Osiris over Set, so his influence over this ethos means that such figurines will be neutral.

If one or more personas in the party attacks the stone statue, the whole thing shatters, for there is insufficient power to continue the resistance. Within the statue are the *Book of Eternity* (the fourth of the Nine Evil Objects, which has appropriate Auras and Heka emanation) and an obviously valuable ruby carved into a figurine of Set (human form). These are found automatically if the rubble is searched in the most cursory manner. As with the other objects garnered (it is hoped) along the way to this place, the HP team should carefully sequester the *Book of Eternity* amongst their prized things. The statuette exudes a disgusting Aura of Evil and a darkly active (Negative) Entital Heka.

This figurine is worth 250,000 BUCs, but anyone holding it loses 1 Joss Factor for each day it is kept, unless that persona is a servant of Set. Its sale similarly brings a penalty of -2D6 JF, spread amongst those responsible as the GM sees fit.

Destroying the Figurine: The following details apply *only* if the ruby figurine of Set is found and destroyed. *None* apply if that action is not taken.

The persona breaking the figurine gains immediately 4 Joss Factors, and anyone encouraging the act also gains 1 Joss Factor. (Alternately, if all agree to it, the GM may award 1 JF to each person in the party.) Greed manifested by trying to salvage any of the shards of the ruby figurine brings an immediate penalty of -1 JF to each person who even approves of such an act.

The personas discover upon exiting the shrine that the paintings upon the pillars have changed; they once again depict scenes of Osiris, his portion of the Duat, and so forth. There is one special scene per persona, and the painting shows that individual engaged in a heroic act, fighting against one of Set's minions or destroying something representing Set.

Each persona looking for her or his own depiction and finding it (*Perception, Physical*, DR "Hard," one check per BT, gains 1 AP/X, all lost M, P, and S TRAIT points, and all Heka expended (both personal and magickal energy within objects and reservoirs). If found, *then the persona both gains the benefits stated and feels compelled to continue on in the exploration of the Osirium, noting deep down that "something is still not right!"* However, the scenes will fade in one Action Turn, and the benefits can no longer be gained after that time.

If the Reed Boat is available and the steering oar Amulet-pin is possessed by any persona, a golden light leads the party back to that craft, and all return to the temple above immediately thereafter. Of course, those benefiting as noted above will *not* take this way out at this time!

If the above is not the case regarding the boat, a green-hued light will lead the party east to the "No Attack Zone" around Area U11, where the water is smooth and firm, as if clear stone. The adventurers can walk across easily to Area U12, which likewise shines with an emerald radiance. They have seven Battle Turns to get across, after which the whole area is restored to normal.

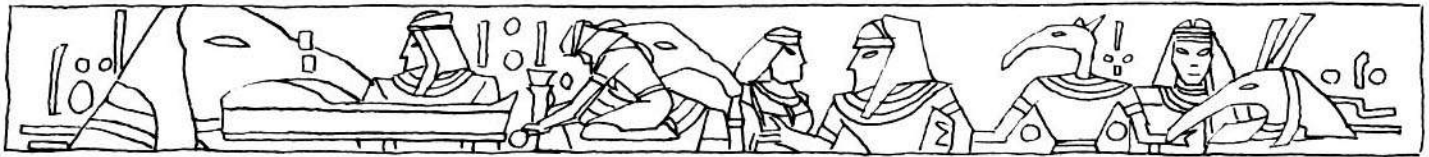
Personas who benefited by viewing their heroic depiction, and knowing there is more to be accomplished, will feel very "right" about this.

U11. Drain: Forty feet below the surface of the water is a drain (two feet in diameter), which carries water down to the cistern (Area U17). There is a small disturbance on the surface of the water here, and if the boat reaches this position it will remain fast, rotating slowly. Six people paddling can free it eventually, but swimming personas will be drawn down and into the drain, drowning unless able to breathe underwater or hold their breath for six BT's time (three minutes). Incidental Physical damage from such passage is equal to 10% of the subject individual's total P TRAIT, unless the victim is able to swim as if of aquatic nature.

U12. Portal In Bas-Relief: "Fully 30 feet of the length of the stone here is carved in bas-relief to depict a huge gate flanked by a pair of doors."

If a persona has a statuette of Anubis, Apuat, Isis, Nephthys, Osiris, or Thoth (and see hereafter too), and has performed justly, wisely, and with courage, the statuette will provide some assistance—the GM's guidance, gentle and not too specific, as to how to proceed. A figurine might grow warm and send feelings of "rightness" at the central gate, and "wrongness" at the side portals.

Large Gate: "The central part of the wall length is a wide gate some five paces across. This shows the most hideous of Fiends,



Demons, Devils, and Serpents intertwined throughout its entire surface. A border of smaller figures of the animal-headed and monstrously visaged Evil deities of the Duat likewise add to the sinister appearance of the big portal. Four of the Demons are hideous-bodied things, each with a different head—ass, okapi, warthog, and camel (of the parody-sphinxes found outside the shrine in Area U9)."

If these heads are touched in order, clockwise (top, right, bottom, and left: ass, okapi, warthog, camel), then the stone door swings open magickally to reveal steps down as is detailed hereafter.

Should these heads be touched in any other combination, the door opens onto a dark, steeply inclined passage. Those following this tunnel are transported to a place some 300 leagues distant in the mountainous regions of southern Axum, into a temple dedicated to Set. The operation of the transporter will not occur until one or more personas have progressed 120 feet along the passage, and then all in the entire length of the tunnel will be sent to the place indicated. (If this occurs, you may decide whether to have the HP's adventure in this area or not. In the latter event, they are simply removed from the adventure as it is presented here. After about two weeks they find Egyptian or Phoenician boatmen willing to transport them along the coast of the Mare Rubine to any of the Egyptian ports there.)

Note: If a practitioner persona has a statuette of Thoth, there will be active intervention here. The persona notices the similarity of the Demon's heads to those of the sphinx-parodies on the island (or otherwise senses that these are a means of triggering the mechanisms or opening). Attention is drawn to the the ass-headed Demon, and the thought "widdershins" comes to mind. (After that, the players should be left on their own to test their skills, so to speak.)

Smaller Doors: "To either hand are portals about three paces across. The figure of a goddess is carved upon each of these: Isis is represented on the one to the right, and Nephthys on the one to the left."

If either figure is touched lightly by someone desiring to open the Portal, the stone slowly fades away and is replaced by a rectangle of luminous fog. That to the right (Isis) will be bright and faintly rose-tinged; that to the left (Nephthys) will be as if one were looking at a huge and insubstantial black opal.

There is no readable Aura from either misty area, but a very great Supernatural Heka force is there. One of these Doors leads to the Plane of Positive Energy, the other to that of Negative Energy. To pass through either is to be annihilated, unless the individual has such magickal possessions as to enable survival there, of course. A figure of Nephthys will give its owner a very bad feeling if the Portal to bright luminosity is approached, while the one of Isis does the same if the fatal entryway to the Negative Energy dimension is approached.

U13. Stairs and Sloping Passage: "The stone gate is an actual secret door. When the Demons were touched in proper sequence, its mechanism was triggered. It slides to the right and reveals a lightless flight of steps leading downwards to the east."

If this route is taken: "The stairway turns to the left (north), then ends. A 10-foot-wide corridor, as dark as the steps, angles off to the left ahead (northwest)."

Personas moving along this corridor cannot fail to note that it slants

downwards at a steep angle, about one foot in 10. The passage is totally unlit, and there is a damp smell that grows more noticeable after the characters reach the bottom of the staircase.

U14. West Passageway: "The passageway turns half-left (west) again, stretching out into a dark infinity before you."

Unless the personas are employing sources of very bright light, they notice a faint, glowing haze of greenish hue as soon as they enter this portion of their route. It is almost as if dust motes float in the still air of the tunnel, glowing luminously. The passage still slants downwards, and with every 30 feet of travel west the greenish light becomes slightly brighter and more intense. Near the end of the passage, even bright and/or magickal illumination will not wash out the jade-hued light that makes the air of the place glow with a translucent quality. At the end of the corridor, the light is all-pervasive and near-dazzling.

U15. Underground Pool: This is the temple's deep, natural cistern, fed by an artesian well. Water from it is transported magickally to the Osirium above, the wells and fountains of the temple. When the HP team arrives on the ledge (15), they each hear a whispering voice in their mind: "You have earned the right to escape from the doom Evil thought to lay upon you. Yet there is more to gain, greater Good to accomplish. Will you redress the wrongs done before taking leave? The choice is yours..."

As they look around the area, read "The green light seems to come from an emerald-bright place in the waters below. It illuminates brightly the low-ceilinged cavern for about 30 feet above the waters around it, and lights the water itself for 60 feet in all directions. You note there is a narrow ledge (one to two feet wide) running at water level all round the cavern."

The radiance emanates from a place 40 feet below the surface, but the brightness can be seen properly only from the shelf. All of this area has an unworldly Aura of strong activity. There is likewise a strong Preternatural Heka of Mixed energy radiating from the place.

To the right of the entrance (north) are small figures and models of the Osirium and the temple above. These are in a shadowy niche which will require a *Perception, Physical* success rolling against a DR of "Hard" to notice. These miniature scenes are the magickal connection between the artesian well's cistern pool and the lake surrounding the island sanctuary, as well as the the fountain/wells in the garden courtyards (Area 22) of the temple. The small models are imbued with Heka so as to draw a small amount of water into themselves from the great cistern pool, and so likewise greater amounts to their larger counterparts above them, all via the Law of Sympathy (both Similarity and Contagion being employed).

To the northeast is a set of stairs carved into the rock wall, these hewn steps climbing upwards and inwards."

The steps become progressively smaller from the bottom of the staircase to the top, and the rise from each is likewise diminished, so the impression upon first glance is that they are normal steps going upwards, hewn into the rock. A close look will reveal that this effect is an optical illusion. They do affect those climbing them, however—each persona ascending is diminished in size. There are 100 stairs spiralling upwards. At the top, the climbers find themselves suddenly of normal size, standing beside the fountain in the north Garden Courtyard of the upper temple (Area 22).



Redressing the Wrong: If an HP with a figurine of Osiris considers the whispered message just gained, that person's attention is drawn to the glow in the water. Green is the color of Osiris, and some emanation connected with that deity comes from beneath the surface. The water is clear and unclouded, but the green light makes it very difficult to see the source of the illumination. From directly above, or underwater and within about 10 feet, it appears that there is a seated figure of Osiris resting on the rock bottom beneath 40 feet of water. Once this has been discovered, the situation becomes rather obvious—somehow the statue was taken from the shrine at Area U10 and dumped here! Now the question is: How can the HPs restore tons of stone to that place so far above?

There are, naturally, all manner of problems surrounding the matter. First, the statue's location is illusory. The figure is actually located about 250 feet distant to the south, in 100 feet of water, at Area U16B. That locale is totally lightless, and no magick possible to the HPs can make it otherwise. Even if the personas manage to locate the figure, they will have a very difficult time moving it up out of the depths and out to the ledge (Area U15). And even after it has been raised, the stone figure is absolutely too heavy and magickal to transport back. There is no magickal way to manage the huge statue—except as follows:

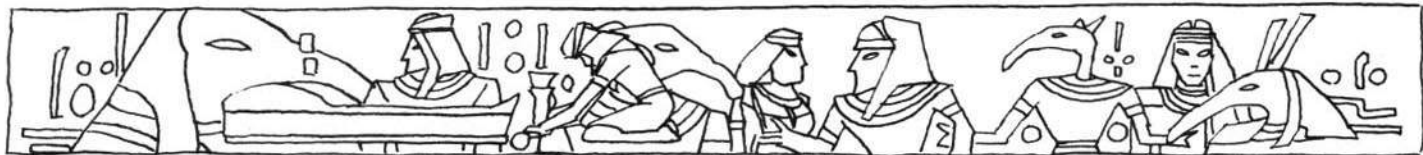
The miniature models here are the clue. The area is charged with such so much Preternatural and Supernatural Heka energy that any Full Practitioner or other practitioner persona who tries to make models of the cistern pool and the idol of Osiris can probably succeed. (This operation is of basic magick—the Law of Similarity—and Contagion—with both passive and active components needed.) The procedure is:

Wax or clay must be used—the latter can be found in quantity in many places at the bottom of the cistern pool. A tiny model of the Osiris statue on its throne must be made, or a statuette of that deity may used if a persona has one. A basin in a shape roughly similar to that of the cavern's pool is fashioned, and that vessel must be filled with water from the cistern. The statuette or figure is then immersed in the lowest part so that there are at least four inches of water over it. It is then merely a matter of grasping the figurine of Osiris, lifting it forth from the water, and placing it into the shrine on the islet of the replica of the Osirium already there to generate the water flow there. The chances for success are:

Condition	Percentage
Base Chance	25%
Statuette of Osiris used	+25%
Priest manipulating process	+25%
Mage manipulating process	+15%
Carefully fashioned figure used	+10%
(Other positive factors, e.g., prayer, meditation, etc.)	+15%

Thus, a 25% to 100% chance for success exists if the party undertakes such an operation, and on average there should be about a 75% success change. If the players are unfamiliar with the Law of Sympathetic Magick, the GM may wish to stress its operation in this area. (Having gotten this far, it is only fair that the personas should have a reasonable chance of succeeding.) Only one attempt can be made. But even a failed attempt makes the whole team feel better (even if dissatisfied at their inability to be completely successful); they will feel an urge to march on up the nearby steps in victory.





U16A&B. Statue of Osiris: The statue of Osiris that once occupied the shrine at Area U9 lies at Area U16B (however, the HPs *perceive* the statue to be at Area U16A), under 100 feet of water, as detailed above. As noted in the description of Area U15, this area is totally dark, and cannot be lighted by any magick. Ability to see into the ultraviolet spectrum will allow vision to about 20 feet here, though, so exact location of this statue isn't absolutely impossible.

U17. Cistern Pool: This is merely a very deep underground pool of clear, fresh water fed by artesian input. You might have some amusement suggesting that its depths are possibly inhabited by some really ferocious creature, but as presented here, it is as harmless as a bathtub, if considerably chillier than most.

INTERIM ACCOMPLISHMENT POINTS

This completes the exposition of the Temple of Osiris. It is assumed that nobody became and remained a tool of the bad guys. If that occurred, such "virtue" is its own reward.

When the HPs make it back to the Garden Courtyard, make it clear to them that despite restoration of damage, Heka and so forth, they are exhausted, heads swimming with all sorts of things, and they need to get some rest in the relative quiet and safety of Aartuat. Khonsu-khalbet, if present, will insist on this, of course!

When they comply, spend a night sleeping, and meet again the following morning, break play and give out the much deserved rewards to the players' HPs as follows:

AP/G: Each player's Heroic Persona should receive AP/G as follows:

<i>Consideration (Cumulative)</i>	<i>AP/G</i>
For the player's coming to all of the play sessions being an average participant in the session	1
For being an active and alert with apparent effort to personify and roleplay his HP	2
For discovery and getting rid of any one of the three Evil Priests/Priestesses	1 each
For getting rid of any one of the associated Evil ones (priestlings, guards, etc) and	1/2 each
For being an active part in the attacking and destruction of the Demons, Monsters, etc. but	1 each
For any actions during the adventure which brought forth a Demon, Monster, Fiend, etc., or placed the HP and/or party in greater danger thus	-1
For harming/taking any non-Evil thing within the temple	-1 each

STEEP Bonuses: To any HP or HPs figuring out how to get the statue of Osiris out of the water and back to its shrine, give STEEP points in the main Heka/Casting-generating Knowledge/Skill Area as follows:

- If one HP mainly concerned: 7 STEEP points
- If two were instrumental: 4 STEEP points each
- If three were involved: 3 STEEP points each
- If four were involved: 2 STEEP points each
- If five or more did it: 1 STEEP points each

AP/S: If any player showed other unusual ability in employment of a Knowledge/Skill Area, take time again to point this out before the group. That player's Heroic Persona should receive an award of 1 to 3 AP/S in that K/S Area:

If K/S STEEP is under 25, you should feel free to award 3 points.

If K/S STEEP is 25 to 36, you should feel free to award 2 points.

Where STEEP is above 36 but below 51, only 1 point should be given.

In most cases STEEP above 50 doesn't gain an AP/S point award.

Two or even three awards of this sort can be made to the same HP in special cases where actual play merits the action.

New K/S Areas: An HP can be awarded a new K/S Area for truly superior play, this being at a STEEP of 5 maximum, and possibly as low as 3.

AP/X: Now decide if there was an exemplary player or two whose Heroic Persona(s) carried the day, as it were, constantly acting quickly and intelligently, discouraging bad actions and illogical courses, being a stalwart at all times. To such HPs, if there are such at this point, give 1 or 2 AP/Xs as is warranted.

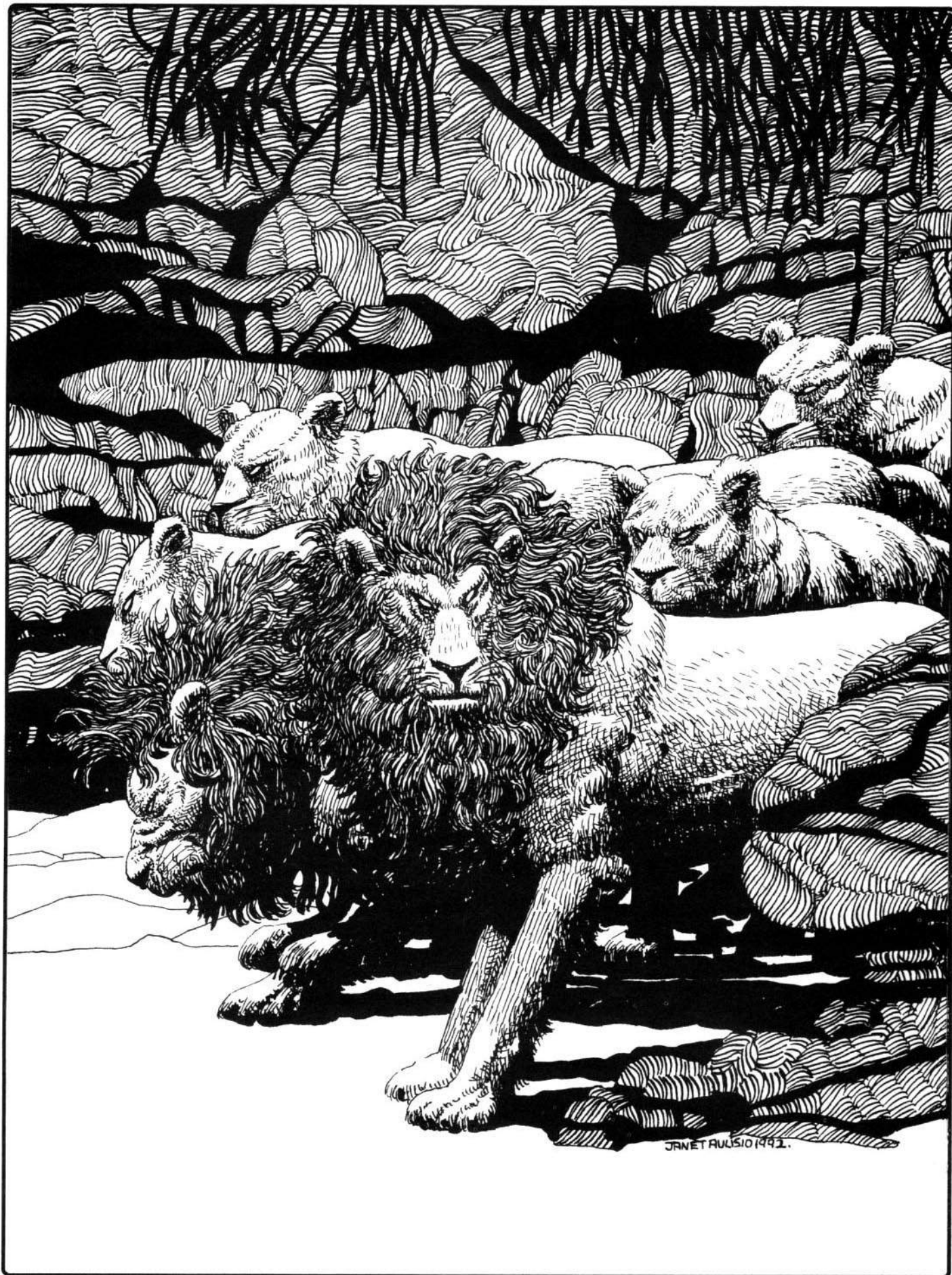
Joss Factors: Joss Factors have already been decided in the adventure text above. However, if any HPs have fewer than 3, such individuals will be entitled to receive such JF award as brings them to 3 total.

Special Note: If Osiris was restored to the shrine on the island, any HP with fewer than 5 JFs will be entitled to such award so as to bring that HP to 5 total.

Quirks/Counter-Quirks: There is opportunity for acquisition of a Quirk in this portion, but this is left in the capable hands of the GM...something involving deities of the things of the Netherrealms perhaps? You should not hesitate to penalize the play of a player who consistently tried to make trouble for the team by evoking the malign, suggesting bad acts, messing up good play, etc. Give such a player's HP a Counter-Quirk of nasty sort, but you might make it clear that this burden can be removed through good acts...such as destroying the Evil yet to be faced. The latter is, naturally, within your purview as gamemaster.

Other: Finally, in most cases the group should make some report as to what occurred. Naturally, the person to whom this information is given, its details, and so forth, depends on the variables of how the team got to this pass and why the HPs are there. Such a report earns the personas merit in the eyes of those in positions of authority, paving the way for SEC rewards later.

After a maximum of three days recuperating in Aartuat, it is time for the HPs to return to the Gorge of Osiris and the necropolis therein, which leads us to our next chapter.



The Gorge of Osiris

GAMEMASTER'S NOTES

As you ready the players to move from the village once more to go forth to seek out the hidden Evil, one of the following two approaches should match the situation:

Direct Mission: If the team has come on the Direct Mission, then read:

"At long last you have heard something from the Temple of Thoth. A Priest from that place visited Khonsu-khaibet last night and left this message: 'Your report is heartening. You have done right, and even Pharaoh's most exacting justice would not adjudge otherwise. However, you must hurry on and root out the seed of Evil hidden somewhere in the proscribed necropolis. Certain things are being whispered into the ears of high ones—the Sepat Governor, nobles, the vizier, possibly even to our king himself. Defilers and desecrators roam the land; our dead are being dishonored. So goes the whisper. Make haste! Such talk might poison the hearer and will certainly bring an investigation.'"

"Perhaps you have only a week, possibly much longer, but no matter. It is certain that your party must go forth now to find if there is indeed a mighty one of Evil awaiting."

Fame and Fortune: If the group is here casually, seeking fame and fortune, so to speak, then use the following:

"The friends you have made in Aartuat stand you in good stead now. One of them whispers to you that he has heard that there is soon to be an investigation of what is going on in the gorge. Someone in a high place is claiming that upright and Good Priests were slain in the Temple of Osiris!"

"If you are to continue with your search for the lost tomb full of vast wealth and great magick, then it is high time your group left here and began scouring the necropolis for the place you seek."

Then, for the journey there, simply refer back to Chapter 5, Desert Road to the Gorge if necessary. However, the short trek should be absolutely uneventful.

THE NECROPOLIS

A longbowshot to the west of the Temple of Osiris, the walls of rock rise steeply and the arms narrow to the gorge proper. A near-dry streambed runs along the whole length of the main gorge, and thick brush, scrub, and small plants therein reveal that there is still plenty of water beneath the places which otherwise show only dry gravel and sand. The whole length of the gorge and its ravine adits is a mosaic of tombs and small brick mastabas. This is the necropolis.

Mastabas

Although the word *mastaba* comes from ancient Persia, these structures are distinctively Egyptian (and hence Egyptian). A mastaba is a flat-topped rectangular tomb, the sides of which slope outward slightly towards the base. (Also seen as *mastabah* or *mastabe*.)

Terrain

In general, the terrain hereabouts is rough and uneven, with ledges, upthrusts of stone, loose rock, and detritus everywhere. Mounted movement is only possible at walking pace at best.

Refer to the Gorge of Osiris Map on page 88 as you read this section. Map hexes containing dots are very rough, littered with large boulders and rock fragments that make riding impossible. A mount can be led through such areas at a slow walk, but only mules or asses can carry normal burdens through them. You should so inform the players as needed. If anyone insists on loading a horse or other mount, check for injury once per animal per dotted hex entered, as follows. For a load of about 100 pounds, the chance is one in six; for up to 150 pounds, two in six; and to 200 pounds (i.e., heavily burdened), three in six. Injury means the mount is disabled for one week, and the injury might (50% chance) be irreparable, requiring a mercy killing.

Sufficient water for drinking can be found anywhere there is vegetation along the streambed, simply by digging down about a foot. Note that the pool by number 7 is a rock basin, always filled with fresh water.

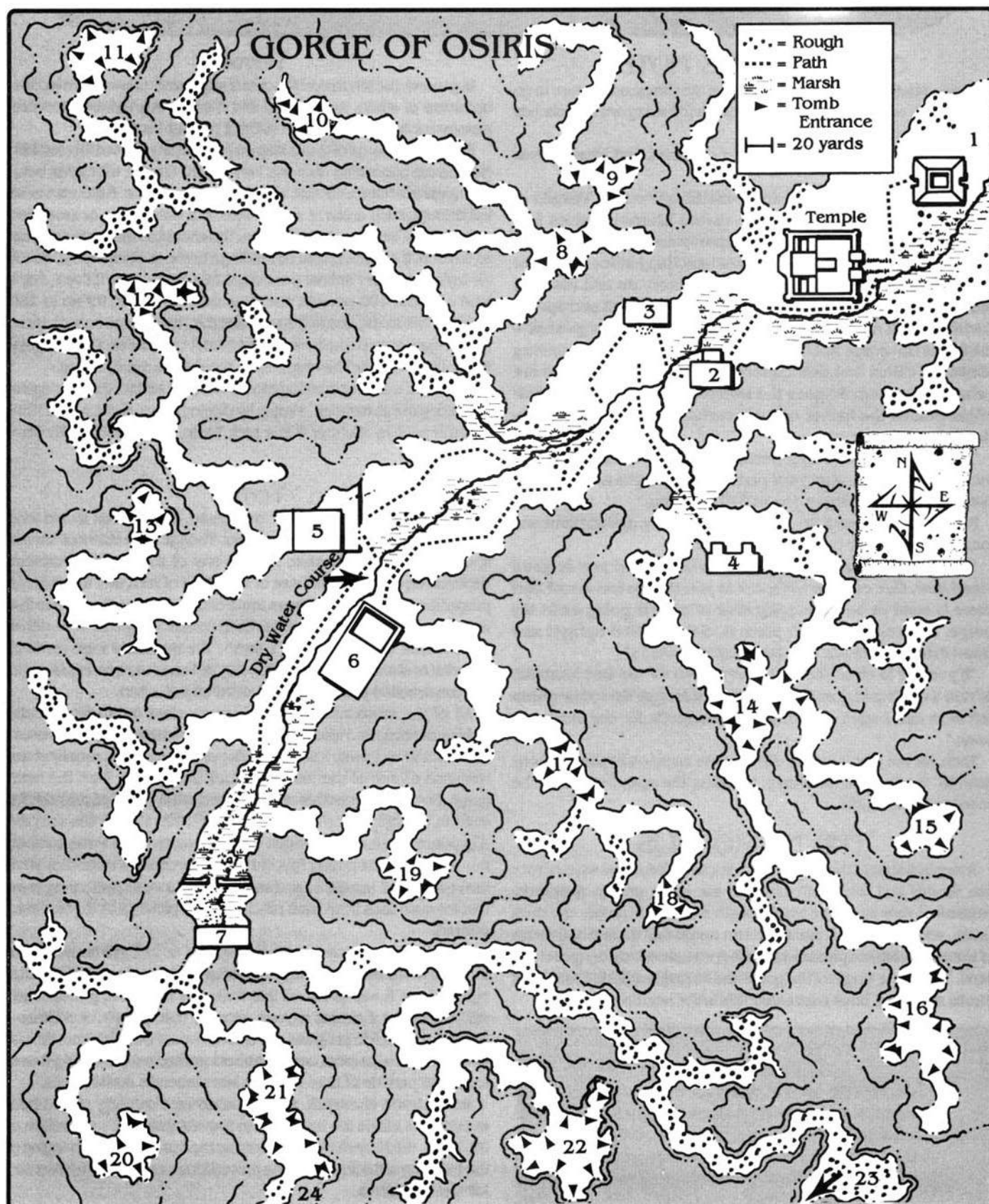
Tombs

These places gape open and are ruined, having been looted long ago by one band of thieves or another. Though the entrances are not specifically noted hereafter, nor are any of the broken mastabas depicted on the map, the base of each face of rock wall in the gorge proper (i.e., each hexside) has a tomb entrance, as do those up to five hexes or so into the side ravines. Each entrance appears to be either a man-made cave or ruins of a tomb. The mastabas were made of firebrick or stone, and some of the very old ones were cannibalized in the construction of later shrines (detailed hereafter).

All of the aristocrats and the freeman class (primarily officials, nobles, scribes, etc.) whose tombs are here had their "Eternal Houses" constructed well away from the main part of the gorge, usually at the terminus of one of the narrow ravines that branch from the main gorge. Such burial places were, of course, what attracted robbers, for even in the age after the fall of Atlantis (1,000 to 700 ans ago) the Egyptians continued to include many treasures with each entombed mummy. Even the poorer folk did what they could, though they were limited to small mastabas and small niches, so eventually desperate thieves even took from such relatively poor pickings as those graves offered.

After placing the tomb entrance high up, or hiding it (or both), the builders relied on the use of heavy stone slabs to prevent or discourage robbery. It was assumed that time also worked to prevent such defilement, for if almost anyone—normal folk, priests, or military—spotted the work in progress, the thieves would be in for a hot time of it indeed. Thus, in most cases, robbers worked secretly at night over extended periods of time to break into elaborate burial places.

In this world of magick, strong guards were carefully placed both outside and inside the burial site to prevent magickal penetration of the tomb. Such mechanical devices as the movement or changing of the blocking slabs and other like protections were taken to defeat and kill tomb violators.





Pillaging tombs was a far easier job when invaders controlled the area, of course. But whatever the circumstances, given centuries of time and the burial of considerable wealth, it is no wonder that these tombs have been systematically robbed, pillaged of anything of value.

A short list of funerary offertory items, as well as descriptions of the wall paintings and writings of a typical Egyptian tomb, appears in the Appendix I under the heading, *Tomb Contents & Decoration*.

Adventuring in the Necropolis

In truth, a whole mini-campaign could be built around a carefully planned and executed exploration of the necropolis and the gorge. But for the sake of "historical reality," we have not stressed this. For such extensive exploration to occur, the land around would have to be totally ungoverned, else the adventurers would be either natives or conquerors. As these situations do not exist (nor are they plausible), the following section is presented so as to encourage the party to move along without paying too much attention to side issues. But at the same time, you are furnished with sufficient information to handle any delays you choose to allow. In actuality, it isn't a bad idea to have a bit of distraction thus. The Heroic Personas need to learn something of the burial places' form as they prepare to enter the Tomb of Rahotep.

When you have a detailed area and want the team to investigate it, that is usually apparent to the players. The converse should be just as obvious, when you have few or no details on an area, and/or when a place is of only marginal interest to the personas (apropos of the greater adventure goals, of course), the manner of description and tone of voice convey to the astute player that tarrying in the locale is not fruitful.

The Gorge of Osiris is thus sketched out, as are the principal structures within it, but encounters are only suggested. Add details as you deem suitable to your time and campaign. The players should work through this place with alacrity, considering the time limit applied whether they are agents of the Egyptians or simply foreign adventurers. However, you might think it worthwhile to expand things so as to have a major amount of adventuring take place here. *If so, be sure to extend by one or two weeks the time limit for completing the mission, reporting to the Temple of Thoth, meeting the nomads, or whatever is germane to your particular expression of this scenario.*

If your players are veterans and their HPs relatively powerful, review the encounter areas in the Gorge of Osiris and by all means "load them for bear" as is appropriate to your group. Despite the highly random nature of things in this locale, it is quite possible to structure something complex and uniformly dangerous therein. For instance, malign humans serving the dark deities might be expected to show up seeking revenge for what has occurred in Aartuat, the desert, and the Temple of Osiris. What if Ra and his entourage of Sunlight Ethos deities intervene, to make sure that the party doesn't interfere too much in the struggle between Moonlight and Shadowy Darkness versus the Gloomy Darkness powers? After all, while the former faction doesn't want Evil to triumph, it doesn't want either of the other ethoi to become all-powerful either! Many other sorts of things can also be used, including a manifestation of the political struggle

between the forces of the *Accursed*, such as the Sepat Governor and Evil-serving nobles, with some nomads tossed in for added flavor, fighting Pharaoh's troops.

Nocturnal Encounters

Daytime is bad enough here, with snakes and scorpions active in the heat. (See the Random Encounters Table in Appendix I.) At night, though, far worse things creep out of the little crannies and ancient tombs to prowl the darkness. Hungry carnivores from the wild barrens stalk through the ravines, and lurking horrid creatures hunger for food of like sort—or worse.

From 11:00 p.m. to 4:00 a.m., use the Nighttime Encounters Table for possible random meetings when the party is in or near the gorge. (Do not, however, apply it within the Temple of Osiris.)

Decide upon the number of creatures encountered according to party size and common sense. For example, a big pride of a dozen hunting lions might be encountered, but leopards are solitary. Animals will usually attack mounts rather than people.

Demons and/or spirits might appear as ghosts, but are far more dangerous and powerful.

Ghosts are one sort of spirit of deceased humans—usually of any non-Good disposition.

Ghouls and their relatives are Undead persons who have become something far different than any human. *Ghulaz* are vaguely dog-faced corpse-eaters of Preternatural power. They are larger than ghouls. *Gholles* are things even worse than ghulaz, with regenerative power and Supernatural potency.

Lamia are man-eating Monsters with the upper torsos of human females, similar to a centaur in proportion. The body is of either reptile or mammal type.

Robbers seek tombs to pilfer, and may have interest in the HP party's goods. They have strong magical protections, and a strong practitioner of some sort is always with them. These individuals might also be encamped nomad bandits awaiting the day.

Special refers to the selection by the GM of whatever encounter is desired (including the new types briefly described in the OP Statistics portion of this book).

Sphinxes are of the types found in classic mythology, and are 75% likely to be Evil.

Therianthropes/Therimorphs encountered here will be were-lion, were-leopard, were-wolf, or possibly were-hyena types.

Nighttime Encounters within the Gorge

1D%	Result
01-05	Demon/spirit
06-10	Gholle
11-15	Ghost
16-23	Ghoul
24-30	Ghulaz
31-35	Lamia
36-45	Leopard
46-55	Lion
56-70	Robbers
71-80	Special
81-85	Sphinx
86-90	Therianthropes/ Therimorphs
91-00	Wolf pack (3D3)



TEMPLE & SHRINE MAPS AND ENCOUNTER KEYS

Only bare details will be given throughout this portion. Various structures are thus detailed, and maps are given, but no specific encounter key is included. Suggestions for encounters are presented, but beyond those, it is up to you, the GM, as to whether or not a full-scale encounter will be found, and what its exact nature should be.

There are two primary advantages to this method. You are allowed to further personalize the scenario, making it very much part of your own campaign. In the process, the size and cost of this work are kept within reasonable bounds!

You might leave these structures deserted and then increase the chance of an encounter by, say, cumulatively 5% each. If the probability of a random encounter is normally one in 20, for example, then the chance at the Funerary Chapel (#2) would be one in 20, and then two in 20 at the next structure entered, then three in 20, and so forth. Alternatively, you might decide or determine in advance whether any given structure is inhabited, and if so, what will be found there when it is entered...or encamped in during the night perhaps.

Location 1, the entrance pylon, and the Temple of Osiris too, of course, have already been dealt with in detail heretofore.

2. Funerary Chapel of the Duat

All those going on into the necropolis were expected to pass

through this place, the living paying homage as they went. Area A is the place where a sarcophagus (other than that of a great person) stood while mourners went inside.

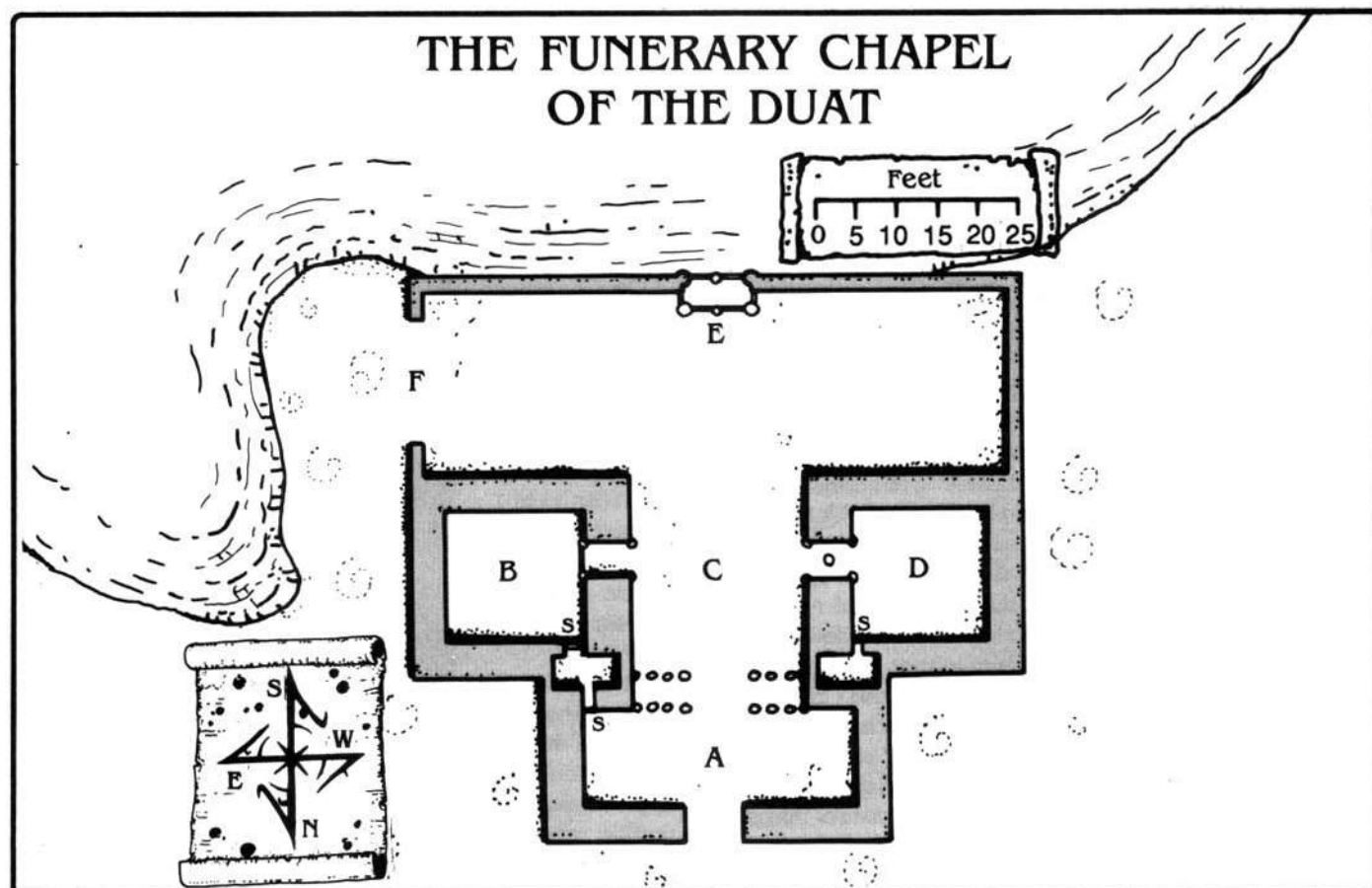
Area C is the ante-portion of the chapel, which is dedicated to An-her.

Area B is a shrine to Seker, Area D is one to Serqet.

The main portion, Area E is dedicated to Ptah. That deity and Osiris are depicted herein as standing with a long-dead Pharaoh. In the heyday of the gorge, this place (along with the many others in the gorge) was attended by Priests and workers from the main temple. Now, long abandoned and totally neglected, the chapel's four shrines are dusty, sandy places where nobody comes.

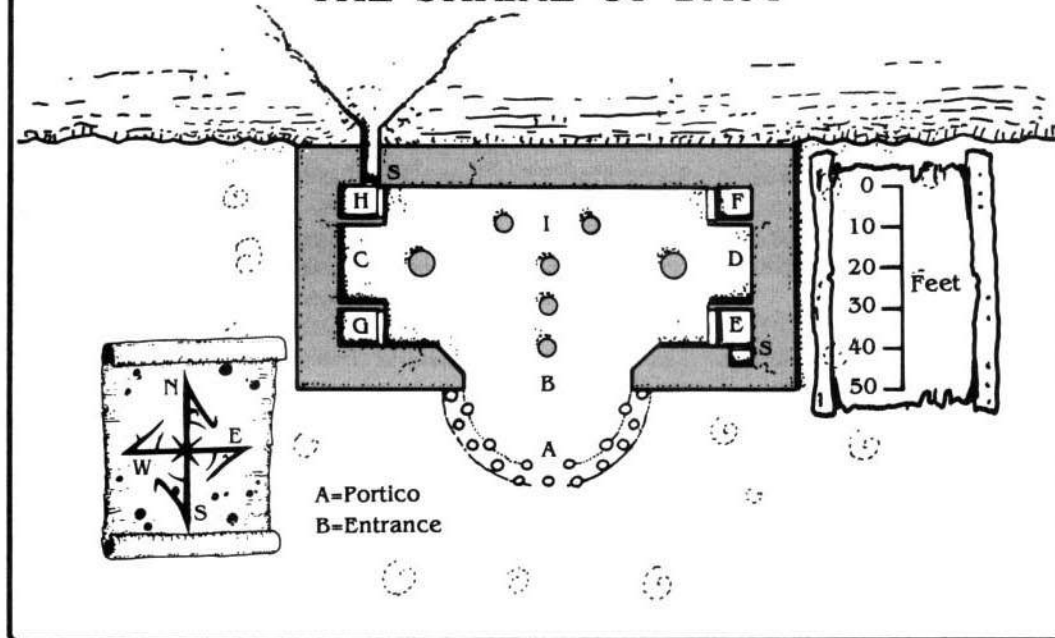
Area F is an exit point for a procession of aristocratic sort passing through this place. A great, flat-linteled archway leads on to the path going farther into the necropolis.

Suggested Encounter: In the main shrine room are two statues, one of Ptah and the other of the Pharaoh who built the chapel (let's say, Pharaoh Binitis II). The dead monarch's spirit now haunts the place because his tomb was desecrated and his soul-statue removed. The powerful ghost will raise particular havoc with the HPs until they go to either secret room (or any other place you choose) and locate the misplaced statue, which is now cast down and hidden under loose gravel. If the statue is placed in an appropriate tomb and a small prayer for the dead Pharaoh uttered, the ghost will rest.





THE SHRINE OF BAST



3. Shrine of Bast

Followers of this goddess built the shrine here for their departed and existing fellows very long ago. Tombs nearby were for such folk, and for certain cats as well.

There was once an active priestesshood here (E, F, G, and H). Areas C and D are despoiled shrines, and a statue of the goddess still stands at I, the main area.

Suggested Encounter: Priestesses of Bast still serve here, but they are now strange and degenerated, dwelling within a series of caverns beyond H (through the secret door). The passage leads down and far northward.

A dozen or more of the women dwell within a large cavern, which is filled with both normal and mummified cats, including lynxes too. They procreate through the services of captured males, who then become slaves. Each Priestess has the power to transform herself into a cat or lynx (thus is a Theriamorph), and because of the many living and dead felines herein, it is quite difficult to tell which is which...

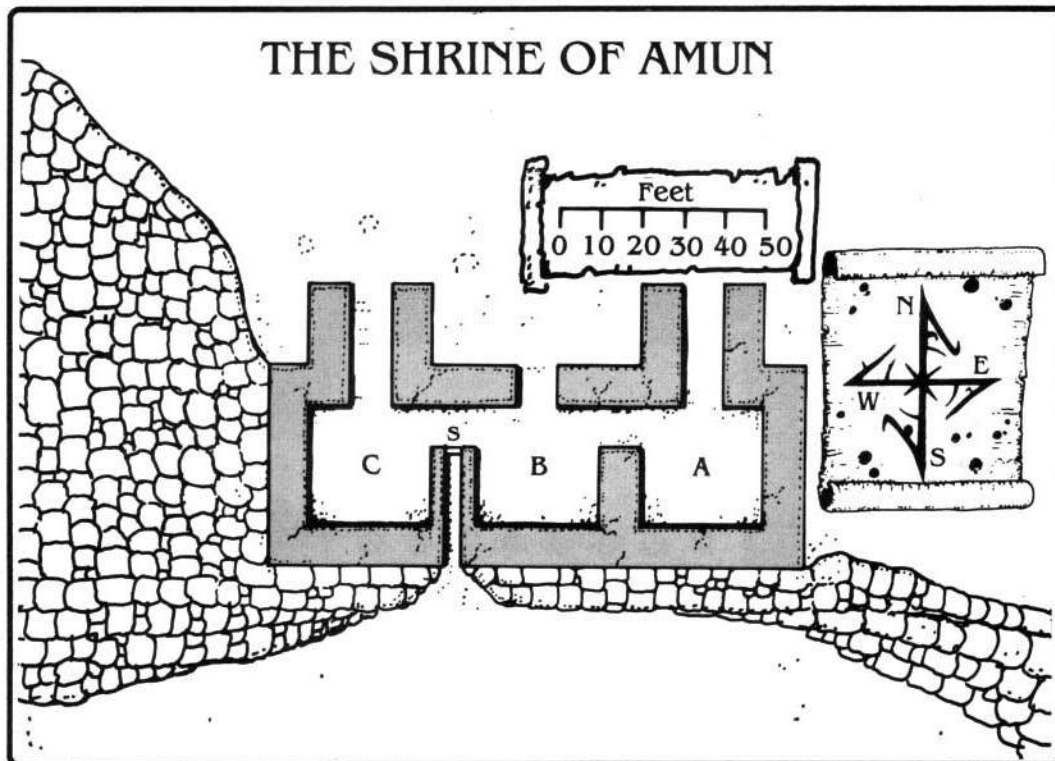
4. Shrine of Amun

Centered within B is a depiction of the god, made of blue stone and wearing two towering plumes. This blue-skinned deity of fertility, things hidden, and secrets, is flanked by two other statues, one of a ram-headed avatar of itself and the other a pharaonic statue (Resamun V). The place has been abandoned for at least two centuries.

Suggested Encounter: A Demon in spirit form manifests itself here at night, taking the Partial Physical Manifestation shape of the ram-headed avatar of Amun. It then prowls about the immediate vicinity seeking victims. It has been bound to the shrine by a magical force of guarding, which was originally used to neutralize the power of the place at a time when thieves

desecrated the shrine and tombs beyond. To free the shrine of its demonic possession, the characters must enter it by day, of course. Within the secret passage (by B/C) are a statuette and certain magical paraphernalia, all of which must be destroyed. A Joss Factor and some other minor rewards would certainly result if the team succeeded here.

THE SHRINE OF AMUN





5. Shrine of Bes

A 10-foot-tall statue herein (A) honors this bandy-legged, shaggy-bearded, grinning Dwarf who wears the feather crown, symbolic of Upper Egypt and the Nubian Oversight. It shows Bes goggle-eyed, tongue sticking out, and capering merrily in a lion pelt, with the tail dangling.

As Bes is—amongst other concerns—the god of jocular, games, music, dance, and happy fortune, it is strange at first glance to see such topics depicted on the columns and walls here, in a place dedicated to the afterworld and attendant death. However, Bes has a place in the Duat as a fierce guardian of the deceased, and is also very warlike and stern when protecting folk on the Material Plane.

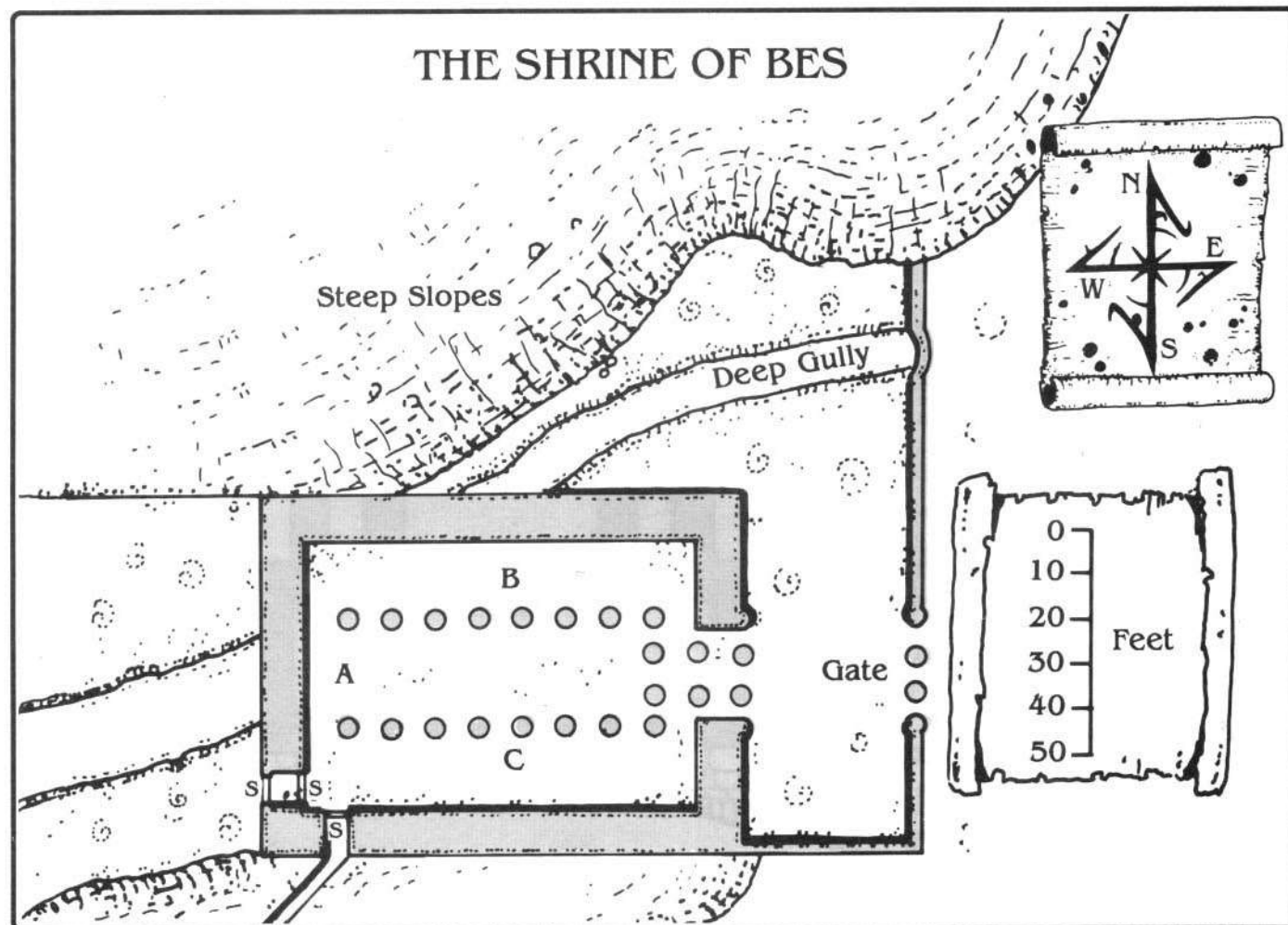
The goddess, Meskhent, is honored here (at B), and the child Heru as well (C), for Bes served as guardian of Osiris' son when Set was seeking to harm the child. Childbirth and care (Meskhent), and guardianship and its excellent results (Heru) are thus shown as part of the necessary human condition, to dwell forever after death in the happiness within the Duat.

Suggested Encounter: At certain times, the power of the statue Fetish will transport intrepid adventurers into a quasi-sphere (Extra-dimensional) of Ninth Dimensional (Conceptuality) sort where Bes

himself, and his associates, hold court. Bes is absolutely inimical to Evil, and the consequences for anyone who espouses such are fatal. Less malign types are subjected to activities that are comical, with rewards for those who are good-intentioned but misguided. As Bes is somewhat of a mountebank at times, he is prone to forgive (and possibly even favor) those who have a little larceny within, but who are not vile murders or uncaring tyrants.

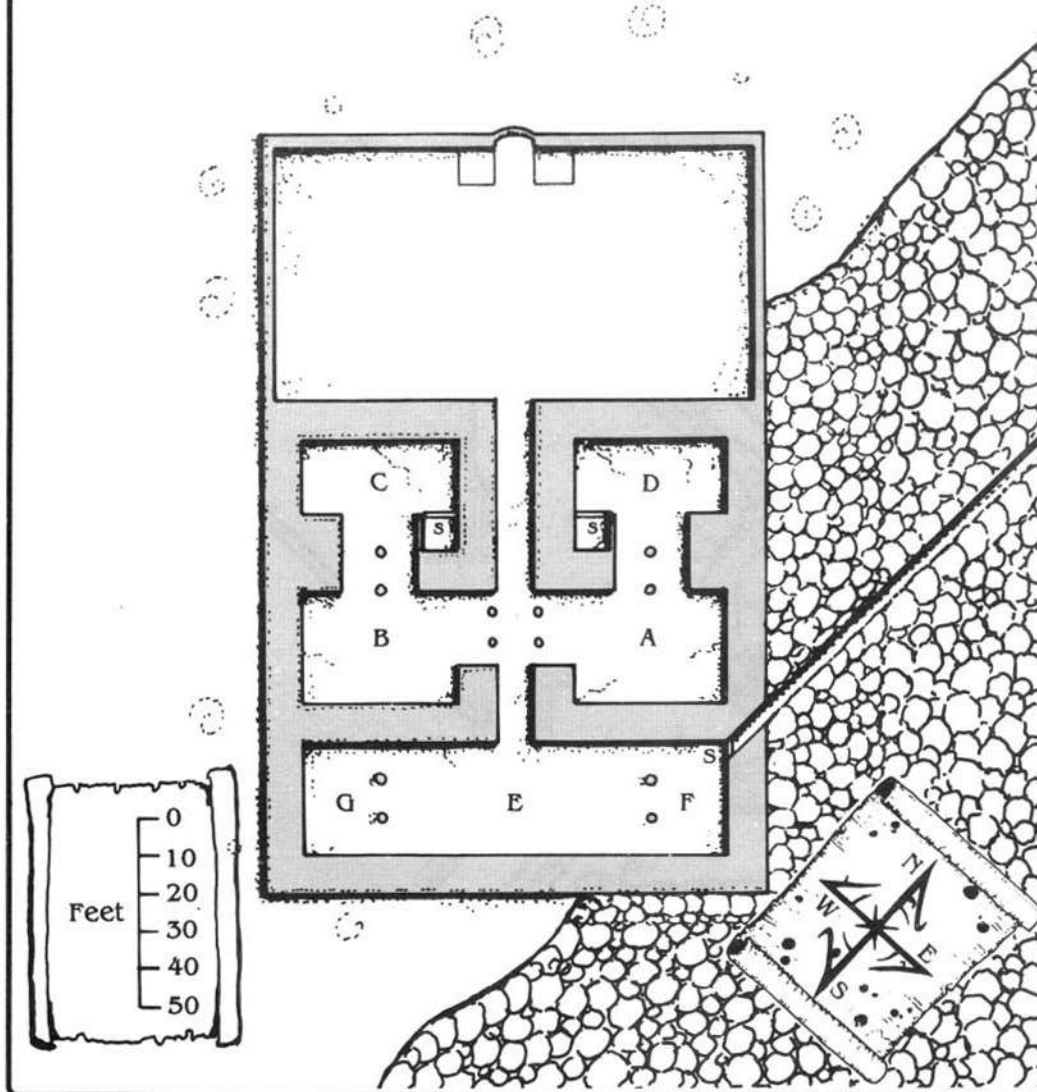
This place is thus rather similar to a magical "truth or consequences" program. There will be magical music, dances, and games too, with jokes and riddles, and probably even awful puns. Impossible questions, and demands for the performance of feats rigged against success, will then result in trials and tests to make up for the failures. The initial period should determine (as well as you are able) the Heroic Persona's bent with respect to Evil or Good, and what then follows will remove, chastise, or disconcert and subsequently reward the individual.

A game of chance may be attempted here, alternately or in addition to the above. For example, have each persona entering throw the dice. A 7 or 11 may win a Joss Factor; 2, 3, or 12 loses one; and any other result has no consequence, or perhaps brings a telepathic suggestion from the Bes that a quest, performed against Evil, will bring the persona a minor favor from his august self.





THE CHAPEL OF THE SUN



6. Chapel of the Sun

This place was dedicated to the deities of bright nature in general, and Ra in particular. In the fore-shrine areas (A, B, C, and D) are associated deities: Hathor, the sons of Ra (Horus and Herakhty), and Auf, avatar of Ra during the hours of darkness. Ra (E) is flanked by statues of his avatars, Chepri (F) and Atmu (G). The solar disc of Aten shines magically from the ceiling if anyone enters bearing a statuette of those honored herein, scenes in this place feature the deities of Light Nature, such as Shu and Tefnut, Sekhmet, and the rest, all in superior position of cooperation with the deities of Moonlight and Shadowy Darkness (Thoth, Anubis, Isis, Osiris, et al.).

Suggested Encounter: Auf, the avatar of Ra in the Duat, can be brought into attendance through activation of a statue-Fetish (either

C or D) by a ceremonial service. The appropriate secret area must first be discovered, for such contains the garments, oils, unguents, and incense to be used and offered to the presence of the entity. Awareness will then be manifest in the statue, and interaction with the party will commence.

There will be hostility if the group is Evil or destructive, or otherwise generally opposed to light, beneficence, etc. If the group is indifferent, there will be the same unfortunate response. If there is interest and respect, then Auf will provide a modicum of information regarding the Evil nature of the current inhabitant of a place to which the group intends to go. This will be at most, however, a vague warning ("Watch your step!"), or perhaps a one-use Charm that will hedge the group from the "eaters of the dead" (ghulaz and gholles) for perhaps one or two BTs.

If the HPs have been particularly respectful, Auf will carry one in his dark chariot, so as to fly over the gorge at night. That honored persona will see the locale clearly and learn the location of each major area within it (i.e., show the player the Map of the Gorge, allow some limited amount of copying, but do not explain map symbols), and the location and entrance of the Tomb of Rahotep (#24) will be seen in bold illumination.

7. Shrine of Buto

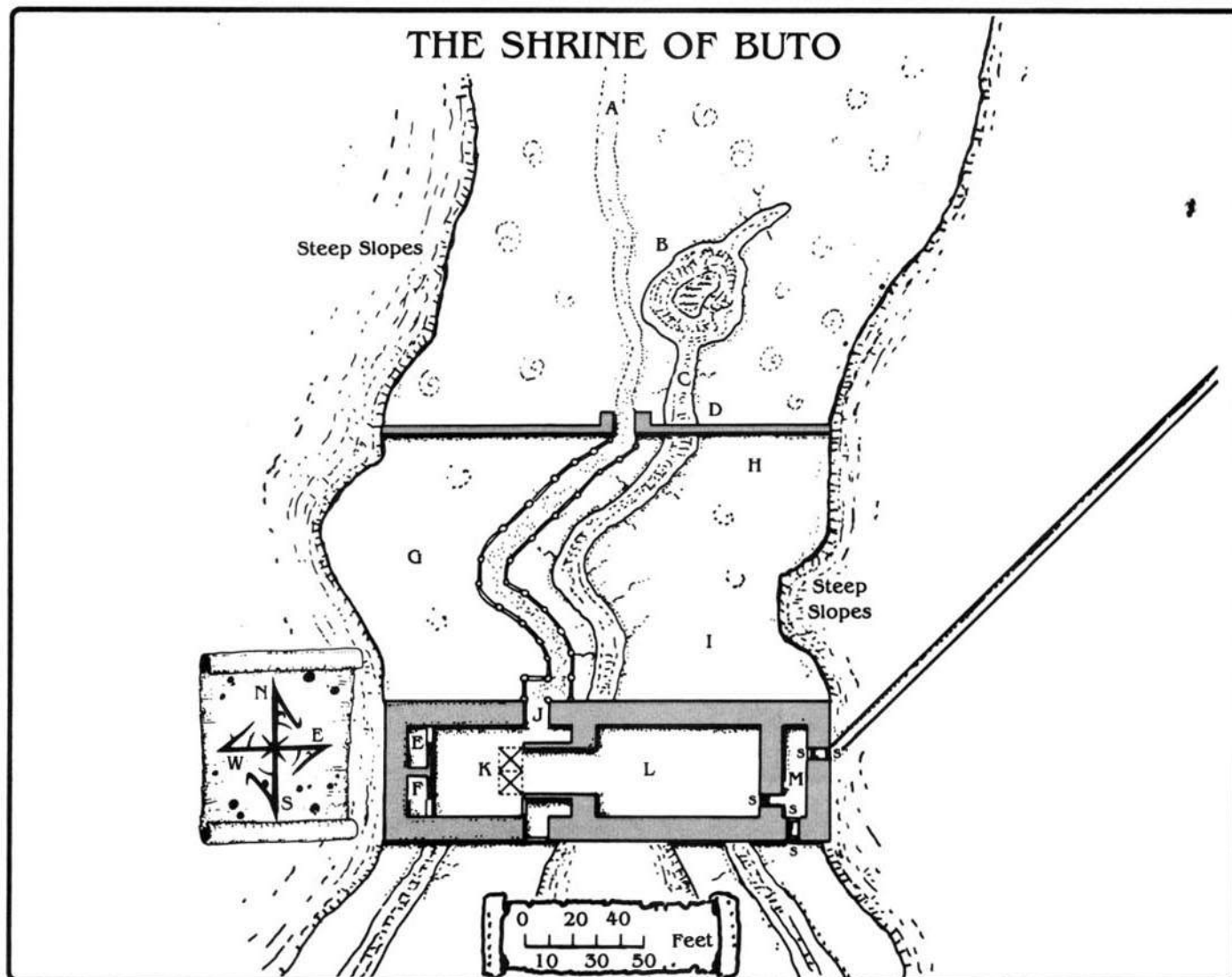
Buto, here depicted as a cobra-headed goddess, is of Light and weal, despite the association with snakes, such as the asp and viper. She is allied with the ones who fight Set and the various workers of Evil.

This place might well make adventurers think otherwise, however, for it depicts many cobras and other snakes, and even its stepped, column-lined walkway is of serpentine. There is an Ophidian population in the vicinity of the pool (B), outside the walled courtyard (G, H, and I), and a few snakes may be basking in the dry gully (D), which is eight feet deep. Scrub and weeds make the courtyard a potentially interesting encounter area...

The entry porch (J) is about seven feet above the ground. The statue of



THE SHRINE OF BUTO



the cobra-headed Buto is in the main area, at L, of course. At K is a shrine and idol of Nekhbet, the vulture-headed goddess and friend of Buto. Just east of K are two pit traps, each of which contains a 15-foot drop. (Leave these unrevealed and unused, for the moment. If you use the suggested encounter below.)

Trespassers might find some difficulty understanding the beneficent natures of the two entities depicted, and the vulture-headed Nekhbet facing the cobra-headed Buto might seem threatening indeed.

Suggested Encounter: Though dim Auras of uncertainty are here, and an undefined magickal force can be discerned, nothing occurs until the secret area (M) is found. Thereafter, the visitors learn that this shrine is of Good nature, for the trespassers are asked to leave, and to offer at least a kind thought for those departed who honored the entities to whom the place is dedicated.

If the HPs locate and pass the second secret door, they will discover a tomb beyond—the burial place of the local High Priestess of Buto, who officiated here when a Pharaoh of old built the place for her and the

honored deities. The residual spirit of the deceased Priestess will then appear and demand that the party leave her a funerary gift, such as a minor magickal item, some rich set of jewelry, or a precious statuette of the appropriate type. She insists that the party do this and immediately depart. If disobeyed, she presents a gift of her own—a Curse, which causes all reptiles that attack the trespassers to gain a +10 BAC and a 10% bonus to Poison STR or Strike Location for other Physical damage. Furthermore, when the cursed ones exit the shrine, the two trap doors spring open and precipitate the victims into the gully below, wherein are as many poisonous snakes (asps, cobras, and vipers) as there are party members (regardless of the actual number of victims falling through).

A merely appropriate gift to the spirit-Priestess will produce no good result, only preventing the ills detailed above. A generous gift, however, will bring a *Major Blessing* (see page 108 of the *Mythus Magick* book) of twice normal Time duration, and a truly exceptional donation will eventually result in a minor boon by intervention at some dire pass during the activity in Rahotep's Tomb (as interpreted by the GM) from one of the two entities to whom the shrine is dedicated.





NECROPOLIS TOMBS MAPS AND ENCOUNTER KEYS

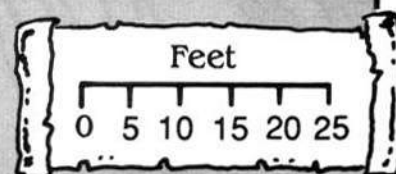
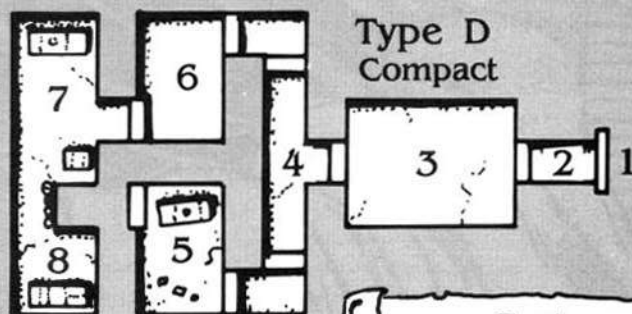
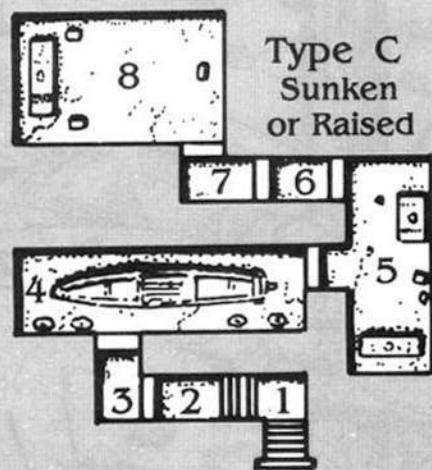
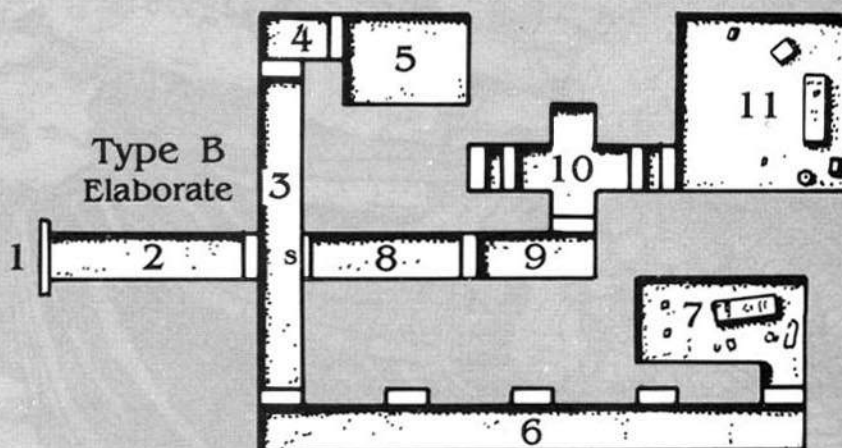
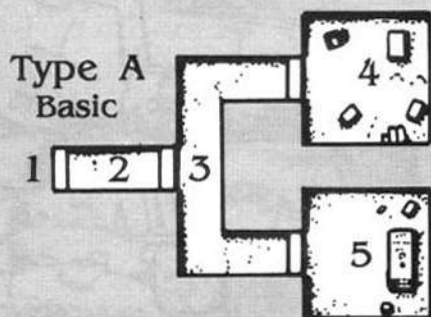
Sample Tombs

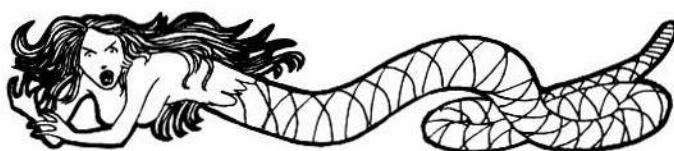
Four samples of standard major tombs are described hereafter, and illustrated by map in the appropriate place hereafter. The scale of the maps can be either five feet or 10 feet to the square, set by the GM on a case-by-case basis. The GM should, if there is considerable HP activity in this locale, also construct several other simple tombs to provide additional variations. When applying the various "generic" tombs, turn the plans as needed to change map directions, of course, and embellish as desired. A good book or two on Egyptian archaeology would be helpful in this regard; many are readily available at most libraries.

A. Basic Noble's Burial Place:

1. Entrance sealed by stone slab, often placed high up and flat on the ground, with steps then leading down into the tomb, and generally concealed in any event.
2. Entry passage showing the deceased in life and afterlife activities, plus religious texts with prayers for the deceased, scenes depicting deities and judgment, and so forth. The passage is sealed by a second stone slab at its far end.
3. Interior passage, with various warnings and curses featured heavily. At the ends of this passage are yet more stone slabs, sealed airtight.
4. Funerary objects chamber, containing things belonging to the deceased and for use in the afterlife. Many such are valuable, and many are quite ordinary; they typically include miniatures of things, animals, and people

SAMPLE TOMBS





(ushabtu figurines), along with a statue of the deceased. Painted doors are evident, employed by the spirit of the deceased to pass in and out of the tomb.

5. Burial chamber with shrine, sarcophagus in a stone vault, and certain precious things most personal to the deceased. Painted doors are evident as in Area 4, above.

B. Elaborate Burial Tombs

1. Entrance sealed by stone slab, often placed high up and flat on the ground, with steps then leading down into the tomb, and generally concealed in any event.
2. Entry passage showing the deceased in life and afterlife activities, plus religious texts with prayers for the deceased, scenes depicting deities and judgment, and so forth. The passage is sealed by a second stone slab at its far end.
3. Interior passage painted with various warnings and Curses featured heavily. At the ends of this passage are yet more stone slabs, sealed airtight.
4. Short passage with some form of trap.
5. Chamber for minor goods.
6. Long passageway with several false stone door slabs.
7. False burial chamber, with seemingly real trappings as in Area A5. The sarcophagus might contain a false mummy, or a mummy of someone other than the principal deceased. The sarcophagus may be empty, and if so may be made to appear as if it had been stolen.
8. Passage entered from a secret door in corridor 3, with a stone slab sealing the end.
9. Trapped passage, with a stone plug sealing the end when a triggering mechanism is contacted—say a pave on the floor.
10. A short and trapped passage as in 4, but with an alcove for a shrine. Two stone slabs seal it from the burial vault.
11. Burial chamber, with greater trappings than those found in smaller tombs.

C. Sunken or Raised Tombs

Most of the place is a variant on A and B, above. The steps will likely be more extensive, and bring the level of the chambers farther down or higher up.

Area C is an entrance and entry passage as described in B1 and B2. Areas C2, C3, C6, and C7 are short trapped corridors.

Chamber 4 might contain a full-sized or large-scale model of a boat, barge, or barque, or might feature a number of statues of deities.

The chamber of goods is Area 5, and Area 8 is the burial chamber.

D. Compact Tombs

Most features are as per A and B, above.

Areas 1 and 2 are identical to B1 and B2. D3 is a chamber for minor goods. D4 is as described in A3.

Note the false door at Area 5, which itself is a false possessions storage chamber. The false room at Area 6 is so similar to Area 5 as to be discouraging.

The actual possessions are in Area 7, while Area 8 contains the shrine and sarcophagus.

8. Five Tombs and Intersection

One of the tombs in this area contains an overlooked papyrus which holds a Casting so inscribed as to enhance the memory of the first persona

reading it. It was intended to assist the mummy in dealing with the trials of entering the Duat, speaking the right greetings and naming Doorkeepers, etc., but it will serve an adventurer by adding 1 point each to Mental Mnemonic Capacity, Power and Speed ATTRIBUTES!

Only a random encounter should occur here.

9. Four Tombs at Comer

Anyone carefully searching these looted tombs might discover a few overlooked valuables—an ancient silver coin worth 1,100-2,000 BUCs to a collector of antiquities, an Amulet (of no magical worth, but with a relatively high degree of antique value, say 5D6 x 1,000 BUCs), and a gem-setting worth 3D3 x 1,000 BUCs. Perception, Physical and/or Police Work K/S checks can be required to discover the overlooked valuables.

Only a random encounter should occur here.

10. Five Tombs and Ravine Terminus

A crazed hermit dwells in one of the highest of the tombs here. He notes the party's approach, and rolls a large boulder to the lip of the tomb entrance. If he manages to Totally Surprise the party with this strange ambush, he rolls the boulder so as to strike (unfailing) whomever is nearest and below the tomb entrance. Unless the victim is able to succeed in an Avoidance roll, death is certain. Regardless of his success, the hermit ducks into the tomb after sending the boulder down, running and crawling away into a mass of small natural passages in the rock.

The demented resident won't reappear for a day or two after the above, but will then be at it again... He is not Evil, but certainly suffers from a madness! If he is somehow captured and cured of his madness, the one so doing gains 1 AP/X and 2 JF's, while those who helped get 1 JF.

11. Six Tombs at Terminus

Due to the remote location, difficult terrain, and narrowness of the ravine (so as to make the locale nearly invisible until one comes upon the widening), one of the tombs herein is unlooted. Assume it to be that of a scribe and petty official, built low, and now lost beneath the rubble caused by the digging of a tomb in a later, higher burial site. Locating it will be a task the means and DR of which we leave to the GM. If the HP party is persistent and diligent, however, the hidden tomb should be found. You may either leave it relatively minor in character, perhaps including a minor trove of treasure, or use the suggestions below.

Suggested Encounter The hidden tomb of the scribe and minor official (above) can be found by levering up a one-ton block of stone, a hunk cleverly made to appear natural, but whose close inspection shows mason's stone-cutting tool marks. Beneath it are 12 steps (each one foot tall) leading down to the west and into the burial site. After the personas descend, describe the area as follows:

"You are at the bottom, and from there a three-foot wide, five-foot-high passage continues west for some distance."

"You are now before the door at the end of the passage. It is mortared fast with cement and bitumen, and is covered with hieroglyphic writing." Some means of force will be needed to break open the heavy stone plug."

^a The passage is 35 feet long, ending in the sealed stone slab.

^b The writing includes the name of the official, praises to various deities, prayers for the departed, and a clear warning: "Death's wind will strike down any who dare enter my Eternal House!"



As soon as the slab is cracked, shattered, shifted, disintegrated, or otherwise altered, the 10-foot section of ceiling above it collapses from east to west. The intruders can run into the tomb area and escape. Physical damage automatically.

The tomb proper is filled with poison gas, which slays all who breathe it. The slab and fallen debris (above) block the exit entirely. (Why is the party disturbing the tomb of some petty, non-Evil functionary anyway?)

Should the personas somehow manage to survive and escape the cul-de-sac, they may recover the usual contents of an undespoiled tomb—sarcophagus, mummy, some furniture, various statues and figurines, and precious objects. The larger stuff is worth about 20,000,000 BUCs if taken unscathed to some collector. The smaller, more portable valuables are worth about 4,000,000 BUCs for metal and gem content (i.e., if broken up), or triple that for rarity and collector value (assuming not only good care of the items, but also the finding of a buyer with both knowledge and assets).

12. Tomb Caves

These places appear as nothing more than small cave mouths in the sandstone, though each is perhaps a little too regular. Natural caves were here used as tombs. A search reveals that, at some point, despoilers actually went so far as to tunnel between these seven graves for their ease while housing themselves within the tombs. In fact, a band of grave robbers dwelt herein for a number of years as they systematically looted these and other nearby tombs.

Suggested Encounter: One of the grave robbers was a Mage of considerable ability and power. He cast a powerful *dweomer* upon the area, so that explorers entering will see a phantasm—a beautiful and scantily clad girl, wearing a veritable fortune in gem-studded and glittering gold jewelry—slip away into the darkness of one of the thieves' tunnels. Those who follow her hear an illusory sound of clinking, and see a small but heavy antique ring of gold (apparent value 1,500 BUCs) rolling across the stone floor—it must have slipped off her finger! The illusion ceases thereafter (depositing the ring in a crack, and the girl around a corner), but is programmed to reappear (possibly with slight variations) from time to time, such as whenever certain areas are entered or passed.

This can keep a party busy for quite a while. There is either nothing of value in the place, or one small ring (100-600 BUCs) tucked in a crevice somewhere near one of the illusions.

13. Five Tombs in a Short Ravine

If the HPs search carefully, the last of the tombs examined here will be found to contain a broken spear protruding from a wall—actually along the edge of a huge slab. The slab weighs many tons, but if it can be moved, a gold model of a noble's chariot is revealed behind it. (This was the favorite possession of he who was interred here, and was thus specially booby-trapped. The falling slab crushed the would-be thief, whose spear yet protrudes.) The model is only four inches wide and tall, and eight inches long, weighing about three pounds. It is worth 50,000 BUCs if sold for the metal, but five or more times that if kept intact and taken to an antiquarian.

Suggested Encounter: About the time the party comes upon the spear's splintered length and determines to try to get past the fallen slab, they hear a mournful howling, which approaches...and then



fades away, leaving all quiet. A bit later, they hear the beating of huge wings, but then all is silent once again. If and when they manage to deal with the huge stone block, they hear a strange and feral laughing.

Wolves, a huge eagle, and a prowling hyena are responsible for the noises. There is no actual encounter, unless the party delays sufficiently to meet one (or a few) animals or things of horrid sort by random chance.

14. Hall-like Tombs

The many tombs in this area are carved into the face of the stone, and set plainly forth by porticos, pillars, and other obvious works aimed at a great display. Some of these places actually have little chapels below, with flights of stairs carved into the rock face ascending to the tomb entrances. Naturally, each and every one of the sites has been looted.

Suggested Encounter: An organized group of grave robbers is found here. The band is Egyptian, criminal, and quite evilly disposed—especially towards anyone doing what they do, for that cuts down on their proceeds. The robbers are led by a high-ranking renegade *kheri-hebu* (Priest-Mage) who is also a very able swordsman (Combat, Hand Weapons K/S STEEP of 50 or so), an ex-officer of the military. His group includes some thieves (Mental leaning) and strong-arm robbers (thieves of Physical leaning) with no little experience in grave robbing. The average combat ability is good, say 35 STEEP or thereabouts.

When the criminals meet the party, they pretend to be quite pleased to meet foreign folk who possess such power and skill. Read the following:

"We will gladly share the knowledge we have, of a tomb hidden not too far from here," says the leader, 'and will share with your group in its wealth, if you in turn will tell us of any like place which you have 'explored' so as to liberate its contents."

The grave robbers do in fact know of a small area near a tomb, at #15, which has not yet been looted, and will take the personas to it. (This is a cursed funerary shrine, and is bad news; see below.)

If the HP party agrees to the deal, the robbers cooperate only if they get a map showing the place to which the party intends to go. A simultaneous exchange of information will be perfectly acceptable. However, the robbers will exploit their gains at some later time, and will first lead the HP party to #15. If and when this occurs, go to the appropriate portion of the text for Area 15, below, noted by italics. The criminals will naturally await their best opportunity to strike, either when tomb #15 is opened or later; they are very clever and patient. During the battle with the HPs, the Priest-Mage leader will stay away from the fray, maneuvering his forces to his best advantage, using Heka only as he deems necessary. Those grave robbers who survive (including the leader) might well start to weigh the potential lucre against the costs, and will at some point flee, rather than fight to the last man.

15. Looted Tombs

All the tombs visible in this area are utterly ruined, obviously and thoroughly looted. A small crypt, high up, will not be found unless the robbers described in #14 act as guides. If the HP party allows only one outlaw to accompany them, the other robbers will follow, staying hidden until the crucial moment.

The unexplored crypt contains a small and heretofore undiscovered shrine. It is heavily warded with magick. The grave robbers from #14 will try to have the Heroic Personas open the tomb while



they "stand guard." If necessary, they will point out that it is the HPs who will benefit, not they, from the contents. If at all possible, at least four of the robbers will be nearby, with the leader well away from the place.

When the tomb is broken open, all within 30-foot radius lose 3 Joss Factors and become infected with a terminal Disease (STR 50, CON- R 50). The same Curse strikes all who approach the tomb (again, within 30 feet) in the next 30 hours (thereafter the Heka dissipates, and the Curse is ineffective).

The shrine itself is to the deity Uag, a very ancient and forgotten god. Anyone who offers both recognition and a reasonable token honoring Uag negates the curse and JP penalty above by so doing. If looting takes place, those who have honored Uag are still not penalized, as long as they take no active role. However, all looters receive double the above penalties, i.e., the loss of 3 additional Joss Factors and affliction by a second disease (one distinctly different from the first, but just as deadly).

Inside the shrine is a gold statue of Uag (metal worth 80,000 BUCs, or 10 times that if intact and sold outside Egypt), service pieces of lapis lazuli (15,000 BUCs, or 75,000 if sold to an antiquary), and a tome of mystical nature. Any practitioner who studies the tome for six months gains 10 K/S STEEP points. (The gain applies to Mysticism K/S only, and if it is not possessed, then the persona will pick up 5 K/S in Dweomerwork, Priestcraft, Astrology, or Spell songs, in that order, depending on the abilities possessed.) To obtain such benefits, the book must be retained and occasionally consulted and re-studied by the persona, so it can be utilized only by a single individual. (Copying might be possible, if done by hand; the time required is one year, and the success of the copy being correct is rolled at DR "Hard.")

16. Many Tombs

This large burial site was probably the earliest to be totally looted. Because of its proximity to the flat barrens to the east, some wild animal encounter is possible, but this should be left to random chance. Nothing noteworthy is found here.

17. Tombs Along the Ravine

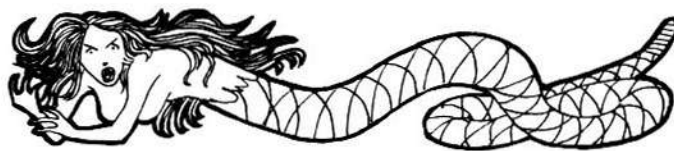
These are, as usual, looted and open burial sites. A search of all will produce a pair of ancient silver coins (metal value 2D6 x 100 BUCs each, or a notable 2D3 x 1,000 BUCs each if sold to an antiquary) and a scrap of papyrus seeming to indicate that there is some undiscovered treasure in an area to the southeast (#18, below).

No encounters occur here except as the GM might decide.

18. Tomb Triad

The burial sites here are empty of all treasure save a golden one of considerable extent. The "gold" is the amber of wild honey, for exceptionally large bees of black hue have taken over these openings for their hives!

If the bees are disturbed but not totally destroyed, they will attack the intruders. Damage per sting is 1 point PD, plus 1D6 additional PD for every three stings received, cumulatively; and personas each have 1D3 bees sting them as long as they remain within 100 yards of the hive area.



19. Tombs Near the Water

Nothing of interest is here, though there are signs that something or someone has been around the place fairly recently. Random encounter checks should be focused on wild animals, since they use the water pool at #7 nearby.

20. Dry Tombs

As with #19, above, these are deserted and utterly stripped of all valuables.

21. Tombs Near the Exit

This whole place is littered with small bone fragments. Though the bones are bleached and dry, close examination (Perception, Physical check at DR "Hard") shows that most are human, and marked by teeth. Many are cracked and lacking marrow. Some bones are quite new, having been exposed to the sun for only days or weeks.

Suggested Encounter: A pack of ghouls is in residence here. The Undead creatures have actually been placed here so as to protect the "back door" of the temple (see #24). Personas waylaid by robbers associated with the place are also brought here for the ghouls' feast. Associated with the ghouls will be several ghulaz, and at least a pair of monstrous gholles.

The initial ambush of the party will include rock missiles hurled down from above. At least three of the tombs have been worked so as to connect to each other. This allows these things to attack intruders more efficiently than otherwise.

22. Narrow Trail

This is the secret escape route that the adventurers might need to use to meet the nomads, assuming that they are here casually, not on a Direct Mission from the Temple of Thoth or some like organization. Anyone leaving the gorge by this means will be neither followed nor pursued.

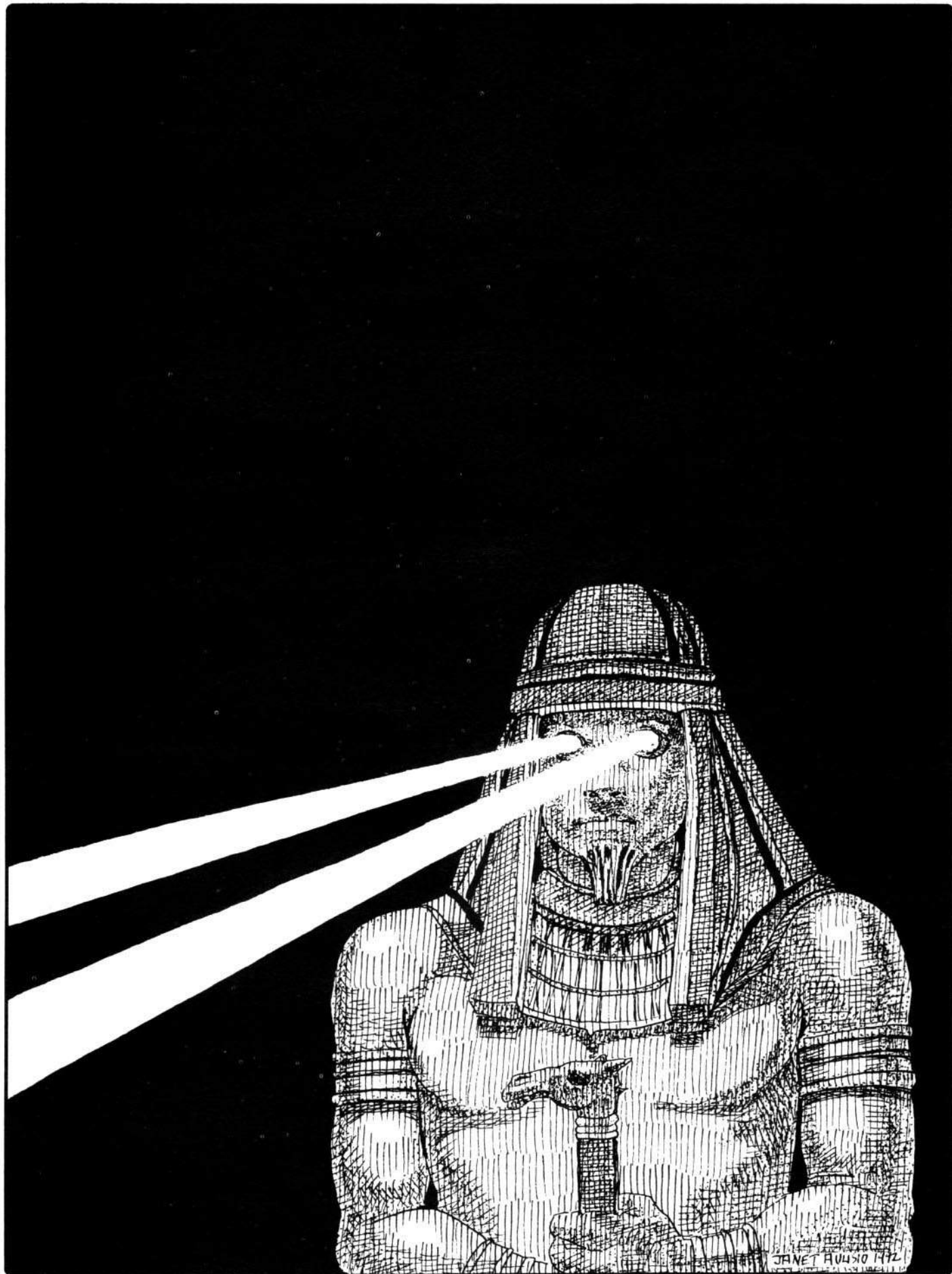
23. Ravine Terminus

On first examination, it appears that the tombs in this locale are the same as most of the others in the gorge. Any closer look, however, will show that they are somewhat different. Previous sites have been dedicated to Osiris, and to others of Shadowy Darkness Ethos of the Duat (else of Sunlight or Moonlight, or even Balance nature). But the bas-reliefs and paintings herein are all of Evil-natured deities, be they gods, Serpents, Demons, Devils, Fiends, or Monsters. In short, this is the place wherein were entombed those who served malign Gloomly Darkness.

Suggested Encounter: Only random encounters should occur here, but with most being of Evil nature. The "feel" for this whole place is dreadful, and that alone should spur the personas to move elsewhere. If the party lingers overnight, check hourly for encounters, even doubling the normal chances and adding some probability of monstrous things and/or spirits wandering by.

24. Path to the Tomb of Rahotep

A little exploration here will reveal quickly the narrow ravine to the south-southwest, which leads off about 200 feet to the site of the tomb's entrance. For details, turn to the next chapter. (Note that the tomb is a major adventuring area, of course, the last and pièce de resistance of this scenario.)



Rahotep's Tomb

GAMEMASTER'S NOTES

This last adventure section is a classic "dungeon" setting. It is a place which should prove to be a true joy for the gamemaster, and a test of ability for all players and their Heroic Personas. Those who stand firm and succeed will also find it to be one of their more memorable and enjoyable adventures too, we predict. The map of the Tomb of Rahotep is located on the color fold-out section in the back of the book.

Before we get on with the action, please tolerate a few more necessary notes which should enable you to handle this whole affair as if you had created it personally.

Ecclesiastical Powers

Priests and Priestesses have no extraordinary ability to affect the Netherrealms creatures and beings, spirits, Unliving, Undead, and Unalive in this game system. There will be no mumbled prayer followed by a "Vaporize!" or "Shoo!" removing dangers such as these foes in this tomb! Naturally, clerical personas wield many instruments which are amongst the Susceptibilities of these sorts of creatures and beings, but there are no givens ("gimmies") here. Be sure to keep this in mind—and to gently remind players of this too, if they are veterans of game systems which make this sort of fell minions of Evil light-weights to be brushed aside with the wave of a sacred object.

Using the Maps

You will note that the Tomb of Rahotep is constructed on varying levels. It can be confusing when passages go above or below other areas. A cross-section of the tomb, featuring the main east-west axis, is thus shown separately. Study this view for a few moments, check it against the normal map, and then refer to the cross-section again; you should have no problems understanding how the whole is laid out. On the top-view map, only the final chamber (Area 31) is not clearly depicted. A separate map for that portion is provided as well, the text is clear, and the area small; it should pose no problem.

It is sometimes helpful to make notes directly on the map, whether to remind yourself of the features in a place or to show some modification or alteration you think worthwhile. We are convinced that this is useful, and encourage it. On the other hand, if you like to keep a pristine surface, that's quite acceptable as well, but you might find a plastic overlay or an annotated copy useful... You, gamemaster, are, as always, in charge—master of the scenario and the game.

Deceiving the Players

Because of the relatively small size of the adventuring area, it is most important that players do not see the map. An astute, sharp-eyed person might well gain, at a single glance, the relative positioning of the personas and the extent of area unknown to them. Consider that last point carefully.

Take another look at the map of the tomb. Areas 1-6 might easily be thought to comprise the whole of the complex! This has occurred more than once when the author was testing the scenario. Let us not reveal prematurely the situation to be otherwise! There is, in fact, a method to the whole. You will recall that all of the previously explored tombs in the Gorge of Osiris were of very limited size and extent. The

players might surmise that Rahotep's tomb is larger, but diagrammatic proof is too great a clue. Expert players will eventually find the whole of the place, but make them do it by superior play, *sans* gifts.

MAKING A BEGINNING

The Heroic Persona team is now within the narrow ravine that departs from Area 24 of the Gorge of Osiris (page 99). Read the following aloud:

"The ravine narrows more and more, curving south by southwest as its width decreases to 20 feet, then 15. After you have gone 200 paces, it ends in a near-vertical gully of but a couple of feet width. There is no obvious tomb—not even a place which seems likely to hide the entrance to a burial crypt.

"Yet your map shows that this is the spot where the nomad warriors located an untouched burial place. There is, in fact, a ledge some 40 feet above, the only projection from the sheer face of the cliff of rock to the west. However, a ways back there were two small openings that seemed to be natural, and there were several shelved areas there, also. Where are you going to begin your search?"

If you have the patience, allow the personas to search the other locations. These are as they seem, ordinary rock ledges and small natural caves.

Side Exploration

If HPs explore thoroughly the sheer rock face nearby, they might find (a roll against *Perception, Physical* at DR "Hard" for each persona searching) a series of narrow fissures about 200-250 feet north of the center of the ledge. These are not noteworthy, and provide no concealment for anything larger than a snake. Each fissure is 20-30 feet long, irregular, and reaches to within two to six feet of the ground.

Though most of the fissures are shallow, a small passage deep within one of them winds about through the limestone of the hill, eventually reaching Area 11A, which is a nest of king cobras. If the fissures are watched for two to five ATs, two to six of these snakes will be seen either entering or leaving this one crack at various times. This species is not common hereabouts.

If the party somehow seals up this fissure entirely, the number of cobras in Area 11A will not vary thereafter. If the personas attack the cobras, use the information in the OP Statistics section. Note too that these are among the smartest (most Cunning) of all reptiles. Snakes slain reduce proportionately the number appearing.

Ascent & Descent

Getting up to the ledge by normal means is at DR "Hard," due to the undercut and overhang. Those personas without *Mountain Climbing* K/S have virtually no chance of getting up there without aid or rope and so forth. Magical means of ascent is possible, of course.

Climbing down from above is easier, for a rope can be solidly affixed atop the ledge. Naturally, this assumes one or more personas get there first. If a rope is left dangling while the HPs explore the tomb, there is a 10% chance that it will be gone when they return.

When the personas find the means to ascend to the rock ledge at the entrance of the Tomb of Rahotep, proceed to Area 1 of the encounter key, below.



General

Keep in mind that the remaining five of the Nine Objects of Evil are concealed in various places within the tomb. Each such item will be noted. Be sure to describe the general Auras and Heka emanations of each in a similar way. Such forms of examination reveal their kinship.

If the four from outside are taken into the tomb, the other five are located, and all of the Nine Evil Objects are then ritually destroyed in the secret underground resting place of his Physical remains, as is detailed in that portion of this scenario, then the group can actually destroy Rahotep in all respects, once and for all. If they fail to do this, they can at best check his progress towards arising as Unmortal. If they bring all Nine Evil Objects into the place but allow them to fall into Rahotep's grasp, then it is disaster, and the Unmortal Rahotep wields the powers of a Minor deity!

RAHOTEP'S TOMB, ENCOUNTER KEY

Refer to the color fold-out Tomb of Rahotep Map in the back of the book for the areas described here.

I. Entrance

The first HP(s) to reach the ledge will see nothing but solid rock. Once the whole team is assembled there—and only when all are present—read the following aloud.

"As the last member of your group attains the ledge, something strange happens. The solid 'stone' of the cliff vanishes, and you see an entryway flanked by two painted and gilded pillars. The space is 20 feet wide at the outer face of the rock, tapering to 10 feet. A smooth, painted slab of granite stands there, eight feet in from the plane of the cliff. The stone is covered with hieroglyphic writings, and a cartouche of some sort stands out in the center."

Strong Heka in this area now keeps the personas here on the ledge. If they actively attempt Heka sight and detect for dweomers, this will be quite noticeable. Examination of the side pillars will be profitable, as noted in the Penetration portion hereafter. However, it is unlikely there will be time for that now...

If any of the personas manage to read the hieroglyphs on the slab, you should reveal the translation to be as follows.

"The (something indecipherable which is that portion contained in the cartouche) dwells within his Eternal House, knowing full well the nature of men. He lies within, awaiting the fools who think to despoil what is his. No prayers will avail you hereafter, so mutter them now and be done with it! You are the funerary offerings for which I hunger and thirst... Join Me."

The indecipherable part noted above is the name of the resident, of course, as given in the cartouche. This name is *tesh tesh-ri Aasha Sethu Neterankh Rahotep*. Literally translated this says: "(A) red fiend terrible (of) Roarer (a name of Set), (that is the) Set Godlike Rahotep." Reading the hieroglyphs within the cartouche or striking the painted granite slab will trigger the following.

"Something forces you to move back a small step. Mist grows before the stone slab, thickens, and becomes a figure

of greater-than-human proportions, and of hideously evil visage. Its eyes seem feral and gleam with lambent fire. Then this man-thing opens its huge mouth, and its fangs glitter as it speaks:"

If attacked now or during its little speech hereafter, the non-corporeal form is unharmed, takes no damage of any sort, and pays no heed. Noisy actions may drown out some of the details, however, so read only as loudly as you deem appropriate.

"I am the Set Rahotep.

**No man was more potent
when I was amongst those
dwelling in the land of Egypt.
In death I am greater still!
Do you not fear Serpents?**

**I am the Aapep Rahotep!
Who does not tremble before the Monsters of the Duat?
I am one!**

**Does not your flesh crawl at the sight of a terrible
Wyrm?**

**I am the Deathwyrm Rahotep!
Does your blood run cold before the face of a Fiend?
Know, then, that I am
Rahotep the Fiend!**

Who shuns not Demons?

**Shun me, for I am
the Demon Rahotep, the red Devil.**

And which fool listens?

That one is wise!

**Praise Set and the Set Rahotep, that one, and pity the
rest!"**

"As those last words are uttered, the nebulous apparition vanishes. You see the granite slab clearly again. Only a lingering stench and feeling of dread and evil remains to recall what you experienced."

If any Heroic Persona actually praises Set and/or the Set Rahotep (either now or later), quietly note to yourself that that persona loses 1 Joss Factor for each such name uttered, and for each instance thereof.

Penetration: Getting through the slab is the first problem. Work hammers and chisels will do just fine. Weapons are inefficient, even such ones as maces. Enchanted weapons will eventually do the job—in say, three hours of labor, with an additional hour of rest needed during and thereafter. The slab is guarded against magick, however, so any Castings laid to open activate with a DR for success of two steps harder than normal. Magick aimed at changing, breaking, or destroying the slab incurs a penalty of one DR worse than normal.

There is a much easier way to manage the task. The identical stone columns to either side of the entrance, hewn from the living rock, are carved in bas-relief. Examination by *Perception*, *Physical* success (DR "Easy") reveals that there are small, identifying cartouches for all sorts of vocations carved on each—alchemist, cavalier, engineer, mercenary/soldier, mage, astrologer, bandit, mountebank, thief, healer, priest, theurgist, hunter, shaman, warrior, scholar, explorer and even one which is literally "none of the above." Hieratic script says:

"Let each who would enter freely identify his pursuit to the heart of the one within."



When an individual touches the correct cartouche, the information is then known to Rahotep, but nothing happens. When *all* present have touched the carvings that correspond truly to their vocation, the granite slab is raised automatically, allowing the party to enter. After about an hour (+/-2D3 ATs) it will lower slowly and seal again.

Touching an incorrect cartouche has no effect, even if it depicts one of an individual's multiple professions. Such a person must touch two (or more!) cartouches simultaneously or in rapid succession. A Mage-Priest, for example, must touch the Mage and Priest cartouches, but no effect is obtained by touching either singly.

It is worth noting that at the bottom portions of these pillars are places for the identification of ghouls (*et al.*), Demons, Fiends, and a whole assortment of monstrous creatures and beings. This should alert personas to the fact that anything they leave behind to block the inevitable closure of the slab is likely subject to removal (and will, in fact, be removed in 2D3 hours).

2. Hall of Predictions

- S** Murals and writings of bright hue decorate the plastered walls, and there are notable door slabs and recesses.
- I:** Light from the outside (daytime) or none, unless ultraviolet is considered; if so, light equal to bright dusk.
- D:** 15 feet wide, 12 feet high, 150 feet long, with ells to north and south.
- H** There is a faint rush of wind from outside, and distant giggling laughter halfway between a hyena's voice and an insane human's 10% of the time. (Check whenever anyone listens.)
- A** A general feeling of oppressive weight is present; both death and Evil are pervasive and general.
- D** There is a mixture of Hekas so powerful that separation into uses is impossible; Negative, Mixed, Preternatural, and Supernatural are all represented, but not definable as to origin (at least, not from this doorway).
- O** Age, dust, and a vague stink of carrion are immediately noticeable.
- W** Invaders are warned of the Curse of Rahotep; see player information portion below.
- S** Symbols, Amuletic Sigils, Charms, Castings, and Talismanic Runes (numerous and usually concealed) block such Castings and Powers as might be used to see the true area or see through solids, and those which permit passing through or around solids, or *Aethereal* or teleportative activity. (Exception: Refer to 2C, page 105).

"You have managed to open the granite slab that sealed the entrance. There is a faint whoosh of air, musty smelling and dry. Then you see that beyond the portal is a hallway parallel to the cliff face. Who will enter this place of brightly painted pictures and hieroglyphs?"

After prompting the players for intentions, instructions, order of entrance, etc., and allowing some action, continue with the following:

"As you step inside, some writing directly opposite the en-

trance begins to glow with a phosphorescent light. Even without knowledge or dweomer, it can be read:

"The Set Rahotep's Prediction:

**Right and left you will turn
to seek me.**

Turn as you might, there is no escaping my Curse.

Foul is the Death

which shall hunt you down;

swift its strike,

burning its measure

of punishment.'

"The Set Rahotep's Pledge:

Hunt the way as lowly ones.

My iron teeth will devour you.

Delve deep,

and the tears you shed

will burn and wash you away.

Turn and twist, back and forth,

and the end is

the same as afore.

Beat down the portal

to no avail,

for rock is unyielding.

Fair ghoul or kindly Demon

you are not;

no gate passes you through.

So you must accept

the dark Curse

and thus find your dark fate!

"The glow fades, and the meaning of the writing is no longer discernible to any of you not steeped in the ancient Egyptian's written language."

Allow those able to read hieroglyphs to re-read the entire message, if desired. Notes should have been taken initially, or when a translation by an able persona is subsequently accomplished. Otherwise, it must be remembered by the team as best they can. Then continue with your description:

"The general sense of the rest of the writings and paintings is clear: They extol Evil. There are scenes of a large man, probably Rahotep, conversing with all manner of Evil entities: Set, Devils, Fiends, Monsters, Demons, Serpents, Sebk, and creatures such as Ghouls, huge scorpions, and human-faced hyenas.

"Torture, death, and all manner of wicked deeds are depicted as the work of this man. In some scenes, he is shown smiling from flames, wading in streams of molten lava, diving into boiling water, or breaking sharp-edged blades and bending pointed weapons against his flesh.

"More cannot be told from where you stand, but there appear to be recesses to the left and right, and the hall evidently turns at a right angle to the west at either end."

The writings are of Evil religious nature, intermixed with accounts of the terrible deeds performed by Rahotep against all manner of living things. Included is the pronouncement that, in death, he is more able to work dark deeds and cause pain and suffering than ever before. Furthermore, the worst is yet to come...



Specific details for the features in Areas A through G are given hereafter. Some are quite nasty; but before you judge them as too harsh, and consign them to "killer dungeon" limbo, consider the caliber of play that this scenario plainly demands. Auras and Heka aside, even the words at the entrance are a clue which will assist in avoiding the untimely deaths which are so easily found herein.

Features in Areas B, C, and D are time-wasting annoyances. Areas E, F, and G are meant to eliminate bad play early on, by removing personas run by inept participants in an adventure that demands at least competent veteran, possibly expert, ability.

Allow the players to exercise prudence as noted. If your group is superior, play this one tough. If the participants are in need of education, ease up a little and allow just a bit more warning than you might under other conditions. However, bad play is bad play; those who step willingly under the trip-hammer can expect a flat game. Yet for all that, this assumes perfect gamemastering too, and few indeed (and your author isn't one of those few) are capable of sustained mastery in this role. If at any time you believe that some error of omission or commission on your part contributed in a substantial manner to the demise of a persona, mitigate the deadly factor by allowing a chance of Avoidance or some similar break.

Special Note: If the Heroic Personas penetrate or break all four of the granite slabs in this area (C, D, F, and G) without locating the actual entrance to the tomb, they will be given a clue. Turn to part 2H ("Four Broken Slabs") to continue from there. ("2H" is not a feature on the map!)

2A. Life-Sized Painting: Rahotep is herein depicted as leering out into the initial entry passage from the gate of the most malign and gloomy Division of the Duat. Beneath this portrait there is the following written in ancient hieroglyphs, which can be read only by one with K/S ability in *Ancient Egyptian*:

**"To lie most cleverly
is to tell the truth
when one least expects it,
so that unbelieving,
the fool will venture forth
to certain doom."**

The alcove lying between this plaster wall's painted portrait and Area 3 is filled with poison gas sealed into its space under some considerable pressure! If anyone smashes through the laths and plaster, the coating of bituminous cement behind will certainly rupture. A billowing cloud of yellow-green toxic vapors will come roiling forth to cover a 30-foot radius along the corri-

dor. The gas has a Poison STR of 100, one time only. Unless Avoidance succeeds, each persona within the cloud suffers 100 points of PD.

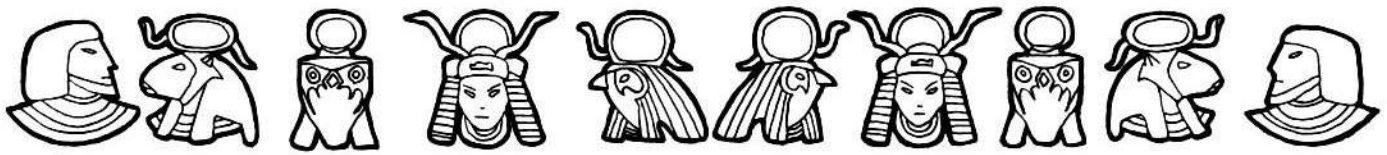
Individuals beyond 10 feet of the source of the gas have a Difficulty Rating a step or two easier than those in the immediate vicinity, of course.

The vapors thin and dissipate in one AT's time. As the cloud fades into nothingness, personas will be able to see the recess and the stone slab (in the west wall) upon which is written:

**"Right and left you came,
but even so
you have only assured
your deaths, Curse you!"**

2B. Portal of the Corpse-Eaters: The adventurers see the following: "A doorway-like recess, five feet wide, 10 feet high, and two feet deep, is in the wall here. Chiseled into the stone surface at the back of the recess are the likenesses of all manner of bestial things. Ghouls, ghulaz, gholles, and Therianthropes (hyenaweres, jackalweres, lionweres, wolfweres, etc.) are featured





mainly, but there are also things like Vampires, and the like."

A very dire and Evil Aural play can be detected here, with strong Supernatural Heka. The personas cannot destroy the depictions, which are magickal Portal activators (see below), nor can they use them as do these creatures for whom this Door is made.

Any individuals touching one of these depictions begin to feel slightly dizzy, and the stone seems to grow hazy and transparent before their eyes. Beyond its not translucent surface can be seen a dark place (tomb, cave, den, ruin, etc.), which is filled with the type of creature in the depiction that was touched.

Anyone foolish enough to continue touching the depiction is transported to the place seen in two CTs, and the swarm of creatures there will slay that persona; the HP is dead and gone. If the touch is withdrawn but resumed within another three CTs, the creatures are transported to the persona—as many as the number of fingers touching the depiction! Furthermore, if other personas touch the same chiseled picture in like fashion, that same number (as preset by the original persona's digits) are brought forth yet again. Ten, 20, or even 50 fell creatures could be brought to the tomb thus—for they do not even dwell herein! They arrive through the Door from whatever ghastly sphere on which they happen to be dwelling.

The rate at which the things arrive is one per Critical Turn. They come popping out as if through the stone. If it is apparent that they will be slaughtered, all those surviving will disappear by stepping back into the recessed doorway and vanishing instantly thus. But instead of returning to the place from whence they came, the monsters are moved to Area 24, where they will be mustered into defensive forces.

Another similar Portal stands north of here, at point E (q.v.).

2C. Red Granite Slab: "There is a block of polished red granite set in the wall here. It is seven feet high, four wide. It bears a chiseled cartouche on its central part."

This stone is inscribed with the cartouche of *"The Set Rahotep."* Other hieroglyphs warn that the intruder must not pass beyond it for fear of incurring the dreaded Curse of the Mage-Priest.

To pass this stone block, the party must smash it or bring it down through magick. Labors are easier than at the entrance plug; 2D3 ATs working with hammers will suffice.

If this is the last of the four slabs to be broken, turn immediately to part 2H below.

Beyond the slab is a simple but annoying maze, with passages three feet wide and only five feet tall. The walls between the passages are of three-foot-thick granite. (The correct path through the maze is marked for your convenience.)

The chamber at the end of the maze is 20 feet square and 10 feet high. On each wall is a grinning face—a mockery of Bes, in bas-relief. Anyone entering this chamber is transported back to the vicinity of Area C one CT later. (This is, of course, in fulfillment of part of Rahotep's Pledge: "Turn and twist back and forth, and the end is the same as afore.")

2D. Dark Green Granite Slab: "There is a block of polished dark-green granite set in the wall here. It is seven feet high, four wide. It bears a chiseled cartouche on its central part, and below that, lines of hieroglyphic writing."

This stone also bears the cartouche of *"The Set Rahotep,"* refer-

ring, of course, to his current status as a dead one of Set (just as a follower of Osiris, for example, would be called "The Osiris (name)"). In Rahotep's case, though, there is quite a bit of truth to his claim... Below the graven cartouche is written:

***"Break not this sealed way,
for only hard work and my Curse
will be the reward."***

Time in the amount of 2D3 ATs of manual labor is required to get past this slab.

If this is the last of the four slabs to be broken, turn immediately to 2H below, before the personas have a chance to injure themselves here!

The solid rock behind the slab is carved with face and hands, in intaglio. Any Aura examination reveals a pulsing Evil of decay, so there is ample warning for the cautious.

Should anyone place a hand or face into those indented areas, the victim's member is *Withered* from magickal *Aging*, as if it had been dead for as many years as Rahotep, i.e., 1,000 ans (more or less). You may allow an Avoidance roll, but some small effect should occur regardless, even if utter *Withering* is avoided. A point of a Physical ATTRIBUTE might be lost due to damage to the victim's hand(s), or to some Mental ATTRIBUTE if the victim's head were involved.

2E. Portal of the Evil Spirits: "This feature is a Portal-like one, five feet wide, 10 feet tall, and recessed two feet into the rock. It is made to resemble a doorway, its surface carved with various forms of malign spirit entities. The principal depictions are of Demons, Fiends, Devils, and a half-dozen chimerical Monsters common to the Evil portions of the Duat. There are also figures of many-legged Serpents and certain animal-human things—the forms of bad sphinxes and Lamiae."

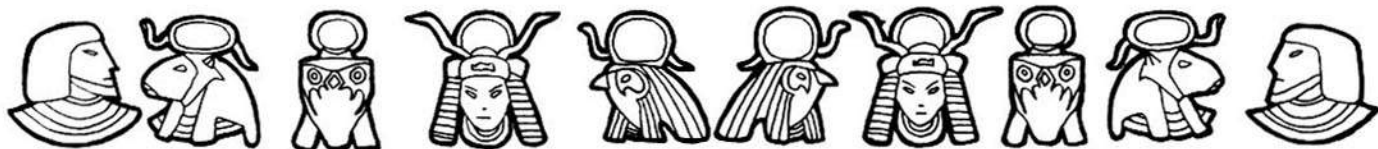
Refer to the similar doorway at 2B (above) for complete details of these Portals. They function in the same manner as those detailed heretofore, i.e., anyone touching a depiction becomes dizzy, the stone seems to grow hazy and transparent, and creatures like those depicted are seen in a dark place. Continued touching transports the victim to the lair, to be lost; withdrawal and resumed contact brings the creatures to this spot. The HPs cannot use the Door for their own ends, and creatures summoned will flee if faced with extermination, transported by the same Door to Area 24 of this tomb. If this occurs, make a note on a separate sheet of paper so these things will be on hand to welcome the HPs when they arrive there!

2F. Gray Granite Slab: "There is a block of highly polished gray granite set in the wall here. It is seven feet high, four wide. It bears a chiseled cartouche on its central part, and below that, lines of hieroglyphic writing."

This slab bears the cartouche of *"The Set Rahotep,"* and other hieroglyphs stating the following:

***"You must stoop low to violate
my Eternal House.
I will avenge myself upon you
for daring this,
Curse you!"***

The stone can be broken in 2D3 ATs labor. Success reveals an opening, four feet square, beyond the sundered slab of stone, leading northward.



If this is the last of the four slabs to be broken, turn immediately to 2H; so the party might be spared the following dangers:

The floor of the corridor is of smooth limestone, and the walls and ceiling are plastered and painted with scenes of a happy pastoral existence in the Duat (quite in contrast to depictions seen elsewhere herein). Nevertheless, there are Auras of dim Evil and violent death present.

When any living creature reaches point X, a four-foot cubical stone block slides four feet north, sealing off that 30-foot portion of the corridor. The cube's weight on that point counterbalances a mechanism, causing iron spikes to emerge slowly from the ceiling. Then the spikes, the ceiling, and the cube all sink downwards at the rate of one foot per minute. Thus, within three BTs, all within the sealed area take from four to 12 (4D3) D6 of Physical damage, and will be dead within another three BTs as this harm continues.

Note that the lower the spikes and ceiling, the wider the opening above the blocking cube, beyond which the corridor can be seen leading south, back to point 2F. If the descent can be halted, and the spikes, otherwise barring egress, nearest to the cube broken or removed, an escape might be possible.

No normal metal can prevent the descent of the ceiling, but two or more enchanted metal weapons (or adamantite alloy bars) might do the job. Allow a 50% chance for success, +1% for each magical addition to BAC of the weapons (e.g., a mace with +10 BAC bonus from enchantment would add 10% to the chance of success. There is no way to recover weapons or items used to halt the deadly descent, of course.

2G. Black Granite Slab: There is a block of smooth, ebon-hued granite set in the wall here. It is seven feet high, four wide. It bears a chiseled cartouche on its central part, and below that lines of hieroglyphic writing.

Chiseled into the ebon stone surface is the cartouche of "The Set Rahotep," and a warning as follows:

**"You are cursed sufficiently,
so do not proceed farther,
else you must go down into death."**

The stone can be broken in 2D3 ATs labors.

If this is the last of the four slabs to be broken, turn immediately to 2H, before anyone has a chance to continue here.

Beyond the slab is a circular chamber about 10 feet in diameter and 20 feet tall, in the center of which is a hole (a well) four feet across. The ceiling herein is plastered, and a surface fresco depicts a horrid Wurm scowling down at the intruders. Very careful examination will reveal that the floor slopes slightly (an inch at most, and thus almost undetectably) downwards to the edge of the well.

There is an Aura of extreme danger here.

The well's sides are very smooth, but ancient wrought-iron rungs provide a ladder for descent into it. The bottom is 120 feet down, but if examination of it is possible, golden and silvery gleams can be seen, as well as the rainbow transparencies of manifold gems. (All below is worthless but shiny junk.)

The slightest weight on any of the upper 12 rungs starts a hidden process that has no visible effect until two BTs later, when a few tiny flakes of plaster fall from the ceiling. (A more dire effect occurs one AT thereafter, as detailed below.) All of the iron rungs are very strong

and securely imbedded, and they show almost no rust, as the place is very dry.

A huge vat of acid is concealed overhead, within the ceiling. The slightest pressure on any of the upper rungs shatters a small ceramic plug, exposing a copper plate, which the acid dissolves slowly. About seven minutes later, the acid precipitates suddenly through the ceiling plaster, raining down as a waterfall. The stuff covers the entire chamber, destroys all materials subject to acid (including armor and weapons), and inflicts Physical damage of 10D10 upon everyone within the room. The acid then drains down into the well opening, weakening immediately the iron rungs and dissolving them within 2D10 CTs.

Anyone deep in the well, at a depth of 30 feet or greater, suffers PD of only 10 D6, but will, of course, be unable to ascend by means of the collapsing iron rungs. As the acid pours down the shaft, anyone therein will almost certainly die quickly from such immersion, suffering 5D6 PD per CT of exposure. By the end of the acidfall, enough collects in the well to fill it by half (60 feet).

2H. The Four Slabs Broken: Read the following if the HP team penetrates and/or breaks all four of the granite slabs in this area (C, D, F, and G) without locating the entrance to the tomb (A). Immediately upon the smashing of the fourth slab, no matter which that happens to be, the team learns this:

"As you break open this portal, a voice comes echoing through the long hall. It says:

**"Thrice cursed fools you are,
now seeking yet a fourth folly.
Right it should have been, and then should you have
left,
for I most dearly desire
sport with you.
Come now! Take a deep breath and get on with it.
You have no chance of success,
no hope of life or riches,
save in honoring Me.
Pray now to the Set Rahotep,
and I will reward you."**

Allow the group to mull that over before proceeding. The first part of the message is a rather strong clue, of course, and the latter dooms any who heed it.

If anyone actually asks Rahotep for aid, that persona becomes enthralled by his Evil. (You may allow an Avoidance roll, based on the victim's SMPow at DR of "Hard"—"Moderate" if you think deserving.) An enthralled victim becomes a puppet of Rahotep upon reaching Area 24, that one controlled Mentally and Spiritually, so unable to do Physically other than Rahotep wills.

Despite the words above, the HPs may, of course, decide to continue exploring whichever area they have just uncovered. So much the worse for them if they do so.

3. Foyer of the Dark Duat

Recall that there was writing on the back (west) wall of the space that contained the poison gas (Area 2A). It read: "Right and left you came, but even so you have only assured your deaths, Curse you!" At such time as they look into this place read:



"There is no trace of lingering gas in the alcove. The outline of a stone slab sealing the area beyond is clearly apparent. A thorough visual examination of this space reveals walls and ceiling of plain white plaster, slightly discolored from the greenish-yellow vapors, and a dust-coated floor bearing no sign of any disturbance."

The personas will now certainly approach everything with caution after their recent experiences, but nothing untoward will occur when they break (easily) through the west wall. A few stout blows from any heavy object will suffice. Once that is accomplished, read the following aloud.

The doorway is opened, the slab closing this place being of mere limestone, and a rush of foul-smelling air comes from the chamber beyond. It doesn't seem poisonous. You have opened a three-foot-wide, seven-foot-tall entry topped by a stone lintel. Beyond the portal is a room that seems to be illuminated in the negative—dark things are glowing, and light ones are not.

The floor of the chamber is of smooth stone, possibly alabaster, and the walls and ceiling are plastered. You view it from the center of its east wall. This chamber of dark light is 30 feet across and 20 feet deep (east-west), and the ceiling, 30 feet above, is supported by a pillar in each corner. Each of the corner pillars is painted to resemble a bone, set on a plinth of human figures being crushed by its weight, and the top is a series of grinning skulls ringing the capital. But your eyes are attracted to two other features of the room.

First, a dozen wooden sarcophagi are in the chamber, four along each of the other walls—that is, the south, west, and north—and six small jars stand by each one. Second, there are two great doors in the middle of the far wall. These are painted to show a massive red throne-chair, upon which is seated a giant black skeleton. Its hands hold a barbed hook (a mockery of the clerical crook) and flail, both of silvery hue. The skeleton is crowned by a moss green and putrescent purple headdress, which resembles the crown of the ancient Egyptian Pharaohs. Perched on the right corner of the throne's back is a vulture with a human head."

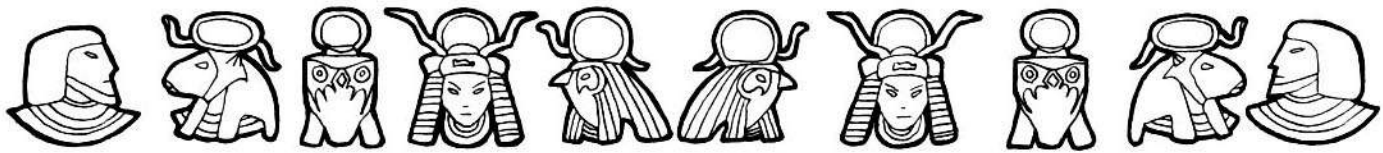
Now, undoubtedly, the GM will be questioned. The floor here shows dust and no sign of activity. The wall paintings depict various forms of wicked activity, with Evil spirits, Evil gods, and Rahotep too. The writing is of hieratic and hieroglyphic script. It gives Evil prayers, recounts terrible wrongs done, and so forth. The ceiling above is done so that Devils, Demons, Monsters of malign visage, bat-things, and the like glare fiercely down on those within the room. The pillars, which are made of limestone, are about three feet in diameter. The forms within the sarcophagi are detailed below.

If the walls are sounded by rapping, hollow areas can be noted on both the north and south ones, in the westernmost corners of each. Secret doors can be opened there; refer to Areas 4 or 5 as needed.

Deceiving the Players: Here are instructions as to how this place should be gamemastered so as to deceive the players into thinking it is the climax of their mission:

Remember! You must play up the secret areas carefully, as well as that which lies beyond the double-doors—Area 6 (The Burial Chamber, page 110)—to make the players think that these are the repositories of the main treasure and the remains of Rahotep.





At the conclusion of activity in Area 6, relax and act in every way as if that is the extent of the tomb complex. Mention that if the HPs can transport all the stuff they have found, and can find enough rich collectors of antiques, the total treasure will easily bring millions of BUCs. (Getting it out should be nearly impossible, though...)

Take care, however, not to act too eager to end the affair; astute players will become suspicious. Strike just the right attitude, assuming your normal end-of-story behavioral mode.

Assuming that you are successful in your deception, and that the personas leave and try to find the other adventuring areas that obviously must comprise the rest of this product—for you have not turned to the end of the book, yet—encourage them to explore the rest of the Gorge of Osiris. In the days required to do so, evils befall the local populace, caused by the escaped spirit (*Ka*) of Rahotep. Somebody might have to come and complain to the HPs about the horrors being seen, terrible mischief, etc. The team will realize eventually that some error has been made, and will return.

Now, back to our story!

Sarcophagi: All of the coffins are identical. Each is of solid, plain wood, and upon the rounded top is painted a handsome figure of a smiling man clad in a simple white linen garment. This is unusual... In the left hand of each figure is what appears to be a red lotus blossom atop a stem whose leaves are of black.

The sarcophagi can be pried open. Inside each is a bandage-swathed figure, evidently a normal mummy. They are all very, very heavy, but they do not move, and neither do they have any Aura—not even one of Evil. However, each gives off a dim Heka radiance (though not powerfully).

Each bandaged form can be revealed by cutting away the linen bindings. Inside is a black, mummified form. If this is touched, the "skin" will be "very hard," and it rings like metal if tapped with a hard object. In fact, flesh has been replaced with iron, bone as well. It requires a Strike Location of Super-Vital or Ultra-Vital to cause regular (no multiplier, Non-Vital) Physical damage to these things, but if any persona decides to bash away, there will be no reaction, and such PD as is scored will be apparent upon the inert form. The iron grasp of each holds the strange lotus-like object. It can't be gotten free, but if a successful blow strikes the hand holding it, the whole thing is destroyed in a shower of rusty-colored fragments.

Six jars stand at the foot of each coffin. Four of each group resemble canopic jars, but the heads are different: Instead of the normal man, baboon, owl, and jackal heads, these are of a Demon, Flend, Serpent, and Monster. The other two jars of each set are plain pottery. Almost all of the jars contain dust only; one plain one of each set contains ancient grain. What a disappointment!

Gate of Double-Doors: The doors are eight feet wide and 16 feet tall. The painted figure is a bit more than twice human-size. Examination of the wall around them reveals that their seams are sealed with pitch. The wood of the doors is coated thinly with plaster, and thereon is painted the mural described above. Observant personas will note that decorations included in the scene are really a part of the gate. A thick chain across the doors forms a belt for the skeleton figure, the lock is the buckle, and seals on the joining of the two doors are made to appear as spinal vertebrae of the skeletal figure.

Any persona bent on trying to discover yet more about this figure

and concentrating on it evokes an illusory three-dimensional image of the skeleton, which seems to move and speaks thus:

"So you jackals not only dare to enter my Eternal House but also seek to discover all of my secrets too, do you? Well, then, learn this:

'I confer power and domains upon each who now touch the Crook of Sovereignty I hold.' (Any who do so suffer 12D3 Spiritual damage unless protected by Heka armor or similar warding against this. Illusory rays of maroon and black seem to spring from the eyes of the figures painted on the ceiling above as this SD is inflicted. You can make this quite a spectacular description by recounting the flashes from the "eyes" of Monsters, Demons, etc., as you do each of the 12D3 SD one at a time.)

'I give strength and ability to each who likewise now touches my Flail of Rulership.' (Any who do so suffer 12D3 Mental damage unless protected by Heka Armor or similar warding against this. The source of the MD in this case seems to be the skulls atop the pillars, their eyesockets flashing forth beams of livid yellow and rotten gray hue. Again, you can draw this out...)

After a brief pause, and assuming no HP is foolish enough to do either, the illusion, directed by the mind of Rahotep, continues:

"No? As you wish. Yet I know all, and for those who acknowledge my overlordship by kissing my foot I will answer whatever query is put before me."

Of course, if anyone does so, a Mental and Spiritual Link and Influence is established, and that persona will be in great trouble when Area 24 is reached (q.v.), for Rahotep will control that one as a puppet. The priest-wizard-lich-vampire-thing is too powerful to mess around with, and the HPs should certainly realize that individually and singly they stand no chance of resisting Rahotep, let alone defeating him. Make a note for the HP concerned (perhaps in the margin next to that number).

Rahotep will continue playing this game, offering all sorts of false promises, lying, misleading, and so forth. This should prove to be a bit of fun for you as the players try to outwit Rahotep. The illusion can be dispelled at such time as the wall upon which the painting is drawn is struck with a weapon.

If the plaster coating is broken anywhere, the whole of it collapses immediately in a shower, creating a great cloud of blinding, choking white dust. At the same time, a strange flapping noise is heard, and then a dim figure flies through the air, making a mournful hooting sound as it escapes to the east (Area 2A).

The Man-Headed Vulture: The flying thing is the man-headed vulture of the painting, come to life. This is the *Khu*, or spirit, of Rahotep taking wing in Partial Physical Manifestation form! The breaking of the plaster has freed it. Its escape cannot be prevented once the plaster is broken. In one Critical Turn the *Khu* of Rahotep flaps across the chamber and is by the exit to Area 2. It passes through the doorway and out into the long corridor on the second CT. On the third it is flapping out through the entryway (2-1), the slab opening magically for it if necessary. On CTs four through 10 thereafter it will be visible, wheeling and flapping as it gains height and soars off 200 yards overhead, heading towards the Temple of Osiris.

It won't be harmed by any Physical or Mental assaults, but if any of



the personas happen to get off a Casting or employ a Power aimed at inflicting Spiritual damage, the *Khu* is vulnerable—let's assume that Rahotep doesn't expect any such fast thinking and reaction on the part of trespassers. Spiritual damage above 13 points accrues to Rahotep. The vulture-form will not be affected noticeably, but keep track of such damage, for it does weaken the archenemy! We suggest you make a note of SD inflicted thus by writing it down in the margin of the stats for Rahotep given after Chapter 9.

The *Khu* can and will roam the countryside if the team doesn't penetrate further than Area 6. Outside the tomb it will use a limited array of Powers and Castings consigned to it by Rahotep to wreak ill, animate objects by possessing them, and generally cause fear, destruction, and death wherever it can. Yet the *Khu* can return to any part of the tomb that it wants to inhabit, and this return, likewise, cannot be prevented.

This is important but inevitable; nonetheless, you might wish to make it a dark and foreboding occurrence.

"You see the transparent form of a big and monstrously malign-visaged vulture flap away across the chamber and through the exit. As it flies off, a croaking voice speaks—but whether aloud or in your brains none can be sure:

"Do what you will, mortal jackals, defilers of tombs! My great Khu is loosed by your bunglings, nevermore to be prisoned in stone! I will return to collect a reckoning from each of you when the moment is ripe..." And then the voice fades. The thing is gone."

Allow time for HP reaction and possible attack against this manifestation.

Iron Mummies: Only a few BTs are required to demolish the doors, including the seals, lock, chain, and pitch seals. When the doors are sundered, fiery hieroglyphs spring suddenly alight in the opened gateway:

**"It is wrong to disturb
the Eternal House
of the Set Rahotep.**

**May your own tombs be broken into or never completed.
Curse you!"**

As the glyphs coruscate, a powerful rush of Supernatural Heka energy fills the chamber, as does a wash of Evil Aura. The flaming words are meant to mask the activation of powerful energies of animation. Similarly, the threatened Curse (just one of many that were for naught) is given again so the players are probably ignoring or laughing at such words by now, and is meant to desensitize the trespassers to the actual dangers which are soon to come upon them.

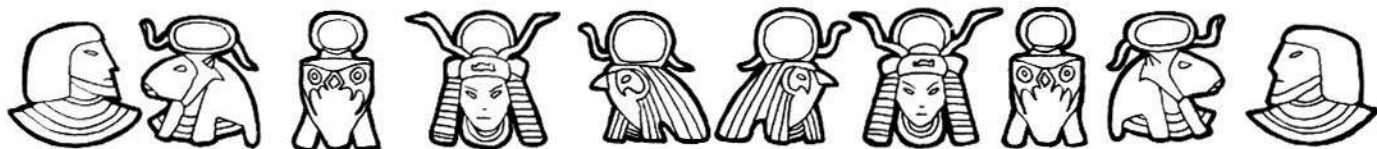
As the fiery letters dissolve into motes of ash that fall to the smooth floor, it is time to return to the formerly harmless mummies.

Cautious HPs might have removed these things from the area. If able, the animated remains will use their speed to the fullest to return to their own place to assail the interlopers. However, if the mummies have been carted all the way out of the tomb and dumped over the ledge, their dweomer will fail, and the remains, along with the gems inside them, are gone from the purview of the team—a small price to pay for avoiding combat with these deadly killers! However, if possible, the following occurs:

The (wrapped, iron-fortified) remains are animated as the influx of Heka powers up and activates the Castings hidden within each. They are now able move at 10 feet per CT, with the equivalent of PMSpd and PMSpd 20, and are silent, for their metal feet are padded by the bandage wrappings. (If the linen strips were previously removed by the personas, the mummies' approach will be heard as a clanking upon the floor.)

The red lotus flower held by each iron mummy is actually a magickal lotus-asp (BAC 50), which *always strikes first* during each CT of combat. Treat PD potential as 2D6+3; Armor reduces potential





PD, but if there is 1 or more points not absorbed by armor, then the lotus-asp poisons the target subject, STR 30, immediate, no successive damage. Each mummy can also attack with a powerful, iron-hard fist (like a mace), BAC 50, 4D6 points PD. Each has 40 P TRAIT points. When reduced to 0 or negative P TRAIT points, a mummy breaks into hundreds of inanimate fragments of metallic material which slowly revert to normal remains.

For details of the combat abilities of the iron mummies and the lotus-asps, see OP Statistics after Chapter 9.

No treasure is apparent until *all* the mummies have been slain, but at that time a small jewel appears amidst the remains of each. These were the animating Charms, and although their dweomer is now dissipated, each is worth 11,000 to 20,000 BUCs.

4. North Secret Room

Pressure at the right point on the north wall, near the west corner, releases a hidden trigger and causes a section to pivot, revealing a three-foot-wide passage. A check against *Criminal Activities, Physical* at DR "Hard," or one against *Perception, Mental* at the same DR should suffice to do this. The section pivots shut again rather quickly, for it is counterbalanced to allow entry to one person only inside per time of its operation. The area beyond is lightless, but it is assumed the HPs will supply illumination.

"A five-foot-wide corridor is before you. The plain sandstone walls of the passage are inscribed to rain Curses upon 'He who dares to steal the treasure of Rahotep.' A right-angle turn, a few more paces, and an open room comes into view. Those writings on the walls of the chamber at the end of the corridor are inscribed with many cartouches and seals bearing the name 'Rahotep.'"

"In the chamber itself are chairs, stools, chests, a bed, a couch, and several leather sacks. Herein are also various dishes, food offerings, headdresses, wigs, and all manner of things that one of (moderate) wealth might have possessed in life, in the Egypt of a millennium ago. Many of the items have some value to antiquarians, but the chests hold only fragile clothing; the real treasure is in the sacks. Therein are 200 pounds of bronze and copper discs from a thousand years past. The metal value is about 20,000 BUCs, but the antiquarian value is 20 times that."

5. South Secret Room

This area is entered by means similar to those for Area 4 (above), and the engravings on the walls of the corridor and chamber are likewise.

"You find a five-foot-wide passageway with a right-angle turn after a few paces, then leading into a large chamber. All the walls of the corridor and room at its terminus bear warnings, Curses, and the cartouche of Rahotep."

"Two life-sized figures flank the entrance to the room itself. One is of Rahotep, and the other is of the deity Set, with a warthog head glaring evilly upon you."

Neither is animated, but Heka of Supernatural potency comes from both. That is because the former figure holds an enchanted mace of +10 BAC and +1 per die for damage, and Set holds an axe of like

potency. Age has harmed neither weapon; both are quite usable, and untrapped.

"The chamber contains many small coffers, jars and other containers, several papyri and scrolls, and a staff."

This last item is worm-eaten and rotted, as are the scrolls and papyri, though examination of the shreds will reveal some to have been of religious nature. The jars contain dried or otherwise worthless unguents, perfumes, and oils, and what seem to have once been magickal liquors. Most of the coffers contain materials of magickal utility, which are now useless. But one coffer, doubtless the last one checked, is filled with jewelry worth a total of 300,000 + (5D10 x 100) BUCs. A nice haul, don't you think—with two enchanted weapons and plenty of cash? (Try to make the players think so.)

6. The Burial Chamber

Knowledgeable players will assume that this is an important place as soon as the gates are opened, for they will see the shrine within. Additional clues, of course, come from the iron mummies (Area 3) and the secret side chambers (Areas 4 and 5). It will probably convince veterans, though not experts (but nevertheless, we try...).

There is an Aura of Evil herein which is seeping away, and magickal forces of nebulous sorts lie within this small chamber as well. When the party is able to view the place at leisure, read the following aloud.

"Before you is a chamber of black granite. It is 20 feet tall, 12 feet wide, and 10 feet deep. There are five-foot-wide alcoves to the left and right. In the central part of the place is a shrine of wood, which is five feet wide, 10 feet tall, and eight feet deep. It is painted red and black, gilded, and bears the cartouche of 'The Set Rahotep.' The walls of the chamber are painted plaster, and the writings thereon repeat Evil prayers for the continuance of Rahotep in the dark depths of the Duat."

"Small figurines of monsters are visible, one on each side of the shrine and one before it; it is thus likely that one stands at the other end. These vile statues are each three feet tall, and are undoubtedly meant to be Fetish-protectors of the shrine and its contents. From what you can see at this point, the alcoves are filled to overflowing with various funerary treasures. A vault, sarcophagus, and its mummy probably lie within the shrine's screen."

Recesses to Each Side of the Chamber: These contain chests, jars, bowls, mirrors, weapons, and so forth. Many items similar to those described in Areas 4 and 5 (qq.v.) are also present. Herein are 100 ancient gold coins, various small precious items, and much jewelry. The whole is worth in excess of 500,000 BUCs (excluding the contents of the shrine) if sold for metal and gem value, five or more times that from antiquarians! However, there is nothing magickal here, and nothing curative (for Rahotep isn't about to assist those who would annihilate him).

Shrine: Seals close the folding door at the east end (facing the intruders). When these are broken, there is a rush of wind departing the chamber, and a moaning sigh says, **"Curse you for what you have done to destroy me..."** as it fades in the distance.

As the team proceeds, the following readings will likely be usable:

"The sturdy wooden shrine is a complete cage about an inner



FIRST INTERLUDE

vault of granite the color of dried blood. The lid, about a ton or so in weight, is mortared shut, and must be chiseled open. (Alternatively, the top could be smashed.) This vault is seven feet long, four feet high, and four feet wide.

Aural check will reveal an uncertain play of colors which read nothing, although a Special Success indicates danger. Heka reading here is a muted Preternatural sort of undefinable meaning. When the covering is disposed of:

"Within the vault is a sarcophagus of porphyry, with a lid that must weigh 1,000 pounds."

Auras and Heka are as above, but stronger. And when that too is taken care of:

"When this cover is removed, a second sarcophagus of wood is revealed, its lid painted and gilded with Rahotep's likeness, the body portion a mass of scenes and hieroglyphics."

If Auras and Heka are read here, the former reveals mindless Evil, the second Negative energy of the sort employed in animating remains... When that lid is opened, the *lightning-quick mummy* inside springs into action at a movement rate of 25 feet per CTI

Lightning-Quick Mummy: This animated mummy wears a gold mask (of Rahotep's features) which gives it both great speed and the ability to spit dangerous scarab beetles. It carries a flail and barbed hook (crook parody), as depicted in the painting that once adorned the double-doors at the entrance to this area.

Because of the speed (PMSpd and PMSpd 25) of this thing, it will probably always strike first in each combat sequence, except against opponents who benefit from magical speed (who then always get the jump on the thing).

At the start of every other CT (i.e., in the second, fourth, etc.), the lightning-quick mummy splits forth a scarab beetle. Six colors of Scarab Beetles are possible (the GM should get as many colors into play as possible). This attack invariably strikes one randomly selected persona within its 10-foot range, with effects as given below. (Spread out the Scarab Beetles if possible, not striking any persona twice until everyone within range has been treated to one.)

If the lightning-quick mummy's head is struck and the mask knocked off, the face covering is damaged and loses value, but the lightning-quick mummy then moves at a six-foot-per-CT speed, has PMSpd and PMSpd of 6, and can no longer spit scarab beetles.

During combat, an item falls from the mummy's wrappings each time they are struck. These are gems or golden Amulets, and there are 10 in all. Each is worth $2D3 \times 1,000$ BUCs, but none has any remaining magical properties. The golden mask is worth 500,000 BUCs if kept in pristine condition and sold to an antiquarian. Its value is 250,000 BUCs if it is damaged; 50,000 BUCs if sold for the metal value alone.

For details of the animated remains and its deadly missiles, see OP Statistics after Chapter 9.

The Scepter of Set: In the bottom of the wooden sarcophagus, resting under the mummy, lies the fifth of the Nine Evil Objects, the *Scepter of Set*. Its Auras and Heka are the same dark and Evil ones as previously noted. Wise players will note this and tuck the thing away with such others of its ilk they have gleaned. There might also be a scroll amidst the wreckage and remains in this place. That depends on the GM and the group. Read the First Interlude portion hereafter, then decide at the appropriate moment.

You should, at this point, have time to take a break. Remember that you should be acting as if this were the conclusion to this last portion of the adventure scenario. There are now several factors you must consider.

1. Is the HP Group Virtually Unscathed?

If so, you've been too lenient, they've been too clever, or I've not made this adventure as deadly as I intended. You can manage all but the sheer skill of the players. (If they're really that good, keep on...but let me know, and I'll see if I can work up a *really* tough scenario...)

Give each HP a base 3 AP/Gs, taking 1 away for poor attendance and/or performance, adding 1 to the total for the best HP or two. Thus, the worst HPs will get 2, the best 4 AP/Gs. Mutter something about "too easy a scenario—no challenge," as you grudgingly hand out the points.

Then, possibly with a shrug, look at this portion of the text and inform the group that the HPs each also receive a Joss Factor for their fine work. That will probably let them know that they haven't really done anything at all.

2. Is the Group Nearly Destroyed?

That's no good, either. If that's the case, we must bring the statuettes into play once again. Use the formulae as follows. (But, by all means, delay the effects until after the HPs have completed any and all curing and repairs of their own...)

Chons: Chons will restore life to Khonsu-khaibet, if necessary.

Osiris: Osiris will return life to any HP who is slain while in possession of his statuette.

Thoth: Thoth restores 20%-70% ($(1D6+1) \times 10\%$) of expended Heka, personal, item, and reservoir, for a male persona, though in total no more than 210% of power in all expenditure for all personas can be thus restored.

Isis: Isis does the same for female practitioners, with strictures as above.

Moon Nature Statuettes: Each possessor of a figurine of Moon Nature deity will have healed 20%-60% of total damage in each TRAIT if that persona is currently below RL or EL (nothing otherwise, however).

AP/Gs and JFs: Tell the players that they had a tough time, but at least they got a lot of money and some points too! Hand out one more AP/G to each HP than is suggested for case 1, above. You'll also probably need to give out 2 or 3 JFs apiece too, for in this case the players have likely spent them like water as they bumbled around...

3. Can the HPs Manage the Worst Which Is Yet to Come?

If not, then you must give them something, some boon that will give them at least a minimal chance of success. What is that? An expansion of the benisons in 2, above? Well, the choice is yours. Remember that any assistance given will detract from their ultimate triumph upon completion. But the objective of this scenario is to challenge the best of players, not to eliminate their HPs. So you, the GM, must decide what is best.



4. Are the HPs Convinced that They've Handled All the Challenges of Rahotep's Tomb?

Well done! Your pretense has succeeded. What do you want to do now?

If you have the time, and if such appeals to you, allow—even encourage—the HPs to depart, cash in their treasures, and continue exploring other areas of the Gorge of Osiris. As heretofore noted, this scenario can be turned into a mini-campaign. And also as noted, the evil *Khu* of Rahotep will be romping about the countryside, committing and inspiring great evils. A clue or two should suffice to draw the careless adventurers back to this place. Word from the Temple of Thoth will certainly come to spur them on to resume their exploration of the tomb. Or assassins (perennial favorites, they) and other Evil minions sent forth to exterminate the interlopers will force them to return...

5. The Scroll

If you'd rather just keep things going, without fooling the players into thinking they've explored the whole tomb already, well, all right then; back to the Burial Chamber (Area 6). Place one scroll amidst the remains of the mummy; it should keep them looking and direct them too. The scroll is inscribed as follows, in hieroglyphs:

"ROBBERS!

**You have desecrated My Eternal House and My form,
but you shall never gain My true treasures,
even though such are now beyond My caring.
CURSE YOU!"**

Then, after you have read the following, continue with Area 7.



MIDDLE ADVENTURE NOTES TO THE GAMEMASTER

Some of the encounters in the tomb are based on what Egyptian lore describes as the nine parts of a person, thus:

Ab: Heart, which is the seat of wisdom—a portion of the S TRAIT.

Ba: Soul, sublime, noble, and mighty, which can remain with the *Ka* (below) or become ethereal, corporeal, etc.—a portion of the S TRAIT.

Ikh: Glorified being, which may become a *Sahu* (incorruptible spirit being)—a portion of the M TRAIT.

Ka: Double of the physical self, which lives on within the tomb—a portion of the P TRAIT.

Khaibet: Shadow, which always lingers near the *Ba*—a portion of the P TRAIT.

Khat: Body (and corpse, eventually mummified)—a portion of the P TRAIT.

Khu: Spirit, which travels where it will—a portion of the S TRAIT now manifest as a human-headed vulture.

Ren: Name, which must remain, for the destruction of the *Ren* will destroy all the other parts (also seen as *Ran*)—a portion of the M TRAIT.

Sekem: Power and vital force, which goes on to the afterlife—a portion of the M TRAIT.

Each of these nine parts/entities has the ability to bestow a powerful magickal Curse upon those who enter, and thereby desecrate, the tomb. These Nine Curses of Rahotep occur at points specified in the text hereafter.

Effects of a Curse

When any of these Curses is bestowed, the initial effect is of a general sort. The entire party feels a palpable wave of doom and Evil force sweep over them. Though the Curse will have a subsequent and specific effect on one individual (again as given in the text), that victim cannot be identified or detected by any means until the specified effect takes place.

Avoidance

The Nine Curses of Rahotep are principally of Spiritual nature. They cannot be avoided or negated by Joss. As noted above, each of these Curses has both general effects and a specific Effect, the latter directed at one individual.

Each persona has a standard chance of Avoidance based on S TRAIT at Difficulty Rating "Very Difficult," i.e., 0.25 of Spiritual TRAIT as a percentage chance of avoiding the Curse. However, if the persona is carrying one of the Nine



Evil Objects corresponding to the number of the Curse, then that individual is immune to the Effect of that particular Curse and need not check.

If the subject of the specific Effect of a Curse succeeds in this Avoidance roll, that Effect is transferred to another member of the party. This new victim is the individual who is physically closest to the one who has just succeeded in the Avoidance check *and* who has not yet made such an Avoidance check for that particular Curse (i.e., no double jeopardy). Thus, the only way that a Curse may be *entirely* avoided is if every party member succeeds in making the roll as indicated. (Note, however, that the Curse can be magically *removed* by the method specified under Removal, below.)

Removal

Due to the nature and power of these Curses, one can be removed only by laying appropriate Castings on each and every member of the party (or including all within the Effect Area of a single such Casting). If the victim only is freed, the Curse slips on to affect the nearest unprotected personal

Cursed Death

If a persona both fails Avoidance of a Curse and dies as a direct result of that Curse (by means usually specified in the text), that persona cannot be healed or restored to life by any means short of the absolute maximum power of mortal magick (e.g., a Grade IX or X Casting able to manage this feat). Furthermore, the victim's body undergoes changes according to the following timetable, unless specially treated to negate/remove the Evil, or the Curse is magically negated or removed:

Time After Death	Effect
2 ATs	Body begins to shrivel and change physically.
4 ATs	Metamorphosis is complete; the body is a mummy-zombie with taloned feet and hands.
6 ATs	Body is ready to animate, and is under the complete control of Rahotep's Mental command; such control extends to any and all of the Nine Parts of Rahotep (Ab, Ba, Ikh, and so on to all nine portions).

The mummy-zombie of Rahotep is detailed in the OP Statistics section. Take a look now... Yes, it's *really* supposed to be as tough as that. Is this Curse-generated Effect then merely a matter of time, a slow process of sure and certain elimination of the HPs? No. This is again part of the burden that only the GM can assume, because of the unique nature of each group of players.

Quite frankly, horrendous losses can be expected when risking the perils of such a place as this.

If the HPs are sufficiently powerful to sustain all of the above effects *nine* times, and all the other encounters to come, simply let things flow accordingly. Similarly, personas can survive if they have sufficient Heka, magical protections, Castings, and Powers, practitioners dealing with the demands of so many Curse removals and negations of Evil.

On the other hand, this is part of a game system, which is played for fun and amusement. If you truly must tone down the Effect, remembering the mitigation of the various Nine Evil Objects, use the following guidelines.

Lessening Curse Effects: Adjust the Curse Effect according to the statuettes and figurines carried by the personas, as noted below. However, on one point I must be quite firm: Anyone carrying a figurine of Set will suffer dire effects unless that individual is truly an Evil follower* of Set, and the same applies to the other deities of the Ethos of Gloomy Darkness. The possession of such a figurine will absolutely negate any and all helpful effects described hereafter, if that person also possesses one or more of the other figurines listed below:

Bes: This automatically uses 1 of the possessor's JF to minimize Physical damage occurring as a direct result of a Curse.

Chons: This absolutely prevents the Curse from having its Effect.

Isis: This reveals the nature of the Curse magick (i.e., both general and specific, and as dooming anyone who dies), but has no other effect.

Thoth: This empowers Mages or personas of alchemy or scholar vocation to employ Castings not otherwise possible to them in order to remove the Effect of up to seven of the Curses, although Heka is not granted by this ability but must be drawn from some source by the individual.

Any Sunlight Ethos: If the holder is not cursed, but is of an arms vocation or a primitive hunter or warrior, that persona has only a 50% chance of falling into a Curse-related trap. (Alternatively, this bestows a bonus to the Avoidance roll against any such trap, by reducing the dice score by -5.)

Any (other) Moonlight Ethos: The figurine of this sort allows any Full or Partial Practitioner priest, mage, or mystic, to remove one Curse from one individual, even if the practitioner hasn't the Heka to so do. It will function once per Curse.

Any Shadowy Darkness Ethos: As Sunlight Ethos (above), but applicable to a persona of outlawry or voyager vocation.

*Such a persona should willingly aid Rahotep later on, to the extreme detriment of the rest of the party. Rahotep himself will recognize the kindred spirit, and will probably have a telepathic chat to set things up for later. You are encouraged to have a private conversation with the player, explaining the situation—but warning the player that, if the malign-natured persona insists on siding with the party, the persona is not truly Evil—or at least not a true follower of Set. Of course, don't get carried away with kindness from Rahotep, either. He will gladly use, abuse, and discard the HP for Demon-feed whenever it seems likely to profit him to so do!

Use some or all of the above as you think necessary for the survivability of the personas and the group enjoyment of the scenario. Note that if you are convinced that the aids above are insufficient for your players, add whatever else is needed, but please—do not coddle inept players! They will never become more expert, only remain uneducated and unable players of unfairly developed Heroic Personas.



THE ADVENTURE RESUMED

Now on to the adventuring once more!

7. Stair and Corridor

The HP team can break through the west wall of Area 6 with determined effort. This takes about one AT or so if a pair of strong personas assail it with stout tools or weapons.

Note that as this occurs, Rahotep is aware of the act. His *khaibet* lurks nearby, and he now calls his *Khu* back as well.

"You smash down the thick granite slab sheathing of the wall. Beyond is an unlit staircase. The steep steps beyond the wall descend 30 feet over a 30-foot-length and end at a closed door."

Undetectable at the base of the stairs is the *khaibet* (shadow) of Rahotep. As the party descends, the *khaibet* speaks.

"After going down about halfway you hear a sound that seems to fill the whole place, yet is at the same moment a mere whisper in your ear. It is a rasping susurrant of Evil which says:

"Four false portals, the fifth way found. That is nine. I am nine as well.

So now do I thus Curse you for your temerity.

You seek me and my secrets and treasure?

You shall find me and it...in Death!

Soon now you will join Rahotep, but you will be His slaves.'

"The voice grates its threats no more, but suddenly you hear a slow, stuttering creak. The door at the bottom of the stairway has swung open. Did a deep shadow merge into the gloom beyond? (Be prepared for any quick-thinking player's reaction now. If one calls for action, break off and go to the first paragraph after the text to be read.)

"All of you feel a horription and an icy tingling of fear along your spines. The foremost of you experiences a sensation of nausea, a brief twisting of the guts, a weakness in the knees, as if some plague passed briefly through your body..."

The shadow of the HP team's arch-foe can't be assailed by Mental or Spiritual means, but it can be harmed Physically, though only by Heka, not weapons. There is a two-CT period after the voice and movement are noted for any HPs to react and attack. The first 13 points of PD are absorbed by its magical protections, but any damage in excess of that amount accrues to Rahotep. The GM should not tell the players this, or course, for the HPs would see nothing, realize nothing. However, the GM should make a note to reduce the P TRAIT of Rahotep by that amount of injury inflicted on the *khaibet*. This, as Spiritual damage through the *khu* tends to irritate our villain...

Rahotep laid the Curse upon the party himself, by means of his *khaibet*. And, yes, he can be in nine places at once! (His problem is he wants the nine to be in one place again all together!) The Curse mentioned is real—the First of the Nine Curses of Rahotep discussed in detail above. It is delivered against the HP in the lead, or if the party is two abreast on the stair, the stronger Spiritually of those in the front rank. If the HP for whom the Curse is intended has the *Cleaver of Set*, the Curse fails to activate, but Rahotep is aware of this fact and knows who possesses the Evil Object he longs for! In other cases, the victim can make an attempt at Avoidance of the Curse if the player requests that at this time.

As an incidental effect, this First Curse also masks the existence of the pit trap ahead, unless the Curse-targeted persona has the Evil Object or statuette noted, or the victim's Avoidance attempt succeeds (see 7A, hereafter).

When the group gets to the bottom of the steps and looks through the pivoting stone door, describe the westbound passage for the players as follows:

"There is a corridor here. It has no light sources in it. The passageway is 10 feet wide, so up to three people may walk abreast if you choose. The floor is smooth marble, as has been common thus far in this unusual tomb. The walls and ceiling about 10 feet overhead are plastered and painted. The walls are full of scenes and text relating to Rahotep's malign deeds, the evils of Set and his associates, the horrors of the Evil realms of the Duat, and so forth. The ceiling paintings are of leering Devils and Monsters, with similar words. A four-way intersection can be seen 10-15 paces ahead."

7A. Pit Trap in Corridor: Centered 15 feet beyond the stairway door is a pit, which is 40 feet deep. Its presence is masked by the First Curse of Rahotep (see above), and is thus undetectable. However, a vague Aura of treacherous color can be discerned if such is sought for through Casting or Power. The pit's hinged cover (two pieces, each five by 10 feet) does not open until (and unless) the victim, or *intended* victim, of the First Curse steps upon it. The cover pieces then swing down to the sides of the pit and remain there. This is thereafter an obstacle, because the pit fills the entire width of the corridor, and the cover pieces have no latch to hold them closed.

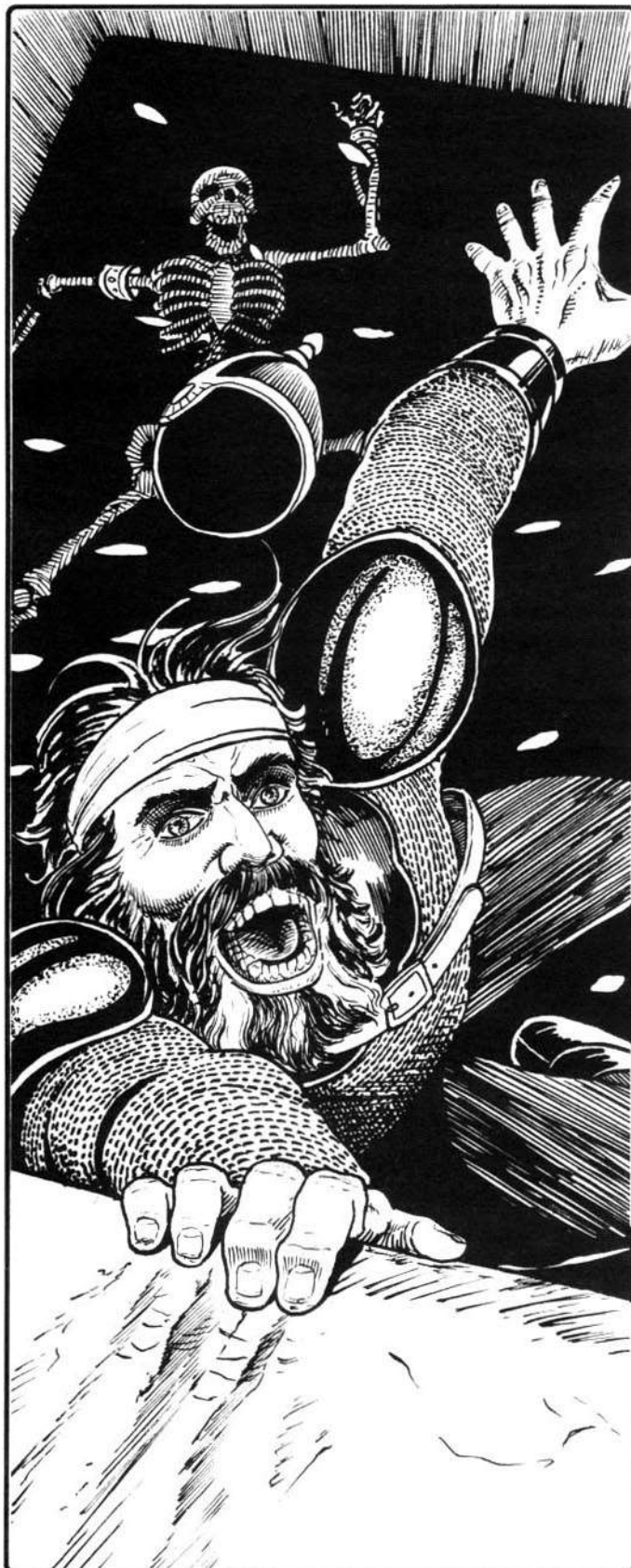
(*Special Note:* If you are given reason to believe that a player has cheated and read this section—for example, if for the first time during the exploration someone suggests that the lead persona use magical flight to traverse the corridor or otherwise avoid the undetectable pit—you are free to expand the triggering to occur when the cursed one steps upon or passes over the pit trap. The opening of the pit will negate dweomers and all such magical protections, as given below in such case. Evil play begets evil results, shall we say? Back to the main story...)

If, and only if, the entire party avoids the First Curse, this pit trap will appear and function normally. In other words, in this case success at any attempt to detect such traps will reveal it, and it opens by some typical means (whether random roll, 10 or more pounds' weight, etc.—GM's choice).

Anyone falling into the pit takes 10D6 points of Impact PD when striking the bottom. Furthermore, spikes set therein inflict 1D3 additional wounds (PD: 3D6 Piercing per wound, Strike Location applicable!). The walls of the pit are of rough stone, so a survivor might be able to climb out.

A victim of this First Curse of Rahotep (i.e., one without the *Cleaver of Set*, or who has failed the Avoidance roll) will fall automatically into this pit. For the cursed one, even dweomers that slow or prevent a fall (or, for that matter, bestow the Power of flight) have no effect, for the Curse overpowers them.

If the cursed one dies from the fall and/or spike damage, refer to the "Cursed Death" section above. Should the persona become a mummy-zombie, that creature can ascend the pit without difficulty, using its brand-new talons to aid in climbing the rough stone...but that will take a few ATs to occur.



If multiple personas reach the pit simultaneously (e.g., two or three were going abreast), those not cursed have standard chances of Avoidance. If the party is (foolishly) running, everyone in the first two ranks must make such a check, those at the front with a penalty of an addition to the roll equal to the number of feet they were moving per CT at the time of encountering the trap's area.

Joss can be used to better Avoidance chance or to reduce damage to minimum if such is demanded immediately (e.g., shouted while falling). This latter applies even to a cursed victim.

Any non-Evil persona who falls into the pit and who also carries a statuette of any Evil entity takes maximum damage (normal damage by expending 1 JF—as above—or minimum damage by expending 2 JF).

Within the Pit: The walls of this pit are inscribed with the Second Curse, which is bestowed by the Sekem of Rahotep when the markings are seen (whether or not they are read), or when the pit is crossed by any means by a persona not already under Curse. If a persona can translate the hieroglyphs, the message is revealed:

***"Now the Power of Rahotep
bestows its Second Great Curse
upon the jackals who prowl through
His Eternal House"***

The specific victim of the Second Curse is that individual who first sees the writing. The fear and nausea apparent from the First Curse is again present here. However, possession of the *Serpent Ankh* negates the dweomer's activation, but again alerts Rahotep that this Evil Object is now within his domain. An Avoidance roll applies as noted above, i.e., base 25% of S TRAIT chance.

8. Intersection

Read the following if the party does not immediately trigger the pit trap in this area (detailed below).

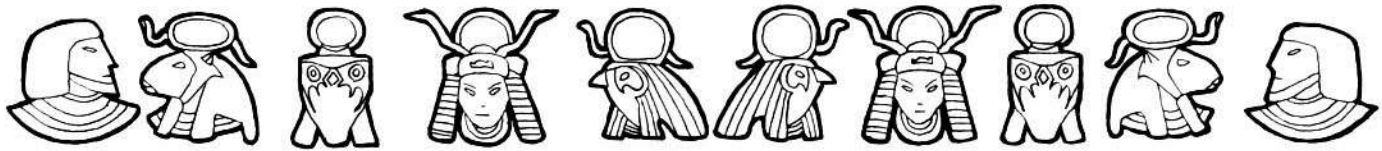
"You have come to an intersection, with side passages leading off at right angles to the north and south. Ahead (west) is a plastered, whitewashed passage that ends in a blank wall 30 feet away. No writing or picture decorates this hallway. The side passages are likewise unadorned and white, but seem to open into larger areas, again after 10 or so paces distance."

In the center of this intersection is another pit trap physically identical to the one to the south (above)—40 feet deep, with two hinged stone cover pieces, and masked by another Curse, the Third. The fall likewise inflicts 10D6 Impact PD, plus 1D3 additional spike wounds of 3D6 Piercing PD each, modified by Strike Location roll.

Because of the nature of the Curses of Rahotep, the first person to pass onto the trap here might not activate it; the pit awaits a cursed subject. However, it will also open for any non-Evil persona who carries a figurine of an entity of the Ethos of Gloomy Darkness.

The Third Curse of Rahotep is inscribed 20 feet above the spiked floor. The message of these hieroglyphs is given below. As with the Second Curse, the first person to see/cross over the glyphs becomes the specific victim, but this dubious honor may shift to another who subsequently reads and understands them. One possessing the *Book of Eternity* upon whom otherwise this Curse would be laid negates it, but informs Rahotep that that Evil Object is within the tomb.

Examination of the walls reveals the writings automatically:



"You can see plainly hieroglyphic writing done in red and black on the west wall of the shaft, and at about the middle point of its depth."

If there is someone able to read the writing, translate it as:

***"Behold the Spirit of Rahotep
which brings down the violators
of the Eternal House
of that Great One
His Third vexation."***

Any living creature who touches one of these hieroglyphs feels a mild revulsion—a feeling of impending danger and death—then the block pivots automatically, turning inward to reveal a secret passage. This leads to the Inner Tomb (see Area 17).

The stone block and the small tunnel behind it are both five feet wide and seven feet high. However, if the persona pressing these glyphs bears any unactivated Curse of Rahotep, the stone behaves a bit differently, quickly sliding out from the wall and falling. This outgoing block typically collides with that (doomed) individual, who hits the spiked floor shortly before a ton plus of stone. Physical damage is roughly 200D10 Impact, plus some Piercing for the spikes which needn't be bothered with, I think.

If the stone has come hurtling forth in this fashion, the following phenomena will be produced only when someone enters the revealed passage. Otherwise (when the stone pivots in a well-behaved fashion), there is an eerie groaning, and a hoarse whisper of most malign sort comes forth as if blown by an unseen wind:

"Fools and Robbers! Thus you invoke the Fourth Curse of Rahotep upon yourselves. Better to have died unborn than to suffer thus..."

The first into the tunnel gets this little "gift," or otherwise determine the specific victim at random from those hearing the message. If the recipient happens to bear the *Bloodied Moon* Evil Object, the Curse fails to activate, but, as usual, Rahotep then knows that item is within his grasp, as it were.

As soon as the team proceeds along this crawlway tunnel, turn to Second Interlude, page 132.

9. Cross Corridor

As given above, this passage is plastered, whitewashed, and unadorned. The stone floor areas between the dotted lines and the end rooms (Areas 10 and 13)—essentially the last 11 feet of floor each way—are triggers for traps. Weight on such a section activates one or two traps, as follows. Note that each trap and each section (north and south) operates independently.

If the weight is concentrated, such as by a typical footstep, poisoned spears are thrust out through lightly plastered spots all along the nine feet before the trigger section (i.e., 10-20 feet from the intersection). These protrude from both walls, forming an interlocking pattern. Each human-sized victim in the area is subject to two spear attacks, at 90 BAC. Each hit inflicts 3D6+3 Piercing PD, with modifier for Strike Location, and for armor protection, naturally. The Poison is STR 33, instantaneous, one time only. Note that the spears withdraw into the wall once all weight is removed from the triggering section of the floor. They will operate again and again, but Poison is effective once only per spear.

If the weight on a trigger section is less concentrated (e.g., if the personas are crawling, thus dispersing their weight), heavy poisoned darts are shot down from the ceiling (again springing from lightly plastered holes) throughout the same area (10-20 feet from the intersection). Each human-sized victim is subject to six dart attacks at BAC 75 each. Each hit inflicts 2D6+1 Piercing Physical damage, with modifier for Strike Location, and for armor protection, naturally. The poison is STR 13, instantaneous, one time only. Note that there are reloads. Whenever dispersed weight is removed, the mechanism for another volley winds, and fresh missiles are set. They will operate six times thus, each new shower of darts with STR 13 Poison. However, any persona employing *Perception* (either sort) and succeeding in a roll at Difficulty Rating "Moderate" will discern the likelihood of this trap operating more than once.

Note that any (and all) specific victims of Curses who die from traps herein will become mummy-zombies in 12 ATs, as detailed in the special GM notes for the Middle Adventure (page 112).

10. Chamber of Sun Deities

No Aural reading can be obtained herein, and any Heka reading will be very hazy. It is as if the place is well shielded against all readings—protection of this island of Good amidst the sea of Evil, perhaps? In fact, full healing, Heka, and even the reward of a Joss Factor await just down the hall, in Area 12. There are merely a few minor trials beforehand. Now bring everyone up to speed:

"You proceed northwards along the corridor into the larger area it leads to. You see a 30-foot-square chamber with a ceiling 20 feet high. There are no other exits apparent. Around the far walls—north, east, and west—are nine human-sized figures, each standing on a three-foot-high plinth. Before each statue is a stone block, perhaps an altar, with objects thereon. The ceiling is plain, but the walls are painted with scenes and covered with ancient hieroglyphs. The floor is hard sandstone, and the idols appear to be of the same material."

On a blank slip of paper, write the following note:

"Read the following aloud; your persona believes it: 'If each of us chooses a guardian and does everything alike together, there will be no stopping us!'"

Hold the note for now.

The writings on the walls praise "Those Great Ones Who are here assembled for honor." The deities portrayed herein are:

- A. Ra (hawk-headed god)
- B. Rait (female deity, consort of Ra)
- C. Hathor (beautiful goddess)
- D. Herakhty (hawk-headed young god)
- E. Menthu (man crowned by two plumes)
- F. Sekhmet (lioness-headed goddess)
- G. Shu (human figure, bearded god)
- H. Chepri (scarab beetle-headed god)
- I. Mehurit (cow-headed goddess)

The statues are masked by powerful illusions of Grade XIII, and are actually as follows: Evil Fiends (A, B), Demons (C, D) Devils (E, F), and Monsters (G, H, I).



Before each figure is a small stone altar upon which sits a lamp, a flask containing perfumed oil, and three figurines of the idol. (These actually depict an Evil entity, as noted above, but are also masked by the illusion.)

If any party member picks up a figurine, ask if that persona already has one like it. If the answer is yes, or the persona has a figurine of Thoth, that HP realizes instantly that this new statuette is false, and can see through the illusions on those (three) figurines and on the large idol as well. This ability does not, however, extend to other idols or other statuettes. If the answer is no—that is, if the persona has no figurine of the deity—the persona receives a sense of well-being, the urge to anoint the statuette with oil (from the flask), and then an inspiration to ask the deity for assistance in overcoming the threats of this place. If this ritual is completed, the individual then feels assisted by a powerful Entital force.

Hand your note to the player (who must then read the appropriate portion aloud). Shortly afterwards, at a suitable time, announce that the knowledgeable persona has been poking around a bit, and has found the secret entrance detailed below (10A). That persona will head for Area 12 before leaving this room, for you will have the HP do so if the player hesitates—but in an appropriately cautious and normal manner (keeping the situation uncertain...).

Note: If a persona manages to pierce the illusory veils of all these statues or the dweomer is negated or dispelled, any and all otherwise influenced personas will no longer believe that having a statuette of one of these vile things is wise. They will see through the disguises and know these are figures of malign and dangerous sort.

10J. Secret Door & Beyond: The secret door opens when the altar block before statue F ("Sekhmet"/Devil) is slid to the right (east). Read the following:

"Beyond the secret door is a normal passage 30 feet long. It appears to have been disturbed by something: the plastered walls are stained and cracked, and the markings upon them are disfigured and faded.

"At the end of the passage, a small crawlway—three feet wide and just a bit higher—penetrates the west wall. But along the east wall, centered about 15 feet from the secret tunnel, is a large, stout cedar door, bound with iron and sheathed in bronze. Above it is a stone lintel, supported by stone posts that flank the doors. The posts and lintel are engraved with hieroglyphs. Do any of you wish to examine them?"

It is unlikely that the glyphs will be read, considering the effects of reading previous glyphs (i.e., Curses). If the small crawlway is investigated, turn to Area 11.

The Door: The hieroglyphs on the lintel read **"Metu-en-neteru"** (Poison of the Gods). The phrases on the posts (one on each) are **"Neru-tuat—Terror of the Underworld,"** and **"Pat-netchet—the Dead Avenger."**

The door cannot be opened except through conversation with it. This is in mimicry of certain portals in the Duat... If any persona has fallen victim to an Evil entity from Area 10, and has thus picked up a figurine, this door will open to that HPs simple verbal request. The Auras are of both malign hue and dangerous ones. Heka of Supernatural potency can be seen, if so possible, coming from this object. In the case of personas without the Evil figurines, the door will

otherwise animate and speak magically, asking questions. If the correct replies (shown below) are given, the door opens.

Question: **"Who is the Chief of Darkness?"** (Answer: "Set.")

Question: **"Who is Chief of Set's Workers?"** (Answer: Either "Rahotep" or "The Set Rahotep.")

Question: **"Who are Worthy of Death?"** (Answer: "We are," or any other similar reply indicating the party members, all humans, etc.)

If correct answers are given, the big door opens automatically.

If wrong answers are given, or if no reply is made, three Guardian Fiends appear, one before the door and one before each post. Again, this is an aping of occurrences in the Underworld. All carry shields; their large weapons are (from left to right): axe (two-handed), mace (two-handed), and sword (hand-and-a-half). The center Fiend speaks, as follows:

"Tell us your names now, mortals, that we may escort you properly to the fair fields of Re-stau. It is only by name that you may command entrance, you know."

Death, Evil, lies here! Those can be detected by any using Heka to discover such information! Yet there is a shining of beneficence from beyond the door! It is certainly a paradox, and you should make sure the persona is puzzled by this contradiction, and curious!

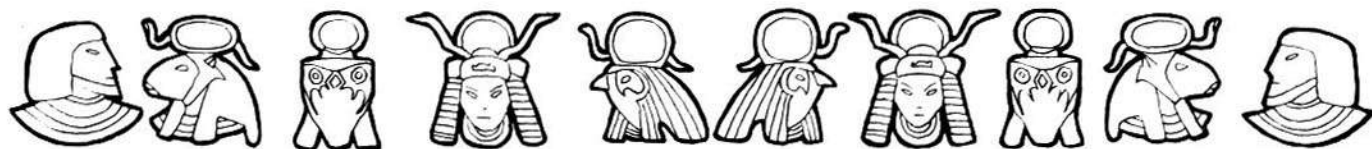
The Fiends will attack shortly, whatever the personas say. If foolish individuals give their correct names, they are in serious trouble; such knowledge gives the Fiends the ability to command them irresistibly (i.e., no Avoidance roll) or attack Spiritually. If no names are given, the Fiends simply use Physical combat. If any names have been offered, the Fiends try to command their victims, saying things like **"Lay down your weapons!"** or **"Stretch forth your neck for my axel!"** If the personas have given false names or nicknames, the attempted commands will have no effect. As noted, however, anyone giving a correct name *must* comply immediately.

If the characters ask the Fiends for *their* names, the Evil ones laugh, saying, **"Never shall you know them, foolish mortals!"** But in fact, their names are plainly written about the doorway, and each Fiend stands before his own name—Neru-tuat to the left, Metu-en-neteru before the door, and Pat-netchet to the right. If these names are used prefatory to commands, the Fiends are utterly powerless to resist such. These three are capable of opening the door, for example (since it is their force that animates it), but are magically blocked from entering. They do not know what lies beyond the door. They can be commanded to guard the crawl-space (Area 11), and will thereafter prevent the arrival of snakes. If commanded to leave this corridor (which is 10 feet wide and 30 feet long), they scream and vanish, for such destroys them.

Note that if a cursed persona is slain here, the metamorphosis commences. (See Middle Adventure, page 112)

If at any time hereafter the HPs retreat to outside the range of the Fiends (i.e., beyond this corridor), the creatures vanish. They will reappear, in perfect Mental, Physical, and Spiritual form (no longer suffering from previously accrued damage, if applicable), when and if the team members again dally or refuse to answer the door's questions.

The Fiends' shields are usable safely by any persona. When any of their weapons is touched by any non-Evil creature or being, it bestows



a Curse: a +10 penalty to all dice rolls for Initiative, combat, and Avoidance made in the next 13 ATs. This Curse is removable by standard means, but not while an individual still carries the cursed weapon. The Curses are difficult to remove from the weapons themselves, being of powerful, Grade XIII sort of dweomer. Finally, the weapons inflict normal damage when used while under the malign dweomer, but if that Curse is removed, they give a -10 bonus as noted above when wielded against Evil foes.

For data on the Guardian Fiends, see OP Statistics after Chapter 9.

II. CrawlSpace Tunnel

"There appears to be a low tunnel here hidden behind the partially fallen plaster. The stuff pulls away easily enough, and you see that there is a three-foot-square shaft heading north. It is evidently hewn into the natural sandstone. There is no sound, but you can detect a faint odor of incense."

The ceiling of this passage slants downward by three inches per five feet, thus being one foot, nine inches high at the southern side passage (to Areas 11 B & C) and a mere six inches high at the entrance to Area 11A. The smell of incense comes from Area 11B.

Any noise in this passage both alerts the king cobras that have a nest in 11A and triggers a Casting whose dweomer enrages them. Once alerted and irritated, all cobras present move towards the party. From four to seven (1D3+4) are here—two to six if any like snakes were killed in the area of fissures outside the tomb—when the party arrives. If these are eventually slain, two to six others will arrive within an hour (unless the party has earlier sealed the exterior fissure), and two to six more within another hour. Read the following when and if characters enter the crawlway, but *not* when noise occurs in the outer corridor (e.g., before the door to Area 12).

11A. Cobra Nest: The ceiling of this room is rough and of varying height, ranging from six to 18 inches. There is nothing in this place if there aren't snakes!

11B & C. Normal Rooms: "You find beyond the crawlspace a room of 15 feet length and 10 feet width and height. It is plain and unadorned, but there is a scattering of odd objects within."

The ceiling throughout these areas is of normal height (10 feet), right up to the intersection with the crawlway. The junk in each happens to be stuff brought there by offhand chance and odd accidents. Both rooms are transporter/receivers, sending to other places anything and everything entering them through the doorway. The duration of the Effect is two to four Critical Turns (1D3+1), after which the Effect ceases functioning for one Action Turn. Anyone and/or anything sent in parts within the two to four CT Time duration of Effect—such as by poking a hand in, losing it, and then diving in to follow it—is reassembled properly at the destination. (Whew! But what a scare for the persona concerned.) However, things apart once the Effect ceases will remain so...

Note that Area 11B smells faintly of incense. (See page 122 for details.)

11B: This sends things to and receives things from Area 13B (q.v.).

11C: This sends things to and receives things from Area 15C (q.v.).

12. The Mortuary Chapel

- S** There is a shrine of purple porphyry with black-green columns, and one white (alabaster) figure of Rahotep towering above all. In the side room are other statues of black (onyx), wearing gold masks of the Sun Deities of Area 10.
I: Aqua-blue radiance pervades the entire area.
D: Varying, broken by pillars and shrine.
- H** A faint and distant sighing and murmuring can be heard if all is quiet amongst the party; periodic hollow buzzings and dissonant bellows intrude above conversation in the usual hushed voices used in dangerous settings such as this, but are drowned out by any greater party noise.
- A** An Aura of danger pervades the place. Agathocacological hues (mixed Good and Evil) emanate from the black statues; malign hatred from the figure of Rahotep.
- D** Preternatural Heka radiates around the shrine; Supernatural Negative energy from the figure of Rahotep. A nebulous Entital Heka from some unknown dweomer hangs as a cloud everywhere else, thickening around each (black) idol.
- O** The fragrance of sweet flowers and the burning stench of offal are present; both intermingling, yet clearly discernible.
- W** Script: **"Cursed be all those who enter here!"** (a false vexation, aimed once again at lulling trespassers into ignoring the actual Curses).
- S** Note that those who have succumbed to Evil influence by taking a statuette from Area 10 are herein subject to other influences.

Upon the HPs' passing into the alcove area read:

"Just inside the door is a 10-foot-square antechamber where you stand. Beyond is a hall, 30 feet broad and 20 feet deep, in which stand seven pillars. Towering in a recess in the far wall is a huge, white stone statue, 18 feet tall and eight feet wide. It appears to be of Rahotep. Before the statue is a plain altar, and within niches in the stone to either side are wooden coffers. There are exits in the vicinity of the farthest pillars to either side."

Anyone who speaks the name of Rahotep in this chapel, whether by force or voluntarily, falls under Evil Influence. Such personas are forced to proceed to the side room, in which stand the nine black statues (A-I). This is explained below.

Otherwise, if nobody touches anything in this area, nothing happens. The whole place can be explored safely and examined visually and through Heka. Touching the altar or items in the coffers can lead to problems.

The side room (in which stand the black statues with their golden masks) can also cause a problem, but only for those who have succumbed to the Evil figurines from Area 10—or again, those who handle things improperly.

Coffers: The coffers in the niches flanking Rahotep's statue are filled with golden figurines, ritual service pieces, and other items, as follows:

Left (north) Coffer: Breastplate set with gems, girdle, rod, headband (with asp form), copper dagger, and six figurines (gold).



Right (south) Coffer: Plate, chalice set with jewels, ewer, cistern, thurible, crook, flail, unguent box, oil jar, and six figurines (gold).

The figurines depict Fiends, Demons, Devils, Serpents, and Monsters. All exude Auras of Evil, and all appear valuable—worth, in fact, 10,000 BUCs each.

Each plain metal altar piece (in the right coffer) is worth 13,000 BUCs. Each of the other plain clerical trappings (in the left coffer) is worth 16,000 BUCs. Those with precious stones have 10D10×10,000 BUCs added value!

Touching Things: Anyone who touches either the altar or a figurine receives a telepathic message. Read the section in shadowface type to the appropriate player, doing so in a manner which precludes the others from hearing this.

A persona of Priestcraft Vocation who touches any of the service pieces or trappings must succeed at an immediate Avoidance (SMCap at DR "Easy") roll or else start a Ceremony of Evil (also see below). Such a check must be made for each item so touched.

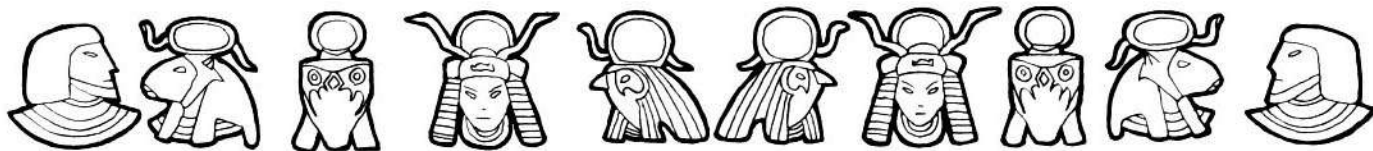
Any non-Priestcraft Vocation persona who tries to touch any of the service pieces or trappings must succeed in making an Avoidance roll for an entirely different reason, again against SMCap, Difficulty Rating "Hard." Luckily, if it fails, the HP won't want to do anything so stupid, as a revulsion fills the persona with a strong antipathy towards these malign items. If successful, the HP can and may touch and/or handle the item as desired. The touch triggers a Negative

Heka which inflicts 1D6 each Mental, Physical, and Spiritual damage (per piece or item), and also subjects the persona to an Evil Influence dwomeer, which can and might produce unfortunate results if the side area is entered. The Evil Influence remains if the item is later put away or discarded.

Note that no persona with a statuette of Chons, Heru, Isis, Osiris, or Thoth will have any desire to touch this stuff provided the individual considers the figurine possessed prior to contacting these malign things.

Telepathic Message: "Rahotep commends you for your homage to him in death. Your desecration of his Eternal House will be forgiven if you but accept him now as your master, by saying his name aloud. In return, Rahotep will allow you to depart, taking with you a golden mask of whichever fashion you choose. Know now that each mask confers magical power and great Heka and Hekau to the wearer, enabling him to walk with the gods, to use the Words and Gestures of Power, and to dwell in Re-Stau with all manner of riches. Now speak the name of Rahotep and receive your reward."

If the HP hearing this is under Evil Influence (because of either a figurine from Area 10 or one of the Curses of Rahotep), that persona must now check against S TRAIT at DR "Difficult," or else comply with the message. Anyone not under Evil Influence can ignore the words or not, as that individual decides.



Remember that anyone speaking Rahotep's name herein falls under Evil Influence and proceeds to the side room, unless intervening dweomers, Castings, or Powers negate to dispel the malign compulsion.

Ceremony: If a persona of Priestcraft Vocation succumbs to the desire to conduct a Ceremony of Evil here (or, of course, if the persona does so voluntarily), that individual proceeds to lay out the service pieces, then dons and takes up the vestments and trappings, all of which are contained in the wooden coffers flanking the statue. The persona might comment to others nearby that such a ceremony is critical, in the HP's official ecclesiastical opinion, to the banishment of Rahotep's presence in this otherwise fine place.

As the items are handled, the background sighing suddenly increases in volume, becoming an accompaniment to the hollow-voiced chanting. The sounds fill the whole area.

A deep red flame (representing the clerical individual) springs alight in the air above the altar stone. If any other persona is under any Evil Influence (as above, including cursed by Rahotep), another smaller flame for each such individual flanks the priestcraft's. (Note that the ceremony has not yet begun.)

Each persona in the area, including that one "officiating," must succeed in a roll against S TRAIT at DR "Hard" to avoid joining in the worship. A penalty applies to all rolls. There is an addition to the dice for each persona under Evil Influence each flame, causing a +2 for the priestcraft, +1 for all others. If everyone avoids (or breaks away from) the ceremony, the flames vanish, the priestcraft if brought to his or her senses, and all Evil Influences—including all lingering Curse effects—are removed. If the one conducting the ceremony remains under the malign compulsion, that persona will go on, or if any of the others remain affected—even one alone—they will try to conduct the ceremony on their own. The only way to stop matters is for those unaffected to prevent this from happening, using such Physical force as might be necessary.

If all the service pieces are upon the altar, the flames are alight, and the person conducting the Ceremony of Evil is wearing and/or wields all the proper items, the service can begin. This remainder is simply a recital of a few vile words and the making of a few gestures, all of which come automatically into the mind of the persona(s) involved. The whole takes only three BTs, and if interrupted in some way (by the removal of a service piece, for example), the ceremony can be resumed where it left off.

If the ceremony is so interrupted, the persona conducting it will consider the interruption a threat to life, and will act accordingly. That one is fanatical, rabid, a burning zealot! The persona claims that the others are under the spell of Demons, and insists that the ceremony is critical, being the only way of banishing Rahotep. Any others who have joined in will assist that persona as they can, but not so forcibly.

If the Ceremony of Evil is successfully completed, all who willingly joined in it become mere puppets of Rahotep. Each is now Linked Mentally and Spiritually to him. They will urge, try to convince, or even forcibly escort the others into the side room. Furthermore, anyone who is the specific victim of one of the Nine Curses of Rahotep falls dead at the end of the service, and the metamorphosis to mummy-zombie form commences immediately, completing the transformation in six rather than 12 ATs. And finally, all those who

were compelled to join in the Ceremony (by a falling their roll) suffer a +10 penalty to all subsequent rolls regarding like matters in the side room area.

Side Room: The SHADOWS note at the beginning of this area applies to this side room as well as to the chapel proper. Nine human-sized figures of black onyx stand along the walls, each upon a three-foot pedestal. Upon the face of each statue is a golden mask. The masks are of the most exquisite artistry. Their weight makes each worth some 10,000 BUCs in gold. As *objects d'art*, each is worth 1,000,000 BUCs! The statues, thus arrayed with masks, appear to represent the same nine gods of the Sun nature as were found in Area 10, and in the same order:

- A. Ra (hawk-headed god)
- B. Ralt (female deity, consort of Ra)
- C. Hathor (beautiful goddess)
- D. Herakhty (hawk-headed young god)
- E. Menthu (man crowned by two plumes)
- F. Sekhmet (lioness-headed goddess)
- G. Shu (human figure, bearded god)
- H. Chepri (scarab beetle-headed god)
- I. Mehurt (cow-headed goddess)

Again as in Area 10, the statues are masked by powerful illusions employing Supernatural Heka equal to Grade XIII Casting, and are actually as follows: Evil Fiends (A, B), Demons (C, D) Devils (E, F), and Monsters (G, H, I).

However, unlike the former statues, the visages beneath the masks are those of the true beings.

Any HPs who are now puppets of Rahotep willingly take masks from the statues and don them. This cannot be avoided, and there is no check against anything. It happens.

Every persona who is under Evil Influence of any sort must succeed in making a roll against SMCap at DR "Moderate" upon seeing even so much as one of these masks, failure indicating that the individual gets it and puts it on. If the Ceremony of Evil was completed in the chapel, those who were compelled to join in roll at DR "Hard."

Others of the team are free to don the masks or not, as they see fit. However, all such personas who reach for a mask must roll against SMCap at DR "Easy," success indicating a foreboding of doom, and they can avoid touching the mask, pulling away their hand in time to avoid contact.

Anyone who dons a mask is possessed by the spirit of the appropriate Evil being. Those possessed try immediately to slay all who are not so inhabited. Of course, those others can try to pull off the masks worn by their comrades, the victims of this horrible Evil, and this might succeed. A *Combat, Hand-to-Hand (Lethal or Non-Lethal)* success is sufficient to remove a mask. (Thank Goodness for that!) Removal breaks all the Influences of malign sort, but it doesn't remove Curse Effects.

After things quiet down (or of course, if nobody dons a mask in the first place), the statues and masks can be examined carefully without Physical contact. Those personas not under any Evil Influence (or Curse) can see with ease tiny demonic features on the masks, and can even detect without benefit of Heka a slight but definitely malign Aura. The gold is thin, but the workmanship is excellent; the items are definitely worth over 100,000 BUCs each if sold to a dealer in rarities



or a collector. Too bad they can't be safely packed away...

Any Good HP passing near the altar locale in the fore-chamber on taking leave of this place will have an urge to use a weapon to destroy that altar. If that individual does so, she or he will discover that the sixth of the Nine Evil Objects was secreted therein. This is the *Blackened Sun*. It has the Auras of Evil, Death, and something undiscernible, but which seems to counter the ill...almost. It has a Heka emanation of potent Negative Supernatural sort. It will be recognized as belonging to a set (pardon the pun) if the HPs have any of the others of its ilk. The persona finding it will certainly wish to retain this object!

Results & Rewards: With respect to the following, keep careful account of what transpires, and announce the effects when the party returns to Area 10. The only exception is healing of damage, which is noticeable as soon as it occurs. All rewards come directly from the deities of the Sunlight Ethos depicted falsely herein.

1. If the masks are collected as treasure and left intact, a penalty to all attempts to avoid Evil attacks of any sort—Curses, Influences, Castings, Physical, and so forth applies to each person carrying one. The penalty is +13 to the D% roll, per mask carried.
2. If the masks are destroyed, but the gold is retained as treasure, all who participate in or approve of the procedure (i.e., any who do not actively object) gain the following benefits: restoration of all P TRAIT points taken as damage, and all Heka restored (personal and that in items/reservoirs).
3. If the masks are destroyed and nothing is retained, benefits apply as in the paragraph above, with the addition of the following:
 - a. All Mental and Spiritual TRAIT points taken as damage are restored.
 - b. All Evil Influences, Links, and Curses vanish utterly.
 - c. All statuettes and other Evil items (except any of the Nine Evil Objects, of course) in the personas' possession disappear forever.
 - d. An award of 1 Joss Factor is bestowed for each mask personally destroyed (i.e., to the individual actually performing the work).

The last may be modified, at the GM's discretion, to be a division of the total JFs (1 per mask) amongst all who either participate in or approve of the destruction. This is especially recommended if, for example, some personas stand guard so that others may perform the work. Joss should not, however, be awarded to those who avoid the work because they fear that they will be cursed or damaged in the process! By the same token, those who are sorely hurt but who nevertheless take part in destroying the masks may be given an extra Joss Factor or 2.

When the party returns to Area 10, you may announce the unrevealed effects, including JF awards. If anyone stops therein to destroy Evil figurines that remain, award 1 additional JF if the recipient's JF total is 8 or less. (Award 1 JF per persona if two or more take part.)

Also in Area 10 you may choose (again at your discretion) to single out one persona whose performance has been exemplary during the exploration of Areas 10 and 12. If some player has constantly acted properly and made suggestions in a manner that would have resulted in the most favorable outcome, and especially if such advice was ignored by most or all others, you may have one of the statues therein

animate and speak to the lucky individual, as follows:

"(Heroic Persona Name), **you are a hero worthy of the praises of all who accompany you. I, (Deity Name), bestow upon you (Award).**"

Insert the appropriate names of the HP and deity. The award should be either a new K/S Area (something which suits the actions, nature of the deity giving the award, and/or nature of the recipient) at a 7 STEEP, a Quirk or Power of useful but not overwhelming sort (recognize a Demon or its ilk if within seven feet, or become invisible once per day, or transform into a specific creature—perhaps a falcon—once per day, or heal 10% PD once per day, etc.) The reward could be 3 AP/Xs to be used immediately. This instant recognition of good play should encourage the individual responsible to keep it up, the others to be more conscientious and emulate that example.

When the party leaves Area 10 heading south (towards the intersection), remember that the trap mechanism can still create problems. The spears, if not destroyed, have withdrawn into the walls, and the dart trap will be reloaded. Such is life in this dangerous burial place...

13. Statue of Rahotep

As the team heads eastwards along the corridor to this place, remember the traps! When they can see inside the area, read:

"The room is 30 feet square, with an small exit about five feet wide and seven feet high in the west wall. In the far left hand (southeast) corner of the chamber is a huge statue of the Evil one, the arch-enemy whom you seek. (The players should pick up on the clue, the avoidance of mention of Rahotep's name!) It stands upon a four-foot plinth and holds a great iron rod in its hands. On the floor in the center of the room is a circular mosaic showing the 12 divisions of the sky, with a bronze dial in the center and a pointer topped by a bronze knob." (Note: The statue incorrectly appears in the center of Area 13 on the color map. It should be in the southeast corner, as stated above.)

As soon as anyone steps into the room, the statue's eyes (inset with crystal globes) glow with magical power as a Casting of *Directed Illumination* is activated. This simply causes light to be cast in whatever spot the personas gaze, as twin beams six feet in diameter shine from the statue "eyes" to a distance of 60 feet. Such light is daylight bright, but the room is otherwise lacking in light sources.

The walls and ceiling are inscribed with many forms of writing and illustration. There are dweomers laid thereon, as well as on the statue and dial (and also in the western rooms 13A, B, and C), and these produce a confusing blend Heka sources and strengths which can't be separated by HPs attempting to do so through any Power of Casting of their own. A general Aura of uncertainty pervades the chamber.

Note that directly below the statue is a secret trap door, which gives access to Areas 14-16.

Wall Paintings & Writings: The depictions here are of Rahotep and various other Egyptians, male and female, royal, noble, and commoner, all engaging in religious and domestic activities. Rahotep is seen in various situations: eating, attended by slaves and servants, entertained by musicians, dancers, and performers, accompanied by his harem of concubines, speaking to an audience of lesser Priests, and so forth. Hieroglyphs and hieratic script recount his typical activities, and state that these things and more will be enjoyed by Rahotep after death.



On the north wall just west of the entry is an admonishment aimed at intruders:

***"Note all the great happinesses
of Rahotep,
and know that the Set Rahotep
will have greater joy still.
Welcome to all you who enter,
for you will serve
under His power and pleasure."***

Zodiac, Dial, and Pointer: Read the bold section below aloud. But as there is a good bit of and to it, so you should need to be aware of a few things beforehand:

When the pointer is turned, there will be various musical noises—strings plucked, harps strummed, bells tinkling, a cistrum being

shaken and thumped, drums beaten, a tambourine rattled and clapped, a gong sounding, pipes playing, horns of reed or brass horns winded, and even something like a bagpipe whining. Mix it up as you like! Various scents will also come forth—flowers, musk, perfume, incense, spices, etc. *All of this is meaningless.*

As the pointer moves, the statue revolves on its base. Its eyes can be thus so turned as to prevent the normal spotlight illumination they provide otherwise. Although the movement is as meaningless as the other effects above, the results might be otherwise. If the statue is turned a full 360°, the base begins to tilt imperceptibly toward the northwest. In 5D3 CTs thereafter, the statue topples over. Those whose attentions are still fixed on the zodiac may be unaware of the event, and might thus have no chance to avoid the falling mass of stone. Note that the area of impact is 24 feet long and nine feet wide;

the statue will fall across most of the diagonal of the room.

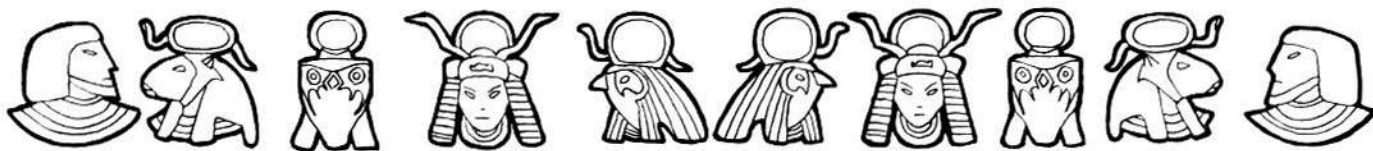
Anyone watching the figure will see it tilting and wobbling. They need not check to avoid the coming fall, and if they shout a warning, most others in the place should be able to get away without trouble. Otherwise, alert personas to avoid being crushed to death by an Avoidance roll at DR "Easy" if directly in the path of the thing, otherwise against Perception, Physical or Mental (player's choice) at DR "Easy." Failure inflicts 20D10 PD, while Special Failure is instant death.

If figurines are obtained from Area 13C (hereafter) and placed on the 12 wedges of the circle, the zodiac device will become an active transporter. When the pointer is moved clockwise and stopped within any wedge, everyone within the room is sent (with all they wear and all equipment carried, but without anything which happens to lie elsewhere) to another area. The zodiac number corresponds to the room number of the destination, as given in this key. For most locations, choose a vacant central area. For either Area 8 or Area 9, the destination is the center of the intersection (i.e., with some above the pit), as the latter is equally spaced to either side. For Area 7, the destination is also above the pit therein.

Now to inform the players...

"Inlaid in the center of the stone floor is a circle of bronze, 10 feet in diameter. Bronze strips divide it into 12 wedges of equal size. Each wedge is fashioned of inlaid stone and tile to depict one of the houses of the Ancient Egyptian zodiac.





"Attached to a large bronze dial in the center of the circle is a three-foot-long bronze pointer. Gold markings are inlaid in a field of black near the center; these are Egyptian numeral hieroglyphs, one for each wedge of the circle. The orientation seems to be towards the north, for the mark for "12" lies in the wedge nearest you, that of "1" lies in the north-northeast wedge, "2" in the northeast wedge, and so forth.

"Between these numerals and the depictions of the zodiac—which will be described for you in a short time—are 36 gold-gilt cartouches, three in each wedge. These apparently give the names of deities—but none that you recognize in the slightest. Furthermore, strange male deities are depicted in brilliant color at four points outside of the circle. All of them hold oddly shaped devices in their hands, and each has a human body, but multiple heads and wings. These are as follows:

"Nearest, at 12: Four ram heads, four black wings.

At 3: Ram and beetle heads, four gray wings.

At 6: Lion and scorpion heads, four red wings.

At 9: Serpent and hawk heads, six green wings.

"And finally there are the 12 depictions of the zodiac itself. These are as follows, starting with the one nearest to the door and proceeding clockwise:

"12. Straight-horned blue ram crowned with four plumes (red, white, blue, and gold), on a pale-green field.

"1. Pair of great fish with pearly teeth, one coral-hued and the other silvery-gold, against a dark-blue background.

"2. Man with white skin, crowned by green leaves and red flowers, pouring silvery waters from two golden chalices into a deep-blue background.

"3. Three-horned goat-fish of silver and white, upon a field of dark green.

"4. Winged black centaur with scorpion tail, wearing a red crown and flanked by two gold feathers, drawing a bow; royal purple background.

"5. Dark red scorpion, with claws and stinger of jet, crawling on a pale-gray ground.

"6. Golden solar disc; a falcon in its center supports the beam of a balance, from which two iron pans are suspended by silvery chains; the background is black.

"7. Priestess with pearly-hued flesh, wearing a golden headdress and bearing a gold scepter, standing on a deep brown field.

"8. Bronze-maned lion adorned by a double crown of purple and gold, on a blue-green field.

"9. Orange scarab beetle with claws and mandibles of silver, upon a field of dark gray.

"10. Two humans of pinkish hue, raising hands to touch each other; the male's headdress is of gold feathers, and the female's is a golden sun and uræus serpent; background is indigo.

"11. Black bull with pearl blaze, and ruby-red hooves and horns, bearing a silver crescent and white moon-disc upon its back, upon a variegated field of light blue, light green, and violet.

"The huge statue appears to be made of red sandstone,

painted and gilded to give it a life-like appearance. It is 24 feet tall and nine feet broad. It must weigh tens of tons! And that means it was probably carved right here...

"From its sandaled feet, linen kilt (girded with leather), and gild on above to the ornamental collar and headdress (clasped by the uræus serpent), this figure appears as a giant replica of an Egyptian of old. There are gilt rings on its fingers, armlets of gold and red on its arms, and even a knife and some strange sort of ankh, both painted realistically and carved to appear as protruding from the girdle. The natural, coppery hued sandstone is used to show the flesh, as is typical for males depicted thus. The eyes are strange, of course, for they are of some crystalline substance and cast bright beams of light, seemingly wherever you desire, as if by mental command from you.

"A massive 19-foot iron rod extends from the statue's base up through the hands, which are carved so as to hold the thing. Upon the tip of the rod, which reaches to the middle of the statue's chest, is represented some beast's head—perhaps a camel's. The rod was evidently slid into position when the statue was completed."

The rod emanates a strong Mixed Heka radiance of Supernatural force, so there may be some attempt at removing it. That is Rahotep's desire. If the HPs manage to work the rod upwards, its unbalanced weight topples the statue northwest. If those in range are aware of this occurrence, allow the chances to escape harm as detailed above. Again, anyone caught under the statue is crushed and slain, of course.

The statue will animate in limited fashion, as determined by the characters' further actions.

If the statue is so toppled, it is a relatively easy matter (given sufficient manpower) to use the iron rod as a pry to move the plinth, if desired (but see below). The secret trap door is easily detectable: tapping thereon, for example, produces a hollow sound. A heavy iron ring, hidden below a thin stone cover, enables easy opening.

Plinth: There is a steady Preternatural Heka of Mixed energy emanating from the plinth.

This four-foot-tall block is six feet square, and apparently made of the same red sandstone as the statue. However, this is actually a giant amoebid, turned magically into sandstone and maintained thus as long as it remains atop the secret door. It regains its true form five ATs after being moved, and is then insatiably hungry after its long imprisonment. Before this restoration, it will to all actions appear exactly as a cube of sandstone, and chipping off pieces won't harm it at all.

The delay in the amoeba's restoration should give the party ample time to explore Area 14 (and possibly beyond). It will be a nasty surprise later, so keep track of game time. The thing will flow down into Area 14 if the secret trap door is left open, or will head west if it senses movement therein, or will otherwise go north and end up in the pit at Area 8. In the latter trek, it will not trigger the trap(s) at Area 9 south. Once in the pit, it will dissolve the spikes, and its body will appear as red sandstone. Watchful personas will be puzzled to note the disappearance of those spikes when they return...

It is noteworthy that the amoeba's fluid body can pass through small areas, such as between steel bars (see Area 14).

Details of this creature are given in OP Statistics following Chapter 9.

13A. Music Room: "The five-foot-wide passage west opens



into a chamber in just two paces. This place is a small room of some 15 feet length by 10 width. It is an absolute jumble of strange musical instruments."

The musical sounds mentioned above in your notes for the zodiac device come from this place. However, they emanate from the room itself, throughout which is a strong magickal Aura. Musical instruments of various Egyptian sorts are herein arrayed—in cases, on stands, or hanging on the walls. These are not magickal, nor even of exceptional workmanship. They will break, from age, if played.

13B. Fragrances: "The five-foot-wide passage south also opens into a chamber in just two paces. This place is a small room of some 15 feet length south by 10 feet width. It has many small containers arrayed in various stands and on tables, and an odd device sends smoke forth amidst this display."

The manifold scents of pleasant sorts also mentioned in your notes for the zodiac device come from this place. A small censer on a wooden stand smokes faintly, giving off a pungent stream of spicy smoke, which wafts up about a foot—and then stops abruptly. The walls herein are bare and unmarked. Cases and stands contain ancient perfumes, unguents, fragrant oils, spices, and incenses within tubes, bottles, jars, etc. None is magickal, but the containers have marginal antiquary value (300-1,800 BUCs each). Each container is approximately 12 cubic inches in volume, weighing 0.1 pounds. Note that these are pretty fragile, however, so should be packed to avoid rubbing, breakage, etc.

The odd behavior of the smoke is due to a dweomer's Effect, previously mentioned in Area 11. This room is a transporter/receiver, sending anything and everything entering it to Area 11B. It similarly receives things from the same location. The Time duration of the Effect is approximately two CTs, after which the Effect ceases functioning for one AT. Anyone and/or anything sent in parts within that three CT Time duration—such as by poking a hand in, losing it, and then diving in to follow it—is reassembled properly at the destination. However, things apart once the Effect ceases will remain so.

The transporter will not transport the items already herein; they are not entering the room. The smoke phenomenon is an inexplicable side effect, having something to do with the process of burning. Smoke produced by visitors will behave similarly. All such smoke and smells end up in Area 11B somehow, without having activated the transporter.

13C. Store of Zodiac Materials: "The five-foot-wide passage continuing west opens into a chamber in just another two paces. This place is a small room of some 15 feet length westwards by 10 feet width. It has a plethora of statuettes and figures standing in rank after rank on the shelves around the walls. There are also instruments and papyrus charts too, and stars are painted on the ceiling!"

This one should really entice the players. As the HPs look into this room, they see dozens of figurines ranging in height from three inches to a foot. Some are carved from various woods, bone, ivory, or soft stone, cast in bronze, hammered from copper, brass, or tin, or fashioned in clay and painted. Portrayed on the ceiling is a map of the stars, and papyrus star charts and astrological instruments are scattered around the room. A strong Preternatural Heka emanates from this place.

This room is a transporter similar to the above (13B, and 11B and 11C as well). It sends things to Area 15B, but does not receive from anywhere. Also as above, the items already herein are unaffected by the operation.

All of the zodiac symbols (combining the traditional and those above) are represented herein, obviously with many depictions of each, some plain, some ornate. The figurines are of various fanciful designs. Capricorn, for example, is represented as a simple goat, goat-fish, fish with goat head, goat with fish tail, and unicorn-fish. Leo is a man-sphinx, a wild lion, sun with lion body, dragonnel, etc. Let your imagination roam—but keep track of what you say, lest the players catch you in an inconsistency!

None of the items herein is magickal, but the undersides of exactly 12 of the figurines—one per zodiac symbol—are marked with the numbers that correspond to their appropriate places on the circle in Area 13. If they are placed in position, that device becomes a transporter as well.

14. Entry to Secret Stairs

Add a tone of intensity to your reading here, as if the party has finally managed to discover something important. Read each of the following sections as the Heroic Personas descend.

"The place beneath the trap door is dusty, and stairs hewn from the sandstone descend eastward 10 feet to a landing. The passage then turns right (south)."

From the first landing continue:

"After the landing, you see another short flight of stairs descending south to another landing, thereafter turning to the right again."

And from the second landing:

"Here there appears but one descent, a mere 10 feet long. Beyond the stair is a passage, with darkness to the south thereafter, indicating that a room may open out to the left. That dark area lies about 20 feet deeper than the floor of the upper level from whence you came."

The area at the base of the stairs is considered the third landing. Each of these sites will soon change, for the last is sensitive to weight. When any object of five or more pounds lands thereon, the trap is triggered, and a mechanical timer starts. Two Battle Turns later, the two parts of the trap appear—bars and gas—as detailed hereafter. It is also noteworthy that entry into Area 15 will activate other hazards.

Two sets of steel bars descend quickly at each landing, one each at the outer and inner edges (the outer, for example, being that side of the square landing which is closest to Area 13). Each set consists of 14 half-inch adamantite steel bars in a row, their centers eight inches apart. The ends of the bars are pointed and sharp, and there are two quarter-inch holes in each one, about four inches from each end (the upper hole, however, never emerging). Anyone and anything caught under the bars is quickly perforated, but Avoidance is easy (no roll needed) if potential targets move out of the way. The bars come down with great force and penetrate the floor, wherein a quarter-inch steel crossbar slides out through the holes and locks everything into place. An identical crossbar interlocks above, within the ceiling.

Powerful magick (such as disintegration of the bars, tremendous strength for bending them, the ability to assume spirit or other non-



corporeal form, or shrinkage to a size one-fourth normal or less) is now the only way to pass these barriers. Furthermore, each bar is charged with Heka so as to inflict an Electrical shock of 6D3 points base PD to anyone who touches it.

Note that if the giant amoebid from Area 13 is the first creature to touch a set of bars, its speed and number of attacks doubles for each shock, cumulatively; that is, it will probably be at quadruple force. However, this Effect lasts only one BT's Time, then drops to double for another BT, and then the thing is back to normal.

Now for the gas. This brownish-yellow poisonous vapor (seen easily) seeps down from tiny crevices around the places from whence the bars emerged, and also from the hinges of the trap door entrance. It is heavier than air, so as it billows into an opaque cloud it sinks to the floor (stairs) and descends, soon spreading out to a four-foot depth throughout Area 15. More of the gas comes from the hinges of the trap door than elsewhere. The gas flows for one full Action Turn and then ceases.

Damage of 4D6 points Poison PD is inflicted on each individual exposed to the gas. Each victim of four feet or lesser height must also roll to avoid deep inhalation, failure resulting in an additional 4D6 Poison PD of internal injury. (You should be unsurprised to learn that the amoebid is unaffected by the gas, except to become a bit irritated along its surface membrane.)

The gas will seep away naturally within 10 ATs. If the doors to the side rooms (15A-F) are open(ed), its depth drops to three feet (modifying the requirement for Avoidance noted above), and added dissipation reduces the total time to five ATs, for some of the gas will be shunted through the transporters. If the door leading to Area 16 is open(ed), all the gas will drain there within one AT, dissipating in another four ATs. A volume of flame will burn a like volume of gas each two CTs; however, indiscriminate use of fire in Area 15 is unwise, as will be soon evident.

Other means of dealing with the gas are, of course, possible. These include magickal wind, some wall or force to block its progress, and so forth. Keep track of the dynamics and the duration, remembering that the gas will (a) sink and (b) dissipate of itself in eight to 10 ATs.

Note: Once the steel bars have descended, the party will probably not be able to depart by normal means. But Area 15C is a transporter (to Area 11C), and it provides a means of escape, albeit an annoying one. If this is used and the party has not previously dealt with the cobras of 11A, the latter will certainly respond to the personas' noise (cf. the note on page 118). Again, however, reduce the initial number of snakes encountered by one-half, if the gas was transported through 15C.

15. Hall of Furnishings

As soon as anyone enters this room, the statues herein will activate five BTs later. You may read the area description to the players regardless of other events (such as an onrush of poison gas), since much of it can be obtained in a quick glance:

"You see a 70-foot-long hallway, 20 feet wide and high. The ceiling stone seems blue-violet, almost as if it were a cloudless night sky, for a full moon and myriad stars not only appear on the surface but even produce illumination identical to the real things. But the light is unusually radiant, enough so that you can detect colors.

"Household furnishings dominate most of the area—the sorts of things a wealthy noble might possess. Included are a big bed, couches, tables, chairs, chests, and so forth; a desk, several workbenches, paraphernalia and apparatus of ecclesiastical, magickal, and alchemical sorts; cases and shelves packed with reading material, and containers that undoubtedly hold Materia for Castings and experiments; crates, ceramic jugs and jars, weapons and antique armor, normal clothing, and ceremonial garb. What a cluttered, mind-boggling array!

"The whitewashed walls show extensive inscriptions of religious—and possibly magickal—sorts, with pictures and small glyphs indicating voluminous narration and pronouncements. Oddly, there is no discernible focus of Evil nature.

"There are three doors along the west wall, three along the east, and one smaller one to the south, near the west corner. But flanking the east and west doors are pairs of human-sized statues. These depict people who are probably ancient Nubian slave-warriors, all clad in leather armor with horn and metal trimmings. One of each pair is armed with big club and a tall wooden bow; the other has a club, spear, and tower shield. All the statues are painted and adorned with real feathers, appearing most life-like."

There should be other matters demanding the party's attention before the area can be examined closely and in detail. Aural readings will show Æthereal activity, menace, and malign, burning hatred. Heka herein is of Preternatural and Supernatural sorts, with dim Entail radiation readings from the ceiling and walls.

Other Contents: In addition to the furnishings described above, this room also contains many vials, bottles, jars, beakers, flasks, alembics, and the like, most holding flammable substances. Strange specimens are preserved in alcohol, and other volatile compounds are stored here as well. There is no treasure *per se*, though flasks might be recovered for appropriate later uses. If so, allot fire damage of 4D6 PD per flask-full ignited, but limit the total number of flasks to 24 at most, and one to four per persona in any event (allowing for their bulky nature and the need for great care in their transport). However, no flasks can be recovered if very hot or magickal fire has been employed in this area (such as, for example, to burn away the gas); see details given below.

Climbing: It is likely that personas might try to climb up on the furniture herein to escape the damaging effects of the gas trap (see Area 14). If the gas is four feet deep (normal circumstances), only four places offer relative safety from it—a reading stand, a small but high table, a case, and the back of a huge chair. Each is rather shaky and can hold but one individual, inevitably toppling over if climbed by two (even if such are of smaller than average human size). Furthermore, the chance of falling is 5% per person per BT (but not cumulatively). Anyone falling to the floor from such an accident automatically suffers the previously noted 4D6 PD of damage from gas inhalation.

If the gas is reduced to a depth of three feet by the opening of side doors, any of a number of the various tables and workbenches can be used to escape the damaging effects. However, upon each are two to twelve various containers of unknown substances. Allow a 25% chance per persona clambering atop a table or bench that 1D3



containers are knocked over and broken, producing reactions with the gas as given on the table in the sidebar. Even if the containers are carefully moved to another location, there is still a 10% chance of breakage per container, due to their age and poor condition. Feel free to modify (usually lessening) the results if the gas has dissipated before the breakage occurs.

Fire: If any of the containers of flammable substances are exposed to very hot or magickal fire, they explode and burn fiercely. This causes any existing fire to increase by half in volume and intensity (including Physical damage). If any doors to side rooms (15A-F) are opened, be sure to account for the spreading fire into these areas if applicable, for such might destroy some or all of the items therein.

The furnishings noted are quite old and will catch fire easily, producing dense smoke. This will quickly fill the chamber (in 10 or fewer BTs, depending on the extent of the blaze). Personas within the smoke will suffer 3D3 points of PD per Battle Turn from its inhalation (in addition to gas and/or fire effects, as applicable). If not cleared by some means, the smoke remains throughout the room for one hour, but thins thereafter, leaving a space of relatively clear air near the floor. The height of this space grows at the rate of one foot per hour (e.g., one foot high two hours after the blaze, two feet after three hours, etc.).

Statues: If fire has spread throughout the chamber, the statues are ruined and useless. Otherwise, remember that five BTs after the chamber is entered, the statues activate. At that time, read the following:

"You see the statues glow with a sudden opalescent light. From each steps a virtual duplicate, except that the new form is animate; the other is still a mere statue. They move toward you menacingly. What will you do?"

These opponents are entirely real, save that they evaporate into nothingness when slain. As soon as one is dispatched, another steps from its statue of origin at the beginning of the next Critical Turn. The process is halted only when a statue is destroyed.

Each statue is hardwood, with an Average Armor Protection factor of 6. It requires 50 points of PD to thoroughly flinder one so as to make it inoperative. They are fire-resistant unless flame is applied directly for a Battle Turn's time, or magickal flames are concerned.

For details of the slave warriors which are generated from these statues, see OP Statistics following Chapter 9.

Treasures: Yes, between the bars, gas, savages, and potential explosions from fire, this place is certainly a nightmare. And it isn't over yet; see Areas 15 A-F. In general, though, this chamber should be pretty well wrecked by the time the party gets through exploring the area. If Demons and devas (and/or Monsters and sphinxes) conduct a major battle herein (see side rooms), everything of value will be destroyed. But if only the statues' slave-warrior savages are fought, with little or no fiery sideshows, then the valuables listed hereafter can be found amidst the furnishings. Treasures are hidden within secret compartments, disguised, masked by illusions, protected by poisoned traps, etc. Set things up considering your HPs, their performance, and their needs.

3-9 containers* of magickal liquids or salves, with minor powers and half normal efficacy (due to age).

2-6 various small Heka Reservoirs* with 10-100 points of energy within each (if and only if personas search for such specifically).

1-3 papyri* of Castings with Heka Reservoir included in the text (Grades I to VI, K/S Area of each left to the GM).

1 Amulet of protective sort (broad, general).

1 magickal device of general sort and moderate power.

1 Talisman of protective sort (narrow, specific).

1 weapon of a sort useful to a needy persona.

1 weapon* of single use (such as a magickal bolt or arrow), of moderate power.

*These items (and possibly others, at your discretion) are

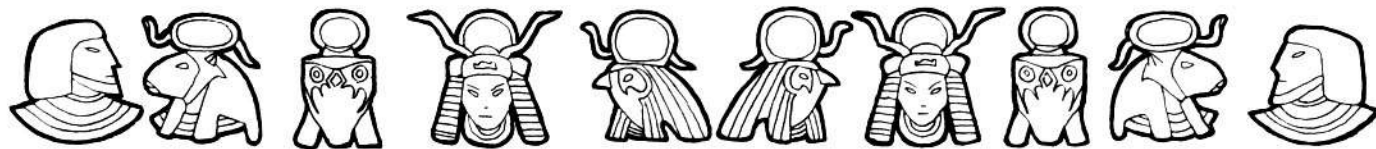
burned up and useless if fire is employed within this room, or else just not there at all if the team is already well-equipped.

15A. Northwest Side Room: "A five-foot-wide passage leads to a 15-by-10 foot room. In it you see hundreds of statuettes."

This place contains various items for religious services, plus scores of little ceramic figures of turtle-men and warthog-headed humans. Hidden amongst them are one to four strong

Reaction of Broken Container to Poison Gas

1D6 Roll	Result
1	Explosion of 5D6 PD in a five-foot radius. Anyone within the blast is damaged (check Avoidance for half damage) and thrown back (off the table/or bench upon which the container sits, if applicable). This consumes only five cubic feet of gas.
2	Toxic combination: Check Avoidance or suffer 5D10 PD of damage from fumes.
3	Minor combustion of 3D3 PD in a five-foot radius, setting the table or workbench ablaze. Fire spreads to nearby furnishings within one minute (but note effects of fire on gas, as given in Area 14), and 10% chance each CT that an explosion (per result 1, above) will occur
4	Destructive solution (regardless of gas). Eats away table or workbench within three BTs, causing its collapse. Roll twice more (ignoring this result) when the table or bench collapses.
5	Neutralizes gas within a five-foot radius for one AT's time
6	Curative fumes. Heal 7D6 points of PD for all within a five-foot radius, and create a "safe zone" (vs. gas only) within a 10-foot radius, meanwhile spreading to consume 560 cubic feet of gas



and useful magickal items of priestcraft (your discretion as to exact items, but these are meant to be real and useful treasure). An Aura of Evil is strongly present. Heka of Negative Supernatural sort radiates powerfully from the figurines.

If a figurine is touched, it is transformed into a Demon. Use the stats of the Guardian Fiends of Area 10A, but omit the special weaponry and reduce P TRAIT by one-half. (I know, too kind, but some slack must be cut for the HPs...) Each Demon can transform one (but only one) other figurine into another Demon, and will try to do so. Immediate and continuous combat will keep a Demon busy enough to avoid this; otherwise, the place will be soon filled with 200 of these horrors.

15B. Northeast Side Room: "A five-foot-wide passage leads to a 15-by-10-foot room. In it you see only two statuettes."

This is a plain room, empty except for two figurines, one hawk-headed and the other snake-headed, both of which radiate Positive Entital Heka. The Aura herein is of Good, Justice, and Retribution. When touched, a powerful Deva springs from the figurine, opposed to the Demons that might appear in room 15A (but not countering any monsters from 15E). The maximum rate at which Devas can be produced is one per BT per figurine per persona touching the statuette. The characteristics of the Devas are found in OP Statistics. Each Deva vanishes upon dispatching two of its Evil counterparts.

If a Deva is thus summoned before any Demons are present, however, the being merely shakes its head, says **"You don't need me yet!"** and vanishes. If any are nevertheless summoned thereafter, they might be tempted to dispense justice to those who are bothering them...but if so, remember that they are Good.

Note that this room receives things teleported from Area 13C.

15C. West Central Side Room: "A five-foot-wide passage leads to a 15-by-10-foot room. In it you see all manner of games, puzzles, boxes, cages and things on shelves and tables."

This room is a transporter, operating in a fashion identical to Areas 11B, 11C, and 13C. It sends things to Area 11C, and receives from that same place. It is worth noting that Demons and slave-warrior savages are subject to the transporter's effects. *Each one entering it in the active period is thus sent immediately off to 11C! The HPs have to activate the transporter and then await the inactive period in order to be able to search!*

Shelves and tables herein are filled with games and puzzles: boards and playing pieces, inscribed tiles, interlocking puzzles, metal cages (about one cubic foot volume) containing small gold-and-jewel items, boxes that rattle and which have panels that slide this way and that, etc. (Use your imagination.) Each item bears a dweomer: For example, the game tiles were enchanted to allow Rahotep to move them by mental force when an opponent was inattentive.

Amongst the 200 or so items herein are 20 of value, each worth 11,000-20,000 BUCs. It requires two to three BTs to examine each object carefully enough to discern the difference. If this takes place, roll 1D20 for each BT spent examining an item, a roll of 1 indicating something of value. After two rolls, its value is known; on to the next item! Remember that only 20 are valuable, so keep score...

15D. East Central Side Room: "A five-foot-wide passage leads to a 15-by-10 foot room. In it you see hieroglyphic writing and detailed drawings on the wall."

An inscription on the south wall herein proclaims:

"Thief! Praise the Set Rahotep loudly and often, and you will be rewarded with knowledge and treasures befitting a prince among robbers!"

A group of drawings (not items) below this message is presented for additional enticement:

Arm-bands, with an inset depicting full metal armor.

Chest-plate shown deflecting the hieroglyph which represents "magick."

Cloak of muted hue, adorned with chameleons.

Gloves with fingers that resemble eels or snakes.

Headdress upon which is depicted a cat, rat, snake, and owl.

Key with all sorts of locks nearby.

Looking-glass type object showing a scene from a room beyond it.

Magnifying-glass type object showing the interior of a stout box.

Man wearing a girdle, from which he is drawing forth a coffer.

Pair of sandals with winged heels.

Papyrus entitled, "Secret Lore of the Art of Pilferage."

Ring in ibis form, implying great knowledge thereby.

Tunic viewed from front and side, the latter appearing two-dimensional.

Weapon depicted as growing from stiletto- to sword-sized.

As implied, the covetous visitor (thief or otherwise) need only speak the name of the Set Rahotep aloud to acquire something. One such utterance produces a trickle of silver and electrum coins from mid-air (1D10+10 of each). These clatter and roll upon the floor; the silver coins are worth 25 BUCs each; the electrum 100 BUCs each. You can add a few extra small gold ones if the words were spoken loudly, or deduct a few electrum coins if the converse. Second and subsequent repetitions brings the money plus one item from the depictions into existence for each recital.

However, each repetition (the cash is free) brings a 10% domination of the persona's will by the Evil essence of Rahotep. Translate such influence into penalties to subsequent rolls against Evil Influences and checks against Mental/Spiritual factors. When 100% domination is reached, the persona is a mere puppet under Rahotep's command. Any such puppets will slip away from the party at an appropriate time, use the transporter (15C) to escape to 11C, and thereafter head for the Gate at 2B, whereby they can ultimately arrive at Area 24, quaff some poison, and be turned into mummy-zombies. What a shame. One can only assume that this is winnowing the wheat from the chaff, as it were...

If you insist, an Avoidance roll can be applied to the first repetition (only), but this should at least be heavily penalized, as the fool is motivated by greed and is voluntarily submitting to Evil to attain money and possessions. Disguise the roll as if it were a check to see what is produced. If Avoidance is successful, turn the silver coins into bronze, and the electrum into copper; and tell such players their HPs feel sick at heart for having just done what they did.

15E. Southwest Side Room: "A five-foot-wide passage leads to a 15-by-10 foot room. In it you see several interesting objects which are of apparent magickal use or nature."

This place is unadorned. Herein are two to six items of moderate to



substantial power of dweomercraft, of types that will appeal to Mages. Determine what is appropriate to your group, and relate the nature of these objects plainly. These things are surrounded by manifold figurines of Monsters, such that the valuables cannot be touched without first touching a few figurines. As with Area 15A, touching a figurine transforms it, but into an Evil Monster rather than demonic being. (Use the statistics for a Fiend nevertheless—as used for the Demons in 15A—still at half P TRAIT, but with a different and monstrous form.) This room is thus essentially a duplicate of 15A, but oriented toward Mages rather than Priests.

15F. Southeast Side Room: "A five-foot-wide passage leads to a 15-by-10 foot room. In it you see a pair of statuettes."

This room contains two figurines of non-Evil sphinxes, and exudes Auras of Good, Justice, and Retribution. The figurines produce real sphinxes when touched, each of which has the characteristics set forth in the OP Statistics portion of this book. The setup is identical to that of Areas 15A and 15B, and the sphinxes can become irritated if bothered unnecessarily; note, however, that they are not as benignly Good as the Devas from 15B, and may exact a more severe form of justice in recompense.

16. Infinite Exploration

From the base of the stairs (see Area 15), the five-foot-wide passage proceeds 60 feet west, then turns right and goes 10 feet, thereafter broadening to 10 feet for another 30-foot length. Use the foregoing as you describe for the players what the HP team sees as it traverses this portion of the tomb. On the west wall in the last 10 feet of this section are two doors (each 10 feet tall and five feet wide), sheathed in copper now turned to verdigris hues, and inscribed with hieroglyphs as follows:

**"Curses upon those so foolish
as to have delved so deeply
into my Eternal House.
May you wander
in confusion endlessly
for daring to now seek
the ultimate richness
stored for my lasting enjoyment
in the Afterworld.
Turn back!"**

There is no active Curse here, but the words are a clue to the nature of what is here...infinite repetition. After the door seals are broken and the bitumen freed from them, the portal can be tugged outward, though this requires great effort. Read the following:

"You see revealed a large chamber, 30 feet wide and 50 feet long. The ceiling is 30 feet above. The room is plastered white and painted with scenes of Rahotep counting his wealth, inspecting magickal things, wearing jewels, and doing all manner of things for the purpose of storing, for future use, such treasures as a Priest-Mage and soldier might have accumulated during a lifetime of success—in the wealthy times of Ancient Egypt—under the aegis of a generous Pharaoh (and by success and dishonesty as well). All those things are spoken of in the writings which separate and underscore the depictions.

"There are four archway passages leading from this chamber, two each in the north and south walls. Each passage is 10 feet broad."

After brief exploration, the party will probably head into one of these corridors. Each is a magickal and continuous loop, returning to the same chamber after 60 feet, but arriving from the other side, of course.

The "second" and subsequent chambers visited contain illusions, all different, generated by Heka of very strong, Supernatural sort, say around Grade XIII or so (and thus quite difficult to negate, dispel, or even penetrate). One such dweomer covers all the walls (hiding the entry door in the process), and another mimics new contents. The latter's Effect will mask the HPs' ability to see themselves at long range (i.e., by peering down any corridor while using a form of sight that has a range of 90 or more feet).

The wall illusion is rather insidious, changing the color of the background and also a few—but not many—of the hieroglyphs and inscriptions. When you grudgingly reveal the minor differences to a player who has thought to examine the walls carefully, the persona's triumphant satisfaction will doubtless spur the whole group onward.

As the party proceeds to each "new" room, work down the sidebar list of illusory effects (see page 129), in order. If they double back, work back up the list, of course; and if they then strike out in the opposite direction, skip to the bottom of the list and continue up. You are encouraged to add to the list—lilac, mauve, charcoal, maroon, rose, tan, citron, jade, olive, marigold, tan, sapphire, and opalescent, for instance, have been left undetailed.

Furthermore (though this is optional and even nastier), refer to the second listing for illusory differences in the corridors themselves. Also, of course, you may add transient, one-time illusory effects (using cold and heat, wind, noises of creatures and persons, and so forth) to complete the dressing. A surprised human OP who screams and runs off (just a bit faster than the party's maximum rate) is usually good for a chase.

Make a sheet with additions, details, etc., noted so that this "vast complex of chambers" is truly unique in each of its component portions!

The party can leave easily, either immediately by the door in the "original" room, or by finding the illusion-covered door of any "other" room thereafter. It is also noteworthy that Aural and Heka checks will produce the same monotonous readings.

Astute players will soon leave one or two personas in the initial room while the others proceed down a corridor. Those departing can be clearly watched in the process, but neither group will see the other "ahead" until the travellers re-enter the room. Note that the illusory effect takes precedence over the real room, and each new illusion likewise takes precedence over its predecessor. The stationary personas might believe—and *will* believe, if you describe the process correctly—that they have been teleported to rejoin their comrades!

You might be thus able to keep the party marching around here for quite some time, thinking that Rahotep has hewn a labyrinth of identical chambers herein, and that somewhere there must be a secret cache of his treasures.



Room Illusions

Color	Contents
Purple	There is a shallow water basin (10 feet in diameter) in the center of the room.
Black	Phosphorescent figures of strange beings slowly writhe in the walls, but these are insubstantial, as if on another plane.
Red	In each corner is a 20-foot-tall statue of Set; each has a different head (human, warhog, ass, okapi).
Orange flames	The room is hot, and the walls are embers and fire.
Gold	The room has a sand floor, with snakes near the edges.
Yellow	Here are eight black pillars painted (in white) with demonic forms.
Brown	This appears to be a roughly hewn area, like a natural cave.
Pale green	The hard earthen floor is grassy, with plants near the walls.
Emerald	The walls appear as water, with fish and sea creatures of all sizes swimming therein.
Azure	The floor is of clouds; the walls and ceiling, clear sky.
Blue	This appears to be a palace room of lapis lazuli; music and female voices are heard in the distance, but nobody is to be seen.
Indigo	Here is space itself. The room becomes a sphere crossed by a crystal bridge, with stars in all directions.
Violet	There are statues of Rahotep in the corners, and the hieroglyphs are green.
Gray	The room is misty, with a thundering waterfall nearby; shadows move in the fog.
Pearl	This appears to be a garden, with a central path through flowers; birds sing nearby, and they can be seen in the bushes.
Silver	The room is metal, and footfalls clank and ring; distant golden and silvery bells sound plangent and sweet "in response."
Crystal	Wind blows softly, and chimes tinkle tantalizingly nearby.

Corridor Illusions

The passage is blocked by a door, which must be opened to proceed.

There are phosphorescent worms on and in the walls.

Archway

Cobwebs

Broad steps lead up. (Climbing seems normal, though it is illusory.)

Rushing water can be heard underfoot.

The passage slants downwards.

The passage is blocked by a barred grill, which must be unlocked, forced open, the lock picked, etc.

There are hissing vents of steam in the walls.

Hieroglyphs warn "Turn Back!"

Croaking can be heard in the distance.

The walls are rough-hewn.

Broad steps lead down a few feet.

Chained human skeletons hang from the walls.

The passage slants upwards.

Half-pillars line the way.

Bas-reliefs of Monsters adorn the walls.

A "trap" on the floor is detected automatically, and must be defused.

Hieroglyphs portray a Curse, and sudden chills run down someone's back (as if one of the Nine Curses of Rahotep).

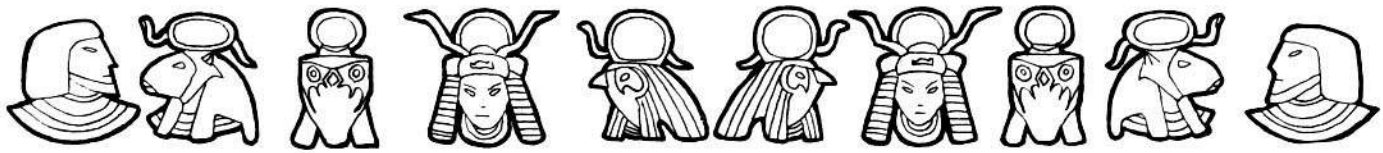
17. The "Final" Chamber

Remember that the corridor proceeds 30 feet west of the intersection (Area 8) and ends. Party entry into this corridor will bring the *Khu* of Rahotep as will be described for you in a bit.

Being gluttons for punishment, your intrepid heroes will doubtless search here for secret access. Look thoroughly annoyed if they discover the dim Preternatural Heka emanating from the west wall here, or if they notice that tapping produces almost no sound at all because of the dweomer! Someone will probably try to see through the illusion covering the wall, and will then see hieroglyphs portraying the following message:

"The might of The Set Rahotep clouds the dull minds of those who seek to violate his Eternal House and disturb the happy rest of his physical remains. See without seeing, and leave this place untouched."

The secret door here will simply not open or break until the message has been read. Thereafter it will pivot open after some amount of work. Allow success after some time—say 3D6 BTs—and if the players seem about to give up at any point, encourage them by noting that a stone shifted, something creaked, etc. Once someone has passed through (or poked a head through) the illusion-masked doorway, read the following:



"You have discovered a great chamber with a peaked ceiling. It is 70 feet across and 40 feet wide; the ceiling reaches to 40 feet at its top, tapering in all four directions to 10-foot height at the walls. The usual hieroglyphs cover the lower walls, and many stone statues of strange deities line the walls, accompanied by the expected ones of Set, Sebk, and other Dark Ones. The floor is of black onyx, polished smooth.

"Nine columns dominate the place, all reaching from floor to ceiling. Each of the outer four is four feet diameter and almost 20 feet tall, made of dark-green stone. Each of the inner four is six feet across and almost 30 feet tall, made of black-gray granite. And in the center of the room is a massive column—a full 10 feet diameter and 40 feet tall—made of deep-red sandstone."

Pictures and texts on the walls praise Rahotep and Set, recounting the vile and wicked deeds of the former and raising prayers to the latter. Some also display magickal formulæ for preserving and protecting the mummy, the tomb, and the name of Rahotep.

The Auras of the chamber are of ancient death and antipathy, producing an unease about entering the place. Heka emanations are of diffused Negative Supernatural and faint and uncertain Entital types. No detectable force comes from the statues, but the central pillar pulses with nebulous energy.

Behind and adjacent to the large pillar, mostly obscured from the door but quickly noticed after entry, stands a stone crypt that looks familiar—being identical to the first "final resting place of Rahotep" found in Area 6.

Note that action starts when anyone comes within three feet of this vault (see below).

Full details are given here nevertheless, for certain dweomers may enable inspection (even into the interiors of containers) at greater range.

Crypt: The crypt is a chamber of black granite 12 feet wide, 20 feet high, and 10 feet deep. Its west side is open, facing a gateway of the same dimensions painted on the wall directly opposite. It is different from the earlier crypt in that upon it are inscribed glyphs blessing Rahotep, and wishing him:

***"Joy forever in this Eternal House,
as the name of the Set Rahotep endures
forever amongst the living."***

Another inscription states as follows, implying that all of the nine parts of Rahotep are indeed entombed within this very chamber:

***"Stay, Shadow of Rahotep,
to make the Body whole;
Fortunate, Double, to dwell
in such splendor as this tomb;
Here, Heart, you will know
joy and wisdom endless;
Fly, free Soul, to bring
thy Will to the heavens.
Grow, Power, so that
each other might increase;
Walk amongst the stars,
liberated Spirit of Rahotep.
Glorious new Being, exist
and vanquish all thy foes."***

In the center of the crypt is a wooden shrine, five feet wide, 10 feet

tall, and eight feet deep, which is painted red and black, and gilded. It bears the cartouche of **"The Set Rahotep."** This is a complete wooden cage about an inner vault of red granite. The latter is mortared shut, and must be chiseled free. (Alternatively, its top could be smashed.) This vault is seven feet long, four feet tall, and four feet wide. Within the vault is a sarcophagus of porphyry, with a lid weighing 1,000 pounds. When it is removed, a second sarcophagus of wood is revealed, painted and gilded with Rahotep's likeness on the lid. The normal mummy within is inanimate and non-magickal.

At each corner within the crypt stands a canopic jar with a demonic head. Under each jar is an ivory coffer, each worth 10,000 BUCs in itself. The coffers hold (respectively) 200 antique silver coins, 20 antique gold coins, 100 loose gemstones, and 10 pieces of jewelry. Between antiquary and metal or gem value, the contents of each coffer are worth 500,000 to 2,000,000 BUCs. But as previously noted, the party will probably not get to these any time soon, due to the following.

Arrival: When anyone comes within three feet of the crypt, read the following.

"Without warning, a huge horned being suddenly steps from the gateway of the crypt! It stands about 16 feet tall, and its skin is jet black, marked in blood-red with arcane, demonic patterns. Its ferocious visage is awful to behold, with glowing eyes and dripping fangs. You feel your soul sink, head spinning from the horror of this being!

"Its hands have too many fingers, each of which is tipped with a razor-sharp talon a span long. In one hand it wields a mammoth *khopesh* sword. Priestcrafters, you recognize this Entity from your studies; it is the Demon Lordling Aldinach. Speak not its dread name aloud!"

Now make a show of having everyone check against their Mental and Spiritual TRAIT scores. Ask about figurines carried, any protections, and so forth. Then roll 1D% two times for each persona present, shaking your head, exclaiming and muttering. Somebody fails with a score just over that needed—but no, you forgot his statuette of... You get the whole dramatic ploy now. Somehow the whole party makes it!

Yes, it really is Aldinach. The great Demon being is magickally compelled to make an appearance and carry out a sham battle, doing its utmost to make the combat seem real. It utters fearsome noises and threats, howls, and generally carries on as should a properly enraged and terrible Netherbeing lordling of Great sort.

Its sudden appearance gives it the initiative, and Aldinach fires off immediately a crackling ray of red-black energy into the crypt. This strikes an ivory coffer, which shatters; its blasted fragments fly out, inflicting 1D6 points of PD to everyone within 10 feet (simply bouncing off of Aldinach, of course—a fact which you may wish to voice, laughing at the HPs as you point it out). The Demon will fire one such bolt every or every other CT thereafter, thus destroying all of the coffers by no later than the end of the seventh CT of this "combat." If someone grabs such a coffer and runs, in an attempt to save the treasure, Aldinach's bolt will still strike unflinching (at the coffer), and the individual takes all of the damage from the fragments (automatic 13 points of PD, but pretend it could have been much more and the HP was lucky).

The fray inevitably results in the destruction of all the canopic jars and ivory coffers, and of most of the treasure in the latter as well. A collection



worth 250,000 BUCs can be gleaned from the wreckage, but no more.

Refer to the notes above for opening the inner sarcophagus, but remember that the former coffin (Area 6) contained a dangerous mummy. Play up the tension! The inanimate mummy herein is merely that of a former slave of the Priest-Mage, slain for this purpose. Gold objects abound herein. One such is a mask that covers the mummy's face; others flank the body. The mask is worth 500,000 BUCs (antiquary value, or 5,000 if converted to raw treasure), and the total value of the other pieces is the same. Upon the mummy are nine gems, each worth 11,000-20,000 BUCs, these placed carefully on the body (arms, legs, thighs, shoulders, chest) in a ritualistic pattern. As each is touched, you may add side effects (cold shudder, eerie sound, and so forth—all meaningless).

However, again hidden under the innermost coffin, as was the case in Area 6, there is one of the Nine Objects of Evil, the *Netherladder*, a ladder-like Amulet with all the tell-tale characteristics of the others of its kind. The HP who finds it will at worst "feel" it has value and wish to tuck it safely out of sight somewhere on his or her person.

The Great Column: Recall that there is Heka radiating from this column. Two sets of bas-relief hieroglyphs are carved on the pillar. On the northeast and southeast faces (respectively) are messages and other details as follows:

Northeast:

***"Here were glad
those Under-Priests of Rahotep
who saw His Greatness safely placed
in this Eternal House!"***

If the glyphs for "glad" and "safely" on this message are pressed simultaneously, a human-sized secret door upon which the glyphs are inscribed pivots open at floor level. This gives access to a narrow and cramped spiral staircase within the column, which in turn leads upwards to an "escape tunnel" (see the cross-section map on the color insert). This passage inclines gently upwards about 100 feet, whereupon stairs continue up another 30 feet, ending in a heavy wooden door, bound with iron, which opens inwards. It will open if tugged at hard enough. This, however, releases an avalanche of melon-sized boulders, which cascade into the tunnel, bouncing and rolling down the steps and slope. Everyone within the tunnel at that time is buried and crushed unless a successful Avoidance roll is made with a DR of "Hard," that success lessening the effect to a mere 13D6 points of PD. Those within the column at the time of the avalanche take either 13D6 PD, or half that if the Avoidance roll is successful. In any event, the stones pile up and block the staircase within the column. Somebody might be blocked from getting back into the tomb this way, of course...

Southeast:

***"By such Powers as this
does The Set Rahotep descend
to the rightful depths
of His deserved Realm!"***

If the glyphs for "descend" and "depths" on this message are pressed simultaneously, a small secret panel (at a height of two feet) in the east side of the pillar pivots open. Within are four bronze rings of verdigris hue, and four dark iron bracelets. When any of these items is touched, everyone within the room is transported instantly to room

17A (100 feet south and 20 feet west), which is utterly isolated. Since the chamber is essentially identical, as are the HPs' relative positions within it, describe the event as follows:

"When you touch the item, all of the contents of the tomb vanish! Even the crypt is gone. It is as if nothing was here, nothing was disturbed..."

If the characters have "fought" Aldinach, all signs of that fray have also vanished. If they have opened the secret door to the staircase, that portal is now closed (in fact, although those glyphs are here, there is no doorway nor staircase). The pillars and walls are otherwise identical to those of Area 17. Finally, the secret compartment with the rings and bracelets is still open, and identical items are therein. However, if a count was previously made, someone should notice that there is now one extra ring or bracelet—the one touched so as to trigger this event.

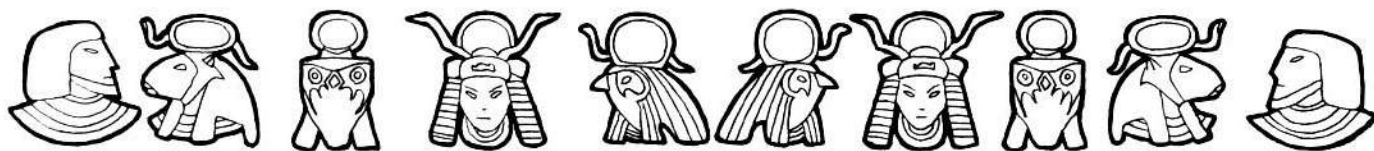
At this point, there are only two means of escape, and one allows only for nine personas of somewhat specific types. The "easy way" is, of course, by digging. Some divinatory Casting will assist the team in this regard. This form of escape will take a while, but if pursued eastward, the tunnel will eventually break into room 15A or 15C. The limited means is by donning the rings and/or bracelets. If a Full Practitioner dons one of the *rings* herein, that persona feels the urge to move to any of the green (outermost and smallest) pillars and touch it. This act transports that HP back to Area 17, maintaining the same relative position, but causes the ring to vanish. Anyone other than Full Practitioners may don a *bracelet* to receive a similar urge, this time directed towards the larger (granite) columns, but with the same results (causing the bracelet to vanish, of course). A ring will not transport anyone who is unable to channel full Heka, nor a bracelet one so able.

Return of the Khu: Meanwhile, our cuddly, human-headed vulture has found its way back to this place. It has a mission, of course. If the party is carrying all four of the Nine Evil Objects obtainable outside the tomb, Rahotep is particularly lustful in regards to getting the group on its way to him! Even if they have only one, or none of these, he still hungers for the HPs' energies. Naturally, he considers them to have absolutely no chance against him, for if nothing else he is over-confident, arrogant...and possibly right! Back to the *Khu*.

As the HP team is about to depart Area 17 (or has managed to dig its way out of Area 17A and heads north along the axis from 13 to 8) the *Khu* will shift from NPM to PPM form. The thing then sends forth a blast of Heka at the party, a Power whose Effect delivers 13 points of Spiritual damage to each persona not shielded from such attack. With this assault comes its croaking, disgusting mental voice, saying:

***"Jackals! Festering piles of dung
fit for scarabs to feed on in the sun!
You are in the realm of Gloomy Dark,
so to Rahotep's command now hark.
Call upon His might, speak great His name,
and you can yet win this deadly game.
For each of you there now awaits
a place of power behind Re-Stau's gates,
or a throne and palace in Pharaoh's land
if with Evil you take your stand."***

The *Khu* flaps its ugly wings as if to say, "Well?" Rahotep doesn't expect to achieve success as regards to having personas speak his



name by this show. What occurs if one does is sufficiently well known to the GM by now not to need repeating. The message is meant to provoke response of another sort. Attack.

Again, Spiritual assault on the *Khu* will inflict damage on Rahotep proper, and all damage over a base 13 per attack does so. Whatever Castings, Powers, or even Physical responses are aimed at the soul-bird will evoke a response from it, however. As appropriate to the situation, tell the party something along these lines:

"The vulture-thing emits a horrid screeching noise as your attacks strike it. It whirls upwards, then plunges down. There is no impact with the passage floor, though. The thing simply continues on through the stone. But of course! It hovered above the pit. It fell down into that shaft!"

At such time as the team peers down there, even using magical means, there is no sign of the *Khu*...save a faint trace of Heka in the air near the hieroglyphs high up on the wall, an Aural smirch seeming to disappear into the stone there. (Now is that a nose ring to lead the player's around by, or what?!)

Note to Area 17: The GM should note that the seeming door in the middle of the west wall is merely a decorative addition. The passage which seemingly lies behind it is actually below the level of the chamber and separated from it by 30 feet of solis rock.

SECOND INTERLUDE

Before letting the group do more in play, though, tell them it's time for a break. Don't pretend it's all done, but allow the group to state what it thinks. Get the players to relax and talk about how things have proceeded thus far. Analysis of the plot and tomb layout, devices and opponents therein, and how they have managed the whole is a great way for the group to gain expertise! In the case that even the *Khu* didn't convince them that there's more to this place than they've discovered so far, consider things as going *badly* as you read further. The group should know for sure now that Rahotep is still very much active, and there are yet "miles to go before they sleep."

Results & Rewards

When they've talked things over sufficiently and seem to be a bit restless, hand out some "goodies."

Each HP who has managed to get this far should receive 3 AP/Qs for application to some K/S here and now. Give the best of the team another 2 points, the runner-up 1, and the worst a lecture, with the assistance of the other players, on what had better be done in the future to improve things or else face the certainty of having to create a new Heroic Persona without the STEEP and extra goodies the rest of the team possesses!

Outstandingly played K/S Areas should earn 1 to 2 AP/Ss, one or two Areas per HP, no more than three HPs so considered.

If any HP has 1 or fewer Joss Factors, hand out as many as needed to get that persona to 3 JFs.

If something really unusual occurred, consider whatever other award (or penalty) would fit the circumstances: 1 AP/X, a Quirk (or Counter-Quirk), or whatever you think best.

Before Resuming Play

It is now time to assess once again how the team is managing. Here, in brief, is a guideline:

If they are doing badly, then they should be encouraged to withdraw, recover Heka and heal damage, and, while doing a bit of side-adventuring, learn to be better at their work! How? Discussion of what was done, what could and should have been done, and how to do it right the next time, that's how. Along with this, actual playing experience and some improvement in the HPs should suffice. Perhaps they should finish this expedition much, much later, however...if at all.

If the team proved to be poor to mediocre, then use the guideline above, but have them back here to delve deeper after lots of group discussion but just a few sessions of practice adventuring elsewhere.

The solid team which managed to handle things without any disasters but has suffered considerable "wear and tear" needs to be withdrawn for refitting and a bit of planning, then thrown back into the fray!

The team with little damage and loss, and general success thus far, is ready to go on immediately, so after whatever pause you determine is right, get them going again to bring the plans of the arch-villain down around his withered ears!

More of Rahotep's History and His Plan for Ascension

Harken back now to that time in Ancient Egypt when Rahotep was Archpriest and plotting to become Pharaoh. When Rahotep found that his machinations were for naught, and that the combined forces of Good precluded his victory by might and arms, he was faced with this dilemma. It was impossible to retain life, and his choices were obvious:

1. Fight to the end and be slain, or remain in hiding in the wastes until he expired "naturally," as do the majority of Earth's peoples (unthinkable!).
2. Become Undead by either Demonic means (becoming, for example, a ghoul or vampire) or diabolical art (as a haunt, gravewright, lich, etc.)—again, unacceptable for one of his "position" and power.
3. Expire but remain malevolently present in a state of quasi-life (as a ghost, phantom, spectre, wraith, etc.)—bahl
4. Attain Eternal status by some means, through Entital magick—thus becoming greater than the *Power* status he now had achieved, achieving Quasi-Delty or Demi-Godhood by some means. Now that was more like it!

Rahotep disclaimed the first three of the above, of course, but could not attain the fourth, for amongst the great ones of Evil, there is neither the need nor the desire to grant such a favor, nor to elevate yet another potential rival and/or enemy. So he formulated a plan that was complex, insidious, and horrible. He would accept his expiration only partially, taking for his entombed body the existence of a vampire-ghoul-lich, a state that would sustain it over centuries, even millennia. And coupled with this was a promise from Set... "Remain my faithful servant, succeed in your new plan (as you failed Me in the old!), and I will aid you to become an Unmortal delty of Gloomy Darkness."

The Priest-Wizard would need slaves and servants to carry out his plans, so he had most of his large retinue slain and entombed with him. Many of these, including the vampire Utat-nebbu (Area 19) and



others, still serve him faithfully in unlife. Rahotep carried vast spoils with him in flight, so his tomb was packed with fabulous treasures, and word of such was deliberately spread—ensuring the inevitable assaults by robbers and thieves (i.e., sustenance for the long years of unlife). And of course, the place was constructed to prevent all but the most powerful from achieving success.

In the meantime, those followers who were spared death thus went secretly forth and kept alive the cult of Rahotep. It was these survivors, and their descendants and converts, who spread tales of the tomb's treasure, brought sacrifices to those who dwelled there and could enter and leave freely.

Thus, over the centuries, the tomb was assailed by many would-be looters. Their failures were only anticipated. The damage done in the process was repaired by Heka, "unnatural" slave labor (such as animated skeletons, zombies, and so forth), or both. Even mortal

humans were occasionally so employed; it was of no matter. The life force of each looter who failed fed and sustained both Rahotep and his entourage. Spirit, blood and flesh, mind, all served them well.

Rahotep's plan proceeded almost as expected. His flesh was preserved, and he rested much, growing slowly towards a state of "non-mortality." He augmented the process by continuing his research into the most arcane and hideous lore, for he had his magical library interred in his Mortuary Palace with him. The fell nature of the traps, guardians, and Curses served to cull out the unfit; they fed Rahotep sufficiently with those sacrifices brought specially there to augment the energy he gained thus. (In fact, any HPs who have died in the process of exploration here now have gone to nourish Rahotep, as you will see later on...)

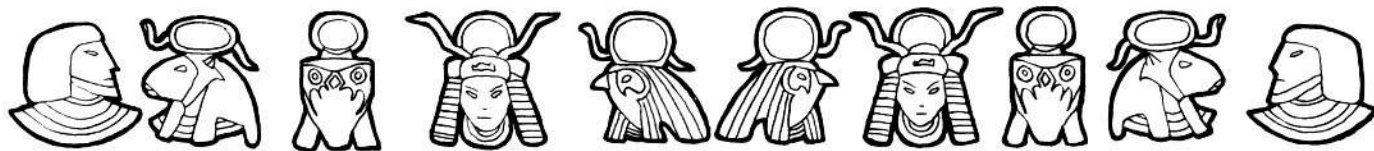
Century followed slow century, and the Rituals were at last done. The stars had wheeled 'round again, and Set's dark powers flamed



with renewed strength. At last the great moment was at hand! If Rahotep succeeds in finishing off each and every one of those who penetrate the Mortuary Palace (Areas 24 and beyond), he will revive, and will become more.... With success, Rahotep can walk the world again without being fettered to one spot, commanded by no harsh overlords of Evil, save the Red One, living but not alive....an eternal un-mortal, able to enjoy the stuff of life but not subject to Death! The Unmortal Rahotep a Demi-God of Gloomy Darkness bent on ruling all Ærth, spreading Evil everywhere, and protected by the ægis of Set.

But before this longed-for event can come about, Rahotep must feed upon the life essences of all these dauntless trespassers of such exceptional vitality. Certain things must happen, or be made to happen, so that the final Ritual can be completed. The possession of the Nine Evil Objects will make him more potent still, a Minor deity at least, and certainly then the unquestioned Right Hand of Set, one able to climb higher still. Then again, those same objects could be his undoing, but Rahotep discounts utterly that possibility...

And these things shall come to pass in the Mortuary Palace of Rahotep the Great, won't they?



THE ADVENTURE AGAIN RESUMED

As the HPs have not yet faced a substantial Rahotep, and with the possible appearance of mummy-zombies apparently controlled from elsewhere, the players should be convinced, as noted above, that there's more to this place. (Those who have their Heroic Personas depart without finding the rest of the tomb are certainly not yet of superior skill in regards to assessing the intricacies of play, although they might handle tactical situations well enough.)

Getting to the Inner Tomb

The *Khu*'s appearance above, and disappearance into, the pit should certainly suffice to get the team searching that place. Still, it may be necessary to give another clue. For example, any persona who has a figurine of Osiris or Heru may be imbued with a "feeling of hatred" when the pit at Area 8 is entered (though certainly not when the trap is first sprung). That should suffice.

Concealing secret places within pits is hardly a new ploy, but some may be unaccustomed to such concealment being 20 feet up one wall. Once this is located, however, the writing thereon should certainly provide the cap to all the clues given.

Secret Tunnel

If you are turning here from Area 8 and haven't read all of the other material under Second Interlude, please go back and do so now.

As previously noted (Area 8), the stone block either swings or leaps out, revealing a passage five feet wide and seven feet tall, leading west. At some point comes the foreboding, the eerie groaning, and the whispered message.

As the narrow tunnel heads west, the ceiling keeps getting lower. After 50 feet, it is just high enough to permit crawling on hands and knees, and after 80 feet a completely prone crawl is required.

The last 10-foot section of tunnel slopes downward slightly, and the passage ends before a wall of wood and plaster. There is no room to smash it with a weapon. The logical method is to retreat, turn around, and return feet-first for kicking. Certain dweomers of destruction or opening may provide alternatives, of course.

At the point of connection to Area 18, the floor of the tunnel is 30 feet above the floor of that chamber, as you will note from your cutaway overview map. It is here that you determine the specific victim of the Fourth Curse (which was recited by the whispering voice). This victim is the person who breaches the wall, whatever the means.

If punching, weapon-assisted or not, or kicking is involved, it is successful—and the victim is sucked through, irrevocably falling 30 feet to the floor and taking 6D6 Impact PD, modified by Heka protections and also by Strike Location, upon hitting the paves below. (Remember that death brings metamorphosis.)

If Heka was the means of ingress, or the Curse was thwarted via Avoidance, the specific victim slips and plunges down upon getting to the end of the passageway entering the Area 18 room.

Because of the sloping passage, if the first person kicks through and falls thus, the unexpectedly sudden breakthrough forces the next person (and possibly more) to try to avoid tumbling in as well. Have the second roll against PMSpd + PISpd at DR "Moderate," the third at DR "Hard."

N.B.: In the Cutaway Sideview of the Map, at the end of the passage to 18, "W" represents the wall and "T" represents the trap.

18. Archway Chamber

"You are peering from the tunnel down into a 30-foot-square chamber with a 40-foot-high ceiling. The tunnel's floor is about 10 feet from that ceiling. Except for the scar of your penetration (and its results on the floor below), the room is plastered smooth and whitewashed. The only notable feature is an archway, 10 feet high and eight feet wide, set into the north wall near the corner. It is the first such construction you have seen in this place, and appears to have been fashioned after an Ancient Roman arch."

Beneath the plaster of the walls, floor, and ceiling are thick brick walls, mortared four rows deep. Beyond them is the solid sandstone and limestone layers of the hill. Inscribed on the inner layer of bricks, and filling such walls up to 10 feet from the floor, are hieroglyphs, hieratic scripts, and bas-relief images. All of these deride trespassers—**"dolts, robbers, and desecrators of tombs"**—for their folly. Here are also threats of torment and death, various derogatory suggestions as to the intruders' parents and personal habits, and several Curses (none of the latter being magickal or particularly effective, except psychologically).

The Archway:

- S** The arch is of natural red sandstone hewn smooth, but unpainted. To the north beyond is a vaguely seen throne of amethyst hue, with a black figure seated thereon.
- I:** Each half-column along the passageway beyond the archway sheds a rust-colored illumination.
- D:** The passage north (only) leads 30 feet to a 10-foot intersection, then continues 20 feet to Area 20 (a chamber 40 feet long and 30 feet wide, containing pillars that glow as do those in the corridor) described below under that key number.
- H** There are unnaturally loud and long-lasting echoes of every sound the party makes.
- A** An Aura of total Evil, malevolence and lurking perils permeates this place.
- D** Supernatural Heka of Negative source prevails; this is general, but strongest overhead, and there are traces of Preternatural energy of Negative sort also.
- O** The smells of heated metal, sulphur, and mingled foul stench of the worst sorts prevail here.
- W** Hieroglyphs overhead on the archway read: **"Now do you Abandon all Hopes!"**
- S** The temperature rises by several degrees for each 10 feet of passage to the north, reaching 100° F. at the entrance to Area 20.

The arch leads to a side venture. As the personas enter the corridor, they note that dark flames flicker and burn *within* the very stone of the pillars lining the corridor, producing the noted rusty-red illumination. They will also notice the temperature increase rather soon, since the rest of the tomb has been a relatively constant 55° F. Anyone who stares at the flames will detect vague shapes and features of prancing, leering Devils and their ilk, writhing humanoid forms, and so forth, and will even hear faint cries of torment and pleas for aid. Go to Area 19 (below) if the characters continue in this direction.



Secret Exit: As to the more productive exit from the room, a brief note is in order before we continue: *Ten feet to the left (south) of the tunnel and five feet higher up is another secret passage, which is a mere two feet square and extremely well-hidden. It was bricked up four layers deep, plastered over, and whitewashed normally. Tapping, exceptional sight, and other typical means of searching reveal nothing.*

There is a clue, however. Beneath the plaster of the ceiling are iron support bolts with terminal rings. There is no exterior trace, since these rings are covered by the thick plaster and their shafts penetrate brick and deep within the stone; but if a couple are uncovered, they mark a path. These bolts can be found not only on the ceiling before this tunnel entrance, but leading in a double line all the way to the southeast corner as well. A thinking player will understand that these rings were supports for ropes, and that there was some reason for them to be there in the other corner of the ceiling... The layers of brick, identical to those everywhere else in the room, might discourage some; but if the HPs persevere in digging at this lofty corner, they will eventually discover the exit. *At such time, turn to Area 23.*

19. Side Corridors

"You see a passageway of about three paces width and twice a human's height angling off before you. It is difficult to see far in the fading illumination, but it appears that the corridor doglegs to the right and to the left after about 40 or 50 feet."

The stone to the left (northwest) is gray-red; that to the right (northeast) is yellow-red. The mechanism here is similar to that of Area 16 (q.v.) and its corridors. When the personas reach the second turn to the north, they are transported back to the first such turn. They should notice their problem either when someone looks back and sees the rusty light of the initial corridor, or after they complete a few turns and find nothing.

20. The "Black Devil"

Mission of Utat-nebbu: This Supernatural vampire is both totally Evil and very sly and intelligent. He is the trusted henchman of Rahotep, and as such he is present and ready to try and test all who come so deep within the tomb complex. Naturally, Utat's power grows through success versus such intruders, so he has a dual reason for doing his utmost to succeed. Who can tell, the fellow thinks, one day perhaps I might rule all... No matter. Should he be bested and escape, this vampire will communicate everything he has learned about the HPs to Rahotep, his "lord and master."

Aural readings hereafter are of overwhelming Evil. (What else could be expected?) Heka determination during the following monologue might reveal an uncertain glamour of lies, but the net result, a heap of items before the throne, generates so strong a reading of all forms of magical power that it is impossible to determine the exact nature of the falsehood(s). Intense concentration throughout *might* detect a faint Aura of deception here, that light coming from the "Devil" most strongly as he speaks.

The three-foot half-columns continue at 10-foot intervals, each shedding its dull and bloody-hued gleams. The chamber ahead is 30 feet broad, and the walls are sooty-hued, though still lined with half-columns similar to those in the passageway. Whatever ceiling is above must be black as pitch. Three pairs of

larger pillars line the way towards a massive amethyst throne, a seat which dominates the chamber. Movement from on this massive throne catches your eye.

"A dark shape is seated in the huge chair, a figure dwarfed by its 15-foot height and 10-foot breadth. You originally took this to be a statue, slightly larger than human-size, but it has just moved—raising the palm of its right hand towards you.

"So you at last have managed to find my retreat!" its deep, rumbling voice booms forth. "You are either worse fools or more competent adventurers than I had expected. My congratulations and greetings, mortals!"

"Cherry-red light springs from all of the pillars, and you can now see the seated one more clearly. He is humanoid, about seven feet tall, and diabolical—totally naked, sinewy thin, and hairless. His scorpion tail curls from behind, now visible. Small jet-black horns jut from his forehead.

"Rahotep is just a fiction, you know," he continues. "Yet it is one I have found amusing to continue. That one who was the Priest-Wizard now fries on the iron floor of my Domain...and this place is a fine recruiting office!"

"The devilish head is thrown back, and hideous, mocking, diabolical laughter echoes throughout the hall, as if it were a vast cavern. The ebon creature, whose long upper fangs glinted briefly as he laughed, shifts slightly on his throne, and twitches his needle-tipped scorpion tail.

"You are exceptional, you know. Most of the robbers who come here die much sooner than you will—or will you? I am sufficiently impressed to allow you a choice of three options, without ambiguity or equivocation.

"You are of sufficient power to become knights and nobles in my service—aah...I crave your pardon; I have not introduced myself. I am the One known as *Dispater*, Lord of the City of Dis, and Father of Darkness. And your names, ye who shall be ennobled in my service? All of *Ærth's* riches and powers shall be yours, to be sure, though such service does entail certain duties as well... But more of that after introductions! Who are you?"

If any idiot takes this offer, I'm at a loss to explain how that persona survived to this point. If any do give true names, this being now has power over them, with no Avoidance possible. If general titles or false names are given, the "Devil" simply laughs derisively; it can detect easily such lies. Continue with the following after the HPs have had a chance to reply:

"You would hear my other options? Very well. For the second, I offer a fiefdom in my Realm for each of you. I will change you from mortal to Eternal, and you shall become barons in Hell, with lands and estates and servants and slaves greater in extent and number than would fit into this petty land of *Ægypt*! Come now, which of you would not like such a rich prize? Name yourselves, ye who deny me!"

As above, personas foolish enough to give their true names place themselves in this being's power. Continue with the following:

"So, the third option is to be heard also. Very well. As you have managed to delve even unto this final chamber of the tomb, I am willing—well, not altogether, but I am feeling rather generous this day, having so recently recruited an entire priest-hood east of here—willing to grant you a reward to which is



attached no pledge of fealty. You can receive as much gold as you can carry, and any magick item you crave—as long as it's not *too* powerful. Merely pledge not to come here again. I shall then transport you safely to the land above, to enjoy the fruits of your victory.'

'Before your startled gaze, panels in the great throne open, spilling forth a stream of gold coins. Twin heaps of discs worth a thousand BUCs or more beyond counting, and then gems and jewelry as well, start piling up to the left and right of the throne. A few bright jewels roll over by your feet and might be picked up easily. Now a scattering of other objects are appearing in the cascade—a ring here, a wand there, then an Amulet, Talisman, a brass-bound tome, a couple of glowing weapons, sections of armor... All manner of magickal devices are pouring forth. Dispater waves the stream to a halt and peers inquiringly at you.

"That is enough! You have more than sufficient to select from. Which of you shall take the first choice, which the second? Now that you see the wealth and things of great enchantment, do not hesitate. And the rest of you who hang back—ask your questions; I know you mortals are eager to learn just what these puny magickal baubles can do."

This creature, one Utat-nebbu, was once a great wizard in Rahotep's service. He is now a mighty Supernatural vampire, and has been Rahotep's chief lieutenant for nearly a thousand years. He became so by sorcerous art, so that he might thus assist his master and enjoy eternal life (now Unlife) as well.

The creature's horns and tail are elements of a very powerful illusion, as is most of the outpouring from the throne. HPs attempting to break through its dweomer must be able to overcome a Grade XIII Casting. However, there are 150 real gold coins here, and a handful of actual gems too, some of which roll over to the party, as noted. There are also a half-dozen minor magickal items whose nature and sort should be determined as you see fit.

Utat-nebbu will not press for names of personas who take the third option (treasure and transport). In dropping this request, he acts in an offhand manner as might be expected of one in high power who has tired of trifles. If anyone takes either of the first options, however, he insists on true names, those being absolutely required *"by the Laws of Hell."*

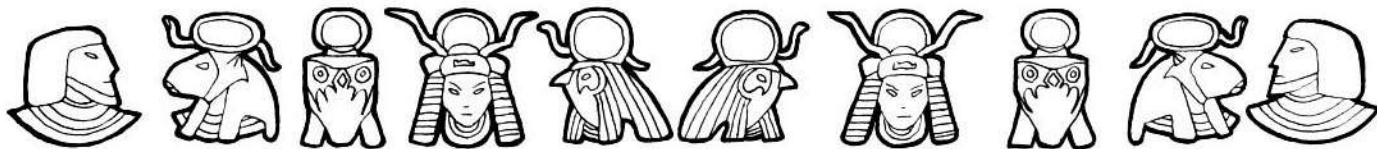
This vampire will try to dupe the party into accepting his offer of riches given *"for successful completion of the challenges of the tomb,"* and then take them to Area 21, explaining that therein lies the magickal transport to the surface.

In combat situations, the creature initially uses a Word of Power he possesses in order to disable whomever he can. He then physically assaults the nearest persona, seeking to grapple in *Hand-to-Hand*, *Lethal*, *Combat* (for obvious reasons, and for added defense against magickal attacks as well). Anyone slain in the fight will become a mummy-zombie (as if slain under a Curse). Anyone actually drained of blood by Utat-nebbu becomes a zomboid vampire (Unalive) under his domination. If Utat-nebbu flees the fight or is forced into PPM form, he will be found thereafter recuperating in Area 22 (q.v.).

For details of this EP, see the OP Statistics appearing following Chapter 9.

Throne: The throne has compartments that hold another 50 ancient gold coins. Adding these to the 150 real coins on the floor, the





total is 200,000 BUCs in treasure, but if taken to a collector they will fetch five times that much.

The lower front of the throne is a sliding stone panel, which will not be found unless an extensive examination is conducted. Discovery is at "Hard" regardless of what K/S you decide is appropriate. Three hieroglyphs are carved into the stone behind it. These, and the effects of pressing them, are as given below. Note, however, that death from these effects does *not* initiate a metamorphosis to mummy-zombie state (unless, of course, the victim is cursed as well).

The Three Hieroglyphs:

An Eye: This sends forth a disintegrating ray. The persona pressing the glyph takes 13D6 Impact PD, or half that if an Avoidance roll is asked for immediately and succeeds.

A Scorpion: Pressing this causes the throne and wall section behind it to swing north, pivoting along its east edge. However, the unfortunate pressing the hieroglyph takes an incidental 13D6 Mental damage...

A Heart: This bestows death-magick on the persona pressing it. That individual is Linked to the multiple-Castings stored in the throne and suffers 13D6 Spiritual damage.

21. Secret Room of Skulls

The entrance to this room is via the pivoting throne in Area 20. Heroic Personas might venture herein after dispatching or chasing off the vampire-wizard, Utat-nebbu, or might be escorted by that creature. Refer to the appropriate section below.

Entry Without Utat-Nebbu: *"Behind the pivoting throne is an extensive space. You walk through a 10-foot square foyer, and come to the main portion of the chamber. Above is a plain ceiling about 12 feet high. The floor seems to be of solid sandstone. The east and west walls bear Roman-style archways decorated in bas-relief, the eastern having a devil's-head; the western, human figures alternating with flowering plants. Skulls are ranked in rows all about the two long walls, except for two spaces, each of which is heavily cobwebbed."*

Within one of these cobwebbed spaces are seven bat-headed pendants on chains, all of silver; a number identical Items made of gold fill the other space. *The number of gold items is one greater than the number of personas in the party.* Each pendant radiates both an Aura and strong Heka. The Aura most malign and the Heka Negative and Supernatural come from the silver items, neutral Aura and Preternatural Heka from the golden pendants.

Twelve small but highly poisonous spiders dwell within each recess. Anyone who reaches into the webs to obtain a pendant must first roll to avoid being bitten, a base 20% chance of success; if that is failed, 2D3 spiders are encountered succeed in their attacks. The victim takes 3D10 Poison PD per bite, instantaneous, one time only. Cautious folk will, of course, use some instrument, not hands, to pull out the pendants, or else burn the webs away before reaching in.

Despite all this, none of the pendants seems to have any effect. If worn by someone using either archway, however, they alter the effects of the transport (see below). A golden pendant enables travel with all equipment; one was thus used by Utat' to move things to its domain. A silver pendant, if used to move from one area of the tomb to another (e.g., between Areas 21 and 22), causes the wearer to be

both "Dazed" and afflicted with amnesia upon reaching the destination, turning potentially dangerous invaders into safe and delicious cattle, so to speak. The vampire's traditional aversion to silver should be a clue sufficient for even moderately astute players. If used (in Area 22) to leave the tomb via the west archway (see below), it does not have this effect.

Entry With Utat-Nebbu: Describe the scene by reading the appropriate portion above. However, *note that Utat' uses illusions to hide the skulls.* "Disputer" comments that: **"The devil's-head arch (east) is still usable by those who change their mind and accept either of my offers for service in Hell,"** but that, **"The western arch transports you to the surface world as I promised."** Each arch radiates a strong Supernatural Negative Heka, but Aural checks produce no readings. Both archways transport creatures to Area 22—and in an unusual fashion, suspending them for one AT in a stasis in non-dimensional space before delivery. Furthermore, the arches transport only living or Undead creatures, leaving all non-living objects here—except when the transportee is wearing a gold pendant.

Note: If a wholesale slaughter seems imminent—though richly deserved, if all have been so foolish as to go along with this business—you may allow enchanted devices such as the HPs' best weapons to pass through somehow, as if they were living creatures. Perhaps the deity statuettes intervene...

22. Domain of Utat-Nebbu

Arrival is from Area 21, via an archway in the north wall of this chamber. This place is unlit, but visitors able to see in the Infrared and/or ultraviolet light spectrum will have no vision problems. Even those unable to pierce the total gloom will hear the sounds of what seems to be a minor hell. Assuming some manner of sight, read:

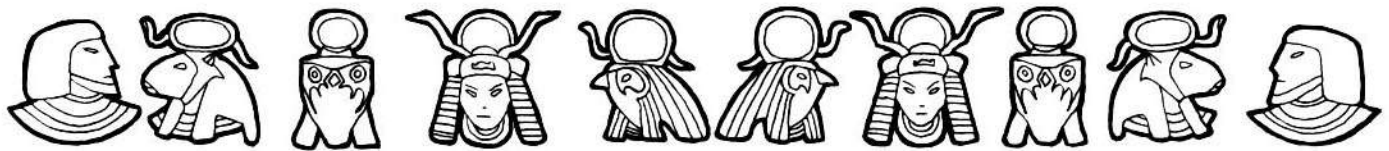
"You are in a big chamber, one 40 feet deep and over 100 feet long. It reeks of death and is as moldy as a grave. There are a half-dozen pale and beautiful women here, tall, slender, and very shapely too. They smile and beckon to you, but their eyes glow with a feral and red light, and long fangs in their upper jaws show them to be Undead things! You have no time for further observation, for they are coming towards you with purpose."

Six female vampires of Preternatural power, the harem of Utat-nebbu, are here accompanied by their stock of nourishment—a score of humans, all near death from anemia. None of these poor captives is in danger of becoming a vampire, however, as only a Supernatural one (i.e., Utat') can create such; its concubines cannot so do, and need no zomboid-vampire slaves.

Within the east and west alcoves are various amenities and furniture of the "vampirettes," such as couches and other items (as you like, but no treasure; these creatures crave only human blood, not baubles).

If the Heroic Personas arrive without equipment, they are in serious trouble—they will be welcome additions to the herd of captives. Otherwise, however, the monstrous *femmes* herein shouldn't be too a great challenge; once they are eliminated, the area can be explored.

During the fight, HPs might get the idea of tossing the "vampirettes" through any of the four archways in this place. One such archway stands in each of the 20-foot-square alcoves on the east and west ends of the room, and one is centered in each long wall (north and



south). Only the north and south archways will transport these creatures; refer to the "Archways" notes, below, for details.

If Utat-nebbu is here, he might assist his harem, or might flee. As a guideline, assume that if the creature has an average of 70% or more of its TRAITS, it will join the fray, but will later try to flee if reduced to 30% or lesser total in any TRAIT, or below an average of 50% in all. If the vampire-wizard flees, it leaves via the south archway, thus alerting the ghoules in Area 26A (see "Archways" below), and will later be found assisting the creatures at Area 24; *be sure to add the Supernatural vampire to the listing therein* unless something untoward happens to his Soul Object.

For data on the Preternatural vampires, refer to the OP Statistics.

When there is time to look around, read the following to the group:

"Now you see that this is (was) the private domain of the great vampire, that lair where he and his six lemans took their ease and sport. The great sarcophagus in the eastern portion was certainly that of Utat-nebbu himself, for you have noted six smaller ones in the western alcove. Of goods and wealth you see none..."

However, under the cushions in the bottom of the Supernatural vampire's coffin there lie hidden two seals. One is the Seal of Shadow, the eighth of the Nine Evil Objects, of course. It emanates the strong Auras and Heka which mark all of these things, and the HP locating it will certainly take it along, carefully hidden somewhere amidst the things carries on her or his person.

The other, emanating blackest Evil only in Aura and Supernatural Heka, an almost exact duplicate, is the Soul Object of this creature. It is enchanted to resist Heka up to 333 points, and Physical damage of any sort won't affect it. However, if it is first washed with Blessed Water, all of the Evil magicks are obliterated, and it can then be crushed by any Blunt PD equal to or greater than 17 points.

Archways: A living creature or being who uses either the east or the west arches must wear a silver pendant (from Area 21), but that persona can take up to two others along by grasping them firmly. All pendants that pass through either arch are sent to Area 28, alerting Rahotep to their use. The decorations of the archways and their destinations are as noted below:

East: **"There are two markings, a hawk hieroglyph and the cartouche for the delty Horus (of Sunlight Ethos), on the archway in the east alcove."** It should be apparent that nothing herein could have anything to do with Good, so this must be falsely marked. It does in fact lead only to a lightless cavern complex deep below, which is infested by all manner of ghoulish creatures. To go there is death for a personal

West: **"An owl and ankh hieroglyph on either side of the cartouche for Set are on the archway in this alcove."** The owl and the ankh symbols mitigate the Evil name, and this transporter will send users safely to the gorge area. They will appear in the vicinity of the entrance to this tomb (not up on the ledge).

North: **"There are no marks on or near this arch."** The entry arch will function as an exit, returning living beings to Area 21 if and only if each such persona wears one of the gold pendants described therein. If this is used to transport Undead creatures (same destination), no pendants are needed. If any of the Preternatural vampires are tossed through here during the fight, she will simply return three to six BTs later, probably gaining Surprise in the process.

South: **"There are no marks on or near this arch."** This arch is unusable by living beings. It sends Undead beings to Area 27A, and objects (including corpses) to 26A. However, if any unslain vampiress is flung to the latter area, the arrival alerts the horrid ghoules therein, and six will arrive from that place in 5D3 BTs thereafter. (See Area 26A and OP Statistics for details.) The pendants have no effect on the operation of this arch.

The score of humans in this place will merely cower and hide during the battle. The HPs should concern themselves with rescuing the hapless captives. If the HPs do not eventually assist them to freedom, each HP party member is in trouble, as will be explained later. Assuming normal heroic actions, however, one of these victims will, when spoken with by an HP, remember:

"There was a time—just a few days ago I recall it because we had light then, dear sweet light! That bastard Utat' was visited by three men (presumably Evil allies). I saw that one of these dirty traitors, the chief of them, wore a silver pendant of unusual sort...how well I recall its glittering in the light. When departing, this leader grasped his comrades firmly, and all then stepped through of one of the side arches, but... but..." (The poor fellow remembers not which was used to leave this little hell, and he is ashamed to tell that fact.)

The anecdote is quite true; anyone wearing a silver pendant can grasp up to two others, and the trio may step through either the east archway or the west. The party must figure out which provides the proper exit.

Heroic Personas who abandon these folk here immediately lose all Joss Factors. They also suffer a +7 penalty to all Avoidance rolls for the balance of the adventure! Furthermore, since such actions are thoughtless at best (and may be of Evil motivation), appropriate Counter-Quirks should be gained by each HP as their consciences are affected by their badness.

23. Secret Passage from Area 18

You should have turned here because the party has been extremely skillful, and has discovered the existence of this passage. Refer to Area 18 for relevant notes. Before you continue, you should be thoroughly familiar with Areas 24-31 at least, and preferably Areas 32-37 as well. Study the map carefully; the action picks up rather quickly when the party arrives at Area 24.

The breach of this passage produces one side effect, an event which is impossible for the HP party to detect at this time, though it is very relevant to this scenario. The *Khu* of Rahotep is drawn back from its Evil doings elsewhere in the tomb. It must now wing off to the innermost place of the labyrinth, and upon returning there it is imprisoned in the appropriate pillar in Area 37.

Relate the following to the players:

"You have succeeded in breaking into a small crawlway, a tunnel no more than two feet square. Suddenly, a swarm of small bat-winged horrors comes flying out towards you. Each looks like a flying black scorpion!"

It is assumed that at least some of the HP team is roped up to get to this place, feet some 10 yards from the floor below, when the 10 flying arachnids come buzzing forth as if they were a stream of angry hornets! The picture conjured up is most amusing, isn't it! A solid hit kills one of these things, but meanwhile each can deliver a nasty bit



of poison with its stinging attack, and all will so attack until slain...that's the nature of these critters.

For details of the flying black scorpions, see OP Statistics following Chapter 9.

Although these things seem to be a petty annoyance, they deliver a more potent threat. As they are destroyed, each hisses forth a word with its dying breath—regardless of its means of expiration—as follows, the Curse activating as the tenth one dies:

"Now... 'you'... 'have'... 'brought'... 'down'... 'the'... 'Fifth'... 'Curse'... 'of'... 'Rahotep!'"

The specific victim of the Fifth Curse is the last party member to enter the secret passage. If that persona successfully avoids it, the Curse passes to the next-to-last to enter, and so forth. If anyone to be affected possesses the *Scepter of Set*, the Curse is negated. In any event, it will not activate against any persona carrying any of the Nine Evil Objects. You might wish to ask for requisite Avoidance rolls as if some menace was creeping through the party, from rear to front.

Read the following sentences as each is required.

"The horrid little arachnids are all dead. The tunnel is now clear, empty. Do you wish to explore it?"

"The dusty crawlway leads eight feet east and turns southwards."

"After going south about 23 feet, the tunnel turns sharply to the west."

"The crawl is over 60 feet, but at last the narrow passage comes to an end. It gives access to a 10-foot-square chamber. This time, luckily, the surface you have crept along is on the same level as the floor of the space beyond. You peer into the room and think you can see a flight of steps which descend northwards. Do you enter the room, or retreat back down the tunnel?"

When the specific victim of the Fifth Curse is about to descend the staircase from the 10-foot-cubical room, that persona hesitates, and must make a roll against SMCap at DR "Hard." If this roll is successful, the persona leaps down the stairs, taking 4D3 points of Impact PD, as modified by Heka protections and Strike Location, and if not slain (and beginning metamorphosis into a mummy-zombie) is then Dazed for 4D3 BTs. Others in the victim's path might also be tumbled down the stairway, to receive similar effects of less severity. If the victim's SMCap roll is failed at the top of the stair, however, the persona remains standing inertly in the room while a 10-foot-cubical block of red sandstone (this formerly comprising the ceiling of the room) lands upon him or her. The victim is squashed flat instantly, but at least won't reappear as a mummy-zombie!

Any others who may be in the room at the time of this unfortunate event must make Avoidance rolls at DR "Easy" to get out of the path of this stone block, unless they choose to stay and try to stop the block's fall (a loyal but unwise and utterly doomed effort, I'm afraid). If their rolls fail, they make flying leaps down the stairs (as noted above for the specific victim's success). If their rolls succeed, they move quickly to the staircase without incurring unfortunate side effects in the process.

The tremendous crash alerts a reception committee in Area 24.

Special Note: If the specific victim's attempt to avoid the falling block fails but is within a few pips of success, and if that victim carries a figurine of a non-Evil Egyptian deity, you may employ the following

optional result: The persona steps back against the east wall. This triggers a pivoting secret door and dumps the HP down a slimy chute, which leads to the western side corridor (Area 19). There should be no way for the victim to return to the party, but at least the persona is still alive. If convenient, you may later play out this HP's eventual escape from the tomb as a solo adventure; but for now, inform the player that the HP is simply out of the action. Continue for the remainder of the group.

24. The Mortuary Palace

- S** Fourteen "bubbles" (see below) produce light to a radius of five feet, but are widely spaced, leaving many dark and shadowed areas; other lighting reveals a clashing color scheme of orange, green, black, and white.
- I:** There is a combined orange and sickly-greenish glow from "bubbles," which blocks all modes of vision except normal sight.
- D:** The space is 30 feet square, more area open and widening to the west.
- H** An ominous chant of demoniacal quality is audible; this masks slight sounds (such as those of the attackers approaching).
- A** Strong Evil is everywhere, but darkest toward the west, and there is sense of lurking death danger overall.
- D** There is Supernatural Heka radiating nearby, and powerful Entital emanations to the west.
- O** The room has a generally fecal stench, with the smell of putrid flesh wafting through.
- W** There are no visual warnings, but an insane, hyena-like laugh is heard after the stone block falls.
- S** The personas will be attacked when they leave the staircase.

Light Bubbles: A total of 20 floating "bubbles" are located at spots noted on the map with the letters "L" and "X." The latter (X) are 20 feet above the floor, but the others (L) hover at an altitude of but five feet. The sickly light they shed renders useless all modes of vision except for normal sight. Even if they are destroyed or extinguished (see the events below), this effect on persona vision remains for two BTs thereafter. If a light bubble is damaged in any way, it turns into a laughing white skull and then explodes, inflicting 6D6 points of Impact PD, Heka protection modifying, but no Strike Location modifier, to all living (not Undead) creatures within a 10-foot radius.

Subsequent Events: **"The 20-foot-long stairway has brought you into the southeast corner of a 30-foot-square area—an antechamber, you suppose, since the place is open to the west—an area that seems wider. The floor is marked by a checkerboard of black and white."**

"A few strange spheres of nauseating green and orange float in the air. Each sheds its ugly light to a five-foot range, leaving great patches of shadow and darkness between it and its many fellows. Most are about eye-height, but some hover 15 or 20 feet above the floor."

"The walls slope gradually inwards as they rise, perhaps as if



to form a dome somewhere in the darkness overhead. They are made of gneiss, green and flecked with brown and black. Pictures thereon depict ancient Egyptian troops, but with skeletal features. These pictures are inlaid with some burnt-orange material, in ugly contrast to the green stone. But the columns, seemingly placed every 10 feet throughout the area, are much worse. Never did you dream such stuff could exist—clashing green and orange striations, shot with veins of wormy maroon and splotches of filthy brown and black.

"Suddenly a tittering giggle slices through the air. The cry reminds you of a hyena...and it echoes long and alarmingly to the west. And then the floating globular lights go out."

The giggle comes when the last party member steps off the staircase (or, if the party has left someone on the stairs, when the lead persona reaches a point 20 feet from the east wall). Utter darkness reigns for a full two CTs; no form of sight or illumination will function at all during that interval. Then the bubbles suddenly spring alight once again, revealing enemies.

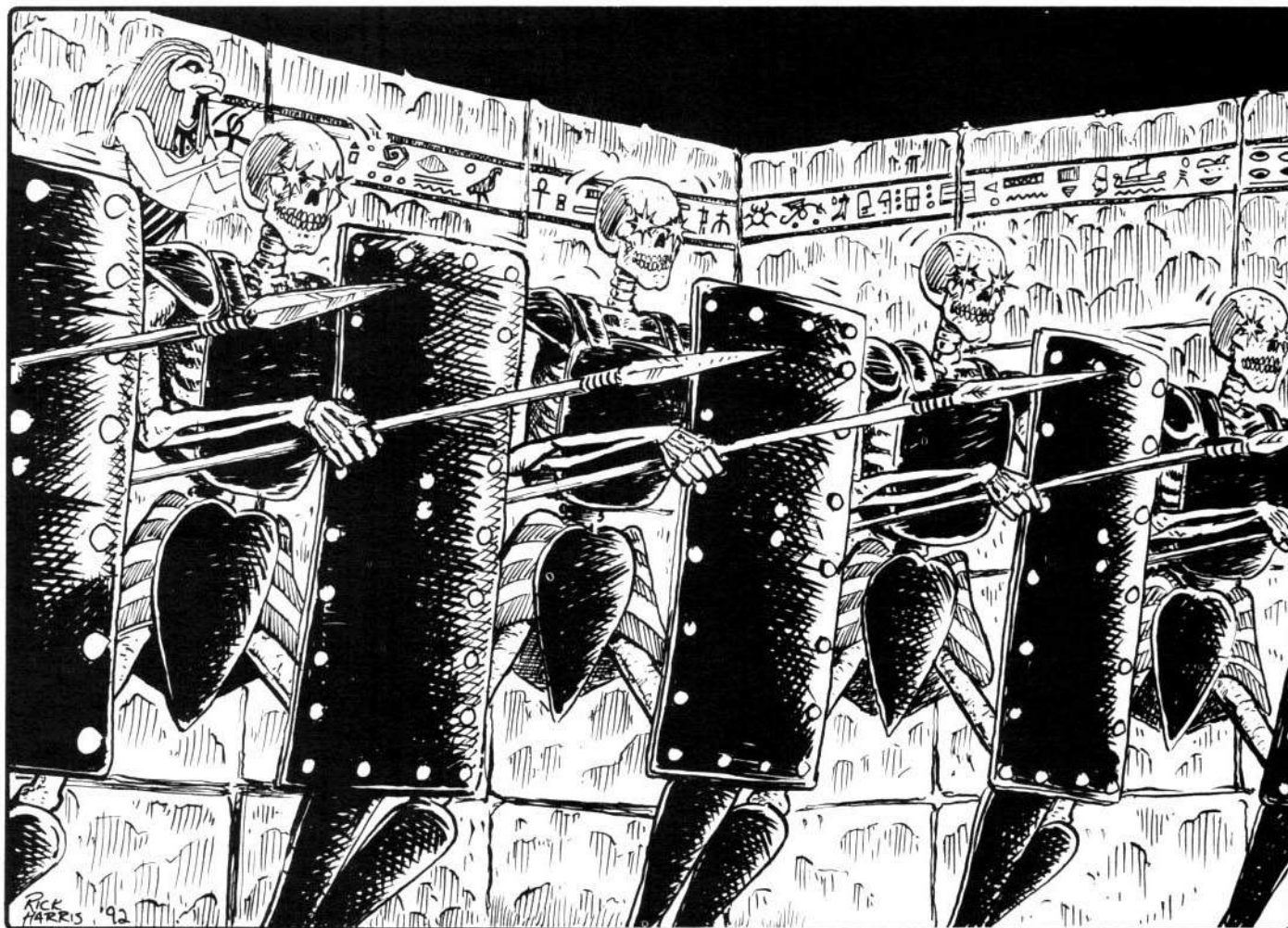
"The palpable gloom lifts as unexpectedly as it came, as the green-orange glow reappears. You note with a feeling of revulsion that a dozen of the skeletons that once seemed as if they were mere wall decorations have become fully real, and are advancing against

you in ranks, spears leveled. They march in precision step, six coming from the west and six from the north. Each wears Full reinforced leather armor, the black plates of polished horn gleaming, the bronze studs smirches of verdigris. Each unnatural attacker has before it a large tower shield, also of leather studded with bronze and animal horn, so as to form a veritable wall.

"These things are of malign nature, no doubt. They move with a swiftness that belies their bony forms. The empty eye sockets in their shiny orange skulls glitter with a green and Evil lambent fire. Their coppery colored bones crackle and spark with hellish power, as little surges of searing blue electricity dance over their forms as they move."

The skeletons are three feet apart, the two separate ranks each 30 feet long. Thus, these 12 Unalive things form an "L" which boxes the HP team into the southeast portion of Area 24. These skeletons are meant to delay the party for one AT. However, a deluge of water, either as precipitation or as a flood, will drain away instantly their energy and destroy them. The play of electrical energy over their "bones" is a clue to the perceptive player: Short out these things, and the battle is won.

These automatons have been programmed well. When they are within melee range (three feet or so distance) of their opponents, electrical bolts arc forth from their six-foot-long spears of metal and





hit unfailingly during every combat exchange. The base PD is only 3D3 Electrical, but modification for that attack form is required, and there is also potential weapon damage (Piercing, 3D6) as well. Furthermore, anyone who hits a skeleton with a metal weapon takes 3D3 points of Electrical PD, no further modification, however. Using these effects to good advantage, the skeletons keep marching and press the party back toward the staircase.

This confrontation could turn out to be a fiasco for the Heroic Personas—however...

Reinforcements & Turncoats Too: If any Undead from Area 2B (q.v.) were let loose by the HP team, these creatures will join the fray in 2D3 CTs after the first attack by the skeletons. The same is true for any Netherlings let loose from Area 2E (q.v.).

The Supernatural vampire from Area 20 (q.v.) will likewise be in this location if he escaped. Utat-nebbu will "captain" the company of Evil, using his Powers from a distance, but joining in melee if the HP team begins to predominate.

If any personas were cursed and slain, becoming mummy-zombies thereafter, and if such monsters have not been dispatched by the party, they now arrive here. In five to seven BTs after the skeletons' are detected, the mummy-zombies of former personas come shuffling up to fight the party.

Lastly, but not in terms of timing, personas under Evil Influence, controlled by Rahotep, will turn immediately against their former fellows at the moment of attack by the skeletons, disregarding any harm the latter might be causing to them, striking them viciously with whatever tools of slaughter they possess—Castings, weapons, Powers, etc.

We'll assume that the team has been played properly, however, and that after some clever Heka use or fierce fighting, they prevail, so...

25. The Great Hall

"There are now black empty spaces on the wall where the coppery skeletons once were. No trace of these unnatural things remains to mark their destruction. (Add whatever is appropriate regarding turncoat comrades, mummy-zombies, Utat', and the Undead, Demons, et al.) You've finished them off, but now your attention must turn to whatever lies beyond the antechamber.

"You peer through the gloom, noting again the wretched pillars and floating globes of sickening light. The stench hasn't lessened, either. To the west is a vast hall, at least 50 feet broad and 80 or more feet long; the light is too poor to say with certainty. As implied by the sloping walls, the ceiling arches over your heads, at least 40 feet above. Along the distant walls are large blotches, vaguely human-shaped, but not moving.

"Suddenly, from the floor near your feet there comes a glow of blue-red light. Amidst the fiery colors forming therein is the suggestion of a hand's shape. Hieroglyphs of eye-searing azure-crimson are being etched into the black stone. They can somehow be understood by all who look upon them, and they read as follows:

**"Now reigns Rahotep,
and The Set Rahotep in turn
rains down upon those robbers
who enter His most sacred Mortuary Palace
The Sixth of His Curses!"**

"Do you dare to press ahead?"

Note that, as usual, the possession of one of the Nine Evil Objects negates Curse effects as regards the individual possessing it. If the Curse is laid upon the persona bearing the *Blackened Sun*, it will be dispelled entirely, failing to activate, but Rahotep will know this, of course.

It matters not whether the HPs do go forward, or they stop and dither. Unless they are quite noisy, they detect faint noises from above. They see (either by the light of the bubbles, or from their own illumination) that holes are opening above their heads, all along the central part of the ceiling.

Clay pots drop to the west. **"Crash! Splash! Hiss! Fumes and sharp, unpleasant burning smells pierce the foul air. Is that the stone sizzling? Were those pots filled with acid? Did that Curse say 'rains down'?"** You may drop in comments such as these if the players are insufficiently worried.

If any personas are in position to view Area 24, they see that the skeleton inlays are back on the wall—but this time they're made of (acid-resistant) bronze, confirming the party's probable view that this is not a good place to be right now. Then holes start opening in that area's ceiling as well.

The team will probably decide to advance along the walls of Area 25, and that's what is desired here; the Sixth Curse was delivered by part of a powerful illusion of Grade XVI strength, having two other purposes: (1) giving the defenders time to make ready, and (2) channelling the intruders into a particular area.

Area 25 is divided into two halves, the north and south, i.e., right and left. Six upright wooden sarcophagi stand along the wall of each section, three in the vicinity of each "M" notation on your map, making a total of 12. Each sarcophagus contains the evilly animated mummy of one of Rahotep's under-Priests, now an Unalive thing. The six along the south wall are confined to that area, and those to the north are similarly restricted to their own section. None can pass beyond their designated areas, and none can pass the row of columns (stretching from east to west) that stands about 15 feet from them.

The restrictions are nearly irrelevant, though, if the personas stay near the walls. They are attacked by the mummies, which move as rapidly as do heavily armored humans.

"You are assailed by a half-dozen mummies who come forth rapidly from the sarcophagi ranked along the walls here. These horrid things—bandage-wrapped corpses with glowing, malevolent eyes visible where the linen wrappings have fallen away—growl and groan hollowly as they strike at you with clubbed fists. These things are terrible, and your party is caught between them and the hall of acid-filled pots behind!"

"There might be a chance of escape, though; you see a five-foot-wide passage in the wall, and it lies between the three mummies advancing from the right and the three coming from the left..."

This might trigger the team's entrance to either of the side chambers, 25A or 25B. If the team decides to dart down one of these "escape routes," turn to the appropriate key. The mummies will not follow the party into the passageway, but they will rank themselves in an arc before the entrance, ready and waiting for their foes to come out...

Special Note: Not only will any personas slain by one of these



mummies become a mummy-zombie (as if cursed), unless such individuals bear one or more of the Nine Evil Objects, in which case the persona simply is dead. In cases where there is no such protection, that metamorphosis unfailing occurs, and it takes but one-twelfth normal time, i.e., one AT instead of 12. The victim's corpse begins to shrivel one BT after death, completes the change in four BTs, and is animated at the end of the next BT. The victim will rise quickly and attack the remaining HPs with great malice.

For details of these things refer to OP Statistics following Chapter 9 of this scenario.

Ignoring the Acid: If the party somehow manages to dispel or pierce the dweomer, or simply ignores the illusory acid rain and continues down the central aisle of the palace, the mummies cannot reach them.

If the Heka engendering the illusory rain of acid-filled pots has been canceled, inform the team that there are no ceiling holes, pots, etc.

If they are firmly convinced that it is illusory, allow each persona a roll against MRPow at DR "Hard." A success negates the illusory Effect for that individual only. A Special Success allows another roll to try and disbelieve for all who failed. Failure indicates that the HP will suffer 1D3 Acid PD each and every CT that persona remains in the area subject to the "acid-pot" bombardment. This damage will not merely go away. It must be healed as would damage from a real attack. A Special Failure negates the chance for another roll due to someone else scoring a Special Success. The persona is convinced absolutely; this is real!

Describe the scene of the raging and frustrated Unalive things as follows:

"To either hand you see a half-dozen horrid things—bandage-wrapped corpses with glowing, malevolent eyes visible where the linen wrappings have fallen away. But they growl and groan hollowly and beat the air, held by some invisible barrier to the sides of the great palace hall."

25A & B. South Side Chambers: Four mummy-zombies, former adventurers who fell to Rahotep's Curses, stand in the initial foyer (25A). They will attack any intruder who enters, fighting until destroyed. Allow each of the leading personas (three at most) a *Perception*, *Physical* roll, DR "Hard." Any success means the attackers do not Surprise the HPs. Failure indicates Surprise, and if any failure is a Special Failure, then the party is Totally Surprised. No reinforcements arrive during the fray regardless of the number of CTs it takes to resolve.

For details of mummy-zombies, refer to OP Statistics following Chapter 9 of this book.

"As you go along the passageway some four or five paces, you are set upon by a handful of dreadful, taloned mummies who stood lurking in in a 10 foot by 15 foot alcove to your left (the east). It is a matter of fighting or fleeing back the way you came!"

After the team succeeds in defeating these Unalive things, continue:

"The passage continues on ahead. It is about 50 feet in length. You can see openings along the left-hand wall, strings of beads hanging before each of these five doorless openings."

The larger chamber is divided to form a hallway and five rooms with open access ways, each space roughly a 10-foot cube. You can read

the description of these places to the players, one mirroring all:

"A beaded curtain closes the room space from the hallway leading to it. The place is lavishly decorated, with a couch, chair and table, and a chest for jewelry, clothing, and cosmetics. The walls are plastered, painted, and adorned with inscriptions and colorful drawings. It is thus quite similar to those used by wealthy Egyptian women of ancient times, you recall, though perhaps this one somewhat smaller."

"Your eyes are, though, drawn to something else. There is a pale and beautiful girl staring at you, and she cries for your help as she sees who you are."

Upon hearing the noises of intrusion and battle, these females ready themselves for company... They are not, of course, imprisoned damsels; these are the concubines of Rahotep, each being an awful ghoul-vampiress, and they know very well what's going on. Note, however, that they do not come to the aid of the mummy-zombies, instead remaining in place to maintain their pretense as effectively as possible.

When they are confronted by any intruder, they frantically cry out for help and rescue:

"Please don't kill me! I am a prisoner, one who doesn't belong here, one of you! Help me, take me with you. I want to be free, to live again in the sunlight! Don't leave me here for that awful fiend. I can't stand it any more...(sob, sob, whimper)"

If they note their sister-concubines with the HP team, they will, naturally, cry out with relief as if they discern they too have been "saved." Each concubine wears a Talisman beneath her scanty garb. The device blocks Aural readings and confuses dweomers meant at detecting lies; thus not one of these five "women" appears to be Evil, meretricious, deceitful. If the Talismans are discovered, the concubines will claim these that these were given to them by a terrible vampire, who feeds upon their blood:

"The Talisman restores my health after he bites me, sucks forth my blood. I am thus prevented from achieving even such otherwise unwelcome escape as is provided by death. Oh, it's just awful! That monster just laughs horribly, and says that if I remove the Talisman, it will doom me to eternal Unlife! And then the awful fiend drinks from me more lustfully still..." (shudder)."

Play this up; you might actually con the players.

If the creatures do in fact succeed in duping the party with their claims of being prisoners, they also beg for the rescue of their comrades "just across that awful hall." If and when all 10 all are gathered together, of course, they attack in concert.

If the HPs don't fall for this, the five ghoul-vampiresses attack with touch and bite. If seriously wounded, a concubine of Rahotep will assume rat-form and try to escape to the next side room (26A).

These creatures are eager to consume the humans, for that will make them more like Rahotep. They yearn for the eternal existence that they know their master plans to achieve. Rahotep will allow them to feast, if they can, for their success will ensure that the party is not strong enough to threaten his plans. The personas can always be nursed back to full vitality before the final ceremony that Rahotep has in store for them...

In addition to the magical Talismans, each concubine owns jewelry that would be worth 200,000 BUCs as antiques, or 20,000



BUCs as raw metal and stones. Within the five-room area are also two to 10 bottles and jars containing magical elixirs, potions, philters, ointments, etc. At least two-thirds of these are of types beneficial to the HP party (healing compounds, restoratives of various sorts, and so forth). Consider the party's needs when determining such.

For details of the ghoul-vampires, see OP Statistics following Chapter 9.

25C & D. North Side Chambers: These areas are identical to 25A & B in all respects, including the mummy-zombies, concubines of Rahotep, and amount of treasure present.

Use the text above in 25A & B as is needed, but remembering to read "right" for "left," "west" for "east."

Determine the elixirs, potions, etc., separately, this time trying to add useful items not found in Areas 25A & B.

25E. The Gray Aisle: "As you proceed further into the great, palatial hall, you note that the black-and-white checkerboard pattern ends at the verge of the line of four pillars ahead of you to the west, the farthest two of the four being massive columns near the north and south walls. The pavement thereafter is a sickly gray color, shot through with splashes of maroon and veins of jaundiced yellow, as if made of old and dirty ice filled with disgusting offal.

"This flooring forms an inverted 'T'; beyond it to either side, the checkerboard resumes, but in colors of red and black. The stem of the 'T' stretches before you to the west, and the arms reach to the walls to either side. Another of the thick pillars, six feet in diameter, stands along the west edge of each arm of the 'T.' Between these, on a north-south axis, are three lesser pillars, each three feet in diameter; the middle one is neatly centered in your westbound path. All of these pillars are of serpentine.

"Where the arms of the gray-stone 'T' reach the walls, there are semicircular alcoves, these being hewn out of the blood-red sandstone rock which forms the natural walls of this cavernous place. Within each 20-foot-tall and 20-foot-wide alcove stands a pale gray statue of about twice human-size."

If the party approaches either alcove, turn to the appropriate description (Area 26 for the left/south, or Area 27 for the right/north), and loose the pack of attendant creatures. If the personas ignore these places and move ahead, skip to Area 28.

With respect to those side areas, feel free to add such appropriate ghoulish creatures from your own milieu to the companies of gholles and ghulaz therein as you think would liven things up. Lesser creatures can serve as "cannon fodder," so to speak.

26. Hyena-Faced Man

"You see a 12-foot-tall male figure, fashioned of leprous gray marble. The body is deformed but muscular. The clawed hands and feet are of animal nature, despite the fingers and toes. The skull is human...almost. It is elongated, with hyena-like jaws, and the bestial eyes and ears bespeak some nightmare-blend of human and animal. It literally reeks of Evil; the putrid air of the room doesn't quite mask its vile stench.

This statue is of *Gholl*, the father of all gholles. Anyone with a figurine of Chons or Heru will recognize its demonic depiction and

sense its danger. Ten of these horrid gholles will soon appear from Area 26A, arriving through an archway concealed behind the statue. The stench noted above is that of the first of these creatures, who Surprises automatically those of the HP team lacking figurines of Chons and/or Heru, and engages the nearest Surprised persona in melee combat. The other nine arrive, one at a time, during each CT thereafter. The gholles will fight fearlessly until they are slain.

Casual visual examination of the base of the statue reveals a front decoration in bas-relief skulls and bones. If the HPs tinker with this decoration, and if anyone so doing manages an appropriate K/S roll, DR "Hard," they open a secret compartment in the plinth. Within is a papyrus scroll inscribed with strange, silvery-black hieroglyphs, which cannot be understood without magical assistance. The scroll bears an Aura of terrible Evil and an enchantment of Entital Heka radiation. Any persona with a figurine of Thoth will, upon touching this papyrus, know that it is unspeakably dangerous.

Do what you can to discourage the reading of the item, for it can be used to summon *Gholl* himself, a Great Demon, and his companion, the Lesser Demoness, *Ghul*, whose statue stands in the opposite alcove (Area 27). If these entities are brought here, the ensuing conflict with the party will be, for these Demons, a trifling effort. On the other hand, if anyone destroys the scroll, immediately award Joss Factors, either 5 to that single individual, or otherwise divided amongst those who concur, 2 to the initiator and 1 each to those agreeing. Also jot down the name of the HP suggesting this action, and note a bonus (to be awarded at adventure's end) of 2 AP/Xs—one each for the Mental and Spiritual traits, due to perspicacity!

For details of the gholles, see OP Statistics following Chapter 9.

26A. Stinking Lair: "The stench in this place is unbearable. It is a den, a bestial lair littered with refuse and bones, excrement and rags. You see nothing which even faintly resembles an item of worth or interest. There seems to be an arched exit in the far wall, however."

This is a filthy, carrion-strewn, bone-littered place with no treasure—the lair of the gholles encountered above. An archway stands in the southern wall. This transporter receives corpses and objects from Area 22, and it can be used by Undead, Unalive, and Unliving creatures (but no others) to go to and from that place.

The odor herein is so bad that anyone remaining for more than one Action Turn is penalized unless magically protected. The ratings of all of such a subject's Physical ATTRIBUTES drop to half normal for twice as long as the individual remained within the place.

If any of Rahotep's concubines have fled to this location from Area 25A or 25B, they might be encountered here, probably still with injuries. Allow a 25% likelihood. If so, they assume rat forms immediately and try to escape once again, this time back to their original lair.

27. Dog-Faced Woman

"Here stands a 12-foot-tall statue of some female 'thing.' It is a misshapen creature, hewn from soft, dirty-gray stone. Its bestial face combines the worst features of a hound, baboon, and woman into a leering, fanged visage of demonic appearance. The long arms, corded with muscle, terminate in clawed hands; the feet are similarly ugly and clawed. The hollow, empty



eye sockets stare balefully outwards, and the overall impression bodes horror most malevolent."

This statue is of *Ghul*, the mother of all ghulaz. Those personas bearing figurines of Neith or Sekhmet will recognize the depiction as being that of a Demoness. Seeing it they will say, "*Ghul, she who spawned the ghulazi!*" A dozen of these foul creatures will, in fact, appear immediately thereafter, coming from Area 27A, and arriving unseen through the archway concealed behind the statue. Two ghulaz attack with automatic Surprise, against personas lacking statuettes of Neith and/or Sekhmet, launching themselves upon the nearest character. Any personas with figurines of these two deities will not be so Surprised. The rest of the pack appears at the rate of two every two CTs thereafter.

A glance at the pedestal of the ineffably gross statue reveals a motif of dismembered body parts adorning its front. Manipulation of the stone decorations might open the secret compartment. Within this compartment in the base of the statue are a pair of faceted gems, carved to make them appear as eyeballs. Placing these in the eye sockets of the statue summons Ghul, a Minor Demoness deity, and her companion Gholl, whose statue stands in the opposite alcove (Area 26). Shortly thereafter the personas are utterly and horribly vanquished by these Demons. Any persona with a figurine of Isis will, upon seeing these stones, know that they are unspeakably dangerous, and should not be placed in the statue's eye sockets or even retained as loot.

If either of these gems is retained as treasure, each persona carrying one is cursed, this affliction having the same effect as one of Rahotep's own Nine. Passing such an item on to another person brings penalties to Joss and to AP gains thereafter as befit the motivation of the deed. If the gems are destroyed immediately, however, each persona who agrees with this practice gains 1 JF on the spot. Double that for the persona who first suggests the action. Also jot down that HP's name for a later 5 AP/S point award in *Perception, Mental*.

For details of the ghulaz, see OP Statistics following Chapter 9.

27A. Messy Lair: "The stench in this place is terrible, but you can withstand it by breathing through your mouth. It is a den, a bestial lair littered with refuse and bones, excrement and rags. You see nothing which even faintly resembles an item of worth or interest, save, possibly, the archway at its far end."

This is identical in contents to Area 26A in most respects, save that it is not as smelly. Refer to that description for details, but ignore the notes relevant only to the stench of the gholles. This area receives Undead, Unalive, and Unliving, but not objects or non-animated corpses, from Area 22.

28. Rahotep's Court of Evil

Refer to the description of "The Gray Aisle" (Areas 26 & 27), which details the T-shaped gray stone area and the columns of varying thickness. These form the east boundary of Area 28.

"It is evident that the columns along the gray 'T'-shaped floor area separate the palatial hall into greater and lesser portions—referring, that is, to status, rather than size. The floor along the sides of the 'T' is checkered in red and black, and the columns are of serpentine, just as you noted previously. The pillars

separate the central area from two side aisles. The sloping walls descend from the ceiling dome overhead, and the end of the place is finally (though barely) in sight—a rounded alcove about 20 feet in diameter—were its flanks not angling walls, and if its end portion were not open, of course.

"In the center of this portion of the hall stands a huge statue of a Monster, a nightmare work carved from serpentine in a most detailed fashion. It has five pairs of arachnoid legs spaced five feet apart along a coiled, snake-like body. That form is thick-bodied, much as a python's. Atop an eight-foot neck, the crocodilian head sports gaping jaws, from which protrude many teeth. The 10-foot-long tail terminates in a huge scorpion-type stinger. Were it real and stretched out, this horror might measure 50 or more feet long, overall.

"Beyond that statue and about 20 feet from the rear alcove, hedged round by four pillars and flanked by light-bubbles at eye level, looms a huge stone figure of Rahotep. You see it in profile, for it faces left (south). The 15-foot tall figure is crowned by a headdress that resembles a vulture, adding three feet to the total height.

"The side aisles are lined with other statues. To the left are depictions of all of the Undead creatures you have encountered—ghoulish things, vampires, mummified zombies, and skeletal creatures. To the right are statues of fiendish and demonic mlen."

Note that any player who asks immediately about the headdress should be entitled to a *Perception, Mental* K/S check roll at Difficulty Rating "Moderate" to relate the vulture form to the human-headed one that has been seen before. Only one persona can check thus, however, no chain rolling from calls of, "I'll have my HP see if he can..." If an HP does relate the two, that persona will then react a bit later, but first the other information and action.

There is a strong Evil Aura throughout this area. Supernatural Heka radiates from the south statues (Undead, to the left), but the Heka emanating from those along the north aisle is Entital. All these dweomers, however, were placed on the statues to encourage intruders to stay in the center, where stands the real threat. By taking either side aisle, the party can avoid the Monster, the scorpion-snake in the middle.

The huge serpentine Monster is held in suspended animation. When any living creature passes within 13 feet of it, the magick of the Casting is broken and the thing returns to life. Assuming that this occurs, the personas first hear a long, sighing sound with sort of a hissing quality; the Monster is drawing its first breath in many a long year.

This Monster is the final defense of Rahotep—his last test of the teams' energy. The intake of breath should alert the HPs. A *Perception, Mental* roll at DR "Hard" is in order for each persona so able. If they watch closely, they can see the creature's sides moving. Again, a roll against *Perception, Physical* at DR "Moderate" is called for here for those able personas looking in its general direction. If they act quickly, the personas can take the offensive, effectively Surprising the Monster. Otherwise, the first actions in the next CT are the Monster's. In any event, the creature strikes quickly from a coiled position, thereby gaining a -13 bonus on its Initiative due to reaction



actions after animating (due to someone's close approach) will be to remove the obstruction, releasing the scorpion-snake Monster once again. However, if it has been hewn in two while petrified, it will thrash and writhe around in its death-throes, and each persona within a 15-foot radius of the thing will suffer 2D10 Impact PD from its contact before it expires.

For details of this Monster, see OP Statistics.

The serpentine Monster wears a jeweled collar about its neck. This item is made of green crocodile leather and set with corundum emeralds. It blends perfectly with the thing's skin, so it will likely go unnoticed (*Perception, Physical* roll, DR "Extreme") until the Monster is slain. This is a wonderful treasure (if not destroyed by fire attacks or some such), for each of its seven gems is worth 100,000 BUCs each. In the collar below each, forming the settings, are magickal Talismans. If their existence is not detected magickally, and especially if the gems are hastily removed, these valuable items will probably go unnoticed (again chance of discovery is a *Perception, Physical* roll, DR "Extreme"). The Talismans all have different uses, and each protects

speed; in combat, its bite thus often comes before all else. When it resumes its animation, tell the players something like:

"The green stone Monster is breathing! Its coils twitch! It is alive!"

During the battle, the visage of the great statue of Rahotep rotates to face the melee. The figure's glowing red crystal eyes can be seen at a range of up to 18 feet. The statue does nothing else unless approached within six feet. Such approach, however, will bring not only the Seventh Curse, but also a huge stone golem opponent, the animated figure of Rahotep.

With respect to that Curse, it will fail activation if it contacts a persona with the *Netherladder* Evil Object. Each other of the Nine Evil Objects also prevents the dweomer from affecting the persona possessing it, but, as usual, do not prevent activation of the Curse upon some individual lacking such ward.

If both of the glowing eyes are destroyed at a distance, or blocked or covered in some way—difficult, to be sure, but possible with certain dweomers—the serpentine Monster turns immediately to stone once again! If some unfortunate is being constricted at the time, the victim is caught fast, but may be freed eventually by hewing away the stone. If the eyes are merely covered, one of the statue's first

the persona carrying it from certain ill fortunes, as follows:

1. Protection from ingested, insinuated, and/or contact poisons
2. Protection from poisonous gaze and/or poisonous breath attacks
3. Protection from paralyzing and/or petrifying touches
4. Protection from paralyzing and/or petrifying breaths
5. Protection from paralyzing and/or petrifying gazes
6. Protection from diseases and/or parasitic infections
7. Protection from loss of external body parts (toes, fingers, limbs, etc.)

Rahotep Statue: As noted above, the statue of Rahotep turns to face the personas during their fight with the serpentine Monster scorpion-serpent, and the glow of its red crystal eyes can be seen to a range of 18 feet. This statue, a golem, will animate when anyone comes within six feet of it; at that time, read the following aloud:

"You are near the towering figure of the Archpriest-Wizard, and suddenly there is movement atop it. The headdress has become a living thing—a human-faced vulture. It mournfully croaks a brief phrase, flaps its wings once, then vanishes."



"The croak seemed almost human, and the sound seemed to convey something. Was it saying: 'So now you have incurred the Seventh Curse of Rahotep'?"

"Well, whatever the message, it is now of no import, for the huge stone figure is moving ponderously towards you!"

The party has, not surprisingly, just been cursed by the *ren* (name) of Rahotep. The dweomer delivered, it flaps upwards and proceeds to go from FPM to PPM to NPM form, and thus disappear from harm's way. Of course, one expecting the *Khu* can as well assail the *ren*. There are exactly two CTs for this to occur, for thereafter it is gone! Mental damage in excess of 13 points per attack delivered to it in FPM or PPM form accrues to the "current" M TRAIT total of Rahotep.

The Curse just delivered has two principal Effects: First, without speaking to successful activation of the remainder of the dweomer, it causes anyone hit to suffer maximum damage, and anyone slain will turn into a mummy-zombie in one AT. Second, the specific victim will be that HP who takes the least Physical damage from the golem (randomly determined in case of ties). Meanwhile, the *ren* travels to the statue of Rahotep, which stands in Area 37.

Again, the second portion, the Curse proper as it were, fails activation if it encounters that persona bearing the *Seal of Shadow*— and Rahotep will know and be delighted if that makes all Nine Evil Objects present! In like vein, any persona with another of these objects will be unaffected by the second portion of the Curse. *Regardless of that, the initial part acts fully with respect to each and every persona.*

Although the golem is very dangerous, it is subject to Physical damage from weapons and Heka as is usual, and should be overcome relatively quickly by able personas. A large number of Castings will probably be used up in the process, and that is what is expected. Heka reserves are there to be drained!

For details of the golem, see OP Statistics following Chapter 9.

When the golem is destroyed, read the following. Note that the secret door to the west cannot be found until both sets of doors (mentioned in the text for the players, below) have been opened.

"After you have destroyed the animate statue, a chill falls over your group. The walls ahead (west) shimmer as the scene changes. Two sets of doors are now visible along the angled walls before the empty alcove.

"To the left (south) is a portal of black wood. Green pictures and hieroglyphs upon those two doors depict a Priest using a flail to drive off incredible Monsters and creatures made of fire. To the right (north) are doors of bright reddish mahogany. Blue depictions thereon show a Mage who holds a crook aloft, subduing ravening Demons, Devils, and Fiends that cower below him.

"Both gateways are done in the ancient style, with heavy metal hinges and supports. They are closed tight, and each pair is sealed with a large lead cartouche, which you recognize as that of 'The Set Rahotep.'"

The players might, and well should, decide to have the party stop to inspect the remains of the golem. Within the statue is a shriveled, blackish-red mummy wearing ancient finery and a necklace, the latter inscribed with a cartouche which reads **"Rahotep."** (It isn't anything of the sort, of course, but it was necessary for the Sympathetic magick of this animation.) The mummy clutches a papyrus scroll (which animated the statue) and wears a ring on one bony finger. This latter item enables the wearer to pass through stone once per day (with restrictions as explained in the sidebar). Also herein are a bronze crook and a bronze flail, both of which are often included in depictions of Egyptian deities. These items have no Auras, but bear various Preternatural dweomers, so emanate Heka accordingly, and will prove quite useful if retained.

29 Black Gate of the Mage

Refer to the description given after the golem's defeat. This is a portal of Black Dweomercraft, as should be evident from its color. It will open safely only if a Mage or Partial Practitioner dweomercrafter strikes it with the bronze flail. If that occurs, the room is found to be absolutely empty. Since fire creatures and Monsters are depicted hereon, and since such are more the province of Mages than Priests, the party has ample clues as to the proper procedure.

The portal will actually burst asunder if anyone strikes it. If this person is not a dweomercrafter doing so with the bronze flail, the fearsome *sekem* (power) of Rahotep emerges, with Total Surprise. *If the doors to Area 30 are already open, stop and read the text given after that section ("Both Doors Open") before continuing.*

This opponent is two-dimensional, able to vanish by turning sideways, regardless of the perspective of the personas. Under most circumstances (i.e., unless kept visible due to exceptional lighting and/or positioning of opponents), the *sekem* always attacks first in every Critical Turn. It can be attacked Physically or Mentally, but not Spiritually.

The *sekem* vanishes at some point, passing to Area 34, when it has either slain a persona or has been defeated. Its defeat inflicts 18 points loss to M TRAIT upon Rahotep!

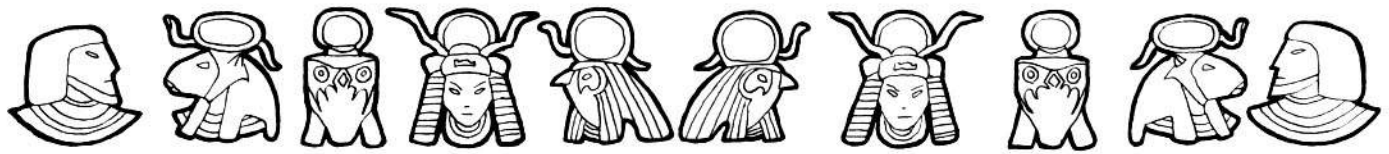
If it causes an HP death, it rejoins Rahotep below, and the fallen victim turns into a mummy-zombie at 20 times the usual speed, i.e., only five BTs to complete metamorphosis and animate. If the party defeats the *sekem*, a magick item appears within Area 29. This should be of great power and eminently useful, with some power related to the *sekem's* powers (two-dimensionality, intellect, etc.), though of properly limited duration or frequency of use.

See OP Statistics for the data on the *sekem*.

Ring of Dialithic Travel

The wearer of this item (see key 28) can pass through 10-40 feet of stone, the exact limit being determined by the hardness of the medium, as given below. The red sandstone within which the tomb is located is "hard sedimentary." Typical face dressings (even of harder rock) do not affect penetration, but metals reduce the limit by one foot per inch thereof.

Stone Type	Maximum Penetration
Igneous rock	10 feet
Metamorphic rock	20 feet
Hard sedimentary rock	30 feet
Soft sedimentary rock	40 feet



30. Red Gate of the Priest

This is the portal of Evil priestcraft, of course, as indicated by the color, the crook (a distinctly ecclesiastical implement), and the nature of the creatures depicted thereon. The procedure for opening the doors is the converse of that described for those above (Area 29), i.e., they will open safely (revealing an empty room) if a Priest or Partial-Practitioner priestcraft under Vow strikes the gates with the bronze crook found amidst the golem's remains. Also similar to the above, any other blow releases a portion of Rahotep—this time the evil *sahu* (once a mere *ikh*). It can be attacked Physically or Spiritually, but not Mentally.

If the doors to Area 29 are already open, stop and read the text given hereafter ("Both Doors Open") before continuing.

This opponent is, in effect, an anti-being—a figure of semi-transparent black radiance (rather as if made of dark smoky quartz), from which crackling energies fly like electrical sparks. In addition to its fearsome blow of anti-energy, the *sahu* poses a special threat to users of Castings. Any dweomers sent directly at it will turn back upon their own casters, who must make an Avoidance roll or be fully affected themselves. Area Effect Castings, however, are not so redirected.

The goal of the *sahu* is to slay a Heka user, and it will thus try to engage one such in combat, preferring Full Practitioners to Partial Practitioners. If it succeeds in its objective, it vanishes, returning to and rejoining with Rahotep's body. As noted for the shadow, the fallen victim turns into a mummy-zombie at 20 times the usual speed. Also as given above, a magick item appears in Area 30 if the *sahu* is destroyed. This object should have some power related to the *sahu* (Astral journeying, Aetheral form, reversal of certain magickal effects, etc.), though (again) of properly limited duration or frequency of use.

Whether vanquished or simply released and defeated, the *sahu* proceeds from here to Area 34. Its defeat inflicts 36 points loss to his S TRAIT upon Rahotep!

See OP Statistics for the data on the *sahu*.

Both Doors Open: *If both portals have been properly opened, avoiding combat with either of the parts of Rahotep therein, immediately award 1 Joss Factor to each persona. In addition (and if applicable), note the player who first suggested the correct procedure, and jot down an award of 3 points of enhancement of that persona's Mental TRAIT, the points going to MRCap, MRPow, and MRSpd. Make this award at the conclusion of the adventure.*

When both sets of doors (Areas 29 & 30) are open, read the following aloud:

"Suddenly, the temperature in the area drops to near-freezing, and you can see your breath. There is a pallid light to the west, and you clearly see its source: Glowing hieroglyphs have appeared on the curved stone wall of the alcove. The color emanating from them is disgusting. Who will examine this writing to decipher its meaning?"

The glowing hieroglyphs will remain until their message is read. At that time, refer to 31, below.

31. Glowing Hieroglyphs

The text of the hieroglyphs is as given below. If nobody reads them,

the last two Curses can be avoided, but the party can go no farther, for the wall will resist all attempts at penetration. It is thus inevitable that the final pair of vexations be released... Here is the translation of the written words of Rahotep, so dweomered as to allow anyone viewing them to read:

**"Seven of the Curses
of The Set Rahotep
have come upon you.
Twice more are ye cursed,
fated mortals who dare My tomb!
Nine is the number to conjoin,
and I will have your lives—all.
Then will I have Mine.
The Time of Greatness
for Evil is at hand.**

"As you read the dire message from the vile thing who dwells somewhere within this deadly labyrinth, the hieroglyphs begin to fade. Soon they are burned out, leaving only faint traces upon the sandstones at this final place of the Mortuary Palace."

The glyphs remaining there in trace should encourage a close inspection of the wall. Unlike any previous attempts (which were fruitless, if actually made), a stone block near the floor can now be seen as being rougher than the rest, protruding slightly. Each persona should get a *Perception, Physical* K/S check, DR "Moderate," to discover this. A slight shove will move it inwards, and a portion of the wall then slides upward to allow entry into the westernmost room. But as this occurs, the west end of the 10-foot square section before the doorway tilts downward in an instant, and Area 31 becomes a pit 30 feet deep.

The final two Curses of Rahotep have been bestowed. They are ineffective on a persona bearing any one of the Nine Evil Objects, but nothing *negates* these last two. The specific victims thereof are those who first read the hieroglyphs (Curse #8) and open the secret door (Curse #9). (If one person did both, the other specific victim is that party member who was farthest away from the secret door when it opened.) All specific victims (including those of previous Curses, if still alive—and remember the Seventh Curse, from the vulture at Area 28) who are standing on the sloping floor fall into the pit, taking 6D6 points of Impact PD upon striking the stone floor 30 feet below. Damage is mitigated by Heka, but adjusted by Strike Location. Anyone else on the slope must make an Avoidance check normally or fall in for similar results.

Again, cursed HPs who are thus slain turn to mummy-zombies in five BTs!

But for the survivors the moment of truth is at hand!

END GAME

The Heroic Personas should be shoulder-to-shoulder now, so to speak, sensing that they are near the conclusion and that they have really accomplished something meaningful by attaining this place in the tomb despite all the horrible foes and deadly obstacles that were placed before them. Let them know they have done a great job!



given in the OP Statistics section. (The party's victory over the other parts, if any, did not destroy them, but merely defeated their attempts to wreak other mischief, and will have delivered some damage to Rahotep.) There are other means of conjoining his nine parts, and the remainder of this section discusses those.

See the OP Statistics for full details of Rahotep's conjoined parts enabling his rise as Unmortal.

The Secret Door: The secret door can be found at DR "Easy" if the bas-relief Serpents on the east wall are carefully examined. The area around one such figure is a pivoting panel, four feet tall and three feet wide. Beyond it is a 10-foot-square corridor, 20 feet long, which ends in a sealed stone slab. The place behind the secret panel is described next.

33. Sealed Slab

"Behind the pivoting stone panel is a 10-foot-wide hallway, likewise hewn from the solid sandstone. It has been disused for centuries. At the end of the 20-foot-long passage is a slab of familiar appearance—a stone block, granite, typical of others you have seen used to seal areas of the tomb. Hieroglyphs are inscribed upon it, and immediately below these is the now instantly recognizable cartouche of Rahotep. The inscription is as follows:

"Strike the Name of Rahotep nine times.

The stone will then be sundered and your progress unimpeded."

If anyone follows these instructions, the stone shatters and the *ren* (name) of Rahotep is empowered to conjoin with the *khat* and *ab* within the crypt (Area 32).

Alternatively, if enough pushing force is applied smoothly—say three or four HPs with combined PMPow of 60 or more and weight in excess of 600 pounds, the slab simply slides inward without breaking.

"By shoving and straining, you have managed to shove the slab of granite about three feet inwards! There is now a two-foot-wide space to left and right which allows you to proceed."

Of course, a Casting will do this too, and in such case simply use appropriate preamble to relay the fact that they can enter the next portion.

34. Chamber of Two Ways

"You peer through the doorway to see a room 30 feet broad, 20 feet high, and 10 feet deep to the east. It has no light sources and is bleak. A dark archway stands in each end wall, to the left (north) and right (south). The one on the left hand is made of blood-red stone; the right-hand one, of black basalt. Before the latter stands a creature—a living shadow—who whispers:

"You are most puissant, mortals, to have come so far. I invite you to proceed onwards unmolested, for this way is the only route to your reward!"

"But from the northern portal steps a semi-transparent man-like figure, who seems formed of electrified smoky quartz. It contradicts the shadow, saying:

"You must avoid that route, brave mortals. Pass through this way, for it alone allows you to go onward safely to victory!"

"The two dark things exchange curses, gesture, then vanish."

These figures were, of course, the *khaibet* and *sahu* (being) of Rahotep. When they vanish, they enter the statue of Rahotep in Area

37. Any players demanding it are entitled to a K/S check against their personas' *Perception*, *Mental STEEP*, DR of "Extreme," but "Hard" if such an individual has attacked either, "Easy" if the persona has attacked both, to recognize the two for what they were.

This chamber is unadorned. The far (eastern) wall is of solid stone about 18 inches thick, and that is the only safe route onward. This wall is made of stone blocks, and close examination will reveal the signs of careful flat mortaring with cement of the same hue as the rock. Any persona will note this if looking at the wall from three or less feet distance and succeeding in a *Perception* (either) roll at DR "Easy." *Continue with Area 35, below when and if the HP team breaks a hole through or otherwise passes this barrier.*

The arches radiate strong Auras of Evil. Heka of Supernatural Negative sort emanates from each. Identical hieroglyphs above them depict the symbols for "Evil" and "Freedom" in conjoined form. The arches are transporters, but they merely send all those who enter them directly upwards 30 feet, to points near the once-hidden gates of the Court of Rahotep above (Areas 29 and 30). If the northern arch is thus activated, the *khaibet* is empowered to conjoin with the other parts of Rahotep within the crypt (Area 32). Use of the other arch empowers the *sahu* in like manner. This will certainly please Rahotep!

35. Fiery Spheres

"The room you have found beyond the stone blocks of the east wall is also 30 feet broad and 20 feet high, but its depth is about 30 feet. Floating in the air of the room are flaming orbs of different dark-red hues, each a foot across. (There are two to five orbs here, one for each of Rahotep's parts within the crypt—Area 32—as determined by the party's actions at the entrance to and arches within Area 34.) In the middle of the far (east) wall is a slab of red sandstone 10 feet square, but the orbs block your passage to it.

"A whispering voice says, 'No power you possess can overcome this barrier. Ask mercy of the Might of Rahotep, else be consumed by his fiery wrath!' And as the whisper fades away, the orbs move toward you! What will you do now?"

If an orb is successfully struck in combat by K/S use or Casting, it bursts and vanishes. The explosion inflicts 3D3 points of Impact PD to all within a six-foot radius of its burst, modified by Heka protection, without Strike Location roll modifier. If the flames on one of these spheres is extinguished, the orb falls to the floor, inanimate, and melts away within one BT, becoming a gooey mess of vile putrescence. If *all* of the orbs are struck, and *none* are extinguished, the *sekem* (power) of Rahotep is enabled to conjoin with the other parts in the crypt. That pleases Rahotep too!

In combat, the fiery orbs have an Initiative of 6. Each has a BAC of 66. They move so as to contact a persona, delivering 3D3 points of Fire PD upon the target subject, modified by Heka protection but ignoring all normal armor. Combustible materials exposed to contact will ignite if the orb succeeds in hitting them as it strikes the persona.

The fiery orbs each take but 13 points of PD to destroy. They have an Average Armor Protection which deducts 6 points of PD from each successful strike upon them. They always suffer only Non-Vital damage.

Once these spheres have been dealt with, read:

"Now that you have defeated the flaming orbs, you see that the red stone slab centered in the far wall of this chamber is covered with hieroglyphs which you can understand without translation:



**"Nine Curses, nine steps;
six parts have been passed.
If you dare the seventh,
you show a spirit
beyond imprisoning."**

To proceed, the HPs must break through the slab or otherwise pass it, just as they did its west wall. Suspicious folk will, of course, see through the cloaking words above and discern a clue to the danger beyond, as revealed in the next text section.

36. Rainbow Stairs

In breaking the slab, you have revealed steps descending east. There are nine of them, and each is one foot broad and tall. The top one is white, and then comes violet, indigo, blue, green, yellow, orange, red, and black. The landing, again of pure white, abuts a wall of the same snowy hue.

If nobody says anything to the contrary, assume that some persona eventually treads on the seventh (orange) step during the descent. (Remember the hieroglyphs mentioned "seventh," and expert players will avoid that number!) This action empowers the *Khu* of Rahotep to conjoin with the other parts. This could possibly overjoy our arch-villain!

The white wall is merely a thin slab, easily broken, and beyond it is the final room of the tomb!

37. Hall of Nine Columns

S In this hall is a row of nine great fluted pillars, each depicting a likeness of Rahotep as part of the column (telemon-like columns). Before the entry stands an exact man-sized stone duplicate of Rahotep, and throughout the chamber are various furnishings, a barge, a chariot, an urn, and vast heaps of treasure.

I: Some pillars may emit maroon light (one for each part of Rahotep freed). Be sure to note this on your map!
D: 190 feet broad, 15 feet high, 30 feet deep; no other exits.

H Whispers are audible around the entryway (the 20-foot-square shown by a dotted line on map); elsewhere is absolute silence. The susurrations of unintelligible sort, but it sounds wicked, sly, menacing...

A Extreme Evil emanates from the statue and pillars, and there is an Aura of pervasive danger and unbridled greed, avarice, covetousness, possessiveness, and lust everywhere else.

D All forms of Heka are present throughout, nebulous and difficult to pierce; if checked from a two-foot or lesser range, each pillar radiates potent Negative Supernatural power.

O Fragrances of wondrous sort waft from the glowing pillars, and a vile stench from the others.

W Those bearing statuettes of Thoth, Heru, Isis, Nephthys, and/or Chons feel very edgy when near any glowing pillar.

S There is warmth near the glowing columns; chill near the dark ones.

"As you peer into this long hall, you have the distinct impression that you have come at last to the final chamber of this subterranean Palace of Death. Immediately before the entrance is a life-sized statue of Rahotep. This stone figure is carved, painted, and even clothed as if it were the ancient Archpriest-Wizard himself. Behind the statue is a massive column no less than five feet in diameter. It is flanked by four more to either hand, so there are nine of these pillars in all.

"The room is full of all manner of things: beautifully crafted furniture to the right, a royal-type Nylle River barge and a chariot to the left, grouped near the far ends of the room's west side. But to the east, past the line of pillars, are treasures beyond belief: gems, jewelry, and huge piles of coins of all sorts, from bronze and copper, to gold and even oricalcum!

Voices: Of the nine parts of Rahotep, all that have not yet been conjoined with those in the crypt are now imprisoned in the statue before the door. If the personas have performed with utter perfection, a veritable chorus of whispers assaults their ears before they can continue, saying:

"Success!"

and

"All this wondrous treasure here is yours!"

and

"Caution! Only if all the pillars glow can you obtain your wealth."

and

"Help! Help me! Read the wall writings, for poor Rahotep needs aid."

and possibly

"Rid yourself of that wicked object you bear—the magical pillars here will banish its Evil forever!"

and

"My voice will guide you to the right spot—the vile object can be disposed of only in one place."

(The latter urgings come only if all nine of the Evil Objects are gathered in this place, as is explained hereafter.)

Although they seem to be nearby, these voices come from the statue. The number of different voices is equal to the number of unlit pillars. There are at least two parts of Rahotep imprisoned herein, both previously encountered in the form of human-faced vultures: the *Khu*, released when the first wall painting was broken, way back in Area 3, and the *ren*, which once perched atop the golem in Area 28. On the other hand, at least two are missing (and their pillars lit): The *khat* and *ab* (body and heart) are still sealed in the crypt (Area 32). (If they are not—how did the party get *here*?) The presence or absence of the other five parts depends on the HPs' actions during their descent from the Mortuary Palace.

All specific victims of Rahotep's Curses will eventually act to aid Rahotep herein. All others who hear the voices must check against their Spiritual TRAIT as follows: Difficulty Rating "Hard," a +5 added to the result for each voice speaking. Also deduct any other lingering penalties from certain actions taken or lesser Curses received elsewhere in the tomb. Success means that the voices have no influence. Failure means the suggestions will cause the persona to comply with Rahotep's wishes, eventually.



Note that one check must be made by each persona upon entering the 20-foot-square area before the doorway. Repeat checks may thus be required of those who pass out of and then return to this location.

Inscriptions: The writings on the plastered and painted western wall relate the following long and heart-rending tale:

"Rahotep was a fine, noble, and upstanding man who did many kind and generous things. But the Good Archpriest-Wizard became possessed by an Evil spirit, a Demoniacal entity whose force was so powerful as to slay him. In all the land, none was strong enough to release this wonderful man from the awful doom that then cursed him. However, the Evil entity was forced to allow Rahotep one slim chance. If any mortal could penetrate the horrors the great Demon had placed within this tomb, finding and bringing warmth to all that which was Rahotep, the beneficent victim of wicked possession by that Demon would be liberated to dwell happily in the afterworld."

"Furthermore, those accomplishing this feat shall be rewarded handsomely, permitted to take anything desired from amongst the vast store of wealth earned by Rahotep's generous work and great charitable endeavors. An official proclamation which can be found amidst the treasures even proclaims the rescuers' legal right to their new possessions!"

Choke! This last lie is perhaps too obvious. Great treasures stored up in the tomb of a philanthropic saint? Really, now. Well, the players need some breaks...

The Nine Evil Objects: It is not possible for Rahotep to take one of these. Each and every one must be given to him in order for him to possess it, and its power.

If there are some but not all nine of these things now within Area 37, Rahotep will simply cause those personas under his Evil Influence to cast those held by such individuals into the interdicted portion of the chamber (to the east) as they begin activating the pillars as is detailed immediately hereafter. This is a relatively minor triumph, and while pleased, Rahotep isn't going to waste much time with such minor acquisitions—minor compared to his Unmortal status, that it. However...

If all nine of the Nine Evil Objects are now here, there is no question about it. Rahotep's lust for power prevails over all else. He must have them. They will elevate him to full deityhood! (See O? Statistics for the various details of all these variables in Rahotep's makeup.) Besides, there is just the barest chance that these mortal worms might stumble upon the means to destroy him, so Rahotep is anxious, to say the least. So, what does all this mean?

Those who he can influence will carry their object or objects to the designated column. Some need no activation, but with those others which do require such utterance (speaking his name and wishing life upon him) to free a portion of Rahotep, they will touch the Evil Object to the cartouche. That item will vanish, being transported instantly to the vault which holds those freed parts of the arch-villain. Once this is done, they will speak as noted below, if need be, and then assail any other persona possessing an Evil Object, with an aim to wrest it away and likewise give it to Rahotep as noted. *But...*

Should the team manage to assemble the nine items and smash each before its pillar, then this act first paralyzes that portion of Rahotep, then destroys it upon the completion of the breaking of the





Pillars Summation

Hieroglyph	Word of Script	Pillar Lit?	See Area:	Evil Object
Ab	Heart (S)	Yes	32	Scepter of Set
Sekem	Power (M)	?	35	Serpent Ankh
Khu	Spirit (S)	No	*	Book of Eternity
Khaibet	Shadow (P)	?	34	Cleaver of Set
Ka	Double (P)	No	37	Blackened Sun
Ba	Soul (S)	No	*	Bloodied Moon
Sahu	Being (M)	?	34	Netherladder
Ren	Name (M)	?	33	Seal of Shadow
Khat	Body (P)	Yes	32	Cursed Star

* Though "released" earlier, no opportunity is ever given for the party to empower the *Khu* or *Ba* to conjoin with the other parts within the crypt.

last of the Nine Evil Objects. They can be broken thus only before the correct column, and are Invulnerable to damage otherwise. There is no particular order of destruction necessary to fulfill the task. However, there are few clues to which item corresponds to which pillar, save the presence of the last object on the crypt, the negating of Curses and the urgings from the whispering of Rahotep's portions, and no dweomer possible to the party will give any assistance in this regard. Period. See the Pillars Summation in the sidebar for which is which.

Failure to properly destroy all of the Nine Evil Objects means that they reassemble and are whole again—once removed from the tomb, after a decade has passed, or immediately upon Rahotep arising as Unmortal.

Destruction of all of them means the annihilation of "Our Boy," a total Victory for Truth, Justice, the Egyptian Way, and (most importantly) the HP Team!

As soon as any one object is thus shattered, the voices of Rahotep will begin threatening, pleading, and saying, truthfully "If this continues you fools will destroy every bit of wealth and the great horde of enchanted items here!"

"Cursed to nine times nine times is the one doing what you would do!"

"I pledge my unfailing word, you will be my Chief Vizier, if you do not do the wicked thing you now contemplate!"

"Cease! Desist! You injure a worthy scion of righteousness!"

"Please, hear Rahotep and pity him; do not do this thing!"

"More and you will destroy these treasures hoarded here for your coming! Are you mad?"

"Stop! Now, while you can, take the barge, the chariot, all the wealth of ages and depart quickly. On your lives I beg this!"

Pillars: In addition to a likeness of Rahotep, each column bears a hieroglyph and a word of hieratic script at the base. (See the sidebar.) These identify the nine parts of Rahotep, listed below from left to right (north to south). Fill in your notes on whether the column is lit, in accordance with the HP team's actions in Areas 33-36.

If either a living being or the statue herein (see below) touches a column and says "Rahotep, Live," that part of Rahotep repre-

sented is empowered to conjoin with the others in the crypt, and the pillar illuminates. Those characters who are forced to aid Rahotep (i.e., those bearing one of the Nine Curses, and those who fail to avoid the suggestions of the voices) will, at some point, start illuminating unlit columns. The first such must and will be the center one, of course, the lighting of which animates the statue of Rahotep (see below).

The wicked arch-villain, Rahotep, is completely freed when all of the columns are illuminated. At that time, all nine parts are

conjoined, and the *Unmortal Rahotep* emerges from the crypt (Area 32) by his own power. (Everybody duck!)

The line of pillars cannot be passed until all are lit. An invisible barrier of Supernatural Negative Heka prevents anyone from reaching the incredible heaps of treasure. Will the party free Rahotep, and probably die thus? Will greed triumph over common sense? Stay tuned...

The barrier is weakest around the illuminated pillars, and some treasure can be gleaned in those areas (see "Treasures," below).

Statue: If and when all of the Nine Evil Objects are destroyed, the *ka* statue is shattered into a rain of dust. See below as to what occurs when the figure is otherwise destroyed.

When the central column (of the *ka*) is illuminated, the statue of Rahotep is animated, a golem. It immediately moves toward the nearest unlit pillar, at a rate of nine feet per Critical Turn. When it comes to an unlit pillar it reaches out and touches that column while all its remaining voices (unfreed parts of Rahotep) recite the proper phrase **"Rahotep, Live!"** in chorus. (Each such lighting of a pillar gives the golem statue 13 additional points of Physical TRAIT, as noted below.) The statue ignores all attacks and does not itself do anything but try to illuminate pillars.

When all the columns are lit, the statue vanishes, and Rahotep the Unmortal arises in Area 32, thereafter coming to "reward" his rescuers with free trips to the afterlife. If the statue is destroyed, the only way Rahotep can revivify is for the party members to touch the remaining unlit pillars.

The statue can, of course, be attacked before it animates. It has a P TRAIT of 66 points, plus 13 per illuminated column; thus it will have at least a total of 92 points. Non-enchanted weapons do not affect it. Piercing PD has no effect on it. Its dweomers negate the first 6 points of PD from any attack. It can be struck for Non-Vital PD only. Its power causes the activation success of any Casting directed at or otherwise affecting it to be at two steps worse than usual ("Easy" becomes "Hard," "Moderate" becomes "Difficult," etc.). It seems totally unharmed until Physical damage in excess of 66 points, plus 13 per illuminated column, accrues to it. The statue then crumbles into fragments and dust.



Once the *ka* statue (double) is destroyed, each persona will feel triumphant and relieved. Each one who carries a statuette of any non-Evil or Neutral deity (i.e., Sunlight, Moonlight, or Shadowy Darkness Ethos) gets a feeling of completion and the urge to depart from the tomb.

Two specific directions are indicated: the entrance doorway and the barge (see "Treasures," below). If the party heads out by conventional means, they find that some treasures have appeared in Areas 35 and 34.

Treasures: If Rahotep is annihilated through the use of the Nine Evil Objects, then all the treasures found in this whole complex (32-37) are likewise destroyed.

The coins, gems, and jewelry that can be obtained from the areas around the illuminated pillars will total 250,000 BUCs in metal/gem value per persona. This amount is fixed, regardless of the number of lit columns.

If the personas depart by using the barge in this room (see below), they get no other treasure. If they exit by a more conventional means, they find all of the following items in Areas 35 and 34. *However, if they leave this room, reconsider, and return out of greed, neither the barge nor the chariot will be present anywhere.* Furthermore, K/S checks against the voices, if Rahotep remains undestroyed, will this time be made at DR "Difficult," for the HPs are evidencing greed. If the Unmortal Rahotep is freed at some point because of this return, assume that his attacks on the personas will probably (90%) destroy the magical items listed below, *regardless of the results of the battle.* (For example, the HPs might climb onto the barge, illuminate the last pillar, grab some of the "forbidden" treasure, and then try to depart. Rahotep will certainly attack before they can escape—and can, in fact, follow them into the planar reaches!

Barge: Whether found here or in Area 34, this is a magical *Barge of the Spheres*. This vessel can travel to any plane or sphere as if one were using a *dweomer* similar to *Astral Journeying*. It can carry 12 personas and 12 horse-sized steeds. A magically small space within it holds a volume and weight of cargo equal to that number of passengers: i.e., 12 people and 12 steeds, or about seven tons/1,400 cubic feet. Words of power that cause the barge to move and function are inscribed upon a small brass plaque attached to its surface.

The craft can be harmed only by Supernatural or more potent Heka, and has 700 Physical points.

Chariot (Area 34): This four-persona vehicle is a magical *Chariot of the Wind*. In addition to passengers, it can bear 400 pounds of weight in armor, weapons, personal gear, equipment, etc. Attached to the reins are two enchanted figurines of owl-sphinxes, and several words of hieratic script are inscribed on the chariot's flooring. These Words of Power have several specific uses, basically enabling the enlargement of the figurines into full-sized creatures (or the reverse effect), and providing the means of controlling and instructing them. The chariot's maximum aerial speed is 60 miles per hour. The owl-sphinxes can fly untiringly for a time equal to that of night's darkness or 12 hours, whichever is the lesser.

The chariot and its steeds can be harmed only by enchanted attacks or Heka. The vehicle has 400 Physical points. Each owl-sphinx has 200.

Other Items: The following magical devices are found in Area 35, assuming that Rahotep has not been annihilated. Each is specific to

an individual vocation, and only generally described here. Apply specifics in terms of your own campaign.

Rod: This is a powerful device usable by *Dweomercrafters*.

Crook: This device is usable by *Priestcrafters*, also very potent.

Flail: This is a *Arms/Warrior's* weapon, highly enchanted and with multiple uses.

Other: Add either one major or two lesser items for the following vocations if represented in the HP team: *Alchemy, Mysticism, Outlawry, Scholar, Voyager.*

Destruction: The nine parts of Rahotep cannot be destroyed by any means save that enumerated with respect to the Nine Evil Objects. He thus is not likely to be annihilated by the party. If Rahotep has risen as an Unmortal, however, his destruction can still be accomplished through the objects, providing this is finished prior to his arrival in Area 37...

Final Destruction of the Tomb: Exactly three ATs after Rahotep is annihilated and the party leaves Area 37, the ground rumbles and quivers, and a wide fissure opens between the Mortuary Palace (Areas 24-28) and the surface above it. Stone blocks fall to close off the Rainbow Stairs (Area 36), and a huge slab starts to descend slowly throughout Area 33, sundering the pillars into stony splinters. Then falling stone from the ceilings begins burying chambers; steaming cracks begin appearing in the floors; darkness thickens everywhere, etc. The team can exit by any of various means, including scampering out through Area 32, transporting up to Area 28 via the archways, or by means of Heka, for it is now possible to use any form of Casting or Power to escape this place. They had better, for if they are still within its precincts at the end of the ninth AT after Rahotep's destruction, they will be buried in the collapse of the place, slain, their glorious victory for naught.

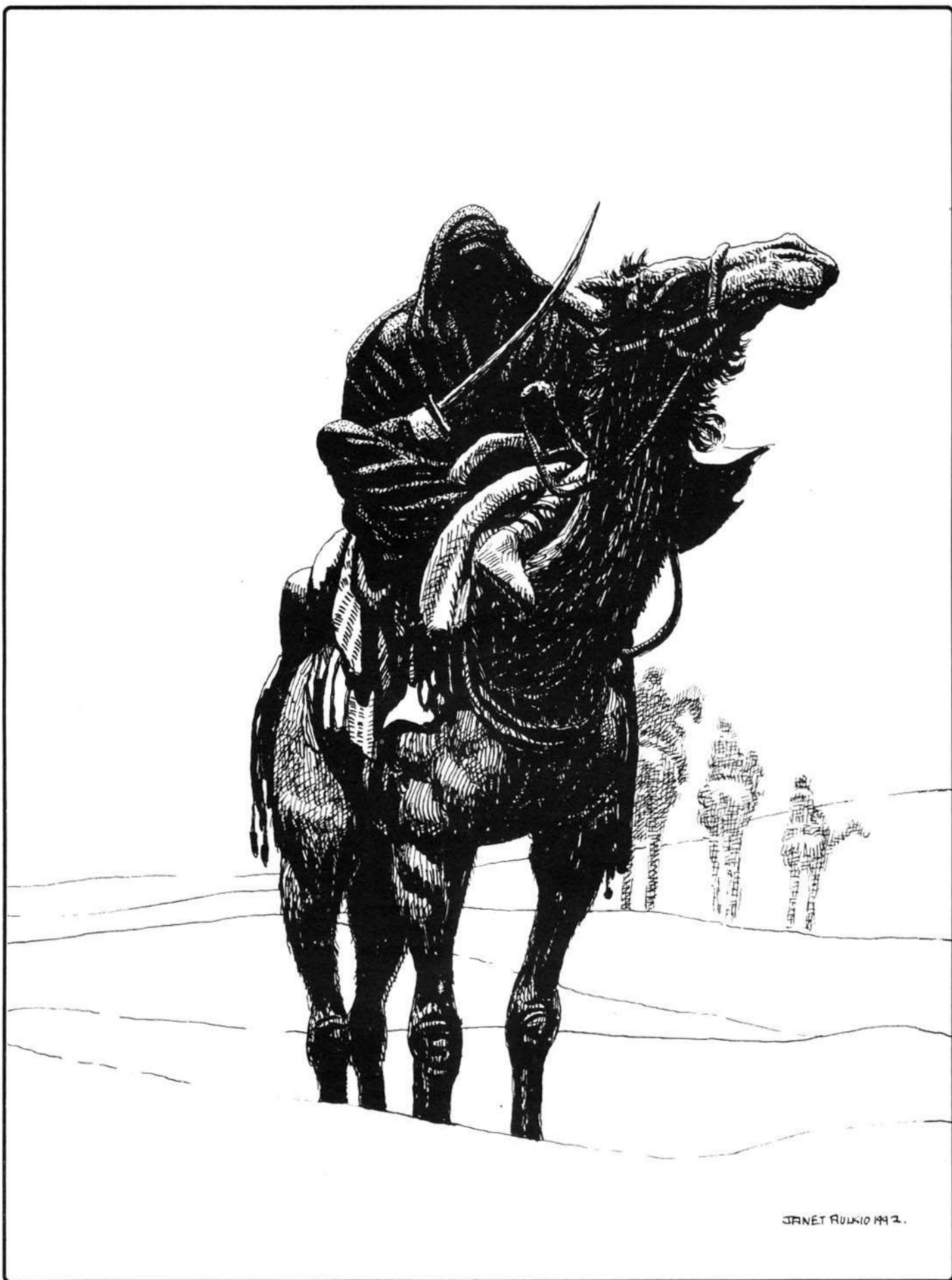
To this end you might have the figurines possessed by each persona radiate an urgent need to leave the place, forgetting the treasures which have been left elsewhere. Those most likely to urge such are Thoth, Isis, and Osiris.

If the team has managed to flinder the statue but otherwise not gotten "Our Boy," then the above occurs, only it is all a very potent Entail Illusion (Grade XXVI), which Set places to try and cut his losses, so to speak. Again the personas will need to flee, for they can't pierce or disbelieve it. There will be certain real phenomena (ground tremors, winds, etc.) to inflict a bit of damage and speed them on their way. The barge and/or chariot can be employed to escape in this case. If they don't beat it fast, they die! The figurines will, again, urge flight, for the final result is known to these deities.

If the Unmortal Rahotep is revived and released, the team can possibly use the Nine Evil Objects, or, lacking those, steal the barge, even loading the chariot and other loot thereon, and get out fast. If they have otherwise served Good loyally, there might be some deital intervention to allow this escape. It will be coupled with a new quest, of course. It is one the gamemaster must devise—or await a scenario which presupposes this nasty event. That is, Rahotep being Unmortal, the HPs must find a way to reverse or otherwise correct their mistakes and do away with the old arch-villain once and for all.

AWARDS

See Chapter 9 for the final awards to the personas who survived this adventure.



Adventure Epilogue

HEROIC PERSONA AWARDS

In terms of cash, the HPs should be literally rolling in BUCs if they did even moderately well in the temple and tomb. Again, each should have some magical item or two worth holding on to. Such treasure aside, the real goodies are about to be laid out for you to distribute amongst the HPs.

The awards discussed here are in addition to those previously given out by you at various times during this epic. There are four cases to consider now that the scenario is coming to its conclusion. Let's work from best case to the worst.

Triumph

The team managed to blow Rahotep away. He is gone, annihilated forever. This is a true feat!

AP/Gs: 20 each, -5 for poor showing, +5 for the best players' HPs.

AP/Ss: 10 each, -3/+2 per above, divided between up to three K/S Areas, for those abilities utilized most frequently and with decisive effect.

AP/Xs: 3 each, -1/+1 per above, applicable only to one, two, or all three TRAITS, immediately.

JFs: 7 each, -2/+2 per above, but no HP's JFs should exceed 14.

Special Connections: If the HPs came on a treasure hunt, their success will gain them no Special Connections, save those indicated for doing well in earlier action in Aartuat and its environs. If present on a Direct Mission, they will have gained up to the following seven Special Connections:

- Archpriest of Ægypt
- Vizier of the Middle Kingdom
- High Priest of Thoth
- Archbaron of Farnoc
- A high official in the Utchatu
- A Chief Scribe in Pharaoh's Court
- Captain commanding Farnoc Garrison

Each Special Connection is awarded to the HP that the GM deems appropriate, after the team has handed over half its take, been feted and meets all of these folks at a royal reception. If there are fewer than seven HPs, no one persona gets two connections, so drop off the ones you don't assign.

Quirks/Counter-Quirks: Do away with one Counter-Quirk per HP, as applicable. To the best of the team, award a Power of strong sort as a Quirk, a gift from the forces of Good.

SEC: HPs here on a casual basis will be given honorary citizenship if they stick around and share out half of their loot according to the law of the land, and their rank will be that of *Braves of Pharaoh* (Freeman 6)—higher if they pay over to the Royal Treasury and the Temples another 25% of their take; then they will all be made *Warriors of Pharaoh* (Knights, SEC 7). If they take their loot and run, then they keep what they can hold onto, and have only a minor positive influence if they return to Ægypt in the future and identify themselves as those who destroyed Rahotep.

If the HPs are here on a Direct Mission, the influence of the archpriest and many others will go to work. After paying over their half-share of all wealth taken out, each will be granted noble status at a royal gala. Have a recounting by the HPs, and when the story is done Pharaoh will make the foremost persona in the team a baron, then next a lord, the next a chief scribe, and all the rest shakes. With these hereditary titles will go fiefs, villages or a village, herds of livestock, and such revenues as these estates produce, less the government's share, naturally.

Victory

The team has foiled Rahotep's scheme for the time, inflicted heavy casualties on his minions, and managed to get away. This is pretty good play!

AP/Gs: 10 each, -2 for poor showing, +two for the best players' HPs.

AP/Ss: 5 each, -1/+1 per above, divided between up to two K/S Areas, for those abilities utilized most frequently and with decisive effect.

AP/Xs: 1 each, -1/+1 per above, applied immediately to each HP's Vocational TRAIT.

JFs: 3 each, -1/+1 per above, but not to exceed 14.

Special Connections: If the HPs came on a casual basis, their success will gain them no Special Connections, save those indicated for doing well in earlier action in Aartuat and its environs. If present on a Direct Mission, they will have gained up to the following five Special Connections:

- High Priest of Thoth
- Archbaron of Farnoc
- A high official in the Utchatu
- A Chief Scribe in Pharaoh's Court
- Captain commanding Farnoc Garrison

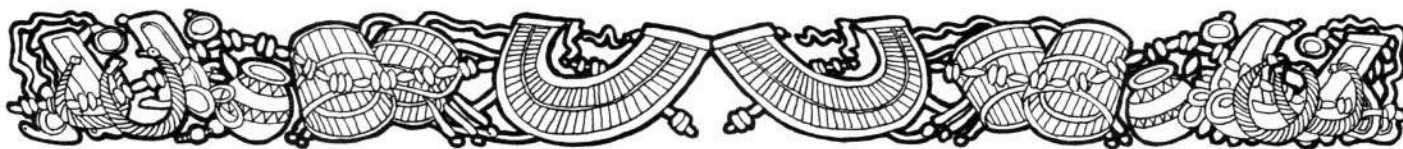
Each Special Connection is awarded to the HP that the GM deems appropriate, after the team has handed over half its take, been feted and meets all of these folks at a reception given by the archpriest. If there are fewer than five HPs, no one persona gets two connections, so drop off the ones you don't assign.

Quirks/Counter-Quirks: Do away with one Counter-Quirk for one HP, if applicable. To the best of the team award a Power of moderate sort as a Quirk, a small gift from the forces of Good.

SEC: If the HPs are here a Direct Mission, the influence of the archpriest and many others will go to work. After paying over their half-share of all wealth taken out, each will be granted status by decree of Pharaoh. The leader of the team will become a *Warrior of Pharaoh* (SEC 7, top), and all the rest will be named as either *Chiefs of Pharaoh* (SEC 7, middle) or *Scribes* (SEC 7, bottom). With these non-hereditary titles will go manors and estates, and such revenues as they produce, less the government's share, naturally.

Failure

The team has loosed Unmortal Rahotep but haven't handed over all of the Nine Evil Objects to him.



AP/Gs: 5 each, -1 for poor showing, +1 for the best players' HPs.
 AP/Ss: 2 each, -1/+1 per above, divided between up to two K/S Areas, for those abilities utilized most frequently and with good effect.

AP/Xs: 1 each, if and only if they are about to embark on a do-or-die quest to rectify their error. In any other case, none are awarded.

JFs: 2 each, -1/+1 per above, another 2 if they are about to go forth to correct their errors, but not to exceed 14.

Disaster

The team has managed to feed Unmortal Rahotep those Nine Evil Objects, yet managed to flee him somehow despite their blundering.

AP/Gs: 3 each, -1 for poor showing, +1 for the best players' HPs.

AP/Xs: 1 each, if and only if they are about to embark on a do-or-die quest to rectify their gross error. In any other case, none are awarded.

JFs: 1 each, plus 2 if undertaking the mission noted, (and they'll need them!).

DEPARTURE

If the team has citizenship, with or without titles and lands, they can

depart Ægypt and return again anytime. If they have substantial SEC, they should appoint overseers to their lands, if any, put their affairs in order, and so forth before going.

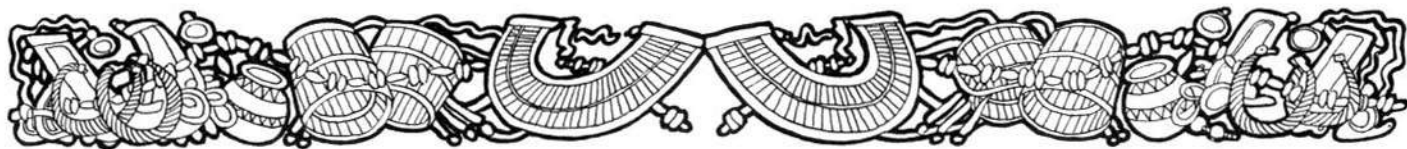
In other cases, and assuming that the the HPs are satisfied that they have defeated Rahotep, and have some looted treasure gained thereby, they can leave in either of two fashions:

(1) They can get away—with or without the aid of nomad tribesmen, keeping all of their gains thereby. Of course, those who don't tithe (up to a maximum of say 70,000 BUCs each if two or more tithes are involved) to each and every one of the deities whose figurines assisted them in the course of adventuring will never again receive aid from that deity or its agents or assigns, ecclesiastics included. (Some truly outstanding service might negate this after such service is performed.)

Remember, many of the treasures are worth a whole lot more if carried away from Ægypt and sold to dealers in antiquities. Any large city in Æropa, Near Azir, or on Atlantl will do nicely.

If Rahotep was but checked, his tomb will thereafter be restored to its initial state after a period of time, and old minions restored, or new ones put in their places. The spirit- and soul-vultures, *Khu*





and *ba*, will be free to communicate with and assist various servants of Evil in the region. Some other party may venture in at a later time, and if so, you might allow some extra clues about what these Heroic Personas might face, due to this party's reports, but Khonsu-khaibet, the Demoncroc, etc., will have to be replaced with creations of your own.

STAYING IN ÆGYPT

Only the gamemaster can determine if this is desirable. The campaign development is the perquisite. This is advisable only in the case of a Direct Mission. In such case, it is a great idea if the team had a Triumph. They will be celebrities for a year or so, and renowned and respected thereafter. The government and various temples will have endless missions for them. There is also plenty of room for free-lance adventuring on the borders, from intrigues to jungle epics possible. In the case of mere Victory, the HPs might become near-HPGs assisting another group to *really* get ol' Rahotep this time...

In the case of Failure or Disaster, the only way to remain is to be on hand to perform such duty as is required to attempt rectification of errors. Not a few bribes will need to change hands to hush up the true facts too, and the team will be expected to furnish such sums gladly. Still, it could be exciting and rewarding.

GAMEMASTER'S SPECIAL REFERENCES

Thus ends the epic adventure of **The Necropolis**. Continue reading, though, if you wish to develop campaign play in Pharaoh's Kingdom.

Ægypt itself can be expanded into a full campaign setting by use and detailing of the maps and employment of the appendix herein, consulting the **Epic of Ærth** book, and with such aid as you might find helpful in historical atlases and books on Ancient Egypt. These notes offer a suggested sub-plot to add a bit of intrigue, as well as ideas for further development of the campaign. You can use this or not, as you see fit.

Expansion of the Existing Scenario

Aartuat and Environs: Khonsu-khaibet is absolutely a secret agent of the Utchatu, working in cooperation with the Temple of Thoth. The Sepat Governor of Inny is secretly in league with the powerful agents of Set; with their help, he plans to revolt, eventually assuming the office of Vizier of Middle Ægypt under Unmortal Pharaoh Rahotep. He will have to be found out and dealt with by the HP team after the adventure in the tomb is concluded.

Temple of Osiris: If the HPs perform well and destroy the Evil in this place, and especially if they restore Osiris, the newly arrived High Priest fills them in on the background details given above. That person knows that there is a connection between the governor, the cult of Set here, and the proximity of the tomb of the Evil Rahotep. The party is given royal permission to explore the whole area. You may reinforce the group with soldiers if you see fit, allowing as many as are equal to the garrison of Aartuat. Each HP is given a royal writ that allows free passage in Ægypt "for services to the House of the Royal Pharaoh."

Tomb of Rahotep: Khonsu, soldiers, and a kheri-hebu of Thoth will accompany the party. Khonsu-khaibet's has his figurine of Chons, of course, and the Priest-Mage one of Thoth.

Campaign Suggestions

After the Tomb: After final success, with the HPs proclaimed to be noble Ægyptians, given land, etc., they are suddenly called upon to fight the *Accursed* forces of Evil that are attempting to overthrow Pharaoh despite not having Rahotep on hand to lead them. The team must now learn to organize troops and fight guerrilla bands, then a rebel army. Then they have to head south, take on a horde of jungle savages, and go trekking up the Nylle in search of a "Lost City of Set" hidden thereabouts.

If Rahotep has not been utterly destroyed, resurgent Evil stirs up trouble while the HPs are elsewhere. To maintain their titles and possessions in Ægypt, the Heroic Personas must thereafter offer prized rewards to other adventurers (HPs or otherwise), who will investigate.

General Awarding of APs, Joss Factors, Etc.

The amount of reward given herein is ample, I believe—even a bit generous if long-term play is considered. There is a reason for this, though, as you'll discover as you read on. If, after having read and considered everything in this scenario, you find that the awards are insufficient, feel free to add a point here and there to boost them. Neophyte players might need lots of STEEP and Joss, but that doesn't teach them anything, and what happens if they never learn? Or what if they do learn and then have HPs resembling deities? Neither result is desirable. Keep awards in tight reign, and never give out more a few more points than the recommended maximum.

The manner in which awards are given out herein, amounts and timing throughout the course of play, is attuned to the player group that is both non-veteran and has under- or moderately well-developed Heroic Personas. Thus, the breaks for awards are meant to train and encourage players as it builds their Heroic Personas' abilities. If the HPs are strong and their players veteran, no matter. That will not be bad, and this method will serve to reinforce the good habits of play the group has developed.

Until you believe your group is otherwise too strong, continue to use a like method in all adventures, whether commercial scenarios or those which you develop.

Persona Statistics

CHAPTER 3

Soldiers (40 total)

Vocation: Soldier **SEC:** 2
Habitat: /Erth, /Egypt, Aartuat **Size:** Average
Move (yds/BT): 78 **Initiative Modifiers:** Human standard
Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Soldier Vocation K/S bundle plus)
 Combat, HTH, Non-Lethal: 24 (+/-D6)
 Combat, Hand Weapons: 30 (+/-D3)
 Combat, Missile Weapons: 31 (+/-D3)

Joss (Anti-Joss) Factors: 0 **Attractiveness:** Avg. (+/-D3)

Quirks: Nil

Average Armor Protection: 8/12

Worn: Half Reinforced Leather/Shield

Dodging: Nil

Avoidance: Base 9/12/8

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Spear	5	4	1	P	3D6	+1	35	W	10/20
Short Sword	6	3	1	P	3D6	+1	36	M	5/20
S. Tower Shield	0	4	1	B	1D3	+1	30	M	+10
M. Comp. Bow	5	4	2	P	3D6	+1	36	W	5/20

Averaged Armor Detail:

Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Half Rein. Leather	8	9	11	10	5	5	8	1

Statistical Detail: Base Scheme (+/-D3)

M: 58, **EL:** 46 **P:** 78, **WL:** 59, **CL:** 70 **S:** 55, **EL:** 44
MR: 29 **MM:** 29 **PM:** 39 **PN:** 39 **SM:** 29 **SP:** 26
MRCap: 11 **MMCap:** 11 **PMCap:** 14 **PNCap:** 14 **SMCap:** 11 **SPCap:** 10
MRPow: 9 **MMPow:** 9 **PMPow:** 13 **PNPow:** 13 **SMPow:** 9 **SPPow:** 8
MRSpd: 9 **MMSpd:** 9 **PMSpd:** 12 **PNSpd:** 12 **SMSpd:** 9 **SPSpd:** 8

Commentary & Description: These are average /Egyptian regular soldiers—tough, hard-drinking, and with a love for gambling. Their ethoi and natures are as varied as the general populace of the land, although they tend a bit more towards the neutral. As is typical, they are suspicious of outsiders and strangers, not particularly friendly to anyone they don't know and respect, and understand authority well enough to avoid confrontation while not necessarily carrying through with orders and instructions... None of them like brigands and all hate nomad raiders, even those of the unit who are themselves of like background.

As is typical of regular military, these soldiers are neither fanatics nor fools. They will fight when they must, retreat in situations where they face certain death and there is hope if they get away. However, they are disciplined and respectful, even like their sergeant, Hetet-f, and their commanding officer, Hamephat. They will fight to the last man if these two are there and so order.

Soldiers, Corporals (8 total)

Vocation: Soldier **SEC:** 2
Habitat: /Erth, /Egypt, Aartuat **Size:** Average
Move (yds/BT): 84 **Initiative Modifiers:** Human standard
Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Soldier Vocation K/S bundle plus)
 Combat, HTH, Non-Lethal: 28 (+/-D3)
 Combat, Hand Weapons: 33 (+/-D3)
 Combat, Missile Weapons: 35 (+/-D3)

Joss (Anti-Joss) Factors: 0 **Attractiveness:** Avg. (+/-D3)

Quirks: Nil

Average Armor Protection: 12

Worn: 3/4 Reinforced Leather

Dodging: Nil

Avoidance: Base 9/13/8

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Spear	5	4	1.5	P	3D6	+2	38	W	10/20
Short Sword	6	3	1.5	P	3D6	+2	39	M	5/20
M. Comp. Bow	5	4	2	P	3D6	+2	40	W	5/20

Averaged Armor Detail:

Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
3/4 Rein. Leather	12	13	17	15	8	8	12	2

Statistical Detail: Base Scheme (+/-D3)

M: 60, **EL:** 48 **P:** 84, **WL:** 63, **CL:** 76 **S:** 55, **EL:** 44
MR: 30 **MM:** 30 **PM:** 43 **PN:** 41 **SM:** 29 **SP:** 26
MRCap: 11 **MMCap:** 11 **PMCap:** 16 **PNCap:** 15 **SMCap:** 11 **SPCap:** 10
MRPow: 9 **MMPow:** 10 **PMPow:** 14 **PNPow:** 12 **SMPow:** 9 **SPPow:** 8
MRSpd: 10 **MMSpd:** 9 **PMSpd:** 13 **PNSpd:** 14 **SMSpd:** 9 **SPSpd:** 8

Commentary & Description: These are veteran /Egyptian soldiers promoted to minor command because they are a bit more able than the rank and file, but they are otherwise not much different from the ordinary privates. They are more concerned with seeing that everything is in order—otherwise they lose their rank and extra pay and privileges!

There is nothing in uniform to distinguish a corporal from private other than the leather epaulettes of his armor (worn as rank badge even without armor) and the like greaves.

Platoon Sergeant Hetet-f

Vocation: Soldier **SEC:** 3
Habitat: /Erth, /Egypt, Aartuat **Size:** Average
Move (yds/BT): 88 **Initiative Modifiers:** Human standard
Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Soldier Vocation K/S bundle plus)
 Perception, Mental: 30 **Criminal Activities, Physical:** 47
 Perception, Physical: 40 **Deception:** 35
 Riding: 30 **Endurance:** 40
 Combat, HTH, Non-Lethal: 32 **Escape:** 28
 Combat, Hand Weapons: 41 **Gambling:** 50
 Combat, Missile Weapons: 46 **Survival:** 62

Joss (Anti-Joss) Factors: 1 **Attractiveness:** 11

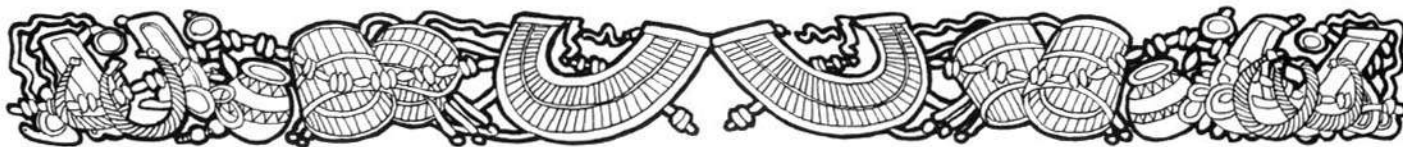
Quirks: Senses strong Heka-caster within 10 feet of him.

Average Armor Protection: 15

Worn: 3/4 Metal & Leather

Dodging: Nil

Avoidance: Base 10/14/9



Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Spear	5	4	1.5	P	3D6	+5	46	W	10/20
Short Sword	6	3	1.5	P	3D6	+5	47	M	5/20
M. Comp. Bow	5	4	3	P	3D6	+6	51	W	5/20

Averaged Armor Detail:

A armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
3/4 Metal & Leather	15	15	23	20	9	9	16	3

Statistical Detail:

M: 68, EL: 54	P: 88, WL: 66, CL: 79	S: 60, EL: 48
MR: 32 MM: 36	PM: 45 PN: 43	SM: 32 SP: 28
MRCap: 12 MMCap: 14	PMCap: 16 PNCap: 16	SMCap: 12 SPCap: 10
MRPow: 10 MMPow: 11	PMPow: 15 PNPow: 13	SMPow: 11 SPPow: 9
MRSpd: 10 MMSpd: 11	PMSpd: 14 PNSpd: 14	SMSpd: 9 SPSpd: 9

Commentary & Description: Sergeant Hetet-f joined up at age 15, so he has been in the army for 13 years now. He is strong, tough, wily, and able in a number of areas not exactly approved of by the government... Hetet-f is of Moonlight Ethos, intermediate nature (although very orderly in his habits and demanding likewise of others under his command), and serves the deity Bes. He is courting Mastuti, and will be hostile and aggressive to anyone who he perceives to be doing the same. See also Sergeant Nemekh hereafter.

The platoon sergeant wear metal-studded (steel) armor, including epaulettes with three roundels which identifies them as of that rank. Otherwise, his uniform is that of the other soldiers here.

Soldiers, Cavalry Troopers (5 total)

Vocation: Soldier **SEC:** 2
Habitat: Earth, Egypt, Aartuat **Size:** Average
Move (yds/BT): 80 **Initiative Modifiers:** Human standard

Riding Genet: 130, E/S: 7/6

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Soldier Vocation K/S bundle plus)

Riding: 40

Combat, HTH, Non-Lethal: 26 (+/-D6)

Combat, Hand Weapons: 32 (+/-D6)

Combat, Missile Weapons: 34 (+/-D6)

Joss (Anti-Joss) Factors: 0 **Attractiveness:** Avg. (+/-D3)

Quirks: Nil

Average Armor Protection: 12/14

Worn: Half Chain Mail/Buckler

Dodging: Nil

Avoidance: Base 9/12/8

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Light Lance*	7	4	1.5	P	4D6	+1	39	C	8/20
Sabre	4	6	1.5	C	4D6	+1	36	M	5/20
Hand Axe	5	4	1.5	C	3D6	+1	37	C	8/20
Hand Axe, Thrown	5	4	2	C	3D6	+1	39	C	8/20
S. Comp. Bow	3	3	2	P	2D6	+1	37	W	8/20

*Otherwise as Spear (above, soldiers) when dismounted and so employed.

Averaged Armor Detail:

A armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Half Chain Mail	12	12	21	14	6	7	14	3

Statistical Detail: Base Scheme (+/-D3)

M: 58, EL: 46	P: 80, WL: 60, CL: 72	S: 55, EL: 44
MR: 29 MM: 29	PM: 40 PN: 40	SM: 29 SP: 26
MRCap: 11 MMCap: 11	PMCap: 15 PNCap: 15	SMCap: 11 SPCap: 10
MRPow: 9 MMPow: 9	PMPow: 13 PNPow: 13	SMPow: 9 SPPow: 8
MRSpd: 9 MMSpd: 9	PMSpd: 12 PNSpd: 12	SMSpd: 9 SPSpd: 8

Commentary & Description: These are average Egyptian cavalry troopers, not always chummy with the regular infantrymen—except when outsiders threaten them!

Cavalry troopers' uniforms are pale mustard hue, rather than infantry white. Their fine mesh of chain mail also marks them as horse soldiers.

Cavalry Sergeant Nemekh

Vocation: Soldier **SEC:** 3
Habitat: Earth, Egypt, Aartuat **Size:** Average
Move (yds/BT): 90 **Initiative Modifiers:** Human standard

Riding Genet: 130, E/S: 7/6

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Soldier Vocation K/S bundle plus)

Perception, Mental: 30

Criminal Activities, Physical: 52

Perception, Physical: 40

Deception: 43

Riding: 48

Endurance: 38

Combat, HTH, Non-Lethal: 36

Escape: 44

Combat, Hand Weapons: 42

Gambling: 41

Combat, Missile Weapons: 44

Survival: 60

Joss (Anti-Joss) Factors: 1

Attractiveness: 12

Quirks: Nil

Average Armor Protection: 18/20

Worn: 3/4 Chain Mail/Buckler

Dodging: Nil

Avoidance: Base 10/15/11

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Light Lance*	7	4	1.5	P	4D6	+5	49	C	8/20
Sabre	4	6	1.5	C	4D6	+5	46	M	5/20
Hand Axe	5	4	1.5	C	3D6	+5	47	C	8/20
Hand Axe, Thrown	5	4	2	C	3D6	+5	49	C	8/20
S. Comp. Bow	3	3	2	P	2D6	+5	47	W	5/20

*Otherwise as Spear (above, Soldiers) when dismounted and so employed.

Averaged Armor Detail:

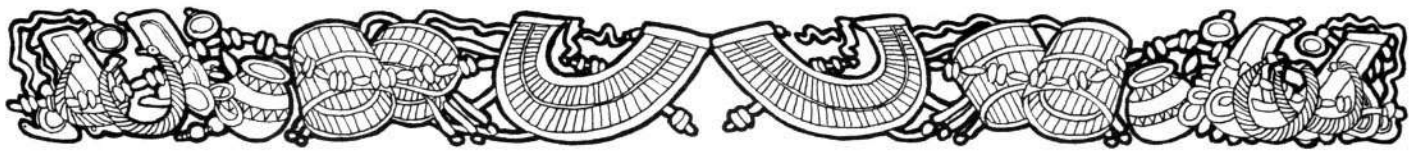
A armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
3/4 Chain Mail	18	18	31	21	9	10	21	5

Statistical Detail:

M: 60, EL: 48	P: 90, WL: 68, CL: 81	S: 70, EL: 56
MR: 33 MM: 37	PM: 44 PN: 46	SM: 30 SP: 40
MRCap: 13 MMCap: 15	PMCap: 15 PNCap: 16	SMCap: 11 SPCap: 15
MRPow: 10 MMPow: 11	PMPow: 14 PNPow: 15	SMPow: 10 SPPow: 13
MRSpd: 10 MMSpd: 11	PMSpd: 15 PNSpd: 15	SMSpd: 9 SPSpd: 12

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

The sergeant of cavalry wears more chain mail armor, including epaulettes with two roundels which identifies him as of that rank. Otherwise, his uniform is that of the other cavalry troopers here.



Subaltern Bas-fpy

Vocation: Soldier **SEC:** 4 (8)
Habitat: /Erth, /Egypt, Aartuat **Size:** Average, short
Move (yds/BT): 88 **Initiative Modifiers:** Human standard

Riding Genet: 130, E/S: 7/6

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Soldier Vocation K/S bundle plus)

Riding: 40

Combat, HTH, Non-Lethal: 22

Combat, Hand Weapons: 35

Combat, Missile Weapons: 34

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 9

Quirks: His open, honest-looking face and wistful nature make those with a sympathetic nature want to help him.

Average Armor Protection: 18/20

Worn: 3/4 Chain Mail/Buckler

Dodging: Nil

Avoidance: Base 11/14/10

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Long Sword	5	5	1.5	C/P	4D6	+1	40	M	5/20
Buckler	3	4	1.5	P	1D6	+1	38	M	5/20
M. Comp. Bow	5	4	2	P	3D6	+1	39	W	10/20

Averaged Armor Detail:

Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
3/4 Chain Mail	18	18	31	21	9	10	21	5

Statistical Detail:

M: 69, **EL:** 55 **P:** 88, **WL:** 66, **CL:** 79 **S:** 70, **EL:** 56
MR: 29 **MM:** 40 **PM:** 42 **PN:** 46 **SM:** 30 **SP:** 40
MRCap: 10 **MMCap:** 15 **PMCap:** 16 **PNCap:** 16 **SMCap:** 11 **SPCap:** 15
MRPow: 9 **MMPow:** 13 **PMPow:** 13 **PNPow:** 15 **SMPow:** 10 **SPPow:** 13
MRSpd: 10 **MMSpd:** 12 **PMSpd:** 13 **PNSpd:** 15 **SMSpd:** 9 **SPSpd:** 12

Commentary & Description: The subaltern is a younger son of a petty baron sent off to make his way in the military because he isn't suited for much else—certainly not the priesthood or any scholarly vocation. Recognizing his overall talents, higher authority sent him to this post to keep him out of the way... Because Bas-fpy isn't particularly able, and has no promising future, he yearns to do something important to "make his name." He is just smart enough to be dangerous—that's how the NCOs adjudge him. He can be a lot of trouble or a big help to the HP team depending on how he's approached. Bas-fpy is a follower of Balance, Khnemu, and is personally of rather chaotic nature.

5th Lieutenant Hamephat

Vocation: Soldier **SEC:** 5
Habitat: /Erth, /Egypt, Aartuat **Size:** Average, tall
Move (yds/BT): 95 **Initiative Modifiers:** Human standard

Riding Genet: 130, E/S: 7/6

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Priest & Soldier Vocation K/S bundle plus)

E/S Graces: 33

Native Tongue: 38

Perception, Mental: 40

Perception, Physical: 50

Riding: 46

Combat, HTH, Non-Lethal: 27

Combat, Hand Weapons: 51

Combat, Missile Weapons: 46

Quirks: Shoots at moving target with only 50% normal penalty.

Joss (Anti-Joss) Factors: 2 **Attractiveness:** 14

Average Armor Protection: 24/26

Worn: 3/4 Plate Mail/Buckler

Dodging: Nil

Avoidance: Base 16/15/10

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Long Sword	5	5	2	C/P	4D6	+7	58	M	5/20
Buckler	3	4	2	P	1D6	+7	56	M	5/20
M. Comp. Bow	5	4	3	P	3D6	+6	53	W	10/20

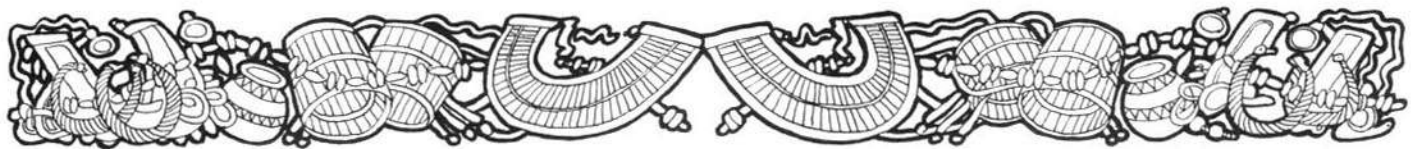
Averaged Armor Detail:

Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
3/4 Plate Mail	24	21	39	28	13	14	29	5

Statistical Detail:

M: 96, **EL:** 77 **P:** 95, **WL:** 71, **CL:** 86 **S:** 70, **EL:** 56
MR: 49 **MM:** 47 **PM:** 48 **PN:** 47 **SM:** 30 **SP:** 40
MRCap: 18 **MMCap:** 17 **PMCap:** 18 **PNCap:** 17 **SMCap:** 11 **SPCap:** 15
MRPow: 15 **MMPow:** 14 **PMPow:** 15 **PNPow:** 15 **SMPow:** 10 **SPPow:** 13
MRSpd: 16 **MMSpd:** 16 **PMSpd:** 15 **PNSpd:** 15 **SMSpd:** 9 **SPSpd:** 12

Commentary & Description: This man is the only son of a free farmer, but his abilities enabled him to attend school without cost to his family—something they hadn't the funds for, of course. After completing his training as aspirant to the priesthood, Hamephat realized he wasn't meant for that vocation, so joined the army instead. After only one year he was promoted from subaltern to 5th lieutenant—all at the age of 21. His rise was too rapid, and a jealous 1st lieutenant had him posted to Aartuat, realizing that with opportunity for learning and performance this fellow would be a rival in just a few years! Now age 23, having been stuck at the caravansera for some time, Hamephat is itching to do *something*. If the HP team is a problem to him, then he will seize the opportunity, but if they offer something better, this fellow is one to recognize that too. Hamephat is a devotee of Herakhty, thus of Sunlight Ethos and basically ordered nature.



Hept-f-hra the Merchant

Vocation: Merchant **SEC:** 6
Habitat: /Erth, /Egypt, Aartuat **Size:** Average, fat
Moove (yds/BT): 54 **Initiative Modifiers:** Human standard

Riding Garron: 130, E/S: 5/4

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Merchant Vocation K/S bundle plus)

Perception, Mental: 38 Appraisal: 48
 Perception, Physical: 37 Business Administration: 54
 Combat, HTH, Lethal: 24 Deception: 53
 Combat, Hand Weapons: 39 Gambling: 43
 Combat, Missile Weapons: 30 Influence: 29
 Criminal Activities, Mental: 62 Rarities: 43
 Criminal Activities, Physical: 31 Tolerance: 34

Joss (Anti-Joss) Factors: 2 **Attractiveness:** 10 (IU 4)

Quirks: Unfailingly notes anyone in 1 rod who is scrutinizing him with suspicion.

Average Armor Protection: 20/10—see below

Worn: Half Reinforced Leather—see below

Heka-engendered: 20—see below

Dodging: Nil **Avoidance:** Base 13/8/8

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Short Sword†	6	3	1.5	P	3D6	+1	45	M	3/40
Dagger†	5	2	1.5	P	2D6	+1	44	M	3/40
Hand Crossbow,									
Stone	5	2	1	B	3D3	—	35	C	5/40

†Florentine

Averaged Armor Detail:

Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Half Rein. Leather	10	10	15	13	6	7	14	2

Statistical Detail:

M: 80, **EL:** 64 **P:** 54, **WL:** 41, **CL:** 49 **S:** 61, **EL:** 49
MR: 40 **MM:** 40 **PM:** 27 **PN:** 27 **SM:** 31 **SP:** 30
MRCap: 14 **MMCap:** 15 **PMCap:** 10 **PNCap:** 10 **SMCap:** 12 **SPCap:** 11
MRPow: 13 **MMPow:** 12 **PMPow:** 9 **PNPow:** 9 **SMPow:** 11 **SPPow:** 10
MRSpd: 13 **MMSpd:** 13 **PMSpd:** 8 **PNSpd:** 8 **SMSpd:** 8 **SPSpd:** 9

Commentary & Description: At age 43, Hept-f-hra is as thoroughly sunk in Evil as possible. This man will always attempt to kill a foe, especially when he has an advantage, i.e., kick the man who is down. He is not a coward, but he certainly has no death wish. If he can talk or buy his way out of a situation, Hept-f-hra will do so. He has no real love for any family member save his daughter, who he dotes on.

Hept-f-hra, as do all members of the Rahotep cult, has a bone necklaces which is dweomered to foil any attempt at Aura reading. The device causes his Aura to appear fuzzy and vaguely warm-friendly in color.

He wears a Scarab which provided him with 20 points of protection from any Physical damage, including Impact. This object will function once each day only, then must recharge itself for 24 hours. When expecting combat, Hept-f-hra dons an Unsurpassed Quality set of Half reinforced leather armor whose protection is equal to that of Metal & Leather—AAP 10, Penalty 4.

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

Nehsi¹ & Maqt², Guards of Hept-f-hra

Vocation: See below **SEC:** 1
Habitat: /Erth, /Egypt, Aartuat **Size:** Average, bulky/tall
Move (yds/BT): 90 **Initiative Modifiers:** Human standard

Riding Jades: 110, E/S: 4/—

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Thief, Physical/Primitive Warrior Vocation K/S bundle plus)

Riding: 29/42
 Combat, HTH, Lethal: 37/28
 Combat, HTH, Non-Lethal: 17/20
 Combat, Hand Weapons: 27/33
 Combat, Missile Weapons: 29/35
 Criminal Activities, Physical: 40/26

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 7/9

Quirks: Nil

Average Armor Protection: 6—see below

Worn: Half Leather (Padded) Armor

Dodging: Nil **Avoidance:** Base 7/12/7 (Nehsi)
 Base 7/13/7 (Maqt)

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Morningstar ¹	8	7	1	P	4D6	+5	35	C	8/20
Battle Axe ²	8	6	1.5	C/P	4D6	+4	41	C	8/20
Spear, Thrown	0	4	1/2	P	3D6	+5/+3	29/35	W	5/20

1 = Nehsi, 2 = Maqt

Averaged Armor Detail:

Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Half Leather	6	7	9	8	4	4	6	—

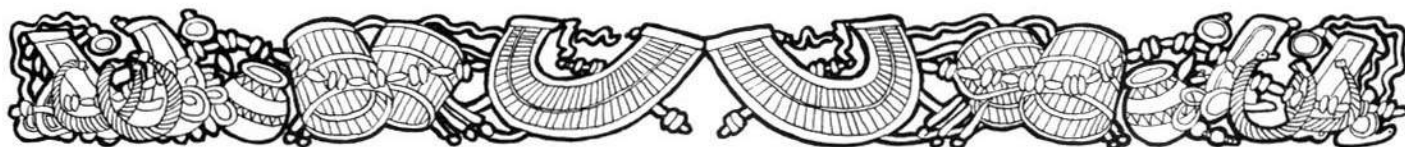
Statistical Detail:

M: 44, **EL:** 35 **P:** 90, **WL:** 68, **CL:** 81 **S:** 44, **EL:** 35
MR: 22 **MM:** 22 **PM:** 47 **PN:** 43 **SM:** 22 **SP:** 22
MRCap: 8 **MMCap:** 8 **PMCap:** 18 **PNCap:** 17 **SMCap:** 8 **SPCap:** 8
MRPow: 7 **MMPow:** 7 **PMPow:** 17/15 **PNPow:** 14 **SMPow:** 7 **SPPow:** 7
MRSpd: 7 **MMSpd:** 7 **PMSpd:** 12/14 **PNSpd:** 12 **SMSpd:** 7 **SPSpd:** 7

Commentary & Description: Nehsi is an ugly but falsely smiling Nubian of husky build. Maqt is a lanky fellow with pale blue eyes, is a renegade Berber who pretends to be Egyptian. Both are cruel and wicked.

As do all members of the Rahotep cult, both of these thugs have bone necklaces which are dweomered to foil any attempt at Aura reading. The device causes their Aura to appear fuzzy and vaguely warm-friendly in color.

If instructed, these two will don additional armor, the various pieces worn then equalling Full leather armor as indicated above. In a tight situation these two will run away as quick as they can to save their own necks.



Fa-t-tep, Wife of Hept-f-hra

Vocation: Thief, Mental **SEC:** 6
Habitat: Aeth, Egypt, Aartuat **Size:** Average
Move (yds/BT): 62 **Initiative Modifiers:** Human standard

Riding Garron: 130, E/S: 5/4

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Thief, Mental K/S Vocation bundle plus)

Riding: 30

Combat, Hand Weapons: 20

Combat, Missile Weapons: 36

Deception: 39

Disguise: 48

Joss (Anti-Joss) Factors: 1 **Attractiveness:** 13+ (IU 4)

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: See below

Dodging: Nil

Avoidance: Base 12/11/8

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1	P	2D6	—	25	M	5/20
S. Crossbow, Bolt	6	4	1	P	2D6	+1	42	C	8/20

Statistical Detail:

M: 79, **EL:** 63 **P:** 62, **WL:** 47, **CL:** 56 **S:** 56, **EL:** 45
MR: 34 **MM:** 45 **PM:** 27 **PN:** 35 **SM:** 20 **SP:** 36
MRCap: 12 **MMCap:** 16 **PMCap:** 10 **PNCap:** 13 **SMCap:** 8 **SPCap:** 12
MRPow: 12 **MMPow:** 14 **PMPow:** 7 **PNPow:** 10 **SMPow:** 7 **SPPow:** 12
MRSpd: 10 **MMSpd:** 15 **PMSpd:** 10 **PNSpd:** 12 **SMSpd:** 5 **SPSpd:** 12

Commentary & Description: Fa-t-tep is still nice looking, and one wouldn't think her old enough to be, and actually be, the mother of four children, two of which are fully grown. She is selfish, demanding, bossy, avaricious, and depraved.

She wears a Charm which causes any physical blow, including a missile about to strike her, to miss, but this magical device functions only once per day. Also, as do all members of the Rahotep cult, Fa-t-tep has a bone necklace which is dweomered to foil any attempt at Aura reading. The device causes her Aura to appear fuzzy and vaguely warm-friendly in color.

Nektinefar, Daughter of Hept-f-hra

Vocation: Thief, Mental **SEC:** 6
Habitat: Aeth, Egypt, Aartuat **Size:** Average
Move (yds/BT): 70 **Initiative Modifiers:** Human standard

Riding Garron: 130, E/S: 5/4

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Thief, Mental K/S Vocation bundle plus)

Riding: 33

Deception: 36

Combat, Hand Weapons: 22

Disguise: 40

Combat, Missile Weapons: 30

Influence: 27

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 16 (IU 2)

Quirks: 50% chance of picking up a surface thought of one who is talking to her.

Average Armor Protection: Nil

Dodging: Nil

Avoidance: Base 12/14/10

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1	P	2D6	—	27	M	5/20
S. Crossbow, Bolt	6	4	1	P	2D6	—	36	C	8/20

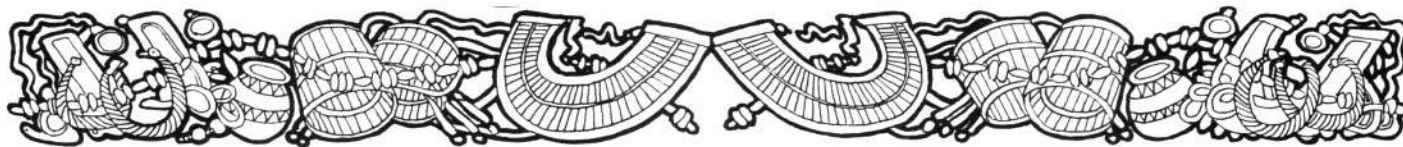
Statistical Detail:

M: 78, **EL:** 62 **P:** 70, **WL:** 53, **CL:** 63 **S:** 63, **EL:** 50
MR: 37 **MM:** 41 **PM:** 32 **PN:** 38 **SM:** 21 **SP:** 42
MRCap: 13 **MMCap:** 15 **PMCap:** 13 **PNCap:** 15 **SMCap:** 9 **SPCap:** 14
MRPow: 13 **MMPow:** 13 **PMPow:** 6 **PNPow:** 8 **SMPow:** 5 **SPPow:** 14
MRSpd: 11 **MMSpd:** 13 **PMSpd:** 13 **PNSpd:** 15 **SMSpd:** 7 **SPSpd:** 14

Commentary & Description: Nektinefar, age 18, is bad through and through. She is also very good looking, and she uses this as a weapon to control and gain what she wants. She enjoys going to the tavern, or elsewhere, and leading on several of the soldiers to see them fight over her. She will use her looks and charm to try to subvert HPs, learn secrets from them, etc.

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

She has a bone necklace which is dweomered to foil any attempt at Aura reading. The device causes the her Aura to appear fuzzy and vaguely warm-friendly in color.



Sba-bennu¹ & Pansbek², Sons of Hept-f'hra

Vocation: See below

SEC: 6

Habitat: /Erth, /Egypt, Aartuat

Size: Average, husky

Move (yds/BT): 80

Initiative Modifiers: Human standard

Riding Qarron: 130, E/S: 5/4

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Merchant Vocation K/S bundle plus)

Perception, Mental: 28/16

Appraisal: 27/11

Perception, Physical: 34/27

Business Administration: 25/8

Combat, HTH, Lethal: 29/17

Deception: 21/23

Combat, Hand Weapons: 30/22

Gambling: 23/20

Combat, Missile Weapons: 24/26

Influence: 19/9

Criminal Activities, Mental: 22/23

Rarities: 22/13

Criminal Activities, Physical: 27/17

Joss (Anti-Joss) Factors: 0

Attractiveness: 13/12 (IU 2)

Quirks: Nil

Average Armor Protection: 9—see below

Worn: 3/4 Leather Armor—see below

Dodging: Nil

Avoidance: Base 12/12/6 (Sha-bennu)

Base 12/13/6 (Pansbek)

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Sabre ¹	4	6	1	C	4D6	+2	34	M	5/20
Bludgeon (2H) ²	5	6	1	B	2D6	+1	27	W	10/10
Dagger	5	2	1	P	2D6	+2/+1	35/27	M	5/20
M. Crossbow, Bolt	7	6	.5	P	3D6	—	31/33	C	8/20

1 = Sba-bennu, 2 = Pansbek

Averaged Armor Detail:

Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
3/4 Leather	9	10	13	12	6	6	9	1

Statistical Detail:

M: 76, EL: 61	P: 80, WL: 60, CL: 72	S: 45, EL: 36
MR: 36	MM: 40	PM: 43
MRCap: 14	MMCap: 14	PMCap: 16
MRPow: 10	MMPow: 13	PMPow: 14/13
MRSpd: 12	MMSpd: 13	PMSpd: 13/14
		PN: 37
		PNCap: 14
		PNPow: 12/11
		PNSpd: 11/12
		SM: 20
		SMCap: 9
		SMPow: 6
		SMSpd: 5
		SP: 25
		SPCap: 10
		SPPow: 8
		SPSpd: 7

Commentary & Description: Sba-bennu, age 19, and Pansbek, age 16, hate everyone, especially their parents, their sister, and each other. Of course, in addition to hatred, they also have scorn and contempt for those outside their family. Nonetheless, both are able enough students of dishonest things, learning from parents and anyone else. These burly young men are not bad looking, but already they evidence their inner wickedness, so that as people come to know them both are disliked.

Both wear the bone necklaces which are dweomered to foil any attempt at Aura reading. The device causes the wearer's Aura to appear fuzzy and vaguely warm-friendly in color.

Given opportunity, these two will don 3/4 leather armor and pick up their crossbows as well.

Preternatural Lions (2)

Identifier: Felis, lion

Habitat: Plane of Felines

Size: 3×man-size

Modes & Rates of Movement (yds/BT):

Stalk: 130

Run: 260

Charge: 390

Initiative Modifiers: -10 (Base)

Invulnerabilities: Acid, Chemical, Electrical, Fire, Poison of Mundane origin.

Susceptibilities: Nil

Quirks: Nil

Average Armor Protection: 6

Dodging: Nil

Avoidance: Base -/10/-

Natural Weapons:

Attacks	BAC	DT	Base
Foreclaws x2	50	C+B*	2D6+7
Biting	40	P	3D6+7
Hindclaws rake	auto**	C	4D6+14

*Two rolls, one for Cutting PD, the second for Blunt PD from Smash of paw.

**Applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

Statistical Detail:

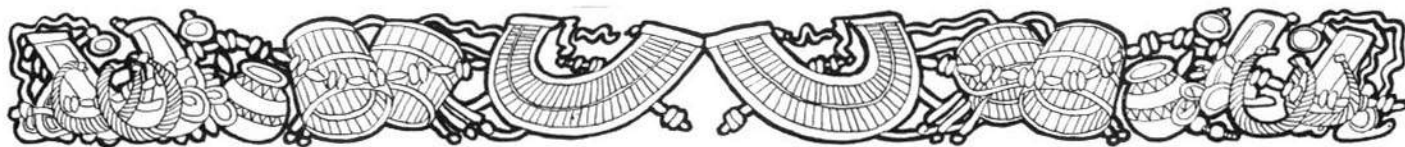
M: (Cunning)	P: 260, WL: 195, CL: 234
MR: 20	MM: 20
MRCap: 8	MMCap: 8
MRPow: 6	MMPow: 6
MRSpd: 6	MMSpd: 6
	PM: 130
	PMCap: 70
	PMPow: 30
	PMSpd: 30

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	8	8	8	*	*	16	*
Super	6	6	6	*	*	12	*
Vital	4	4	4	*	*	8	*
Non	2	2	2	*	*	4	*
Average	5	5	5	*	*	10	*

*Invulnerable to Mundane attacks of this nature

Commentary & Description: Both of these creatures are male lions of some 750 pounds weight and great ferocity. They are fearless and will continue their attacks until slain. In all respects they appear as giant specimens of silvery maned Afrikkan lions.



Shenau

Vocation: Demonurgist, Partial Practioner **SEC:** 2 (5)
Habitat: /Erth, /Egypt, Aartuat **Size:** Average, thin
Move (yds/BT): 66

Riding Garron*: 130, E/S: 5/4
 *Secretly stabled at Hept-f-hra's.

Initiative Modifiers: Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Dweomercrafter Vocation, Black School K/S bundle plus)

Dweomercraft, Black*: 39 **Magick*:** 39
 Perception, Mental: 38 **Conjuration*:** 49
 Perception, Physical: 34 **Demonology*:** 54
 Riding: 23 **Exorcism*:** 38
 Astrology*: 39 **Necromancy*:** 32
 Combat, HTH, Lethal: 34 **Occultism*:** 66
 Combat, Hand Weapons: 42 **Toxicology:** 45

Joss (Anti-Joss) Factors: 3 **Attractiveness:** 9 (IU 3)

Quirks: Nil

Average Armor Protection: 13—see below

Worn: Nil

Heka-engendered: See below

Heka Available: 601

Castings: (Most likely to be used and Grade)

Conjuration: *Circle of Invisibility (II)*, *Shadow Belt (II)*, *Symbol of Deceit*, *Chokecloud of Balaam (III)*, *Olyph of Harm (III)*, *Symbol of Influence (III)*, *Olyph of Terror (IV)*.

Dweomercraft, General: *Armor, Phy. (I)*, *Quicken (I)*, *Vranx's Annoying Itch (I)*, *Armor (II)*, *Forcedart (II)*, *Hold Effects (II)*, *Avoid Heka Attack (III)*, *Heka Darts (III)*.

Dweomercraft, Black: *Acclumsed (I)*, *Cause Discord (I)*, *Fright (I)*, *Pulldark (II)*, *Treacherous Blow (II)*, *Blindness (III)*, *Memory Drain (III)*, *Weakness (III)*.

Necromancy: *Animate Corpse (I)*, *Animate Skeleton (I)*, *Call Corpses (II)*, *Call Skeletons (II)*, *Charnelreek (II)*, *Imbue Remains with Speed (I)*.

Dodging: Nil

Avoidance: Base 12/10/9

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1.5	P	2D6	+3*	47	M	5/20

*But of course! Shenau uses a Poison of STR 30 on the blade, so if any PD accrues from a successful strike by him, this stuff delivers its added 30 points of PD, 1 CT delay, one time only.

Statistical Detail:

M: 90, **EL:** 72 **P:** 66, **WL:** 50, **CL:** 59 **S:** 68, **EL:** 54
MR: 42 **MM:** 48 **PM:** 32 **PN:** 34 **SM:** 28 **SP:** 40
MRCap: 15 **MMCap:** 18 **PMCap:** 12 **PNCap:** 12 **SMCap:** 12 **SPCap:** 16
MRPow: 14 **MPow:** 18 **PMPow:** 9 **PNPow:** 12 **SMPow:** 8 **SPPow:** 14
MRSpd: 13 **MMSpd:** 12 **PMSpd:** 11 **PNSpd:** 10 **SMSpd:** 8 **SPSpd:** 10

Commentary & Description: Shenau is "allied" to Tu-t, "Lord of Evil in Serpent Form," serves the Seven Powers of Evil, and is thus a devotee of Set. He is a second-rate Demonurgist who is the chief of all in the vicinity which lies outside the gorge itself. In fact, he would gladly become the master of the temple too, but not being a Priest is something of a drawback....but he thinks to somehow overcome that factor. Naturally, there is some friction between Shenau and the High Priest (see the Chapter 6 OPs), and between he and Hept-f-hra, and his family, as well. He would gladly slay all save the merchant's daughter, who he would make his concubine...

Shenau has a locked, Heka-trapped coffer in which he keeps 10,000 BUCs in various coins. He only carries D% in cash on him at any given time.

As with all the cabal of Evil here, Shenau has a bone necklace which is

dweomered to foil any attempt at Aura reading. The device causes his Aura to appear fuzzy and vaguely warm-friendly in color. He also possesses a distorted perversion of an ankh, a magickal object in the form of Serpent so twisted and looped as to resemble an upside-down ankh. This is the first of the Nine Evil Objects which the HPs should acquire in the course of the adventure. In conjunction with an Evil Charm he carries, the *Serpent Ankh* provides him with a Negative Heka Armor which functions to absorb 13 points of damage, all sources total, each Critical Turn for 13 CTs total. If damage continues to be inflicted so as to exceed that time, the Charm is destroyed.

He dares not actually surrender to foes, for his punishment would be terrible indeed. Shenau will attempt to succeed through treachery and trickery, flee to the bandits in the wastes, or otherwise fight to the death.

Gerhit

Vocation: Thief, Mental **SEC:** 2
Habitat: /Erth, /Egypt, Aartuat **Size:** Average
Move (yds/BT): 70 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Thief, Mental Vocation K/S bundle plus)

Perception, Mental: 31 **Appraisal:** 34
 Perception, Physical: 37 **Deception:** 29
 Combat, HTH, Lethal: 28 **Disguise:** 23
 Combat, Hand Weapons: 36 **Escape:** 27
 Combat, Missile Weapons: 21 **Survival:** 30

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 10

Quirks: Nil

Average Armor Protection: 12/9—see below

Worn: See below

Dodging: Nil

Avoidance: Base 9/11/7

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1.5	P	2D6	+2	41	M	5/20
Bludgeon(2H)	6	6	1.5	B	2D6	+2	42	W	10/10
Knife, Thrown	3	2	1	P	2D6	+1	24	M	5/20

Averaged Armor Detail:

A armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Chain Mail Shirt	12	12	21	14	6	7	14	3
3/4 Leather	9	10	13	12	6	6	9	1

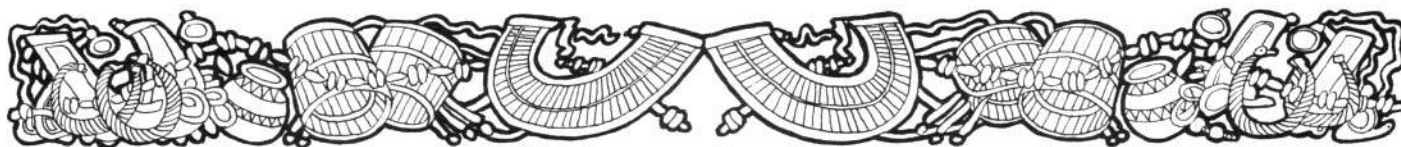
Statistical Detail:

M: 59, **EL:** 47 **P:** 70, **WL:** 53, **CL:** 63 **S:** 50, **EL:** 40
MR: 30 **MM:** 29 **PM:** 35 **PN:** 35 **SM:** 22 **SP:** 28
MRCap: 11 **MMCap:** 10 **PMCap:** 13 **PNCap:** 12 **SMCap:** 9 **SPCap:** 10
MRPow: 10 **MPow:** 10 **PMPow:** 13 **PNPow:** 11 **SMPow:** 7 **SPPow:** 9
MRSpd: 9 **MMSpd:** 9 **PMSpd:** 9 **PNSpd:** 12 **SMSpd:** 6 **SPSpd:** 9

Commentary & Description: Gerhit is a thief and a follower of Sebk. Because he provides an excuse for Shenau to be in the village, and his son serves as a useful spy, Gerhit gets a fair sum from the chief. Thus, this fellow has buried under the pallet he sleeps on 1,200 BUCs in silver coins.

Being what he is, this fellow has no love for anyone other than himself, including his son, Hep-thait, whom he finds annoying at best, but useful as a tool. Gerhit is rather cowardly, and in a tight situation he will either run away or surrender—if he thinks that by so doing he'll save his skin.

In addition to the bone necklace confusing his Aura, this thief usually wears a vest of very fine adamantite steel chain mail between his undershirt and outer blouse. This allows him AAP of 9. If forewarned, Gerhit will don plain 3/4 leather armor, so as to give an AAP of 12, with a Penalty of only 3 to Speed Factor.



Hep-thait

Vocation: Thief, Physical **SEC:** 1
Habitat: Ærth, Aartuat **Size:** Average, child
Move (yds/BT): 58 **Initiative Modifiers:** Human standard
Outstanding-Important K/S Areas/Sub-Areas & STEEP:
 (Thief, Physical Vocation K/S bundle plus)
 Combat, HTH, Non-Lethal: 12 Appraisal: 20
 Combat, Hand Weapons: 15 Deception: 15
 Criminal Activities, Mental: 15 Escape: 22
 Criminal Activities, Physical: 40 Survival: 17
Joss (Anti-Joss) Factors: 0 **Attractiveness:** 11
Quirks: Dodges blows/grabs from the hand at +20% factor.
Average Armor Protection: Nil
Dodging: Nil **Avoidance:** Base 10

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	.5	P	2D6	—	20	M	7/10

Statistical Detail:

M: 56, **EL:** 45 **P:** 58, **WL:** 44, **CL:** 52 **S:** 46, **EL:** 37
MR: 28 **MM:** 28 **PM:** 28 **PN:** 30 **SM:** 16 **SP:** 30
MRCap: 11 **MMCap:** 11 **PMCap:** 11 **PNCap:** 12 **SMCap:** 8 **SPCap:** 12
MRPow: 7 **MPow:** 7 **PMPow:** 6 **PNPow:** 6 **SMPow:** 4 **SPPow:** 6
MRSpd: 10 **MMSpd:** 10 **PMSpd:** 11 **PNSpd:** 12 **SMSpd:** 4 **SPSpd:** 12

Commentary & Description: Hep-thait, a sneaky and vile lad of 11, is the son of Qerhit, but he scorns his parent, toadying to Shenau. It does no good, and both men treat him badly—what this little swine deserves! He lies and cheats whenever possible, and enjoys it, along with petty cruelty too. If he is convinced it will avoid torture or death, he will talk readily about Shenau and his father, Qerhit; however, Hep-thait would rather lie or use a trick to get free than reveal things. Peaching is thus his last resort, unless perhaps he was given a large amount of money, say over 1,000 BUCs, and a mount and gear to get him safely out of Aartuat!

In addition to a few clothes and his Below Average Quality dagger, Hep-thait has 2D6 BUCs in coin. His only magickal object is one of the bone necklaces to hide his true Aura.

Khonsu-khaibet*

Vocation: Primitive Hunter,* Partial Practitioner **SEC:** 4 (7)
 *(Information if agent of Temple of Thoth given in parentheses)
Habitat: Ærth, Ægypt, Aartuat **Size:** Large, tall
Move (yds/BT): 105 **Initiative Modifiers:** Human standard, but see Quirks

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Primitive Hunter Vocation K/S bundle plus)
E/S Graces: 21 (31) (Arms & Armor: 30)
Native Tongue: 21 (41) (Boating: 25)
Perception, Mental: 34 (44) (Criminal Activities, Mental: 20)
Perception, Physical: 49 (Criminal Activities, Physical: 20)
Riding: 33 (52) (Cultured Palate: 20)
Trade Phonecian: 26 (38) (Drawing: 30)
Animal Handling: 22 (27) (Escape: 30)
Biography/Genealogy: 29 (34) (Espionage: 25)
Combat, HTH, Lethal: 35 (40) (Foreign Language, Babylonian: 20)
Combat, HTH, Non-Lethal: 35 (40) (Foreign Language, Grecian: 25)
Combat, Hand Weapons: 43 (48) (Games, Mental: 30)
Combat, Missile Weapons: 51 (55) (Games, Physical: 30)
Divination*: 35 (40) (Medicine, Oriental: 25)

Ecology/Nature Science: 37 **(Police Work:** 35)
Endurance*: 31 (36) **(Priestcraft*:** 30)
First Aid: 30 (35) **(Sports:** 40)
Handicrafts/Handiwork: 45 (40) **Herbalism*:** 25 (30)
History: 27 (32) **Hunting & Tracking:** 51
Leatherwork: 37 (32) **Mountain Climbing:** 39 (44)
Nature Attunement: 20 (15) **Pantheology*:** 20 (30)
Religion*: 25 (35) **Survival:** 50 (45)
Swimming/Diving: 20 (30) **Tolerance:** 40 (35)
(Powers): (Healing (3D6+7 1/day), Illumination (1 rod distance 1/day), Immunity to Poison (1 per week). No measurable Heka cost for use.)

Heka Available:

329 (436)
Castings: (Most likely to be used and Grade)

Divination: *Augury (I), Detect Glyph (I), Detect Heka (I), Detect Heka Trap (II), Object Reading (II), Path of Wisdom (II), Detect Invisible Objects (III).*
 Herbalism: *Auraread (I), Detect Poison (I), Healing Poultice (I), Identify Poison (II).*

Priestcraft: *Blessing, Minor (Gen. Nat. II), Prayer (General I), Draw Heka (General II), Healing, Minor (General II), Rightcourse (General II), Smiting (General II), Annoyance (Moonlight I), Owleas (Moonlight I), Slumber (Moonlight I), Whisper (Moonlight I), Blursight (Moonlight II), Mists of Silence (Moonlight II).*

Joss (Anti-Joss) Factors: 2 (7) **Attractiveness:** 15

Quirks: 50% unlikely to be Surprised or Totally Surprised.

Average Armor Protection: 6/8 (12/14—see below)

Worn: Half Leather Armor—see below

Heka-engendered: Nil (6)

Dodging:

4
 See also Commentary below.

Avoidance: Base 16/17/12

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1.5 (2)	P	2D6	+6(+7)	51(56)	M	5/20
Spear	5	4	1.5 (2)	P	3D6	+6(+7)	51(56)	W	10/20
Spear, Thrown	5	4	3 (3)	P	3D6	+8(+8)	59(63)	W	10/20
(Long Sword	5	5	2	C/P	4D6	+7	56	M	5/20)
(Buckler	3	4	2	P	1D6	+7	56	M	5/20)
L. Comp. Bow	7	5	3 (3)	P	4D6	+8(+8)	59(63)	W	8/20
(L. Comp. Bow*	7	5	3	P	4D6	+8	83	W	*)

*-5 on dice rolls for hitting and Strike Location against Demonroc, or a +20 on PAC as indicated, -5 on Strike Location rolls, with bow, as shown.

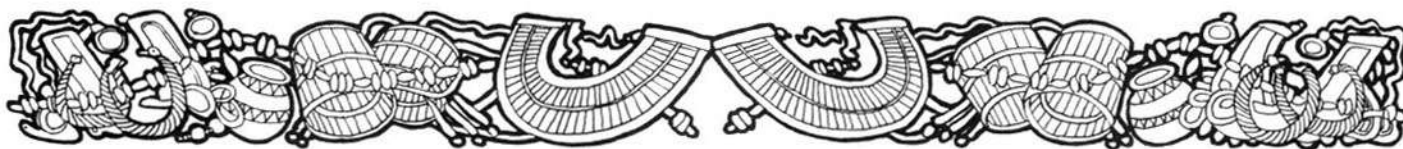
Averaged Armor Detail:

A armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Half Leather	6	7	9	8	4	4	6	—

Statistical Detail:

M: 96, **EL:** 77 **P:** 105, **WL:** 79, **CL:** 95 **S:** 86, **EL:** 69
MR: 49 **MM:** 47 **PM:** 54 **PN:** 51 **SM:** 42 **SP:** 44
MRCap: 18 **MMCap:** 17 **PMCap:** 19 **PNCap:** 18 **SMCap:** 16 **SPCap:** 16
MRPow: 15 **MPow:** 14 **PMPow:** 17 **PNPow:** 16 **SMPow:** 14 **SPPow:** 15
MRSpd: 16 **MMSpd:** 16 **PMSpd:** 18 **PNSpd:** 17 **SMSpd:** 12 **SPSpd:** 13

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



Khonsu's Atlantean ancestry shows. His skin complexion is a paler copper-red than the usual in Egyptians, he is taller than average (6'3"), and big-boned and muscular. His physique, dark brown hair, and gray eyes from his Tuareg ancestry both set him apart and make him handsome indeed.

Should the HP team be on a Direct Mission and you assign him as an agent of the Temple of Thoth, and you think that the players' HPs need assistance, then this is the OP provided! Khonsu-khaibet becomes something in between a GM-run HP and an HPG. He then gets information from and has connections to Khmun, seat of the Temple of Thoth.

His regular armor is simply very well-made crocodile leather stuff. If he is an agent, then this Half leather armor is also dweomered to provide an additional 6 points of protection from each and every attack/damage, including Impact, as well as Mental and Spiritual. Khonsu possesses a devotional figurine of Chons which is generally similar to those available to the HPs at Merha-aptut's establishment. However, as is stated, if Khonsu-khaibet is engaged in combat against the monstrous daimotherion, Chons will aid him by bestowing a temporary Quirk. Because of this, he will strike as if using an enchanted weapon, with +5 on his die rolls for PAC and Strike Location determination, and if plying his bow his STEEP will be at a +20 as shown above. If the Demoncroc is killed in this process, then Khonsu-khaibet will retain the Quirk forever after!

Whether or not an agent, Khonsu is a great fellow and will, if the HP team is well-intentioned, friendly, and of Good, assist them as he sees correct in light of their behavior and communications with him.

If Khonsu is a normal individual, he has 3D% BUCs hidden away in his place, but if he is an agent of the Temple of Thoth he will also have about 5,000 in silver and small gold coins on hand.

Demoncroc

Identifier: Daimotherion

Habitat: N/A—unnatural thing **Size:** 6×man-size

Modes & Rates of Movement (yds/BT):

Swim: 100

Walk: 50

Charge: 100 (5 CTs only)

Initiative Modifiers: Normal, but see Powers below regarding Ambush.

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire, Poison.

Susceptibilities: Insinuation only—Argent (×2), Cold wrought iron (×1), Gold (×3).

Quirks: Nil

Average Armor Protection: 8

Heka-engendered: 13 vs, all damage forms

Dodging: Nil

Avoidance: Base 20/11/20

Natural Weapons:

Attacks	BAC	DT	Base
Biting	35 (70*)	P	6D6+6—see below
Tail Smash	50	B+Stun	3D3+3D10—see below

*If it succeeds in Surprising its victim.

Powers: *Darkseeing* (60-foot range), *Heal Self* (D6 points of PD each Action Turn), *Shape Shift* (to/from 6' carp 1/day), *Silent Movement* (on land, 1 AT, 1/day).

Other: Ambush (Total Surprise) if in water and victim does not detect by succeeding in a *Perception*, *Physical K/S* check at DR "Hard."

Statistical Detail:

M: 120, EL: 96	P: 360, WL: 270°, CL: 324	St: 120, EL: 96
MR: 60	MM: 60	PM: 200
MRCap: 20	MMCap: 20	PMCap: 74
MRPow: 20	MPow: 20	PNCap: 66
MRSpd: 20	MMSpd: 20	PNPow: 38
		SMCap: 20
		SPCap: 20
		SMPow: 20
		SPPow: 20
		SMSpd: 20
		SPSpd: 20

*At such time as the Wound Level is reached, the Demoncroc turns itself into a 6 foot carp and attempts to swim away.

Armor Scheme:

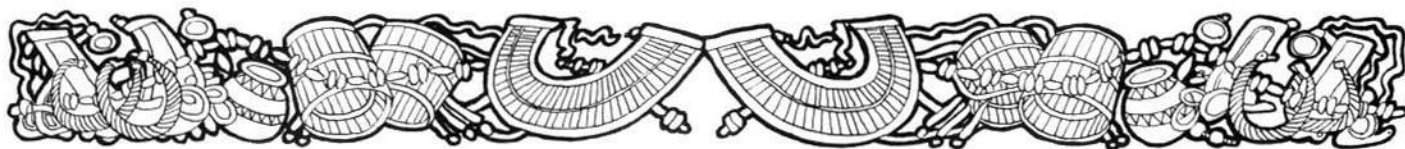
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	*	*	20	12
Super	9	12	15	*	*	15	9
Vital	6	8	10	*	*	10	6
Non	3	4	5	*	*	5	3
Average	5	7	12	*	*	12	5

* Invulnerable

Commentary & Description: As noted, this daimotherion is some 30 feet long and 5 broad. If it succeeds in its bite attack, the thing will drag its prey under the water to drown in D3+2 BTs. Its huge tail strikes for 3D10 Stunning PD points, and any hit of Vital Location indicates the target is knocked down for D3 CTs! The bite can be applied against only such individuals who are within about 5 feet of its head in a 180° arc from its nose. The tail attack is likewise applicable only to those within a like arc centered on the base of the 10-foot-long tail.

It requires enchanted weapons and Heka-energy to harm this thing, save for those Susceptibilities noted above. It recovers D6 lost PD points every AT. However, when its P TRAIT is reduced to below 70% normal (300 = 211 or more points damage suffered), it changes itself into a huge carp (6 feet long) which can swim as fast as a man runs. The daimotherion will then attempt to swim off and hide—upstream, down, or in the depths of the pool or the muddy bottom of the pond. In this form it is subject to normal weapons, but its armor protection is unchanged.

The demonic spirit inhabiting this form is most bloodthirsty and malign. At night it will cause the Demoncroc to come forth and stalk through the village seeking prey. Its weight and strength enable it to smash down doors in order to get at victims. However, it can't climb stairs. See Chapter 3 OPs for other details of what enables this thing to be as it is.



CHAPTER 4

Merhaaptut

Vocation: Priest-Mage, Full Practitioner **SEC:** 6
Habitat: Ærth, Ægypt, Aartuat **Size:** Average, plump
Move (yds/BT): 68 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Priest-Mage Vocation, Ethos of Balance and Green School K/S bundle plus)

Priestcraft*: 65 Religion*: 65
 Perception, Mental: 40 Dweomercraft, Green*: 40
 Perception, Physical: 30 Exorcism*: 40
 Riding: 30 Herbalism*: 30
 Apotropaim*: 40 Magick*: 40
 Astrology*: 40 Mysticism*: 50
 Astronomy*: 30 Pantheology*: 30
 Combat, HTH, Non-Lethal: 20 Combat, Hand Weapons: 30

Quirks: Nil

Joss (Anti-Joss) Factors: 1

Attractiveness: 9 (IB 4)

Average Armor Protection: Nil

Worn: Nil

Heka-engendered: See below

Heka Available: 2,188

Castings: (Most likely to be used and Grade)

Apotropaim: *Protection from Deception* (II), *Unseen Sentinel* (III),
Disrupt Casting Effect (IV), *Protection from Drowning* (IV).

Astrology: *Heka Sense* (I), *Know Disposition* (I), *Know Truth* (III).

Dweomercraft, General: *Avoid Deadly Attack* (I), *Disjunction* (I), *Avoid Heka*
Attack (III), *Dispel Invisibility* (III), *Armor, Heka* (IV), *Wound, Mental* (IV).

Dweomercraft, Green: *Commune with Nature Spirits* (I), *Blending* (II),
Locate Fauna (III).

Exorcism: *Detect Possession* (I), *Abjure Dweller* (II), *Benediction* (III),
Reveal (IV), *Unmasking* (V).

Mysticism: *Hemisphere of Yin/Yang* (I/II), *Aural Sight* (II), *Discern Pres-*
ences (II), *Hyperaesthesia* (II), *Power of Wood* (III), *True Sight* (III), *Mystic*
Bullets (IV), *Torpidify* (IV).

Priestcraft, General Nature: *Blessing Minor/Major* (II/IV), *Guidance* (V).

Priestcraft, Basic: *Prayer* (I), *Pronouncement* (I), *Healing, Minor* (II),
Bounds of Action (III), *Heka Defenses* (III), *Wound, Spiritual* (IV), *Thunder-*
bolt (V), *Word of Command* (V).

Priestcraft, Ethos of Balance: *Burlyone* (I), *Response* (II), *Focal Point* (III),
Sphere of Confusion (IV), *Rebuttal* (V), *Wind of Change* (V), *Word of Dazing* (VI).

Dodging: Nil

Avoidance: Base 14/9/15

Weapons:

Weapon	WP	S	ATK	DT	DM	Bonus	BAC	C	Dur
Dagger	5	2	1	P	2D6	—	35	M	5/20

Statistical Detail:

M: 92, **EL:** 74 **P:** 68, **WL:** 51, **CL:** 61 **S:** 104, **EL:** 83
MR: 40 **MM:** 52 **PM:** 33 **PN:** 35 **SM:** 56 **SP:** 48
MRCap: 14 **MMCap:** 22 **PMCap:** 13 **PNCap:** 14 **SMCap:** 22 **SPCap:** 19
MRPow: 12 **MMPow:** 16 **PMPow:** 11 **PNPow:** 12 **SMPow:** 19 **SPPow:** 15
MRSpd: 14 **MMSpd:** 14 **PMSpd:** 9 **PNSpd:** 9 **SMSpd:** 15 **SPSpd:** 15

Commentary & Description: While Merhaaptut is generally a benign and peaceful fellow, he has a dagger, but will not usually attack another human with this weapon, preferring instead to utilize his Castings if he is attacked. Naturally, he will not initiate violence against any normal creature or fellow human. If he is attacked in his own dwelling place, he gains a +7 Heka armor from Hapy's Fetish nearby, this protection continuing for as long as needed without cost to Merhaaptut or negation of any sort by his foes possible.

If the Demoncroc has been active and slain any villager, then Merhaaptut will be prone to assist the HP's if they come to him and ask advice and seek help.

Otherwise, this ecclesiastic requires fees for services, for he is constantly helping the needy in Aartuat and hopes one day soon to be able to build a small temple for Hapy in the village. This will take quite a sum, of course...

CHAPTER 5

Captain Turpur

Vocation: Thief, Mental & Physical **SEC:** 3
Habitat: Ærth, Ægypt, Thebes **Size:** Average, tallish
Move (yds/BT): 86 **Initiative Modifiers:** Human standard

Riding Genet: 130, E/S: 7/6

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Thief, Mental & Physical Vocation K/S bundles plus)

E/S Graces: 29 Criminal Activities, Mental: 42
 Native Tongue: 38 Criminal Activities, Physical: 52
 Perception, Mental: 30 Endurance: 30
 Perception, Physical: 52 Gambling: 39
 Riding: 44 Influence: 33
 Combat, HTH, Lethal: 57 Leadership: 34
 Combat, Hand Weapons: 55 Survival: 43
 Combat, Missile Weapons: 40 Tolerance: 40

Joss (Anti-Joss) Factors: 1

Attractiveness: 12 (IU 2)

Quirks: Nil

Average Armor Protection: 16/18

Worn: Full Reinforced Leather Armor/Brass Buckler

Heka engendered: See below

Dodging: Nil

Avoidance: Base 11/15/8

Weapons:

Weapon	WP	S	ATK	DT	DM	Bonus	BAC	C	Dur
Dagger	5	2	2	P	2D6	+6	62	M	5/30
Sabre	4	6	2	C	4D6	+6	61	M	5/30
Buckler	3	4	2	P	1D6	+5	60	M	5/20
S. Comp. Bow	3	3	2	P	2D6	+2	45	W	8/20

Averaged Armor Detail:

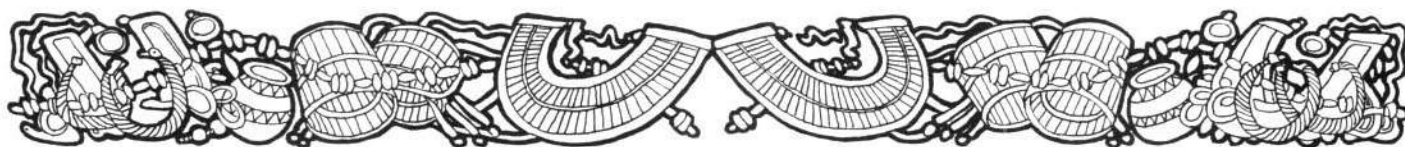
Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Full Rein. Leather	16	18	25	20	11	11	16	2

Statistical Detail:

M: 74, **EL:** 59 **P:** 86, **WL:** 65, **CL:** 77 **S:** 54, **EL:** 43
MR: 35 **MM:** 39 **PM:** 41 **PN:** 45 **SM:** 27 **SP:** 27
MRCap: 13 **MMCap:** 14 **PMCap:** 14 **PNCap:** 17 **SMCap:** 10 **SPCap:** 10
MRPow: 12 **MMPow:** 13 **PMPow:** 13 **PNPow:** 11 **SMPow:** 9 **SPPow:** 9
MRSpd: 10 **MMSpd:** 12 **PMSpd:** 14 **PNSpd:** 17 **SMSpd:** 8 **SPSpd:** 8

Commentary & Description: This man has the *Bloodied Moon* Evil Object which, in combination with a Charm he possesses, will each Critical Turn shield him from 9 points of damage of Heka-engendered sort, whether Mental, Physical, or Spiritual. However, after functioning 9 times thus, the Charm is destroyed, and the object no longer protects him thus.

Turpur dislikes the Priest, Hu-Benti, and would enjoy seeing him slain in battle, as long as he and his surviving force triumphed. Immediately upon seeing that his force is being beaten, Turpur will break off and fly at best speed to safety. While a servant of Evil, he is not committed to this matter as are many of the others. Turpur and his brigands are simply bad men willing to kill and pillage for their own pleasure and gain.



Priest Hu-Benti

Vocation: Priest, Partial Practitioner **SEC:** 6
Habitat: Arth, Egypt, Temple of Osiris **Size:** Average, lean
Move (yds/BT): 70 **Initiative Modifiers:** Human standard
 Riding Genet: 130, E/S: 7/6

Outstanding-Important K/S Areas/Sub-Areas & STEEP:
 (Priest Vocation, Ethos of Gloomy Darkness K/S bundle plus)
 Priestcraft*: 55 Religion*: 55
 Perception, Mental: 35 Demonology*: 40
 Perception, Physical: 35 Occultism*: 40
 Riding: 30 Pantheology*: 30
 Combat, HTH, Lethal: 30 Sorcery*: 40
 Combat, Hand Weapons: 30 Combat, Missile Weapons: 30
Joss (Anti-Joss) Factors: 2 **Attractiveness:** 9 (IU 4)

Quirks: Nil
Average Armor Protection: 20
 Worn: Full Metal & Leather Armor
 Heka-engendered: See below

Heka Available: 431

Castings: (Most likely to be used and Grade)
 Priestcraft, General Nature: *Blessing Minor* (II), *Guidance* (V).
 Priestcraft, Basic: *Prayer* (I), *Pronouncement* (I), *Smokecloud* (I), *Healing*,
Minor (II), *Bounds of Action* (III), *Heka Defenses* (III), *Wound*, *Spiritual* (IV),
Thunderbolt (V), *Word of Command* (V).

Priestcraft, Ethos of Gloomy Darkness: *Cause Pain* (I), *Venomtouch* (II),
Violence (II), *Palpable Gloom* (III), *Gloomcloak* (IV), *Willpower Drain* (IV),
Derange (V), *Webs of Madness* (V).

Sorcery: *Infernal Circle of Flame* (III).

Dodging: Nil **Avoidance:** Base 11/11/15

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Mace (2H)	9	8	1	B	4D6	—	39	C	8/20
Dagger	5	2	1	P	2D6	—	35	M	5/20
S. Crossbow, Bolt	6	4	1	P	2D6	—	36	C	8/20

Averaged Armor Detail:

Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Full Metal & Leather	20	20	31	27	12	12	22	4

Statistical Detail:

M: 76, **EL:** 61 **P:** 70, **WL:** 53, **CL:** 63 **S:** 92, **EL:** 74
MR: 38 **MM:** 38 **PM:** 35 **PN:** 35 **SM:** 48 **SP:** 44
MRCap: 15 **MMCap:** 15 **PMCap:** 13 **PNCap:** 13 **SMCap:** 17 **SPCap:** 15
MRPow: 12 **MPow:** 12 **PMPow:** 11 **PNPow:** 11 **SMPow:** 16 **SPPow:** 14
MRSpd: 11 **MMSpd:** 11 **PMSpd:** 11 **PNSpd:** 11 **SMSpd:** 15 **SPSpd:** 15

Commentary & Description: Hu-Benti hopes his performance in this situation will prove so successful that he will be promoted to a Chief Priest status. He is thus doubly fanatical. He will flee, however, if Turpur runs off, as he thus saves his life and has a perfect excuse!

In battle he will launch a readied bolt from his crossbow, and then he will begin a Casting. When he has sent whatever one he deems best, Hu-Benti will then either engage in further Casting or else combat, depending on the proximity of foes.

Bandits (Egyptian ex-Soldiers, 10 total)

Vocation: Soldier **SEC:** 1
Habitat: Arth, Egypt, Temple of Osiris **Size:** Average
Move (yds/BT): 78 **Initiative Modifiers:** Human standard
 Riding Genet: 130; -20 P, E/S 6/4

Outstanding-Important K/S Areas/Sub-Areas & STEEP:
 (Soldier Vocation K/S bundle plus)
 Combat, HTH, Lethal: 24 (+/-D6)
 Combat, Hand Weapons: 30 (+/-D3)
 Combat, Missile Weapons: 31 (+/-D3)

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 9 (+/-D3)

Quirks: Nil

Average Armor Protection: 6/9

Worn: Half Leather/Shield

Dodging: Nil

Avoidance: Base 9/12/8

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Light Lance*	7	4	1	P	4D6	+1	37	C	10/20
Dagger	5	2	1	P	2D6	+1	35	M	7/20
Sabre	4	6	1	C	4D6	+1	34	M	7/20
S. Tower Shield	0	4	1	B	1D3	+1	30	M	-4/
S. Comp. Bow	3	3	2	P	2D6	+1	34	W	10/10

*Otherwise as spear when dismounted and so employed.

Averaged Armor Detail:

Armor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Half Leather	6	7	9	8	4	4	6	—

Statistical Detail: Base Scheme (+/-D3)

M: 58, **EL:** 46 **P:** 78, **WL:** 59, **CL:** 70 **S:** 55, **EL:** 44
MR: 29 **MM:** 29 **PM:** 39 **PN:** 39 **SM:** 29 **SP:** 26
MRCap: 11 **MMCap:** 11 **PMCap:** 14 **PNCap:** 14 **SMCap:** 11 **SPCap:** 10
MRPow: 9 **MPow:** 9 **PMPow:** 13 **PNPow:** 13 **SMPow:** 9 **SPPow:** 8
MRSpd: 9 **MMSpd:** 9 **PMSpd:** 12 **PNSpd:** 12 **SMSpd:** 9 **SPSpd:** 8

Commentary & Description: These outlaws are much the same as average Egyptian regular soldiers—but they are of the worst sort and deserters and/or criminals of other kings. They are more prone to flight than surrender, for they know if taken prisoner they will face trial and probable execution.

After loosing a volley or two of arrows, these men will drop their bows, take up their shields and lances, charge into melee, and then discard the lance for sword (sabre).

Bandits, Tribal Warriors (8 total)

Vocation: Primitive Warrior **SEC:** 1
Habitat: Arth, Egypt **Size:** Average
Move (yds/BT): 82 **Initiative Modifiers:** Human standard
 Riding Genet: 130; -20 P, E/S 6/4

Outstanding-Important K/S Areas/Sub-Areas & STEEP:
 (Primitive Vocation, Warrior K/S bundle plus)

Combat, HTH, Lethal: 25 (+/-D6)
 Combat, Hand Weapons: 40 (+/-D3)
 Combat, Missile Weapons: 40 (+/-D3)

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 9 (+/-D3)

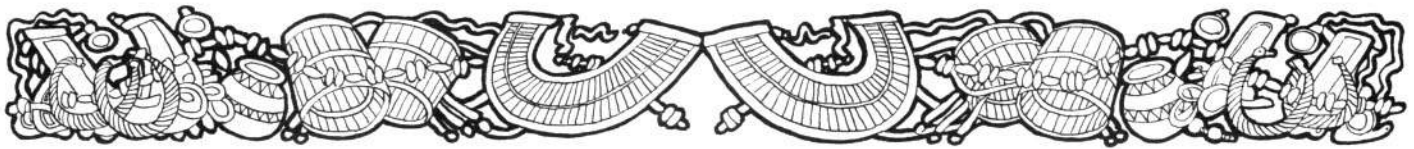
Quirks: Nil

Average Armor Protection: 6/9

Worn: Half Leather

Dodging: Nil

Avoidance: Base 8/13/7



Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1.5	P	2D6	+1	45	M	5/20
Sabre	4	6	1.5	C	4D6	+1	44	M	5/20
S. Tower Shield	0	4	1.5	B	1D3	—	40	M	+10
M. Comp. Bow	5	4	2	P	3D6	+1	45	W	10/20

Averaged Armor Detail:

Aarmor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Half Leather	6	7	9	8	4	4	6	—

Statistical Detail: Base Scheme (+/-D3)

M: 54, EL: 43	P: 82, WL: 62, CL: 74	S: 50, EL: 40
MR: 27	MM: 27	PM: 41
MRCap: 10	MMCap: 10	PMCap: 16
MRPow: 9	MMPow: 9	PN: 41
MRSpd: 8	MMSpd: 8	PNCap: 16
	PMPow: 12	PNPow: 12
	PMSpd: 13	PNSpd: 13
		SM: 24
		SP: 26
		SMCap: 9
		SPCap: 10
		SMPow: 8
		SPPow: 8
		SMSpd: 7
		SPSpd: 8

Commentary & Description: These are renegade tribesmen—typically driven from their own people because of some cowardly act, crime, etc. They are mercenary but support Evil in that they are wicked.

They fight from a distance whenever possible, plying bows until forced to close combat.

Bandits (Riff-Raff, 4 total)

Vocation: Thief, Physical	SEC: 1
Habitat: /Erth, /Egypt	Size: Average, smallish
Move (yds/BT): 76	Initiative Modifiers: Human standard
Riding Genet: 130; -20 P, E/S 6/4	

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Thief, Physical Vocation K/S bundle plus)
 Combat, HTH, Lethal: 28
 Combat, Hand Weapons: 36
 Combat, Missile Weapons: 21

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 8 (+/-D3)

Quirks: Nil

Average Armor Protection: 6/9

Worn: Half Leather/Shield

Dodging: Nil **Avoidance:** Base 10/12/8

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Short Sword	6	3	1.5	P	3D6	+1	42	M	7/20
S. Tower Shield	0	4	1.5	B	1D3	—	36	M	-4/
S. Crossbow, Bolt	6	4	1	P	2D6	—	27	C	10/20
Spear, Thrown	0	4	1	P	3D6	—	21	W	10/10

Averaged Armor Detail:

Aarmor	Avg	Pierce	Cutting	Blunt	Fire	Chem	Stun	Pty.
Half Leather	6	7	9	8	4	4	6	—

Statistical Detail: Base Scheme (+/-D3)

M: 60, EL: 48	P: 76, WL: 57, CL: 68	S: 52, EL: 42
MR: 30	MM: 30	PM: 38
MRCap: 11	MMCap: 11	PN: 38
MRPow: 9	MMPow: 9	SM: 26
MRSpd: 10	MMSpd: 10	SP: 26
	PMPow: 12	PMCap: 14
	PMSpd: 12	PNCap: 14
		SMCap: 10
		SPCap: 10
		SMPow: 8
		SPPow: 8
		SMSpd: 8
		SPSpd: 8

Commentary & Description: These are true slum-scum! They have no loyalty save to themselves and money. At the least sign of real danger these

four will bugger off.

In battle they will loose off their bolts, cast aside the crossbow, and pick up spear and shield. As they ride they will cast spears and then fight with swords.

Sanddevil

Identifier: Demon; Brute (Spirit)

Habitat: Nether & Pandemonian Planes **Size:** 24 × man-size

Modes & Rates of Movement (yds/BT):

Sliding: 60

Initiative Modifiers: +10 (Slow)

Invulnerabilities: Weapons of any kind except as detailed below.

Susceptibilities: Fire, Lightning, Reverse Petrification—see below

Quirks: Nil

Average Armor Protection: See below

Heka-engendered: 19 points per CT versus Mental and/or Spiritual damage.

Dodging: Nil

Avoidance: Base 6/4/6

Natural Weapons:

Attacks	BAC	DT	Base
Sand Blast†	65	1	6D6
Sand Screen††	33	—	—
Quicksand‡	—	—	—

†**Sand Blast:** The Brute can, each Critical Turn, expel a clump of itself at a target from 1 foot up to 30 feet distant, this blast of sand and rock hitting with a BAC of 65 and inflicting 6D6 Impact PD (no Strike Location roll). It can do this even if foes are actually upon its body surface. Armor is disregarded, save that of Heka-force which will absorb damage. Even most enchanted armor will otherwise allow particles of stone through its openings, cannot prevent the force of the blast, and so harm is inflicted.

††**Sand Screen:** Once each CT, the Sanddevil can whirl up a curtain of sand which will blind and disable for D3 Critical Turns any caught within it. This attack has a range of 60 feet but a BAC of only 33, those within its 15-foot-wide path each being rolled for separately as to whether or not the attack affects that individual.

‡**Quicksand:** Anyone actually upon its surface will be drawn down, as the Brute displaces its body under that subject and replaces substance so withdrawn upwards surrounding the victim. After 1 CT, the victim is stuck. Such an attack appears as if the individual were trapped and sinking in real quicksand. The victim will be one-third immersed in 2 CTs, totally buried in 6 CTs, and suffocate thereafter in D3+1 Battle Turns. Two men or a horse (with or without rider) can be assailed thus. Once any victim is buried, a new subject can be attacked by this mode.

Note that trying to unbury a victim with hands or tools, even shovels and spades, is a useless employment. So are all weapon attacks of any sort.

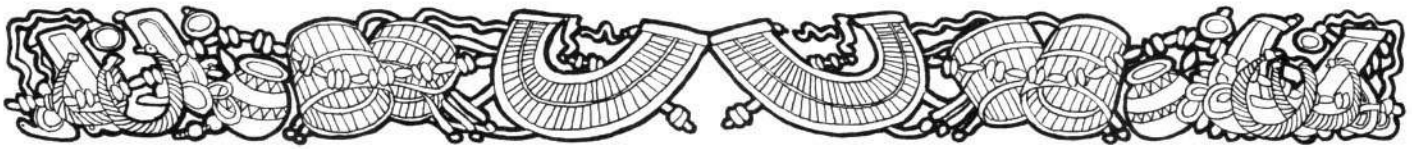
Statistical Detail:

M: 40, EL: 30	P: 460, WL: 345, EL: 414	S: 40, EL: 30
MR: 20	MM: 20	PM: 260
MRCap: 8	MMCap: 8	PN: 200
MRPow: 6	MMPow: 6	SM: 20
MRSpd: 6	MMSpd: 6	SP: 20
	PMPow: 80	PMCap: 120
	PMSpd: 60	PNCap: 90
		SMCap: 8
		SPCap: 8
		SMPow: 6
		SPPow: 6
		SMSpd: 6
		SPSpd: 6

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	*	*	*	—	—	*	—
Super	*	*	*	—	—	*	—
Vital	*	*	*	—	—	*	—
Non	*	*	*	—	—	*	—
Average	*	*	*	—	—	*	—

*Invulnerable



Commentary & Description: This is the spirit of a Nether/Pandemonian Brute. Its body on /Erth is sand and gravel, and it can expel portions of itself, replacing this material with like desert substance.

It will not move more than about 30 feet from the entrance to the cave.

Should any of the HPs be carrying an Egyptian figurine of a deity of Gloomy Darkness Ethos, the Brute will single out such individuals for preference in its attacks, being drawn to the dichotomy of a non-servant of Set bearing such a token.

Its attack forms are fairly deadly, each of the three types being able to be employed simultaneously.

The thing is most vulnerable to Mental and Spiritual attacks, this despite its Heka armor against such damage. If brought below Effective Level in either TRAIT, it will be unable to attack or move. If reduced below TRAIT total, the spirit is hurled from the Material to the Nether Planes.

It is most easily defeated by Physical means through blowing it away with a gale of wind or washing it away with a downpour of water. However, the Sanddevil can also be defeated Physically by fusing it into a glassy lump through intense heat of fire or lightning, being made into solid stone through petrification (yes, it will work as the sandgrains are like living cells in this case!), or being turned to flesh (a reverse petrification) and thus being made vulnerable to any sort of weapon.

"Anubis"

Vocation: Priest-Mage, Full Practitioner **SEC:** 6
Habitat: /Erth, /Egypt, Gorge of Osiris **Size:** Average
Move (yds/BT): 88 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Priest-Mage Vocation, Ethos of Balance and White School K/S bundle plus)
Perception, Mental: -10 (due to Curse) Dweomercraft, White*: 50
Perception, Physical: 47 Exorcism*: 30
Riding: 30 Herbalism*: 30
Apotropism*: 30 Magick*: 50
Astrology*: 50 Mysticism*: 30
Astronomy*: 50 Pantheology*: 50
Combat, HTH, Non-Lethal: 40 Priestcraft*: 61
Combat, Hand Weapons: 51 Religion*: 61

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 9 (IB 4)

Quirks: Convinced he is Anubis, guide of the dead.

Average Armor Protection: Nil

Worn: Nil

Heka-engendered: See below

Heka Available: 2,343

Castings: (Most likely to be used and Grade)

Dweomercraft, General: *Forcedart* (II), *Heka Darts* (III), *Bedlam* (IV), *Negative Gravity* (IV), *Heka Bolt* (V), *Invisible Chains* (V).

Dweomercraft, White: *Silver Spears* (II), *Zoroaster's Noonblaze* (IV).

Priestcraft, General: *Thunderbolt* (V), *Word of Command* (V).

Priestcraft, Ethos of Moonlight: *Blursight* (II), *Call Swarm* (IV), *Mists of Sleep* (V), *Animal Paralysis* (VI).

Dodging: 3

Avoidance: Base */17/18

*See below.

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	2	P	2D6	+11*	57	M	5/20

*See below.

Statistical Detail:

M*: 106, EL: 85	P: 88, WL: 66, CL: 79	S: 113, EL: 90
MR: 52 MM: 54	PM: 44 PN: 44	SM: 59 SP: 54
MRCap: 20 MMCap: 20	PMCap: 17 PNCap: 17	SMCap: 22 SPCap: 20
MRPow: 16 MPow: 18	PMPow: 10 PNPow: 10	SMPow: 19 SPPow: 16
MRSpd: 16 MMSpd: 16	PMSpd: 17 PNSpd: 17	SMSpd: 18 SPSpd: 18

Commentary & Description: As noted by asterisk (*), this poor fellow is under a Curse which has made him quite crazy, and this madness makes rational thinking, but not M TRAIT Heka use, quite impossible! The Insanity also empowers him to attack as if he had twice his normal PMPow, and thus 8 of the +11 points to Physical damage with his dagger. Of course, he is far more likely to loose some Casting than he is to ply his weapon...

If the weretherios initiate attack on the HP party, "Anubis" will take this as a sign that there are Evil persons, and he will then begin his Heka use—unless the team has "proved" its Good and benign nature to him, in which case he will direct things at the weretherios. Again, he will activate Castings without regard for himself or his "companion deities" and anyone else in the area!

If the team manages somehow to save the crazy ecclesiastic while destroying the Evil things with him, and then proceeds to cure him of his madness, the group will be rewarded well for its ability.

Weretherios

(Select those which you, as gamemaster, deem best!)

Identifier: Animal, Shape Changer

Habitat: Phæree

Size: Species norm, Large+

Modes & Rates of Movement (yds/BT): According to the species' P TRAIT.

Initiative Modifiers: Per species—see below.

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

Any basic Vocation of non-Spiritual TRAIT sort, at low-level STEEP without any Spiritual or Heka-generating K/S Areas.

Invulnerabilities: Non-enchanted weapons.

Susceptibilities: Insinuation of any ferrous metals (x2)

Average Armor Protection: Nil

Dodging: See below.

Avoidance: Standard according to
ATTRIBUTE Speed.

Natural Weapons:

Human Form: BAC = 30 + Dodging as %

Attacks *	BAC	DT	Base
Hands x 2	**	B	—30 minus Initiative
Bite	**	P	—20 ditto

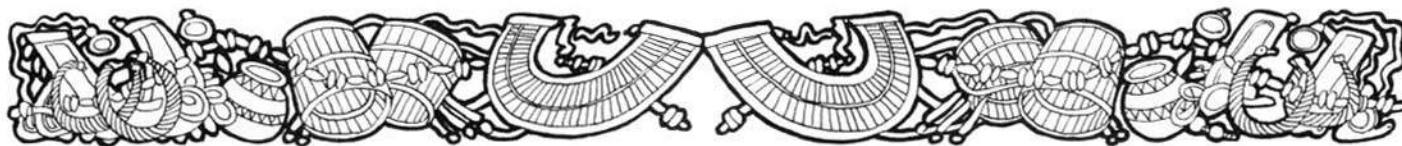
*In an animal form, see the animal of that species down below.

**See above regarding human form.

Powers: See page 171.

Statistical Detail: Base Scheme (+/-as indicated for species)

M: Cunning: 60	P: 160, WL: 120, CL: 144
MR: 25 MM: 35	PM: 75 PN: 85
MRCap: 10 MMCap: 12	PMCap: 29 PNCap: 33
MRPow: 8 MPow: 11	PMPow: 24 PNPow: 26
MRSpd: 7 MMSpd: 12	PMSpd: 22 PNSpd: 26



Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	8	16	16	8	8
Super	3	3	6	12	12	6	6
Vital	2	2	4	8	8	4	4
Non	1	1	2	4	4	2	2
Average	2	2	4	8	8	4	4

Species & Statistical Variations of Weretherios:

Species	Initiative	Dodging	Powers*	M/P Modifiers†
Baboon††	-11	17	D,E,J,M,R	+30/-
Fox	-19	25	A,D,E,I,R,U,Z	+36/-50
Jackal††	-18	24	C,E,N,Y	+24/-40
Leopard	-14	20	A,C,T	+6/+30
Lion††	-12	18	B,F,W	-/+50
Owl††	-9	15	H,N,Q,V,W	+12/-50
Snake	-10	16	A,Q,P	+12/-30
Swine	-8	14	E,M,R,U	+30/+40
Wolf††	-15	21	H,I,K,Q	+12/+10

† Addition to TRAIT, checks against M (Cunning), and K/S use as applicable.

†† Suggested for use by text of scenario. Some are non-Evil, but not this one!

*Powers in addition to Shape Shifting to/from human form:

A - Attractiveness: One subject of opposite sex unwilling to attack (check vs. SMCap at DR "Very Easy" (x4)) usable 1/day.

B - Bellow/roar which paralyzes individual directed at (check vs. PNCap at DR "Very Easy" (x4)), 1/AT.

C - Confusion by Gaze 3/day (check vs. MRCap at DR "Very Easy" (x4)).

D - Displacement in desired direction by 2D3 feet, 3 times/day.

E - Emotion reading (Empathy) enables individual to sense trust, suspicion, etc., and thus not be Surprised.

F - Fear generation in all subjects in P TRAIT x .10 radius 1 time/day (check vs. MRCap at DR "Very Easy" (x4)).

G - Gaze Hypnosis 1/AT (check vs. SMCap at DR "Very Easy" (x4)).

H - Hyperæsthetic senses. a - all, h - hearing, o - smell, s - sight, t - taste

I - Invisibility 1/day.

J - Jump 12 feet forward, 6 feet sideways or backwards.

L - Lock doors by Heka-force barring 1/day.

K - Keening noise affects all in 12 foot radius and reduces effective M TRAIT, K/S use, use by 12 points as long as 1 BT, 1/day (check vs. PNPow at DR "Very Easy" (x4)).

M - Mimic voice of anyone heard within last AT's time, 9/day.

N - Noise projection to M TRAIT in feet distance so as mislead hearers, 6/day.

O - Open (locked) door/window by Gaze, 1/day.

P - Poison bite inflicts .5 P TRAIT in PD in 1 CT's time, 2 times/day.

Q - Quiet all noise so as to be totally silent in actions for 1 AT's time, 3/day.

R - Reflect Heka attack (non-area), 1/day.

S - Stun opponent to inaction for D3 CTs by successful strike, 1/AT.

T - Turn missile(s) aimed at, 1/AT.

U - Use X Spiritual TRAIT K/S Area at corresponding M (Cunning) level at N STEEP, 1/day.

V - Volancy enabling flight at up to human running speed for as long as 1 AT's time, 1/day.

W - Weakness by Gaze 3 times/day (check vs. PNCap at DR "Very Easy" (x4)).

X - Xenophilia Aura so that all within 12-foot radius welcome as dear and trusted friend, 1/day (check vs. SPPow at DR "Very Easy" (x4)).

Y - Yawning to as to cause all in 12-foot radius to doze or sleep, 1/day (check vs. PNPow at DR "Very Easy" (x4)).

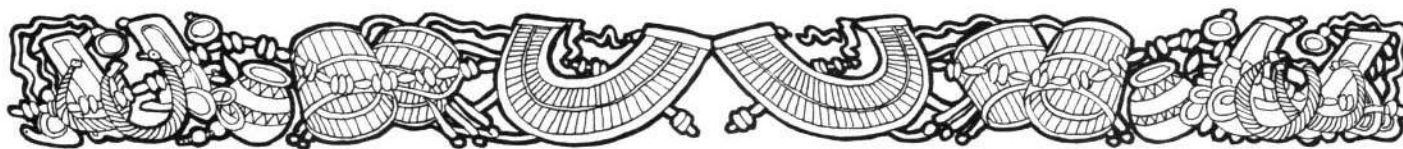
Z - Zoology by Gaze so that individual will not harm species of weretherion (check vs. SMPow at DR "Very Easy" (x4)).

Commentary & Description: Weretherios are quasi-intelligent specimens of Phæree animals who are able to assume the form of humans and similar bipedal creatures. None of the Evil sort possess either a true mind or spirit, and thus all lack Mental and Spiritual TRAIT and can't be attacked thus. These are Evil weretherios, and of malign and chaotic nature, preying upon the species they assume the form of, killing and eating them. This is so even in regards to those of otherwise herbivorous kind, as there is something in the make-up of weretherios which seems to demand human flesh.

While they can and do associate with normal animals of their seeming species, they prefer the company of each other or those humans able to assume the form of animals, likewise of Evil disposition and murderous, man-eating habits, certain Theriamorphs and Therianthropes.

Note that when threatened with serious Physical damage in combat, a weretherion will usually revert to its animal form to continue attacking or to escape. Shape shifting thus requires 1 Critical Turn.

There are, of course, weretherios of beneficent and neutral kind, but these sorts are not within this place...



CHAPTER 6

Temple Guards (32 total)

Vocation: Soldier **SEC:** 1
Habitat: /Eth, /Egypt, Temple of Osiris **Size:** Average
Move (yds/BT): 76 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Soldier Vocation K/S bundle plus)
 Combat, HTH, Lethal: 24 (+/-D6)
 Combat, Hand Weapons: 30 (+/-D3)
 Combat, Missile Weapons: 31 (+/-D3)

Joss (Anti-Joss) Factors: 0 **Attractiveness:** Avg. (+/-D3)

Quirks: Nil

Average Armor Protection: 8 or 12—see below

Worn:

16 with Half Reinforced Leather
 16 with 3/4 Reinforced Leather

Dodging: Nil

Avoidance: Base 9/12/9

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Bill-Quisame†	4	10	1	C/P	4D6	+1	34	W	10/20
Hand Axe	5	4	1	C	3D6	+1	35	C	8/10
Hand Axe, Thrown	5	4	2	C	3D6	+1	36	C	8/10
M. Comp. Bow†	5	4	2	P	3D6	+1	36	W	10/20
M. Crossbow, Bolt†	7	6	1	P	3D6	—	38	C	8/20

† 16 guards armed with Bill-Quisames wear 3/4 Reinforced Leather Armor.

16 guards in Half reinforced leather armor are divided:

8 armed with medium composite bows
 8 armed with medium crossbows with bolts.

Averaged Armor Detail:

Type of Armor	Avg	Pie	Cut	Blunt	Fire	Chem	Stun	Pty.
Half Rein. Leather	8	9	11	10	5	5	8	1
3/4 Rein. Leather	12	13	17	15	8	8	12	2

Statistical Detail: Base Scheme (+/-D3)

M: 58, **EL:** 46 **P:** 76, **WL:** 57, **CL:** 68 **S:** 55, **EL:** 44
MR: 29 **MM:** 29 **PM:** 38 **PN:** 38 **SM:** 28 **SP:** 27
MRCap: 11 **MMCap:** 11 **PMCap:** 13 **PNCap:** 13 **SMCap:** 10 **SPCap:** 10
MRPow: 9 **MPow:** 9 **PMPow:** 13 **PNPow:** 13 **SMPow:** 9 **SPPow:** 8
MRSpd: 9 **MMSpd:** 9 **PMSpd:** 12 **PNSpd:** 12 **SMSpd:** 9 **SPSpd:** 9

Commentary & Description: These are average /Egyptian mercenaries—about the same as regular soldiers. They are servants of Set, Evil, and have fair morale, but if able they will not fight to the death by any means. Thus, if no powerful Priest is nearby they will surrender in the face of certain death.

Temple Guards, Corporals (6 total)

Vocation: Soldier **SEC:** 2
Habitat: /Eth, /Egypt, Temple of Osiris **Size:** Average
Move (yds/BT): 82 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Soldier Vocation K/S bundle plus)
 Combat, HTH, Lethal: 27
 Combat, Hand Weapons: 33
 Combat, Missile Weapons: 35

Joss (Anti-Joss) Factors: 0

Attractiveness: Avg. (+/-D3)

Quirks: Nil

Average Armor Protection: 12/14

Worn: Half Chain Mail/Buckler

Dodging: Nil

Avoidance: Base 9/14/8

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Long Sword	5	5	1.5	C/P	4D6	+2	38	M	5/20
Buckler	3	4	1.5	P	1D6	+2	36	M	5/20
Hand Axe	5	4	1.5	C	3D6	+2	38	C	8/10
Hand Axe, Thrown	5	4	2	C	3D6	+2	40	C	8/10

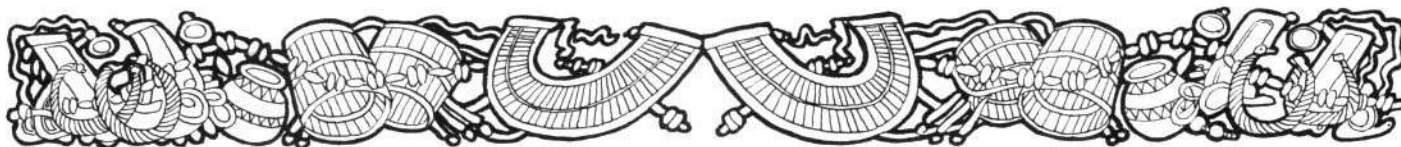
Averaged Armor Detail:

Type of Armor	Avg	Pie	Cut	Blunt	Fire	Chem	Stun	Pty.
Half Chain Mail	12	12	21	14	6	7	14	3

Statistical Detail: Base Scheme (+/-D3)

M: 58, **EL:** 46 **P:** 82, **WL:** 62, **CL:** 74 **S:** 52, **EL:** 42
MR: 29 **MM:** 29 **PM:** 42 **PN:** 40 **SM:** 27 **SP:** 25
MRCap: 11 **MMCap:** 11 **PMCap:** 14 **PNCap:** 14 **SMCap:** 10 **SPCap:** 9
MRPow: 9 **MPow:** 9 **PMPow:** 14 **PNPow:** 12 **SMPow:** 9 **SPPow:** 8
MRSpd: 9 **MMSpd:** 9 **PMSpd:** 14 **PNSpd:** 14 **SMSpd:** 8 **SPSpd:** 8

Commentary & Description: These are veteran /Egyptian mercenaries otherwise not much different from the ordinary guardsmen they lord it over. They are able to use crossbows if there are such weapons available, but normally they must command the regular guardsmen, so they don't carry missile weapons other than their belt axes.



Temple Guards, Sergeants (2 total)

Vocation: Soldier **SEC:** 3
Habitat: Earth, Egypt, Temple of Osiris **Size:** Average
Move (yds/BT): 88 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Soldier Vocation K/S bundle plus)

Perception, Mental: 20 Criminal Activities, Physical: 40
 Perception, Physical: 40 Deception: 40
 Riding: 30 Endurance: 30
 Combat, HTH, Lethal: 36 Escape: 30
 Combat, Hand Weapons: 41 Gambling: 40
 Combat, Missile Weapons: 46 Survival: 40

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 10

Quirks: Nil

Average Armor Protection: 18/20

Worn: 3/4 Chain Mail/Buckler

Dodging: Nil **Avoidance:** Base 10/14/8

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Long Sword	5	5	1.5	C/P	4D6	+5	46	M	5/20
Buckler	3	4	1.5	P	1D6	+4	44	M	5/20
Hand Axe	5	4	1.5	C	3D6	+5	46	C	8/10
Hand Axe, Thrown	5	4	3	C	3D6	+6	51	C	8/10

Averaged Armor Detail:

Type of Armor	Avg	Pie	Cut	Blunt	Fire	Chem	Stun	Pty.
3/4 Chain Mail	18	18	31	21	9	10	21	5

Statistical Detail:

M: 60, **EL:** 48 **P:** 88, **WL:** 66, **CL:** 79 **S:** 56, **EL:** 45
MR: 30 **MM:** 30 **PM:** 44 **PN:** 44 **SM:** 28 **SP:** 28
MRCap: 10 **MMCap:** 10 **PMCap:** 15 **PNCap:** 15 **SMCap:** 10 **SPCap:** 10
MRPow: 10 **MPow:** 10 **PMPow:** 15 **PNPow:** 15 **SMPow:** 10 **SPPow:** 10
MRSpd: 10 **MMSpd:** 10 **PMSpd:** 14 **PNSpd:** 14 **SMSpd:** 8 **SPSpd:** 8

Commentary & Description: These mercenary sergeants are tough bullies who enjoy being the top-dogs of the guard force. Of course they fear and toady to the clerics. They can use bow or crossbow with equal skill, but generally are too busy seeing to the men to so do. They are the least likely to surrender.

High Priest Setemnefer

Vocation: Priest, Full Practitioner **SEC:** 7
Habitat: Earth, Egypt, Temple of Osiris **Size:** Average
Move (yds/BT): 60 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Priest Vocation, Ethos of Gloomy Darkness K/S bundle plus)

Priestcraft*: 72 Religion*: 72
 E/S Graces: 50 Astrology*: 50
 Native Tongue: 50 Astronomy*: 30
 Perception, Mental: 60 Deception: 60
 Perception, Physical: 30 Demonology*: 81
 Riding: 40 Influence: 60
 Trade Phoenician: 40 Occultism*: 80
 Combat, HTH, Lethal: 25 Pantheology*: 40
 Combat, Hand Weapons: 41 Sorcery*: 81

Joss (Anti-Joss) Factors: 3 **Attractiveness:** 15 (IU 6)

Quirks: Nil

Average Armor Protection: 32

Worn: Nil

Heka-engendered: See below

Heka Available: 1,555 (1,805*)

Castings: (Most likely to be used and Grade)

*250-point Heka Reservoir—see below

Astrology: *Know Disposition* (I), *Influence of Venus* (II), *Know Truth* (III), *Heka Sight* (IV).

Priestcraft, Basic: *Awe* (I), *Prayer* (I), *Pronouncement* (I), *Smokecloud* (I), *Healing, Minor* (II), *Bounds of Action* (III), *Heka Defenses* (III), *Wound, Spiritual* (IV), *Thunderbolt* (V), *Word of Command* (V), *Symbol of Entital Power* (VI), *Return to Sanctum* (VII).

Priestcraft, Ethos of Gloomy Darkness: *Cause Pain* (I), *Violence* (II), *Palpable Gloom* (III), *Gloomcloak* (IV), *Willpower Drain* (IV), *Derange* (V), *Webs of Madness* (V), *Malaise* (VI), *Webs of Constriction* (VI), *Gloomcloud* (VII), *Unholy Word* (VII), *Deathgrip* (VIII), *Subversion* (VII), *The Black Wind* (VII).

Sorcery: *Infernal Circle of Flame* (III), *Arcane Bolt* (V), *Beastform* (VIII).

Dodging: 5—see below **Avoidance:** Base 13/10/18

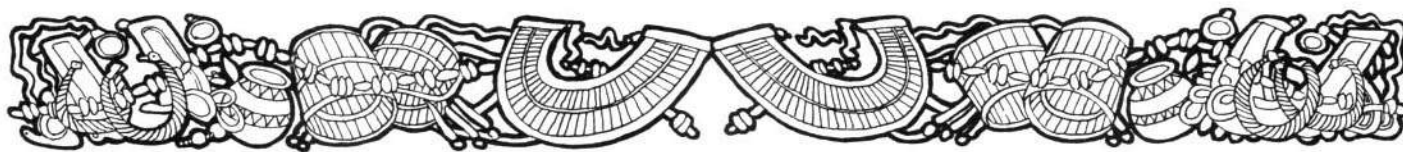
Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Uas Rod*	10	2	1.5	B/P	5D6	+3	51	M	1/50
Dagger	5	2	1.5	P	2D6	+2	46	M	3/40
Chopper*	9	2	1.5	C	9D3	+2	50	C	*

*See descriptions on page 174.

Statistical Detail:

M: 86, **EL:** 69 **P:** 60, **WL:** 45, **CL:** 54 **S:** 117, **EL:** 94
MR: 43 **MM:** 43 **PM:** 28 **PN:** 32 **SM:** 65 **SP:** 52
MRCap: 16 **MMCap:** 16 **PMCap:** 10 **PNCap:** 12 **SMCap:** 25 **SPCap:** 18
MRPow: 14 **MPow:** 14 **PMPow:** 8 **PNPow:** 10 **SMPow:** 22 **SPPow:** 16
MRSpd: 13 **MMSpd:** 13 **PMSpd:** 10 **PNSpd:** 10 **SMSpd:** 18 **SPSpd:** 18



Commentary & Description: Setem-nefer is a very handsome man of middling age with a commanding presence and an air of authority of (falsely) benign sort. His strong Spiritual power seems to radiate from him, and there is no question that he is a potent ecclesiastic.

Setem-nefer, the false chief cleric of the seeming Temple of Osiris and actually the Hem-neter-tepi (High Priest) of the (hidden) Temple of Set, is most malign and clever. He has, of course, many K/S Areas that are not enumerated above. His speech is convincing, his manner most captivating, and his understanding of all sorts of magical devices very complete. He is not a brilliant mind but is a fair judge of people and an able and ready liar, so he should be able to convince unwary HPs of whatever he desires!

Magical items possessed and employed by this cleric are as follows:

Steelinen Gown: This garment provides its wearer with protection from Physical damage as if it were a Full plate armor suit, but it has no extra weight or Speed Penalty. It has a Heka enchantment which must be renewed to repair damage to it, just as if it were armor, and this repair requires Heka-Forging as appropriate to the item, of course.

Adder Sandals: The wearer of these sandals is able to dodge as if he or she had combined PMSpd and PMSpd of 36. In this case, Setem-nefer's Dodging factor (deduction from opponent's PAC) is 5.

Uas Rod: This is a small version of the sort of rod typically seen as being held by deities of Egypt. Even though it is as light as if formed of titanium steel (about 5 pounds), but because it is some 4 feet in length, the wielder must employ both hands when striking with it. The rod has a factor of 5 reducing armor protection and is fast and damaging in its effect. It is certainly an enchanted weapon, and due to its nature, only a Priest or another persona who is under a Vow can utilize effectively this item. Any other one will find the rod is simply a normal item, basically useless in combat.

Cleaver of Set (Chopper): In the hands of one not Evil, this artifact will not function properly as a weapon. Setem-nefer himself resorts to it only in dire emergency, for it can turn on its wielder and inflict harm on him! It is attuned to unlock his secret rooms, and that is the main reason the High Priest carries this object at his waist. On any Special Failure for one of Evil, the weapon delivers its PD to the one wielding it; a failure of any sort for one of non-Evil ethos indicates this deadly reversal of intent...

Displacement Talisman: This object has been so keyed as to function to carry Setem-nefer upwards (to a maximum distance equal to his STEEP in rods) to the safety of his own chamber. It is inscribed in hieroglyphs which indicate this. If other such writings are included to expand the functions to include horizontal and downward directions, the item will be a great general purpose, short-range transporter. The change can be accomplished by Heka-Forging of 61 or higher STEEP, in 2D3 weeks time at a cost of 10D6 x 1,000 BUCs.

Black Star Ruby: This is set in a ring worn by this ecclesiastic. It is a Heka Reservoir charged to its capacity of 250 points of energy. The activation word for its use is engraved inside the band.

Priest Tcheripep

Vocation: Priest, Full Practitioner **SEC:** 6
Habitat: Earth, Egypt, Temple of Osiris **Size:** Average, tall
Move (yds/BT): 76 **Initiative Modifiers:** Human standard
Outstanding-Important K/S Areas/Sub-Areas & STEEP:
 (Priest Vocation, Ethos of Gloomy Darkness K/S bundle plus)
Priestcraft*: 52 **Religion*:** 52
Perception, Mental: 35 **Demonology*:** 41
Perception, Physical: 35 **Occultism*:** 40
Riding: 30 **Pantheology*:** 30
Combat, HTH, Lethal: 35 **Sorcery*:** 41
Combat, Hand Weapons: 35 **Combat, Missile Weapons:** 35
Joss (Anti-Joss) Factors: 1 **Attractiveness:** 10 (IU 3)

Quirks: See below

Average Armor Protection: 32

Worn: Full Plate Mail (concealed under robes)

Heka-engendered: See below

Heka Available: 1,007—see below

Castings: (Most likely to be used and Grade)

Priestcraft, Basic: *Prayer* (I), *Pronouncement* (I), *Smokecloud* (I), *Healing*, *Minor* (II), *Bounds of Action* (III), *Heka Defenses* (III), *Wound*, *Spiritual* (IV), *Thunderbolt* (V), *Word of Command* (V).

Priestcraft, Ethos of Gloomy Darkness: *Cause Pain* (I), *Venomtouch* (II), *Violence* (II), *Palpable Gloom* (III), *Gloomcloak* (IV), *Willpower Drain* (IV), *Derange* (V), *Webs of Madness* (V).

Sorcery: *Infemal Circle of Flame* (III).

Dodging: Nil

Avoidance: Base 9/11/14

Weapons:

Weapon	WP	S	ATK	DT	DM	Bonus	BAC	C	Dur
Mace (2H)	9	8	1.5	B	4D6	+2	44	C	8/20
Dagger	5	2	1.5	P	2D6	+1	40	M	5/20

Averaged Armor Detail:

Type of Armor	Avg	Pie	Cut	Blunt	Fire	Chem	Stun	Pty.
Full Plate Mail	32	29	53	38	18	19	39	6

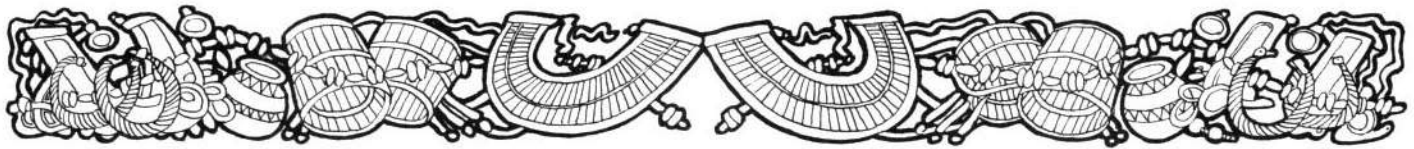
Statistical Detail:

M: 60, EL: 48	P: 76, WL: 57, CL: 68	S: 90*, EL: 72
MR: 28 MM: 32	PM: 38 PN: 38	SM: 46 SP: 44
MRCap: 11 MMCap: 13	PMCap: 14 PNCap: 14	SMCap: 16 SPCap: 16
MRPow: 8 MMPow: 10	PMPow: 13 PNPow: 13	SMPow: 16 SPPow: 14
MRSpd: 9 MMSpd: 9	PMSpd: 11 PNSpd: 11	SMSpd: 14 SPSpd: 14

Commentary & Description: Tcheripep, the second of the Khenu ("officiating prophets") of Set, plans to give the HPs a nasty surprise if they seem intractable. However, he isn't all that bright, and thus Hu-benti was sent to oversee the bandits—which this fellow resents. He might act rashly...

As regards Heka defenses, Tcheripep carries an Amulet which will absorb each Critical Turn up to 10 points of Heka sent to cause injury to him personally, this energy being held in the Amulet as a Heka Reservoir. However, if the Heka so gathered exceeds 100 points, then it shatters, inflicting 10D10 PD on him (or whoever possesses it).

*OP has a special Quirk which raises his STRAIT to 101 for purposes of Full Practice in *Priestcraft*.



Priestesses (2 total)

Vocation: Priest, Full Practitioner **SEC:** 6
Habitat: Earth, Egypt, Temple of Osiris **Size:** Average, shapely
Move (yds/BT): 60 **Initiative Modifiers:** Human standard
Outstanding-Important K/S Areas/Sub-Areas & STEEP:
 (Priest Vocation, Ethos of Gloomy Darkness K/S bundle plus)
 Priestcraft*: 46 Religion*: 46
 Perception, Mental: 30 Demonology*: 36
 Perception, Physical: 35 Occultism*: 30
 Riding: 20 Divination*: 45
 Combat, Hand Weapons: 30 Pantheology*: 25
 Combat, Missile Weapons: 25 Sorcery*: 36
Joss (Anti-Joss) Factors: 0 **Attractiveness:** 14 (IU 4)

Quirks: See below
Average Armor Protection: 13
 Worn: Nil
 Heka-engendered: See below

Heka Available: 998

Castings: (Most likely to be used and Grade)

Divination: *Detect Invisible Object* (II), *Empathy* (IV).
 Priestcraft, General Nature: *Blessing Minor* (II), *Guidance* (V).
 Priestcraft, Basic: *Prayer* (I), *Pronouncement* (I), *Smokecloud* (I), *Healing Minor* (II), *Bounds of Action* (III), *Heka Defenses* (III), *Wound, Spiritual* (IV).
 Priestcraft, Ethos of Gloomy Darkness: *Cause Pain* (I), *Venomtouch* (II), *Violence* (II), *Palpable Gloom* (III), *Gloomcloak* (IV), *Willpower Drain* (IV).
 Sorcery: *Infemal Circle of Flame* (III).

Dodging: Nil **Avoidance:** Base 11/11/15

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Small Knife	5	2	1.5	C	1D6†	+2	50*	M	5/20

*Specialized

†Poisoned to deliver 13/13/6 points of PD in each of the 3 CTs following actual wounding of a subject.

Statistical Detail:

M: 72, **EL:** 58 **P:** 60, **WL:** 45, **CL:** 54 **S:** 96*, **EL:** 77
MR: 36 **MM:** 36 **PM:** 30 **PN:** 30 **SM:** 42 **SP:** 54
MRCap: 14 **MMCap:** 14 **PMCap:** 11 **PNCap:** 11 **SMCap:** 15 **SPCap:** 18
MRPow: 11 **MMPow:** 11 **PMPow:** 8 **PNPow:** 8 **SMPow:** 14 **SPPow:** 18
MRSpd: 11 **MMSpd:** 11 **PMSpd:** 11 **PNSpd:** 11 **SMSpd:** 13 **SPSpd:** 18

Commentary & Description: Each Priestess, while self-seeking and Evil, is relatively loyal to Setem-nefer—unless it is a matter of their life and his death. Thus, either one alone is likely to be cooperative and truthful (when forced and checked on) about things here in the temple. Together, though, each will fear the other will tell of giving aid to the enemy, so cooperation is unlikely in such case. They aren't fighters, and neither Priestess will attack unless ordered to do so by the High Priest (or unless attacked), or possibly in defense of the temple. Both of these women are very shapely, highly Attractive, well-spoken, and vivacious in conversation. They are *Hem-t*, Attendant Priestesses, jokingly called "Isis" and "Nephthys," purporting their devotion to Osiris (though actually serving Set).

They know poisons well, and each has a small vial of nearly odorless and tasteless poison of STR 100, 1 BT action after ingestion, secreted on her person. There is enough poison in the container to kill 2D6 individuals, but the STR is an even 100 until the limit indicated by the dice is found, then diluted accordingly. If given the chance, they will offer drink to the HPs which they have poisoned, or otherwise slip this toxic stuff into whatever the team might quaff.

Each *Hem-t* Priestess wears a pectoral necklace which has a Talismanic power to absorb Physical damage directed at her. This capacity is 13 points maximum in any given attack. These are Evil objects, however, and will not function for one not of that ethos.

*OPs have a special Quirk which raises their S TRAIT to 101 for purposes of Full Practice in *Priestcraft*.

Lesser Priestesses

Vocation: Priest, Full Practitioner **SEC:** 4
Habitat: Earth, Egypt, Temple of Osiris **Size:** Average, shapely
Move (yds/BT): 66 **Initiative Modifiers:** Human standard
Outstanding-Important K/S Areas/Sub-Areas & STEEP:
 (Priest Vocation, Ethos of Gloomy Darkness K/S bundle plus)
 Priestcraft*: 36 Religion*: 36
 Perception, Mental: 25 Demonology*: 31
 Perception, Physical: 35 Occultism*: 25
 Riding: 20 Divination*: 25
 Combat, Hand Weapons: 30 Pantheology*: 20
 Combat, Missile Weapons: 25 Sorcery*: 31
Joss (Anti-Joss) Factors: 0 **Attractiveness:** 13 (IU 2)

Quirks: See below
Average Armor Protection: Nil
 Worn: Nil
 Heka-engendered: Nil

Heka Available: 791

Castings: (Most likely to be used and Grade)

Divination: *Detect Invisible Object* (II).
 Priestcraft, General Nature: *Blessing Minor* (II).
 Priestcraft, Basic: *Prayer* (I), *Pronouncement* (I), *Smokecloud* (I), *Healing Minor* (II), *Bounds of Action* (III), *Heka Defenses* (III).
 Priestcraft, Ethos of Gloomy Darkness: *Cause Pain* (I), *Venomtouch* (II), *Violence* (II), *Palpable Gloom* (III).

Dodging: Nil **Avoidance:** Base 10/13/15

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1	P	2D6	—	35	M	5/20

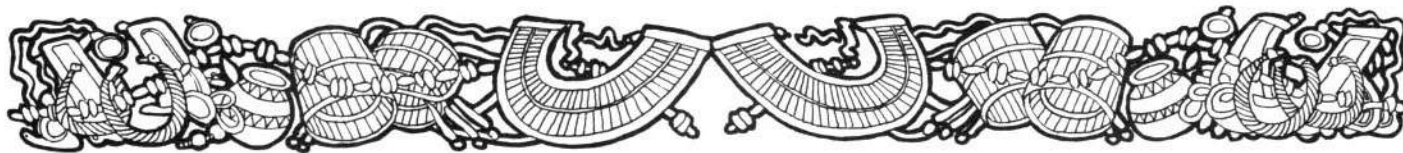
Statistical Detail:

M: 68, **EL:** 54 **P:** 66, **WL:** 50 **CL:** 59 **S:** 78*, **EL:** 62
MR: 34 **MM:** 34 **PM:** 33 **PN:** 33 **SM:** 34 **SP:** 44
MRCap: 13 **MMCap:** 13 **PMCap:** 13 **PNCap:** 13 **SMCap:** 14 **SPCap:** 16
MRPow: 11 **MMPow:** 11 **PMPow:** 7 **PNPow:** 7 **SMPow:** 10 **SPPow:** 12
MRSpd: 10 **MMSpd:** 10 **PMSpd:** 13 **PNSpd:** 13 **SMSpd:** 14 **SPSpd:** 16

Commentary & Description: These *Sem-t* Priestesses are called "The Pure," but they are anything but... They are here to assist during ceremonies by singing and various ecclesiastical practices, as well as to serve the Priests in all ways.

They will fight only if they have to, although these women will happily take part in the slaughter of a helpless foe. If faced with certain death, they will be very cooperative, seeking freedom and whatever they can gain in the process.

*OPs have a special Quirk which raises their S TRAIT to 101 for purposes of Full Practice in *Priestcraft*.



Assistant Priests (4 total)

Vocation: Priest, Full Practitioner **SEC:** 5
Habitat: Earth, Egypt, Temple of Osiris **Size:** Average, lean
Move (yds/BT): 76 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Priest Vocation, Ethos of Gloomy Darkness K/S bundle plus)

Priestcraft*: 41 Religion*: 41
 Perception, Mental: 35 Demonology*: 36
 Perception, Physical: 35 Occultism*: 30
 Riding: 30 Pantheology*: 26
 Combat, HTH, Lethal: 30 Sorcery*: 36
 Combat, Hand Weapons: 35 Combat, Missile Weapons: 35

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 10 (IU 2)

Quirks: See below

Average Armor Protection: 20

Worn: Full Metal & Leather Armor

Heka-engendered: See below

Heka Available: 700

Castings: (Most likely to be used and Grade)

Priestcraft, General Nature: *Blessing Minor* (II).

Priestcraft, Basic: *Prayer* (I), *Pronouncement* (I), *Smokecloud* (I), *Healing Minor* (II), *Bounds of Action* (III), *Heka Defenses* (III), *Wound, Spiritual* (IV).

Priestcraft, Ethos of Gloomy Darkness: *Cause Pain* (I), *Venomtouch* (II), *Violence* (II), *Palpable Gloom* (III), *Gloomcloak* (IV), *Willpower Drain* (IV), *Sorcery: Infernal Circle of Flame* (III).

Dodging: Nil **Avoidance:** Base 9/12/11

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Mace (2H)	9	8	1.5	B	4D6	+1	44	C	8/20
Dagger	5	2	1.5	P	2D6	—	40	M	5/20
S. Crossbow, Bolt	6	4	2	P	2D6	+1	41	W	10/20

Averaged Armor Detail:

Type of Armor	Avg	Pie	Cut	Blunt	Fire	Chem	Stun	Pty.
Full Metal & Leather	20	20	31	27	12	12	22	4

Statistical Detail:

M: 60, **EL:** 48 **P:** 76, **WL:** 57, **CL:** 68 **S:** 80*, **EL:** 64
MR: 30 **MM:** 30 **PM:** 38 **PN:** 38 **SM:** 44 **SP:** 36
MRCap: 11 **MMCap:** 11 **PMCap:** 14 **PNCap:** 14 **SMCap:** 18 **SPCap:** 16
MRPow: 10 **MMPow:** 10 **PMPow:** 12 **PNPow:** 12 **SMPow:** 14 **SPPow:** 10
MRSpd: 9 **MMSpd:** 9 **PMSpd:** 12 **PNSpd:** 12 **SMSpd:** 12 **SPSpd:** 10

*OPs have a special Quirk which raises their S TRAIT to 101 for purposes of Full Practice in *Priestcraft*.

Lesser Attendant Priests (12 total)

Vocation: Priest, Full Practitioner **SEC:** 4
Habitat: Earth, Egypt, Temple of Osiris **Size:** Average, lean
Move (yds/BT): 72 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Priest Vocation, Ethos of Gloomy Darkness K/S bundle plus)

Priestcraft*: 36 Religion*: 36
 Perception, Mental: 30 Demonology*: 26
 Perception, Physical: 35 Occultism*: 30
 Riding: 30 Pantheology*: 20
 Combat, HTH, Lethal: 30 Sorcery*: 26
 Combat, Hand Weapons: 30 Combat, Missile Weapons: 30

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 9 (IU 1)

Quirks: See below

Average Armor Protection: 20—see below

Worn: Full Metal & Leather—see below

Heka Available: 775

Castings: (Most likely to be used and Grade)

Priestcraft, General Nature: *Blessing Minor* (II).

Priestcraft, Basic: *Prayer* (I), *Pronouncement* (I), *Smokecloud* (I), *Healing Minor* (II), *Bounds of Action* (III), *Heka Defenses* (III).

Priestcraft, Ethos of Gloomy Darkness: *Cause Pain* (I), *Venomtouch* (II), *Violence* (II), *Palpable Gloom* (III).

Dodging: Nil **Avoidance:** Base 11/11/14

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Mace	5	5	1	B	3D6	—	35	M	5/20
S. Tower Shield	0	4	1	B	1D3	—	30	M	+10

Averaged Armor Detail:

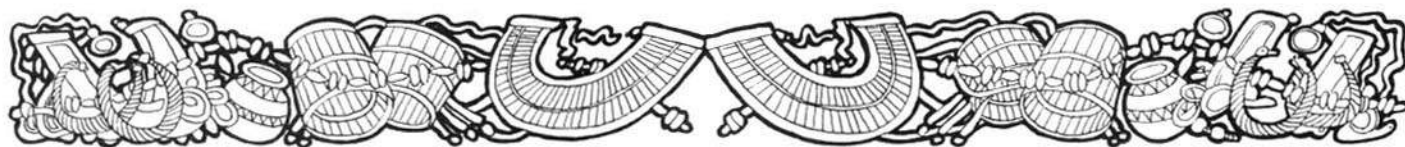
Type of Armor	Avg	Pie	Cut	Blunt	Fire	Chem	Stun	Pty.
Full Metal & Leather	20	20	31	27	12	12	22	4

Statistical Detail:

M: 72, **EL:** 58 **P:** 72, **WL:** 54, **CL:** 65 **S:** 88*, **EL:** 70
MR: 36 **MM:** 36 **PM:** 36 **PN:** 36 **SM:** 46 **SP:** 42
MRCap: 13 **MMCap:** 13 **PMCap:** 14 **PNCap:** 14 **SMCap:** 16 **SPCap:** 14
MRPow: 12 **MMPow:** 12 **PMPow:** 11 **PNPow:** 11 **SMPow:** 16 **SPPow:** 14
MRSpd: 11 **MMSpd:** 11 **PMSpd:** 11 **PNSpd:** 11 **SMSpd:** 14 **SPSpd:** 14

Commentary & Description: Hem-neter, "servants of the gods," are generally non-combatants, but if so commanded they will return to their quarters, don their armor, pick up their maces and shields, and sally forth to use Castings and weapons in defense of the place. Naturally, when so doing they will have poor morale if things are going badly for the forces of Evil...

*OPs have a special Quirk which raises their S TRAIT to 101 for purposes of Full Practice in *Priestcraft*.



Novice Priests (Aspirants & Warriors, 24 total)

Vocation: Priest, Partial Practitioner **SEC:** 3
Habitat: Earth, Egypt, Temple of Osiris **Size:** Average
Move (yds/BT): 80 **Initiative Modifiers:** Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:
 (Priest Vocation, Ethos of Gloomy Darkness, K/S bundle plus)
 Priestcraft*: 26 Religion*: 26
 Perception, Mental: 20 Demonology*: 20
 Perception, Physical: 35 Occultism*: 25
 Riding: 30 Pantheology*: 20
 Combat, HTH, Lethal: 30 Sorcery*: 20
 Combat, Hand Weapons: 30 Combat, Missile Weapons: 30

Quirks: Nil

Joss (Anti-Joss) Factors: **Attractiveness:** 9

Average Armor Protection: 16—see below

Worn: Full Reinforced Leather—see below

Heka Available: 288

Castings: (Most likely to be used and Grade)

Priestcraft, General Nature: *Blessing Minor* (II).

Priestcraft, Basic: *Prayer* (I), *Pronouncement* (I), *Smokecloud* (I), *Healing*, *Minor* (II).

Priestcraft, Ethos of Gloomy Darkness: *Cause Pain* (I), *Venomtouch* (II), *Violence* (II).

Dodging: Nil

Avoidance: Base 10/14/12

Weapons:

Weapon	WP	S	ATK	DT	DM	Bonus	BAC	C	Dur
Spear	5	4	1	P	3D6	—	35	W	10/20
Spear, Thrown	0	4	1	P	3D6	—	35	W	10/20
Sabre	4	6	1	C	4D6	—	34	M	5/20
Mace	5	5	1	B	3D6	—	35	M	5/20
S. Tower Shield	0	4	1	B	1D3	—	30	M	+10
Hand Axe	5	4	1	C	3D6	—	35	C	8/20
Hand Axe, Thrown	5	4	1	C	3D6	—	35	C	8/20
S. Crossbow, Bolt	6	4	1	P	2D6	—	36	W	10/20

Averaged Armor Detail:

Type of Armor	Avg	Pie	Cut	Blunt	Fire	Chem	Stun	Pty.
Full Rein. Leather	16	18	23	20	11	11	16	2

Statistical Detail:

M: 70, **EL:** 56 **P:** 80, **WL:** 60, **CL:** 72 **S:** 80, **EL:** 64
MR: 35 **MM:** 35 **PM:** 40 **PN:** 40 **SM:** 44 **SP:** 36
MRCap: 15 **MMCap:** 15 **PMCap:** 14 **PNCap:** 14 **SMCap:** 18 **SPCap:** 12
MRPow: 10 **MPow:** 10 **PMPow:** 12 **PNPow:** 12 **SMPow:** 14 **SPPow:** 12
MRSpd: 10 **MSpd:** 10 **PMSpd:** 14 **PNSpd:** 14 **SMSpd:** 12 **SPSd:** 12

Commentary & Description: A quarter of these are female. These trainees are present to assist in the Evil rites performed herein as they learn their ecclesiastical work and practice the craft of arms. Because this place is what it is, they are neither able priestcrafters or fighters. That is as it is. If there is conflict, these fellows will be ordered to hasten to their quarters, don their armor, gather up their weapons, and have at the intruders. They are just fodder for the battle, after all...

Boar-Demon

Identifier: Demon

Habitat: Nether Plane, Duat

Size: 3 × man-size

Move (yds/BT): 80

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Poison

Susceptibilities: Insinuation: Argent (×2), Cold wrought iron (×1), Gold (×3)

Quirks: Nil

Average Armor Protection: 14

Heka-engendered: 13—see below

Dodging: Nil

Avoidance: Base 15/10/20

Natural Weapons:

Attacks	BAC	DT	Base
Large Knives × 2	66	C	2D6+13
Biting	50	C/P	6D3+6

Powers: The following Powers are delivered by Gaze at a range of 6 feet, one per Critical Turn, repeating from 1st through 6th in a cycle with no limit as to number of uses:

1st CT Gaze: Inflicts 6D6 points Spiritual damage.

2nd CT Gaze: Inflicts 6D3 Fire PD, plus incendiary effect which causes burning of all inflammable items worn by the target subject.

3rd CT Gaze: Equal to a blow of Stunning sort which inflicts no PD but prevents any action by the target subject in that CT, or the next if the opponent had Initiative and acted first.

4th CT Gaze: Causes the subject to become Æthereal, and, if there are no others attacking it, the Boar-Demon will then pursue its victim on that plane by likewise taking NPM form; however, the transition requires 1 CT's time.

5th CT Gaze: Causes the subject to suffer *Confusion* on the next CT so that friends appear as Demons and attacks will have equal probability of striking each nearby friend.

6th CT's Gaze: Disintegrates opponent's weapon if it is non-enchanted, and has a 10% chance of destroying average magickal arms.

Other: Horror reaction—each seeing this thing must check vs. SM CATEGORY at DR "Hard": Special Success = Initiative vs. individual, and never need check again. Success = Never need check again. Failure = Recoil and do nothing for 2D3 CTs, and check again thereafter. Special Failure = Flee 3D3 CTs, cower 3D3 CTs, and check again thereafter.

Statistical Detail:

M: 100, **EL:** 80 **P:** 240, **WL:** 180, **CL:** 216 **S:** 120, **EL:** 96
MR: 50 **MM:** 50 **PM:** 120 **PN:** 120 **SM:** 60 **SP:** 60
MRCap: 20 **MMCap:** 20 **PMCap:** 50 **PNCap:** 50 **SMCap:** 20 **SPCap:** 20
MRPow: 15 **MPow:** 15 **PMPow:** 40 **PNPow:** 40 **SMPow:** 20 **SPPow:** 20
MRSpd: 15 **MSpd:** 15 **PMSpd:** 30 **PNSpd:** 30 **SMSpd:** 20 **SPSd:** 20

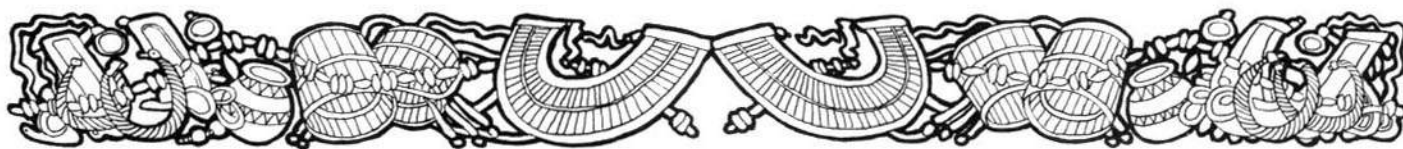
Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	24	28	*	*	32	20
Super	16	16	21	*	*	24	15
Vital	12	12	14	*	*	16	10
Non	6	6	7	*	*	8	5
Average	13	13	17	*	*	20	10

*Invulnerable

Commentary & Description: When one of these creatures appears, it chooses a single target and fights that individual with its two blades, its ferocious bite, and the effect of its malignly magickal gaze. It has no fear and will not retreat. When slain, its spirit returns to the dark and Evil parts of the Duat, where Set and his associates restore its Physical form.

The Boar-Demon has a form of Negative Heka protection which serves to prevent the first 13 points of any Heka attack directed at it from injuring it, and this applies to Mental and Spiritual attacks.



Sebk-Golem-Statue

Identifier: Golem

Habitat: Earth, Egypt, Temple of Osiris

Size: 3 × man-sized

Move (yds/BT): 20

Initiative Modifiers: Human standard

Invulnerabilities: Nil

Susceptibilities: Nil

Quirks: Edged weapons striking this thing must make a roll as if they were Parrying

Average Armor Protection: Nil

Dodging: Nil

Avoidance: Base 14/10/17

Natural Weapons:

Attacks	BAC	DT	Base
Uas scepter	50	B	3D6+18

Powers: Ankh generates 1 crocodile in a 6-foot radius, 9 in each 10 CTs.

Other: Uas scepter's 1st strike each BT destroys an item's dweomer if it succeeds in hitting.

Statistical Detail:

M: 90, EL: 72	P: 200, CL: 200	S: 105, EL: 84
MR: 45 MM: 45	PM: 100 PN: 100	SM: 60 SP: 45
MRCap: 16 MMCap: 16	PMCap: 40 PNCap: 40	SMCap: 20 SPCap: 15
MRPow: 15 MPow: 15	PMPow: 30 PNPow: 30	SMPow: 20 SPPow: 15
MRSpd: 14 MMSpd: 14	PMSpd: 30 PNSpd: 30	SMSPd: 20 SPSPd: 15

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	80	80	20	80	80	80	40
Super	60	60	15	60	60	60	30
Vital	40	40	10	40	40	40	20
Non	20	20	5	20	20	20	10
Average	50	50	12	50	50	50	25

Commentary & Description: Because this thing is possessed by a spirit, it has a stronger Mental TRAIT than usual for a golem of this sort, and it also possesses a Spiritual TRAIT. The latter makes the thing vulnerable to attack causing Spiritual damage too. If either Mental or Spiritual TRAIT is reduced below EL, the statue-golem ceases functioning.

Giant Crocodile of SebK

Identifier: Animal, crocodile

Habitat: Earth, Egypt, South Nile

Size: 6 × man-size

Move (yds/BT): 6

Initiative Modifiers: Human standard

Invulnerabilities: Nil

Susceptibilities: Nil

Quirks: Nil

Average Armor Protection: Nil

Dodging: Nil

Avoidance: Base —/7/—

Natural Weapons:

Attacks	BAC	DT	Base
Biting	30	P	6D6*
Tail Smash	40	B+Stun	3D3+3D10**

*Any successful strike indicates the crocodile has closed its jaws on the subject, the victim is then held fast, and each CT thereafter he suffers an automatic 6D3 PD until the crocodile is slain or the subject is dead.

**Anyone hit by this attack is knocked down and must spend next CT getting back up, and can't do anything other than that.

Statistical Detail: Base Scheme (+/-D6)

M(Cunning): 30	P: 260, WL: 195, CL: 234
MR: 18 MM: 12	PM: 130 PN: 130
MRCap: 6 MMCap: 4	PMCap: 60 PNCap: 60
MRPow: 6 MPow: 4	PMPow: 28 PNPow: 28
MRSpd: 6 MMSpd: 4	PMSpd: 42 PNSpd: 42

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	12	16	20	16	16	20	12
Super	9	12	15	12	12	15	9
Vital	6	8	10	8	8	10	6
Non	3	4	5	4	4	5	3
Average	5	7	12	7	7	12	5

Commentary & Description: One of these huge animals is anywhere between 24 to 28 feet in length and weighs 1,000 or more pounds! The bite of any individual can be applied against only such individuals who are within about 5 feet of its head in a 180° arc from its nose. The tail attack is likewise applicable only to those within a like arc centered on the base of the approximately 10-foot-long tail.



Kheri-hebu, Priest-Mage of Set

Vocation: Priest-Mage, Full Practitioner

SEC: 6

Habitat: /Erth, /Egypt

Size: Average

Move (yds/BT): 92

Initiative Modifiers: Human standard

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Priest & Mage, Ethos of Gloomy Darkness and Black School, Vocation K/S bundle plus)

Perception, Mental: 41

Demonology*: 41

Perception, Physical: 41

Dweomercraft*: 51

Riding: 36

Magick*: 51

Combat, HTH, Lethal: 41

Pantheology*: 36

Combat, Hand Weapons: 41

Priestcraft*: 61

Combat, Missile Weapons: 41

Religion*: 61

Deception: 51

Sorcery*: 51

Joss (Anti-Joss) Factors: 2

Attractiveness: 11 (IU 3)

Quirks: Nil

Average Armor Protection: 12—see below

Worn: Nil

Heka-engendered: See below

Heka Available: 2021

Castings: (Most likely to be used and Grade)

Dweomercraft, General: *Forcedart* (II), *Heka Darts* (III), *Bedlam* (IV), *Negative Gravity* (IV), *Heka Bolt* (V), *Invisible chains* (V).

Dweomercraft, Black: *Acclumséd*, *Cause Discord*, *Fright*, *Paralysis (Phy.)*, *Pox*, *Vertigo* (all I); *Fulldark*, *Treacherous Blow* (both II); *Badfeelings*, *Blindness*, *Memory Drain*, *Weakness* (all III); *Field of Hysteria*, *Petrifying Gaze*, *Venomcloud* (all IV); *Derange*, *Paralysis (Mntl.)* (both V); *Bane*, *Blackwhips*, *Mind Control* (all VI).

Priestcraft, Basic: *Awe* (I), *Heka Defenses* (III), *Wound*, *Spiritual* (IV), *Thunderbolt* (V), *Word of Command* (V).

Priestcraft, Ethos of Gloomy Darkness: *Cause Pain*, *Petrify* (both I); *Venomtouch*, *Violence* (both II); *Palpable Gloom*, *Webs of Fear* (both III); *Willpower Drain* (IV); *Derange*, *Webs of Madness* (both V); *Webs of Constriction*, *Withering* (both VI); *Gloomcloud*, *Unhold Word*, *Webs of Pain* (all VII).

Sorcery: *Muddlemist* (I), *Infernal Circle of Flame* (III), *Dazeall* (V).

Dodging: 1

Avoidance: Base 16/16/18

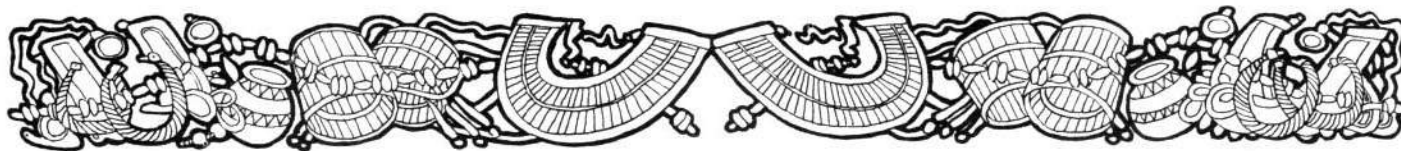
Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Quarter Staff	5	3	1.5	S	3D6	+3	46	W	10/20
Spear	5	4	1.5	P	3D6	+3	46	W	10/20
Spear, Thrown	0	4	2	P	3D6	+2	41	W	10/20
Long Sword	5	5	1.5	C/P	4D6	+3	46	M	5/20
Short Sword	6	3	1.5	P	3D6	+3	47	M	5/20
Buckler	3	4	1.5	P	1D3	+2	44	M	+10
S. Tower Shield	0	4	1.5	B	1D3	+2	41	M	+10
Dagger	5	2	1.5	P	2D6	+3	46	M	5/20
Dagger, Thrown	2	2	2	P	2D6	+2	43	M	5/20
M. Comp. Bow	5	4	2	P	3D6	+3	46	W	5/20

Statistical Detail:

M: 102, EL: 82	P: 92, WL: 69, CL: 83	S: 112, EL: 90
MR: 51	MM: 51	PM: 46
MRCap: 19	MMCap: 19	PMCap: 17
MRPow: 16	MMPow: 16	PMPow: 13
MRSpd: 16	MMSpd: 16	PMSPd: 16

Commentary & Description: A Kheri-hebu of Set is a malign, sly, and very cunning fellow. One will typically be disguised as a soldier, merchant, pilgrim, beggar, etc. Use of Castings is always aimed at maximum effect; weapon use is reserved for desperation or slaughter. These Priest-Mages are also fairly adept at arms, and use lethal hand-to-hand fighting as well.



Black Serpent

Identifier: Serpent, Minor

Habitat: Nether Planes-Pandemonium **Size:** 12 x man-size

Modes & Rates of Movement (yds/BT):

Slither: 68

Walk: 136

Run: 272

Fly: 336

Initiative Modifiers: Normal, but see Powers.

Invulnerabilities: All non-enchanted weapons (except gold), Chemicals, Disease, Electricity, Fire, Poison.

Susceptibilities: Insinuation: Gold (x2), Exposure to direct sunlight or equivalent (D6+1 PD/CTs Daze after 2 BTs).

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: 6

Dodging: Nil

Avoidance: Base 20/15/20

Natural Weapons:

Attacks	BAC	DT	Base
Poison Breath*	35	Poison	66**
Bite	40	P	9D3+9
Constriction	30	B	3D3+3†

*2-yard range, 1 target

**One time instant

†Constriction will, in addition to inflicting damage, seize its victim on the initial strike and continue to damage him automatically each CT after that until the victim dies, the attacker takes over its CL in Physical damage, or the attacker decides to release the subject. The subsequent damage is Impact.

Powers: *Darkseeing* (as daylight), *Heal Self* (3D3 points of PD each Battle Turn), *Shape Change* (to human/Serpent form 2/day), *Silent Movement* (Slithering), *Wound*, *Mental/Spiritual* (by Gaze, 1-chain range, if not otherwise using another attack form, damage 6D3, 6 total of both/day).

Other: *Extreme Attractiveness:* -9 = Blasphemous. Check vs. SM CATEGORY at: Dazing = "Hard"; Fleeting = "Difficult"; Insanity = "Hard."

Casting Ability: Priestcraft, Gloomy Darkness, Grades I - VI, 680 Heka points available.

Statistical Detail:

M: 120, **EL:** 96 **P:** 680, **WL:** 510, **CL:** 612 **S:** 120, **EL:** 96
MR: 60 **MM:** 60 **PM:** 340 **PN:** 340 **SM:** 60 **SP:** 60
MRCap: 20 **MMCap:** 20 **PMCap:** 120 **PNCap:** 120 **SMCap:** 20 **SPCap:** 20
MRPow: 20 **MPow:** 20 **PMPow:** 40 **PNPow:** 40 **SMPow:** 20 **SPPow:** 20
MRSpd: 20 **MMSpd:** 20 **PMSpd:** 180 **PNSpd:** 180 **MSpd:** 20 **SPSd:** 20

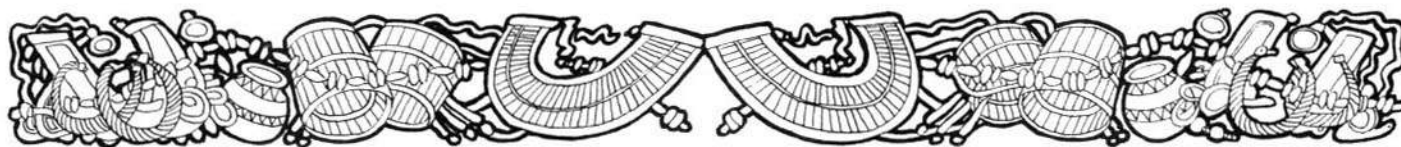
Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	16	24	32	*	*	32	12
Super	12	18	24	*	*	24	9
Vital	8	12	16	*	*	16	6
Non	4	6	8	*	*	8	3
Average	10	15	20	*	*	20	*

*Invulnerable

Commentary & Description: A Serpent of this sort, a Minor one, is a very nasty thing indeed, and its opponents should be happy they aren't facing a more potent one! The Serpent's head resembles a cross between a snake's and a crocodile's, with long front fangs as has a snake, and rows of lesser teeth besides. The creature has an Ophidian body some 50 feet long, about 2 feet in diameter at its thickest part. Set along the middle third of the body, the thickest portion, are 6 pairs legs of the sort which enable the Serpent to move at either a sprawling or erect gait, or slither noiselessly along ways no bigger than 2.2 foot diameter. It also has the ability to fly magically.

Its intelligence allows it to use a Gaze attack to weaken foes not driven from its presence by the very sight of the Serpent. It will then move to attack at close quarters, attempting to constrict one opponent while it assails another with breath and fang.



White Monster

Identifier: Monster

Habitat: Nether Plane-Pandemonium **Size:** 6 × man-size

Modes & Rates of Movement (yds/BT):

Walk: 44

Trot: 88

Run: 176

Charge: 352 (1 BT only)

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire, Poison.

Susceptibilities: Insinuation: Gold (×2), Exposure to full moonlight or equivalent (D6+1 PD/CTs Daze after 1 BT).

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: See below

Dodging: Nil

Avoidance: 15/12/15

Natural Weapons:

Attacks	BAC	DT	Base
Horn × 2	30	P	4D6
Claw × 2	35	C	2D3+2
Bite	40	P	4D3+4
Kick	25	B	4D3+8

Powers: *Darkseeing* (as if daylight), *Displacement* (1 rod distant from initial position, 3/day), *Heal Self* (D6 points of PD each Battle Turn), *Hyperæsthetic* sense of Smell, *Intuition* (Avoidance of area Effect Casting or Power certain if it gains Initiative that CT!), *Resistance to Heka* (must overcome 26 point R factor to affect Monster with Casting or Power), *Shape Shift* (to human/Monster 2/day).

Other: *Extreme Attractiveness:* -3 = Horrid. Check vs. SM CATEGORY at: Dazing = "Easy"; Fleeing = "Easy."

Casting Ability: Priestcraft, Gloomy Darkness, Grades I - V, 440 Heka points available.

Statistical Detail:

M: 90, EL: 72	P: 440, WL: 330, CL: 396	S: 90, EL: 72
MR: 45 MM: 45	PM: 220 PN: 220	SM: 45 SP: 45
MRCap: 15 MMCap: 15	PMCap: 90 PNCap: 90	SMCap: 15 SPCap: 15
MRPow: 15 MMPow: 15	PMPow: 58 PNPow: 58	SMPow: 15 SPPow: 15
MRSpd: 15 MMSpd: 15	PMSpd: 72 PNSpd: 72	SMSpd: 15 SPSpd: 15

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	28	*	*	32	20
Super	15	15	21	*	*	24	15
Vital	10	10	14	*	*	16	10
Non	5	5	7	*	*	8	5
Average	12	12	17	*	*	20	12

*Invulnerable

Commentary & Description: A Monster of this kind is a chimerical one. It is about 6 feet tall, 9 long, and decidedly fast! It has a head resembling a mixture of rhinoceros and hippopotamus (both nose horn and tushes), forelegs similar to those of a huge tiger, a camel-like mid-body, and horse-like rear legs with hooves able to deliver a strong kick. Coupled with its Powers, TRAITS, and fury, these factors make it a dreaded opponent.

In combat, it will attack one or two opponents; if two, then one with the horn, the other with claws and bite. A foe to its rear will be kicked.

Blue Demon

Identifier: Demon, Minor

Habitat: Nether Plane-Pandemonium **Size:** 3 × man-size

Move (yds/BT): 100

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire/Heat, Electricity, Poison.

Susceptibilities: Insinuation: Cold wrought iron (×1), Gold (×2), Argent (×1), Exposure: extreme cold (×2 PD).

Quirks: Nil

Average Armor Protection: 12

Heka-engendered: See below

Dodging: 9

Avoidance: Base 22/20/22

Natural Weapons:

Attacks	BAC	DT	Base
Talons × 2*	50	C/P	2D6+2
Bite	50	P	2D3+2
Tail	75	p	1D3+1**

*If both talon attacks succeed, the Blue Demon strikes with its tail as indicated.

**If it scores PD thus, the venom in the barb inflicts an additional 2D10 Poison PD.

Powers: *Ball Lightning Production* (1/BT duration, 3-foot diameter, move 6 feet/CT as desired, 6D3 Electrical PD to all it touches, 1/day), *Chameleon Form* (3/day), *Darkseeing* (as if daylight), *Heal Self* (D3 points of PD each Battle Turn), *Resistance to Heka* (must overcome 13 point R factor to affect Monster with Casting or Power), *Shape Shift* (to human/Monster 2/day).

Other: *Extreme Attractiveness:* -9 = Blasphemous. Check vs. SM CATEGORY at: Dazing = "Hard"; Fleeing = "Difficult"; Insanity = "Hard."

Casting Ability: Priestcraft, Gloomy Darkness, Dweomercraft, Black, Grades I - VI, 864 Heka points available.

Statistical Detail:

M: 132, EL: 106	P: 300, WL: 225, CL: 270	S: 132, EL: 106
MR: 66 MM: 66	PM: 150 PN: 150	SM: 66 SP: 66
MRCap: 22 MMCap: 22	PMCap: 60 PNCap: 60	SMCap: 22 SPCap: 22
MRPow: 22 MMPow: 22	PMPow: 30 PNPow: 30	SMPow: 22 SPPow: 22
MRSpd: 22 MMSpd: 22	PMSpd: 60 PNSpd: 60	SMSpd: 22 SPSpd: 22

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	28	*	*	28	*
Super	15	15	21	*	*	21	*
Vital	10	10	14	*	*	14	*
Non	5	5	7	*	*	7	*
Average	12	12	17	*	*	17	*

*Invulnerable

Commentary & Description: The hideous Evil ugliness of this creatures visage is "blasphemous," and thus humans must check to see if they can remain in its presence. A Demon of this sort is 8 feet tall, broad, and very fast. It is humanoid in appearance, with metallic blue, scaly skin, and a comb-like crest of spines running from the top of its knobby skull to between the shoulder blades. Its tail is prehensile, barbed, and poisonous. While holding a foe fast with its talons, a Blue Demon can strike with this sting, but it is not otherwise used in combat. Combat ability coupled with its Powers makes confrontation with this Netherdweller a risky proposition.

In combat, it will attack one or two opponents; if two, then one with the horn, the other with claws and bite. A foe to its rear will be kicked.



Brown Fiend

Identifier: Fiend

Habitat: Pandemonium, Dual

Size: Man-size

Move (yds/BT): 170

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Cold, Disease, Fire/Heat, Poison.

Susceptibilities: Insinuation: Argent (x1), Iron (x1), Silvered Iron (x2).

Quirks: Nil

Average Armor Protection: 17

Heka-engendered: See below

Dodging: 19

Avoidance: Base 25/25/25

Natural Weapons:

Attacks	BAC	DT	Base
Claws x 2	55	C	3D6+6
Bite	60	P	3D3+3

Powers: *Darkseeing* (as if daylight), *Fog Cloud Generation* (1-chain radius, 3/day), *Heal Self* (D6 points of PD each Battle Turn), *Ice Darts* (3/CT, 1-chain range at "Short," 66 BAC, 3D3 each Piercing and Exposure PD, 3 volleys/AT, 3 times/day), *Jumping* (20 feet forward, 10 feet upwards, sideways, backwards), *Resistance to Heka* (must overcome 13 point R factor to affect Monster with Casting or Power), *Shape Shift* (to any form 1/AT—1 CT transformation time).

Other: *Extreme Attractiveness:* -10 - Ineffable. Check vs. SM CATEGORY at: Dazing, "Difficult"; Fleeing, "Very Difficult"; Insanity, "Difficult."

Casting Ability: Witchcraft, Grades I - IX, 1,300 Heka points available.

Statistical Detail:

M: 150, EL: 120	P: 170, WL: 128, CL: 153	S: 150, EL: 120
MR: 75	MM: 75	PM: 85
MRCap: 25	MMCap: 25	PMCap: 35
MRPow: 25	MMPow: 25	PMPow: 25
MRSpd: 25	MMSpd: 25	PMSpd: 25
		PN: 85
		PNCap: 35
		PNPow: 25
		PNSpd: 25
		SP: 75
		SPCap: 25
		SPPow: 25
		SPSpd: 25

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	28	28	28	*	*	28	28
Super	21	21	21	*	*	21	21
Vital	14	14	14	*	*	14	14
Non	7	7	7	*	*	7	7
Average	17	17	17	*	*	17	17

*Invulnerable

Commentary & Description: This creature's visage is "ineffable," it is "savage faced," something combining the worst aspects of a leprous human, a Devil, and a rabid animal. It is no surprise, then, that humans must check at severe modifier to see if they can remain in its presence. A Brown Fiend is 6 feet tall, thin, and extremely fast! It is humanoid in appearance, with warty, toad-like hide seeming to hang in tatters from its lank frame. Its head is oversized, with protruding, serrated-fanged jaws.

It certainly prefers to utilize Powers and Castings to assail foes, but a Fiend of this sort is by no means averse to leaping into melee and shredding its opponent with claw and fang. However, this terrible creature uses its intelligence and guile to best advantage.

Hippodilemon (4)

Identifier: Demon, Least

Habitat: Nether Plane-Pandemonium

Size: 12 x man-size

Modes & Rates of Movement (yds/BT):

Swim: 96

Walk: 48

Charge: 96 (5 CTs only)

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire/Heat, Poison

Susceptibilities: Insinuation: Cold wrought iron (x1), Gold (x2), Argent (x1), Exposure: Extreme cold (x2 PD)

Quirks: Nil

Average Armor Protection: 12—see below

Heka-engendered: 6 vs. all damage forms

Dodging: Nil

Avoidance: Base 10/8/10

Natural Weapons:

Attacks	BAC	DT	Base
Biting	40	P	10D3+10
Tail Smash	30*	S	6D10

*Out of water only. Subject hit will be knocked off feet and into water if within 6 feet.

Powers: *Darkseeing* (120-foot range), *Opaque Water* (1-chain diameter, 1/day).

Other: *Extreme Attractiveness:* -3 - Horrid. Check vs. SM CATEGORY at: Dazing, "Easy"; Fleeing, "Easy."

Statistical Detail:

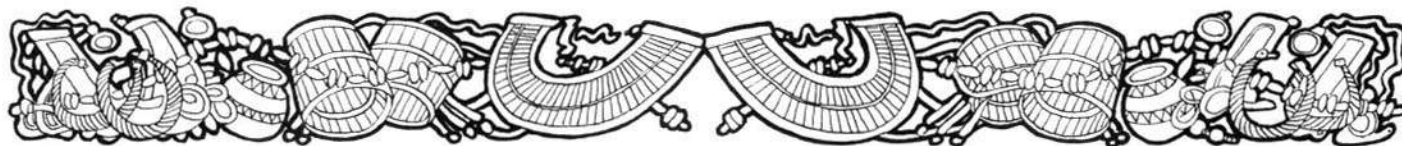
M: 60, EL: 48	P: 480, WL: 360, CL: 432	S: 78, EL: 62
MR: 30	MM: 30	PM: 240
MRCap: 10	MMCap: 10	PMCap: 110
MRPow: 10	MMPow: 10	PMPow: 34
MRSpd: 10	MMSpd: 10	PMSpd: 96
		PN: 240
		PNCap: 110
		PNPow: 34
		PNSpd: 96
		SP: 39
		SPCap: 13
		SPPow: 13
		SPSpd: 13

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	20	*	*	20	20
Super	15	15	15	*	*	15	15
Vital	10	10	10	*	*	10	10
Non	5	5	5	*	*	5	5
Average	12	12	12	*	*	12	12

*Invulnerable

Commentary & Description: A Hippodilemon is a giant hippo-headed-crocodile-demon about 30 feet long and weighing a ton or more. One swims as does a crocodilian, propelling itself through the water by its massive tail. As noted in the text, the thing will attempt to clamber aboard to get at prey. If brought to below Wound Level, a Hippodilemon will slip back under water, use its Power to hide its escape, and flee.



Serpent of the Duat

Identifier: Serpent, Major

Habitat: Nether Planes-Pandemonium **Size:** 24 × man-size

Modes & Rates of Movement (yds/BT):

Slither: 50

Walk: 101

Run: 202

Fly: 318

Initiative Modifiers: Normal, but see Powers.

Invulnerabilities: All non-enchanted weapons (except gold), Chemicals, Disease, Electricity, Fire, Poison.

Susceptibilities: Insinuation only—Gold (×2), Exposure to direct sunlight or equivalent (D10+1 PD/CTs Daze after 1 AT).

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: 6 vs. each damage form.

Dodging: Nil

Avoidance: 30/10/30

Natural Weapons:

Attacks	BAC	DT	Base
Flame Breath†	50	Fire	6D10
Bite ×2	60	P	6D6+6*
Constriction	40	B	3D3+3**
Tail Sting	30	P	6D3+6D10 Poison

†13-foot range, 6-foot width

*A Special Success in strike means a man-sized opponent has been swallowed whole!

**Constriction will, in addition to inflicting damage, seize its victim on the initial strike and continue to damage him automatically each CT after that until the victim dies, the attacker takes over its CL in Physical damage, or the attacker decides to release the subject. The subsequent damage is Impact.

Powers: *Darkseeing* (as daylight), *Heal Self* (3D6 points of PD each Battle Turn), *Shape Change* (to human/Serpent form 6/day), *Silent Movement* (Slithering), *Wound, Mental/Spiritual* (by Gaze, 1-chain range, if not otherwise using another attack form, damage 6D6, 6 total of both/day).

Other: *Extreme Attractiveness:* -9 = Blasphemous. Check vs. SM CATEGORY at: Dazing = "Hard"; Fleeing = "Difficult"; Insanity = "Hard."

Casting Ability: Dweomercraft, Black, and Priestcraft, Gloomy Darkness, Grades I - IX, 2,840 Heka points available.

Statistical Detail:

M: 180, EL: 144	P: 1060, WL: 795, CL: 954	S: 180, EL: 144
MR: 90	MM: 90	PM: 530
MRCap: 30	MMCap: 30	PM: 530
MRPow: 30	MMPow: 30	PM: 530
MRSpd: 30	MMSpd: 30	PM: 530
		SM: 90
		SP: 90
		SMCap: 30
		SPCap: 30
		SMPow: 30
		SPPow: 30
		SMSpd: 30
		SPSpd: 30

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	28	40	*	*	40	12
Super	15	21	30	*	*	30	9
Vital	10	14	20	*	*	20	6
Non	5	7	10	*	*	10	3
Average	12	17	25	*	*	25	7

*Invulnerable

Commentary & Description: A Serpent of this sort is a bigger and tougher version of a Minor one. Note it has vestigial wings but flies through Power.

Fiend of Seker

Identifier: Fiend, Major

Habitat: Pandemonium, Duat

Size: Man-size

Move (yds/BT): 210

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Cold, Disease, Fire/Heat, Poison

Susceptibilities: Insinuation: Argent (×1), Iron (×1), Silvered iron (×2).

Quirks: Nil

Average Armor Protection: 20

Heka-engendered: See below

Dodging: 39

Avoidance: Base 30/35/30

Natural Weapons:

Attacks	BAC	DT	Base
Claws × 2	60	C	3D3+9
Bite	65	P	3D3+9

Powers: *Darkseeing* (as if daylight), *Fog Cloud Generation* (1-chain radius, 3/day), *Heal Self* (3D3 points of PD each Battle Turn), *Ice Darts* (3/CT, 1-chain range at "Short," 66 BAC, 3D3 each Piercing and Exposure PD, 3 volleys/AT, 3 times/day), *Jumping* (20 feet forward, 10 feet upwards, sideways, backwards), *Resistance to Heka* (must overcome 18 point R factor to affect Monster with Casting or Power), *Shape Shift* (to any form 1/AT—1 CT transformation time), Teleportation (any distance, 1/day).

Other: *Extreme Attractiveness:* -10 = Ineffable. Check vs. SM CATEGORY at: Dazing = "Difficult"; Fleeing = "Very Difficult"; Insanity = "Difficult."

Casting Ability: Dweomercraft, Black and Witchcraft, Grades I - IX, 1,660 Heka points available.

Statistical Detail:

M: 180, EL: 144	P: 210, WL: 158, CL: 189	S: 180, EL: 144
MR: 90	MM: 90	PM: 105
MRCap: 30	MMCap: 30	PM: 105
MRPow: 30	MMPow: 30	PM: 105
MRSpd: 30	MMSpd: 30	PM: 105
		SM: 90
		SP: 90
		SMCap: 30
		SPCap: 30
		SMPow: 30
		SPPow: 30
		SMSpd: 30
		SPSpd: 30

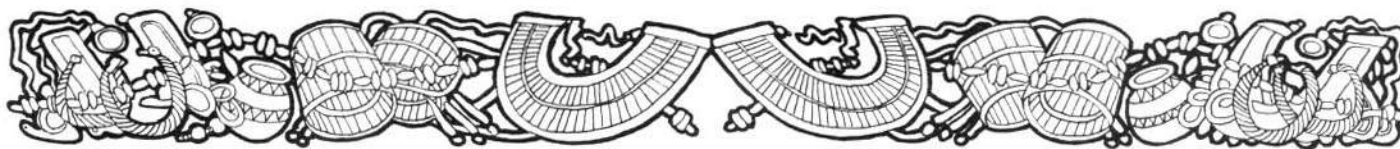
Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	32	32	32	*	*	32	32
Super	24	24	24	*	*	24	24
Vital	16	16	16	*	*	16	16
Non	8	8	8	*	*	8	8
Average	20	20	20	*	*	20	20

*Invulnerable

Commentary & Description: This creature's visage is "ineffable," it is "savage faced," something combining the worst aspects of a leprous human, a Devil, and a rabid animal. It is no surprise, then that humans must check at severe modifier to see if they can remain in its presence. This Fiend is 6 feet tall, thin, and extremely fast! It is humanoid in appearance, with warty, toad-like hide seeming to hang in tatters from its lank frame. Its head is oversized, with protruding, serrated-fanged jaws.

It certainly prefers to utilize Powers and Castings to assail foes, but a Fiend of this sort is by no means averse to leaping into melee and shredding its opponent with claw and fang. However, this terrible creature uses its intelligence and guile to best advantage.



Monster of Set

Identifier: Monster

Habitat: Nether Plane-Pandemonium **Size:** 12 × man-size

Modes & Rates of Movement (yds/BT):

Walk: 64

Trot: 128

Run: 256

Charge: 512 (1 CT only)

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire, Poison.

Susceptibilities: Insinuation: Gold (×2), Exposure to full moonlight or equivalent (D6+1 PD/CTs Daze after 1 BT).

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: See below

Dodging: Nil

Avoidance: Base 15/10/15

Natural Weapons:

Attacks	BAC	DT	Base
Horns × 2	40	P	4D6 Fire PD
Claw × 2	50	C	2D6+2
Bite	60	P	4D3+4
Tail	40	P	1D3+6D6 Poison
Kick	30	B	4D3+8

Powers: *Darkseeing* (as if daylight), *Displacement* (1 rod distant from initial position, 3/day), *Heal Self* (D6 points of PD each Battle Turn), *Hyperæsthetic* sense of Smell, *Intuition* (Avoidance of area Effect Casting or Power certain if it gains Initiative that CT1), *Resistance to Heka* (must overcome 26-point R factor to affect Monster with Casting or Power), *Shape Shift* (to human/Monster 2/day).

Other: *Extreme Attractiveness:* -3 = Horrid. Check vs. SM CATEGORY at: Dazing = "Easy"; Fleeing = "Easy."

Casting Ability: Priestcraft, Gloomy Darkness, Grades I - V, 640 Heka points available.

Statistical Detail:

M: 90, EL: 72	P: 640, WL: 480, CL: 576	S: 90, EL: 72
MR: 45 MM: 45	PM: 320 PN: 320	SM: 45 SP: 45
MRCap: 15 MMCap: 15	PMCap: 120 PNCap: 120	SMCap: 15 SPCap: 15
MRPow: 15 MMPow: 15	PMPow: 80 PNPow: 80	SMPow: 15 SPPow: 15
MRSpd: 15 MMSpd: 15	PMSpd: 120 PNSpd: 120	SMSpd: 15 SPSpd: 15

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	24	32	*	*	32	20
Super	18	18	24	*	*	24	15
Vital	12	12	16	*	*	16	10
Non	6	6	8	*	*	8	5
Average	15	15	20	*	*	20	12

*Invulnerable

Commentary & Description: Another chimerical Monster, this one was created by Set to be a particularly vile and efficient killer. The Monster of Set is a species with a hog-like head, scorpion-body, snake-tail complete with a biting (and poisonous) head, and lion forelegs and ass-like rear legs. Curved 4-foot-long horns of flame sprout from its head.

Tail attack and the kick are employed only against an opponent to its rear.

Demon of Iubeni

Identifier: Demon, Minor

Habitat: Nether Plane-Pandemonium **Size:** 3 × man-size

Move (yds/BT): 120

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire/Heat, Electricity, Poison.

Susceptibilities: Insinuation only—Cold wrought iron (×1), Gold (×2), Argent (×1), Exposure to extreme cold (×2 PD).

Quirks: Nil

Average Armor Protection: 12

Heka-engendered: See below

Dodging: 5

Avoidance: Base 20/18/20

Natural Weapons:

Attacks	BAC	DT	Base
Talons × 2	50	C/P	3D6+6
Bite	50	P	3D3+6

Powers: *Chameleon Form* (3/day), *Darkseeing* (as if daylight), *Heal Self* (3D3 points of PD each Battle Turn), *Lightning Bolt Production* (1-rod range, 1 target, 3D10 Electrical PD 1/day), *Resistance to Heka* (must overcome 9-point R factor to affect Monster with Casting or Power), *Shape Shift* (to human/Monster 2/day).

Other: *Extreme Attractiveness:* -9 = Blasphemous. Check vs. SM CATEGORY at: Dazing = "Hard"; Fleeing = "Difficult"; Insanity = "Hard."

Casting Ability: Priestcraft, Gloomy Darkness, Dweomercraft, Black, Grades I - IV, 600 Heka points available.

Statistical Detail:

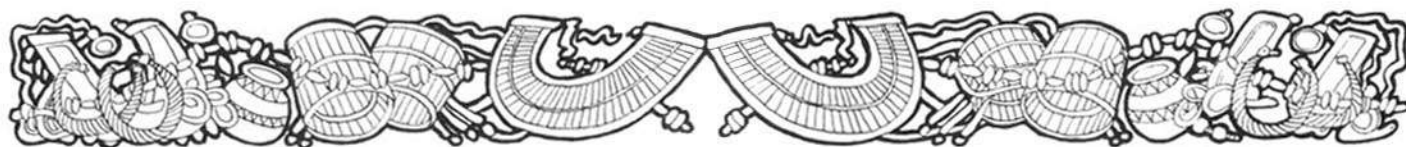
M: 120, EL: 96	P: 360, WL: 270, CL: 324	S: 120, EL: 96
MR: 60 MM: 60	PM: 180 PN: 180	SM: 60 SP: 60
MRCap: 20 MMCap: 20	PMCap: 80 PNCap: 80	SMCap: 20 SPCap: 20
MRPow: 20 MMPow: 20	PMPow: 46 PNPow: 46	SMPow: 20 SPPow: 20
MRSpd: 20 MMSpd: 20	PMSpd: 54 PNSpd: 54	SMSpd: 20 SPSpd: 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	28	*	*	28	*
Super	15	15	21	*	*	21	*
Vital	10	10	14	*	*	14	*
Non	5	5	7	*	*	7	*
Average	12	12	17	*	*	17	*

*Invulnerable

Commentary & Description: The gray-scaled Demon of Iubeni is basically a slightly different version of the Blue Demon, above.



Ophidiles (4)

Identifier: Monster (of Sebk)

Habitat: Nether Plane-Pandemonium **Size:** 12 × man-size

Modes & Rates of Movement (yds/BT):

Swim: 90

Walk: 45

Charge: 90 (2 CTs only)

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire/Heat, Poison.

Susceptibilities: Insinuation: Cold wrought iron (×1), Gold (×2), Argent (×1), Exposure:extreme cold (×2 PD).

Quirks: Nil

Average Armor Protection: 12—see below

Heka-engendered: 6 vs. all damage forms

Dodging: Nil

Avoidance: Base 10/8/13

Natural Weapons:

Attacks	BAC	DT	Base
Biting × 2	40	P	Python 4D3
		P	Viper 2D3+Poison STR 33
Spitting†	30	—	Contact Poison STR 33
Constriction	35*	B	3D3
†21-foot range			

*Constriction will, in addition to inflicting damage, seize its victim on the initial strike and continue to damage him automatically each CT after that until the victim dies, the attacker takes over its CL in Physical damage, or the attacker decides to release the subject. The subsequent damage is Impact. A constricted individual can't use *Combat K/S*.

Powers: *Darkseeing* (120-foot range), *Opaque Water* (1-chain diameter, 1/day).

Other: *Extreme Attractiveness:* -3 = Horrid. Check vs. SM CATEGORY at: Dazing, "Easy"; Fleeing, "Easy."

Hypnotic Gaze: The subject nearest to the cobra head of the Ophidile must check Avoidance of the eye Gaze, MRSpd at DR "Easy" or be immobile, do nothing for 1 CT and be hit automatically next Critical Turn.

Statistical Detail:

M: 60, **EL:** 48

P: 480, **WL:** 360, **CL:** 432 **S:** 78, **EL:** 62

MR: 30 **MM:** 30

PM: 240 **PN:** 240

SM: 39 **SP:** 39

MRCap: 10 **MMCap:** 10

PMCap: 110 **PNCap:** 110

SMCap: 13 **SPCap:** 13

MRPow: 10 **MMPow:** 10

PMPow: 34 **PNPow:** 34

SMPow: 13 **SPPow:** 13

MRSpd: 10 **MMSpd:** 10

PMSpd: 96 **PNSpd:** 96

SMSpd: 13 **SPSsd:** 13

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	20	*	*	20	20
Super	15	15	15	*	*	15	15
Vital	10	10	10	*	*	10	10
Non	5	5	5	*	*	5	5
Average	12	12	12	*	*	12	12

*Invulnerable

Commentary & Description: An Ophidile has a crocodile body some 20 feet long. Three snake-necks protrude from the shoulders—a cobra-like one 7 feet long, a viper-like one 8 feet long, and a python-like one 15 feet long. The cobra and viper heads flank that of the python and serve to protect it when it attacks by constriction. The cobra head can spit its weak, Strength 33 Poison, immediate effect but one time only PD, up to 21 feet, and the viper head is also poisonous, but must Physically strike its opponent. The python head is non-poisonous, but has bigger teeth...

In attacking an opponent outside the water, an Ophidile does not usually attempt to clamber ashore; instead it simply tries to wrap around an individual target with its python part. If that is successful, the victim is then pulled into the water, crushed by constriction, poisoned by the other heads, drowned, and left for a later feasting. Attacks on land require that the Demon at least emerge partially from the water for effective attacking. Thus, at least two CT's of such a routine will be non-combatant on the Ophidile's part—clambering out to attack, and later returning to the water with a victim.



Sphinx-Parody (Parodinx)

Identifier: Monster

Habitat: Phæree-Pandemonium

Size: 6 × man-size

Modes & Rates of Movement (yds/BT):

Walk: 44

Trot: 88

Run: 176

Charge: 352 (1 BT only)

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire, Poison.

Susceptibilities: Insinuation: Gold (×2), Exposure to full moonlight or equivalent (D6+1 PD/CTs Daze after 1 BT).

Quirks: Nil

Average Armor Protection: Nil

Heka-endered: See below

Dodging: Nil

Avoidance: 15/12/15

Natural Weapons:

Ass-headed

Attacks	BAC	DT	Base
Claw × 2	35	C	2D3+2
Bite	40	P	2D3+2
Bray*	—	—	—
Kick	25	B	4D3+4

*All within a 6-foot radius suffer 6D3 Spiritual damage from this Evil sound! Armor against SD mitigated against this. Attack usable 1/BT only.

Camel-headed

Attacks	BAC	DT	Base
Spit	30	Chem.	3D6 Acid PD
Claw × 2	35	C	2D3+2
Bite	40	P	3D3+3

Okapi-headed

Attacks	BAC	DT	Base
Horn × 2	30	P	4D3
Claw × 2	35	C	2D3+2
Bite	40	P	3D3+4
Kick	25	B	2D3+2

Warthog-headed

Attacks	BAC	DT	Base
Claw × 2	35	C	2D3+2
Slash	45	C	3D3+3
Bite	40	P	4D3+4

Powers: *Darkseeing* (as if daylight), *Displacement* (1 rod distant from initial position, 3/day), *Heal Self* (D6 points of PD each Battle Turn), *Reflect Casting* (1/BT), *Resistance to Heka* (must overcome 26-point R factor to affect Monster with Casting or Power), *Shape Shift* (to human/Monster 2/day).

Other: *Extreme Attractiveness:* -3 = Horrid. Check vs. SM CATEGORY at: Dazing = "Easy"; Fleeing = "Easy."

Casting Ability: Priestcraft, Gloomy Darkness, Grades I-V, 440 Heka points available.

Statistical Detail:

M: 90, **EL:** 72

P: 440, **WL:** 330, **CL:** 396 **S:** 90, **EL:** 72

MR: 45 **MM:** 45

PM: 220 **PN:** 220

SM: 45 **SP:** 45

MRCap: 15 **MMCap:** 15

PMCap: 90 **PNCap:** 90

SMCap: 15 **SPCap:** 15

MRPow: 15 **MMPow:** 15

PMPow: 58 **PNPow:** 58

SMPow: 15 **SPPow:** 15

MRSpd: 15 **MMSpd:** 15

PMSPd: 72 **PNSpd:** 72

SMSPd: 15 **SPSPd:** 15

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	28	28	32	*	*	40	24
Super	21	21	24	*	*	30	18
Vital	14	14	16	*	*	20	12
Non	7	7	8	*	*	10	6
Average	17	17	20	*	*	25	15

*Invulnerable

Commentary & Description: A Monster of this sort is a reptile-animal species with various head appearance and combat abilities as noted above. Although they appear to be carven, they are actually Evil creatures of Phæree under petrification dweomer.



Ghoul

Identifier: Undead

Habitat: Earth, many other like spheres **Size:** Man-sized

Modes & Rates of Movement (yds/BT):

Base: 120

Burrow through soft dirt: 1

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons.

Susceptibilities: Contact: Fire (x2), Exposure: Allergic reaction; Severe: direct sunlight (1 pt. PD/CT, Dazed in 1 BT).

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(None usually, but possible in rare cases)

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 1

Quirks: None usually

Average Armor Protection: 12

Natural: See below

Worn: Possible in rare cases only.

Heka-engendered: Possible in rare cases only.

Dodging: 3

Avoidance: Base —/17/15

Natural Weapons*:

Attacks	BAC	DT	Base
Claw x 2	70	C	1D3+6
Bite	65	P	2D3

*Weapons are used in very rare cases only.

Castings: In very rare cases only.

Powers: Gaze, Fearsome, (Single Subject): Inaction of subject that CT unless Avoidance roll successful.

Other: Odor: The odor of a ghoulish causes those within a 6-foot radius to choke versus Physical Neural Capacity at DR "Very Easy" (x4); Failure = 3D3 BTs spent retching and unable to act. Disease: Wounds inflicted by a ghoulish inflict a disease as noted below.

Statistical Detail: Base Scheme (+/-D6)

M(Cunning): 90	P: 120, WL: 90, CL: 108	S: 100, EL: 80
MR: 45	MM: 45	PM: 60
MRCap: 15	MMCap: 15	PMCap: 25
MRPow: 15	MMPow: 15	PMPow: 18
MRSpd: 15	MMSpd: 15	PMSpd: 17
		PN: 60
		PNCap: 25
		PNPow: 18
		PNSpd: 17
		SM: 30
		SMCap: 15
		SMPow: 5
		SMSpd: 10
		SP: 70
		SPCap: 30
		SPPow: 20
		SPSpd: 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	20	*	*	32	*
Super	15	15	15	*	*	24	*
Vital	10	10	10	*	*	16	*
Non	5	5	5	*	*	8	*
Average	12	12	12	*	*	20	*

*Invulnerable

Commentary & Description: Ghouls are vile Undead creatures which survive by feasting on living flesh. Though ghouls, like skeletons, are not intelligent *per se*, they are imbued with a form of malign and terrible Cunning in place of Mental TRAIT. This means they can't be attacked Mentally, but they can "think" nonetheless.

In the process of turning from human to ghoulish, the body thins and becomes narrow and sinewy (ropey looking), the skin becomes leathery and grayish, hands and feet broaden and lengthen, and the nails of hands and feet become clawed. The skull elongates, the front growing to resemble a muzzle, and the teeth become pointed and sharp, with canine fangs and bone-crunching rear molars.

The touch of these monsters is unclean, and wounds inflicted by their claws will cause infection and disease of disgusting sort and potent STR and CON-R (42-60).

A few ghouls, perhaps 1 in 100, are able to retain Knowledge/Skills and abilities such as Heka use. These monstrous individuals are the leaders of those less able, and with their Powers they can assume human guise and operate in society disguised thus.

Ghulaz are vaguely dog-faced corpse-eaters of Preternatural power. They are larger than ghouls. *Gholles* are things even worse than ghulaz, with regenerative power and Supernatural potency. See Chapter 8 of the OPs section hereafter.

Lamiaë

Identifier: Monster

Habitat: Phæree, *et al.*

Size: 3 x man-size

Modes & Rates of Movement (yds/BT):

Mammalian & Reptilian Form:

Walk: 88

Trot: 176

Run: 264

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire, Poison.

Susceptibilities: Insinuation: Gold (x2), Exposure to full moonlight or equivalent (D6+1 PD/CTs Dazed after 1 BT).

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: See below

Dodging: Mammalian form: 11

Reptilian form: 3

Avoidance: Mammalian form: 17/21/15

Reptilian form: 15/17/17

Mammalian:

Attacks	BAC	DT	Base
Claw x 2	35	C	3D3+3
Kick	25	B	2D3+2
Spit	30	Chem.	2D6 Acid PD

Reptilian:

Attacks	BAC	DT	Base
Claw x 2	35	C	2D3+2
Bite	40	P	2D3+2 and Poison STR (2D10)
Constriction	30*	B	3D3

*Constriction will, in addition to inflicting damage, seize its victim on the initial strike and continue to damage him automatically each CT after that until the victim dies, the attacker takes over its CL in Physical damage, or the attacker decides to release the subject. The subsequent damage is Impact. A constricted individual can't use *Combat* K/S.



Powers: *Darkseeing* (as if daylight), *Displacement* (1 rod distant from initial position, 3/day), *Heal Self* (6D6 points of PD, 1/day), *Resistance to Heka* (must overcome 13-point R factor to affect Monster with Casting or Power), *Shape Shift* (to human/Monster 2/day), and:

Mammalian: *Singing to Glamorize* (all human(oids) in 1-chain radius must check vs MR CATEGORY at DR "Hard" or see the Lamiae as a beautiful human who is their trusted friend/beloved, and approach accordingly).

Reptilian: *Illusory Form* (appear as any kind of human or other creature, 5 ATs duration, 1/day), *Hypnotic Gaze* (1-rod range, 1 subject, check vs. SM CATEGORY at DR "Hard" of be Hypnotized, 3/day).

Other: *Extreme Attractiveness:* -3 = Horrid. Check vs. SM CATEGORY at: "Dazing" = "Moderate;" "Pleeting" = "Easy".

Casting Ability: Mammalian: Dweomercraft, Black, up to Grade VI, 600 Heka points available.

Reptilian: Priestcraft, Gloomy Darkness., up to Grade VI, 600 Heka points available.

Statistical Detail: Mammalian Form

M: 102, EL: 82	P: 320, WL: 240, CL: 288	S: 90, EL: 72
MR: 51 MM: 51	PM: 160 PN: 160	SM: 45 SP: 45
MRCap: 17 MMCap: 17	PMCap: 67 PNCap: 67	SMCap: 15 SPCap: 15
MRPow: 17 MMPow: 17	PMPow: 30 PNPow: 30	SMPow: 15 SPPow: 15
MRSpd: 17 MMSpd: 17	PMSpd: 63 PNSpd: 63	SMSpd: 15 SPSpd: 15

Reptilian Form

M: 90, EL: 72	P: 280, WL: 210, CL: 252	S: 102, EL: 82
MR: 45 MM: 45	PM: 140 PN: 140	SM: 51 SP: 51
MRCap: 15 MMCap: 15	PMCap: 59 PNCap: 59	SMCap: 17 SPCap: 17
MRPow: 15 MMPow: 15	PMPow: 30 PNPow: 30	SMPow: 17 SPPow: 17
MRSpd: 15 MMSpd: 15	PMSpd: 51 PNSpd: 51	SMSpd: 17 SPSpd: 17

Armor Scheme: Mammalian

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	24	28	*	*	32	24
Super	16	16	21	*	*	24	18
Vital	12	12	14	*	*	15	12
Non	6	6	7	*	*	8	6
Average	15	15	17	*	*	20	15

Armor Scheme: Reptilian

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	28	28	32	*	*	40	28
Super	21	21	24	*	*	30	21
Vital	14	14	16	*	*	20	14
Non	7	7	8	*	*	10	7
Average	17	17	20	*	*	25	17

*Invulnerable

Commentary & Description: The Phæree species of Lamiae are man-eating Monsters with the upper torsos of human females, similar to a centaur in proportion. The body is of either mammal or reptile type. Lamiae of the former sort appear to be rather centaur-like, for the upper torso is humanoid, and so is the head and arms, but the four-legged body is panther-like in front, deer-like behind. Such Lamiae are swift in the extreme. Those of the reptilian sort have human heads, upper torsos and arms, snake-like bodies, and feline legs. These Lamiae are poisonous and swift of reflex, albeit slower of movement. All have human intelligence, and possess Heka Powers, some with Casting ability as well.

Both kinds of Lamiae are carnivores of vicious nature who delight in the torment of helpless prey.

Robbers

Use the Bandits from Chapter 5 as a guideline to creating outlaw and nomad bands of robbers.

This refers to the selection by the GM of whatever encounter is desired (including the new types listed below):

Agrocentaurs: These Phæree creatures are the rulers of the barren wastes beyond the ken of man, these are likely to have Vocations of Primitive sort as do humans.

Hieracodrake: A hawk-headed drake of neutral disposition, able to use sound as a weapon; hunts widely for large prey

Leophius: Monster with a snake body and lion head, able to constrict as would a giant python; if not wholly Evil, certainly malign and of ferocious nature.

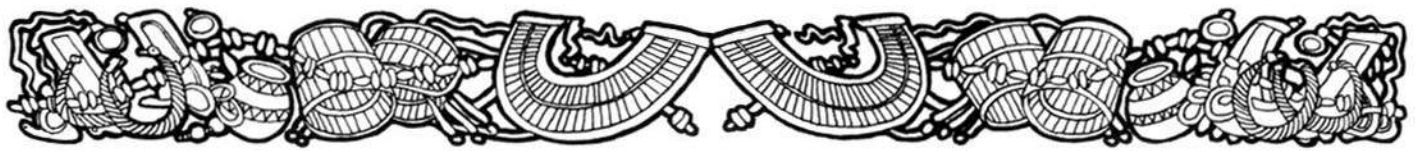
Manlogon: A Monster similar to a Manticora, but more fearsome; this is a winged monster with a lion body and head (but humanoid face), hawk talons, and bull horns; intelligence is greater than human norm and it possesses two or three Powers of moderate sort

Sak: A Phæree creature which is potentially domesticatable, with the hindquarters of a horse and the forequarters of a lion; winged and hawk-headed.

Sefer: Winged Monster with an eagle head and lion body; not of the sphinx family, but a close relative, bigger and stronger too.

Setcha: A large Monster with snake (cobra) head and leopard body (or, in a variant, lion body).

Sha: Antelope-like Phæree creature with square-ended ears and a mace-like tail; has magickal Powers, and is of Evil and Unseelie disposition.



Borderer Sphinx

Identifier: Monster

Habitat: Phæree, et al.

Size: 12 × man-size

Modes & Rates of Movement (yds/BT):

Walk: 240

Trot: 480

Run: 720

Charge: 960 (5 CTs only)

Fly: 480

Initiative Modifiers: Human standard

Kinds:

Least: (-12 M and S TRAIT, +24 P TRAIT)

Frog-headed (bite 6D3)

Ibex-headed and winged (bite of 3D3)

Lizard-headed (bite of 6D6)

Lesser: (-6 M and S TRAIT, +12 P TRAIT)

Hippo-headed (bite of 8D6 +8)

Jackal-headed (bite of 6D3)

Great:

Vulture-headed and winged (bill = bite of 4D3)

Wolf-headed (bite of 4D6)

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire, Poison.

Susceptibilities: Insinuation: Brass (×2).

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: See below

Dodging: Nil

Avoidance: Base 30/13/30

Attacks	BAC	DT	Base
Voice (roar, cry, etc.)*	—	—	See below
Bite	55	P	see above by type
Foreclaws × 2	60	C	4D6+12
Hindclaws	(automatic)**	C	4D10+12
Horns × 2	50	P	4D6

*Space prevents detailing statistical details of each type of the sphinx's individual vocal Power. In general, Borderer sphinxes have weakening or paralyzing Effects from this ability, success checked against the opponent's PN CATEGORY

**Applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

Powers: Confer Minor Power Possessed (1/month), Darkseeing (to 360 feet), Displacement (1 chain distant from initial position, 3/day), Heal Self (7D6 points of PD, 1/day), Resistance to Heka (must overcome 14-point R factor to affect Sphinx with Casting or Power), Shape Shift (to human/sphinx 2/day), PLUS 1 Minor Power (of QM's choice) by type, and:

Other: Casting Ability: Divination; Dweomercraft, Gray or Green; Priestcraft, Balance:

Least: Grades through VI, Heka 1,000—STEEP 68

Lesser: Grades through VII, Heka 1,500—STEEP 78

Great: Grades through VIII, Heka 2,000—STEEP 88

Statistical Detail:

M: 180, EL: 144 P: 720, WL: 540, CL: 648 S: 180, EL: 144
 MR: 90 MM: 90 PM: 380 PT: 380 SM: 90 SP: 90
 MRCap: 30 MMCap: 30 PMCap: 156 PNCap: 156 SMCap: 30 SPCap: 50
 MRPow: 30 MPPow: 30 PMPow: 68 PNPow: 68 SMPow: 30 SPPow: 30
 MRSpd: 30 MMSPd: 30 PMSpd: 156 PNSpd: 156 SMSpd: 30 SPSpd: 30

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	28	28	28	*	*	40	40
Super	21	21	21	*	*	30	40
Vital	14	14	14	*	*	20	20
Non	7	7	7	*	*	10	10
Average	17	17	17	*	*	25	25

*Invulnerable

Commentary & Description: The Phæree species of sphinxes of the Hobgoblin sort tends towards a neutral disposition and intermediate to chaotic nature.

They are by no means homophiles, and if they encounter humans, these creatures will generally consider them intruders and foes.

Seefie Sphinx

Identifier: Monster

Habitat: Phæree, et al.

Size: 12 × man-size

Modes & Rates of Movement (yds/BT):

Walk: 233

Trot: 467

Run: 700

Charge: 933 (5 CTs only)

Fly: 467

Initiative Modifiers: Human standard

Kinds:

Least: (-12 M and S TRAIT, +24 P TRAIT)

Beetle-headed and winged (bite 4D6)

Bovine-headed (bite 4D3)

Ram-headed (bite 3D3)

Turtle-headed (partial capapace*) (bite 6D6)

*Add 2 to Average Armor for all PD.

Lesser: (-6 M and S TRAIT, +12 P TRAIT)

Baboon-headed (bite 4D6)

Dog-headed (bite 5D6)

Fish-headed (bite 6D3)

Owl-headed and winged (beak = bite 4D6)

Great: Bennu-headed and winged (bill = bite 7D6)

Falcon-headed and winged (beak = bite 5D6)

Human-headed (bite = 4D3)

Ibis-headed and winged (bill = bite 4D6)

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire, Poison.

Susceptibilities: Insinuation: Lead (×2)

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: See below

Dodging: Nil

Avoidance: Base 35/12/40

Attacks	BAC	DT	Base
Voice (roar, cry, etc.)*	—	—	See below
Bite	45	P	see above by type
Foreclaws × 2	50	C	4D6+12
Hindclaws	automatic**	C	4D10+12
Horns × 2†	40	P	4D6

*Space prevents detailing statistical details of each type of the sphinx's individual vocal Power. In general, Faerie sphinxes have weakening or paralyzing Effects from this ability, success checked against the opponent's PN CATEGORY

**Applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

† One only with respect to ram-headed type.



Powers: Confer Moderate Power Possessed (1/month), Darkseeing (to 360 feet), Displacement (1 chain distant from initial position, 3/day), Heal Self (7D10 points of PD, 1/day), Resistance to Heka (must overcome 21-point R factor to affect sphinx with Casting or Power), Shape Shift (to human/sphinx 2/day), PLUS 1 Minor and 1 Moderate Power (of GM's choice) by type, and:

Other: Casting Ability: Dweomercraft, White; Priestcraft, Moonlight or Sunlight, Mysticism:

Least: Grades through VII, Heka 1,700—STEEP 77

Lesser: Grades through VIII, Heka 2,300—STEEP 87

Great: Grades through IX, Heka 3,000—STEEP 97

Statistical Detail:

M: 210, **EL:** 168 **P:** 700, **WL:** 525, **CL:** 630 **S:** 240, **EL:** 192
MR: 105 **MM:** 105 **PM:** 350 **PN:** 350 **SM:** 120 **SP:** 120
MRCap: 35 **MMCap:** 35 **PMCap:** 144 **PNCap:** 144 **SMCap:** 40 **SPCap:** 40
MRPow: 35 **MPow:** 35 **PMPow:** 62 **PNPow:** 62 **SMPow:** 40 **SPPow:** 40
MRSpd: 35 **MMSpd:** 35 **PMSpd:** 144 **PNSpd:** 144 **SMSpd:** 40 **SPSpd:** 40

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	28	28	28	*	*	40	40
Super	21	21	21	*	*	30	40
Vital	14	14	14	*	*	20	20
Non	7	7	7	*	*	10	10
Average	17	17	17	*	*	25	25

*Invulnerable

Commentary & Description: The Phæree species of sphinxes of the Seelie sort tends towards benign disposition and intermediate to ordered nature.

They are not homophiles, but are concerned with the welfare of those of just disposition. If they encounter humans, these creatures will generally reserve judgment as to how they should be treated.

Unseelie Sphinx

Identifier: Monster

Habitat: Phæree, et al.

Size: 12 × man-size

Modes & Rates of Movement (yds/BT):

Walk: 220
Trot: 440
Run: 660
Charge: 880
Fly: 440

Initiative Modifiers: Human standard

Kinds:

Least: (-12 M and S TRAIT, +24 P TRAIT)

Catfish-headed (bite 6D3)

Crocodile-headed (bite 10D6)

Mantis-headed (bite 6D6)

Scorpion-headed and tailed (bite 3D3)

Lesser: (-6 M and S TRAIT, +12 P TRAIT)

Cobra-headed (bite 3D6)

Okapi-headed (bite 6D3)

Stork-headed and winged (bill = bite 6D6)

Warthog-headed (C/P; bite 9D6)

Great:

Ass-headed (bite 9D3)

Goat-headed (bite 3D3)

Parrot-headed and winged (beak = bite 6D3)

Invulnerabilities: All non-enchanted weapons, Chemicals, Disease, Fire, Poison.

Susceptibilities: Insinuation: Gold (×2)

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: See below

Dodging: Nil

Avoidance: 39/12/25

Attacks	BAC	DT	Base
Voice (roar, cry, etc.)*			As GM determines
Bite	50	P	see above by type**
Foreclaws × 2	55	C	4D6+12
Hindclaws	automatic**	C	4D10+12
Horns × 2	45	P	4D6
Sting	35	P	3D3+33 Poison PD

*Space prevents detailing statistical details of each type of sphinx's individual vocal Power. In general, Goblin sphinxes have weakening or paralyzing Effects from this ability, success checked against the opponent's PN CAT-EGORY

**Cobra-headed bite adds Poison PD STR 99

***Applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

Powers: Confer Minor Power Possessed (1/month), Darkseeing (to 360 feet), Displacement (3 rods distant from initial position, 3/day), Heal Self (13D3 points of PD, 1/day), Heka Drain (1/AT), Resistance to Heka (must overcome 13-point R factor to affect sphinx with Casting or Power), Shape Shift (to human/sphinx 2/day), PLUS 1 Moderate Power (of GM's choice) by type, and:

Other: Casting Ability: Dweomercraft, Black; Priestcraft, Gloomy Darkness; Witchcraft:

Least: Grades through VI, Heka 1,300—STEEP 69

Lesser: Grades through VII, Heka 1,900—STEEP 79

Great: Grades through VIII, Heka 2,600—STEEP 89

Statistical Detail:

M: 234, **EL:** 187 **P:** 660, **WL:** 495, **CL:** 594 **S:** 150, **EL:** 120
MR: 117 **MM:** 117 **PM:** 330 **PN:** 330 **SM:** 75 **SP:** 75
MRCap: 39 **MMCap:** 39 **PMCap:** 132 **PNCap:** 132 **SMCap:** 25 **SPCap:** 25
MRPow: 39 **MPow:** 39 **PMPow:** 66 **PNPow:** 66 **SMPow:** 25 **SPPow:** 25
MRSpd: 39 **MMSpd:** 39 **PMSpd:** 132 **PNSpd:** 132 **SMSpd:** 25 **SPSpd:** 25

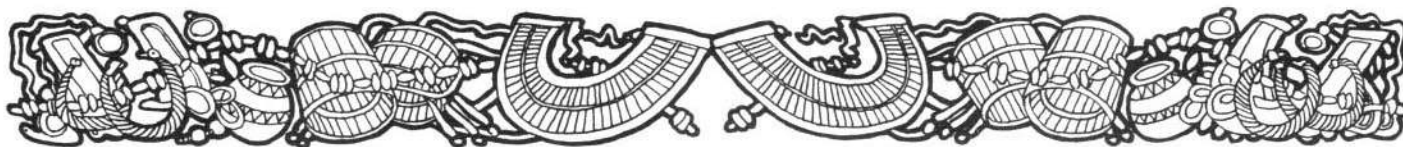
Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	28	28	28	*	*	40	40
Super	21	21	21	*	*	30	40
Vital	14	14	14	*	*	20	20
Non	7	7	7	*	*	10	10
Average	17	17	17	*	*	25	25

*Invulnerable

Commentary & Description: The Phæree species of sphinxes of the Unseelie sort are of a malign disposition and intermediate to chaotic nature.

They are wicked, Evil, and man-eaters, and if they encounter humans, these creatures will seek to ambush or otherwise attack so as to capture and torture their prey before feasting.



CHAPTER 8

King Cobra

Identifier: Animal, Reptile

Habitat: /Erth, et al.

Size: 0.2 x man-size

Modes & Rates of Movement (yds/BT):

Slither: 30

Rush: 90 (1 BT only)

Initiative Modifiers: Human standard

Invulnerabilities: Nil

Susceptibilities: Nil

Quirks: Nil

Average Armor Protection: 2

Dodging: 9

Avoidance: Base —/20/—

Natural Weapons:

Attacks	BAC	DT	Base
Bite	40	P	1D3+Poison STR 40 (40-40-20) in 1BT delays
Spit*	30	—	Poison of STR 40

*10-foot range

Statistical Detail:

M (Cunning): 12

P: 30, **WL:** 22, **CL:** 27

MR: 6

MM: 6

PM: 15

PN: 15

MRCap: 3

MMCap: 3

PMCap: 6

PNCap: 6

MRPow: 1

MMPow: 1

PMPow: 5

PNPow: 5

MRSpd: 2

MMSpd: 2

PMSpd: 4

PNSpd: 4

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	4	4	4	*	*	4	*
Super	3	3	3	*	*	3	*
Vital	2	2	2	*	*	2	*
Non	1	1	1	*	*	1	*
Average	2	2	2	*	*	2	*

*Invulnerable

Commentary & Description: The venom of this snake is sufficient for a maximum of 1 successful biting attack or a maximum of 3 spitting attacks in any 1 hour time period.

Iron Mummies (12 total)

Identifier: Golem

Habitat: /Erth, /Egypt, Tomb of Rahotep

Size: Man-sized.

Move (yds/BT): 68

Initiative Modifiers: Human standard

Invulnerabilities: Cold, Disease, Poison.

Susceptibilities: Nil.

Quirks: Nil

Average Armor Protection: Nil

Dodging: Nil

Avoidance: Base —/10/—

Natural Weapons:

Attacks	BAC	DT	Base
Fist	60	B	4D6
Lotus-asp*	50 **	P	2D6+3+30 Poison

*Has 40 P TRAIT points, but dies when iron mummy is destroyed or immobile.

**Always strikes first each CT

Statistical Detail:

M: (Cunning) 30

P: 68, **CL:** 68

MR: 30

MM: Nil

PM: 34

PN: 34

MRCap: 10

MMCap: Nil

PMCap: 12

PNCap: 12

MRPow: 10

MMPow: Nil

PMPow: 12

PNPow: 12

MRSpd: 10

MMSpd: Nil

PMSpd: 10

PNSpd: 10

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	100	60	40	60	20	80	*
Super	75	45	30	45	15	60	*
Vital	50	30	20	30	10	40	*
Non	25	15	10	15	5	20	*
Average	67	37	25	37	12	50	*

*Invulnerable

Commentary & Description: These things are activated by Heka, and this includes the lotus-asp each iron mummy holds. If they are removed 1 or more chains distance from their area, the energy will not reach them, and thus they are inert metal.

Lightning-Quick Mummy

Identifier: Unalive

Habitat: /Erth, /Egypt, Tomb of Rahotep

Size: Man-sized

Move (yds/BT): 132

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Cold, Disease, Poison.

Susceptibilities: Destroyed if head is struck (any hit with a Strike Location of Ultra-Vital result).

Quirks: Nil

Average Armor Protection: 12

Dodging: 19

Avoidance: Base —/25/—

Natural Weapons:

Attacks	BAC	DT	Base
Crook	50	P	4D3*
Flail	40 **	B	3D6+3D3 Electrical PD—see below

Scarab beetle (spit), see below

*Catches and holds opponent fast—see below.

**Or automatic—see below.

Statistical Detail:

M (Cunning): 24

P: 124, **CL:** 124

MR: 24

MM: Nil

PM: 62

PN: 62

MRCap: 10

MMCap: Nil

PMCap: 25

PNCap: 25

MRPow: 8

MMPow: Nil

PMPow: 12

PNPow: 12

MRSpd: 6

MMSpd: Nil

PMSpd: 25

PNSpd: 25

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	60	20	20	20	20	20	20
Super	45	15	15	15	15	15	15
Vital	30	10	10	10	10	10	10
Non	15	5	5	5	5	5	5
Average	37	12	12	12	12	12	12

Commentary & Description: Note that this opponent is meant to simulate a terrible foe, a supposed Rahotep, so there is considerable peril involved in fighting against this thing. The mummy always attacks in the order shown—crook, flail, and spitting of scarab beetle (occurring every other Critical Turn, even-numbered CTs only, as explained hereafter).



The crook catches an opponent with a successful hit, inflicting the PD indicated and then holding the subject fast in its confines. The subject must succeed in a check versus PMCap and PNCap at DR "Hard" to escape, one attempt per CT, but no other action possible.

The flail sends forth 3 small jolts of electricity as it is spun through the air to strike at a (more-or-less) random target. The range of these little bolts of electricity is 9 feet, and each inflicts D3 Electrical PD. Up to three individuals can be struck thus, jolts being sent forth at random to all subjects within the 9-foot radius indicated. If there is a victim caught in the crook, the flail will not be spun, but the trapped subject will be unerringly struck by the weapon, and suffer all 3D3 points of Electrical PD in addition to other damage suffered.

Scarab beetles are spit by this Unalive mummy every even-numbered Critical Turn of combat. Note that special effects may occur, as determined by the Vocation of the victim struck. (damage does *not* vary by the victim's vocation.)

Scarab Beetles:

Color	PD	Special Effect
White	4D3	If not a Mage and/or Priest, blind for a like number of CTs.
Purple	5D3	If a Mage, next Casting is misdirected to either self or allies in general.
Blue	6D3	If a Priest or under Vow, forget all Castings for a like number of CTs.
Black	4D6	If of Outlaw Vocation, immobilize for a like number of CTs.
Green	5D6	If not a Priest or under Vow, scarab burrows into flesh and slays in 10 BTs unless magically slain (as pest) or removed.
Red	6D6	If Arms/Warrior Vocation, next attack strikes an ally if combat success is scored.

Note: The gamemaster should feel free to alter the order, PD, the Special Effects, or add new colors of scarabs to the list.

Mummy-Zombie

Identifier: Unalive

Habitat: Earth, Egypt, Tomb of Rahotep **Size:** Man-sized

Move (yds/BT): 110

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Cold, Disease, Poison.

Susceptibilities: Direct exposure to sunlight or light equivalent (D6+1 PD/CT).

Outstanding K/S Areas/Sub-Areas & STEEP:

Criminal Activities, Physical: 60 Mountain Climbing: 60

Joss (Anti-Joss) Factors: Nil

Attractiveness: 1

Quirks: Nil

Average Armor Protection: 5 + armor worn!

Dodging: 9

Avoidance: —/20/—

Natural Weapons:

Attacks	BAC	DT	Base
Claw x 2	90	C	3D6
Bite	60	P	2D3+Poison 13 STR*

*This poison initiates victims to change into a mummy-zombie in 3D3 Action Turns!

Averaged Armor Detail:

Type of Armor	Avg	Pie	Cut	Blunt	Fire	Chem	Stun	Pty.
Same as the persona								

Statistical Detail:

M (Cunning): 84		P: 110, CL: 110	
MR: 57	MM: 27	PM: 55	PN: 55
MRCap: 19	MMCap: 9	PMCap: 20	PNCap: 20
MRPow: 19	MMPow: 9	PMPow: 15	PNPow: 15
MRSpd: 19	MMSpd: 9	PMSpd: 20	PNSpd: 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec.
Ultra	60	8	8	8	8	8	8
Super	45	6	6	6	6	6	6
Vital	30	4	4	4	4	4	4
Non	15	2	2	2	2	2	2
Average	37	5	5	5	5	5	5

Commentary & Description: A mummy-zombie has no soul and no real mind, only Cunning, and it burns with hatred for all living things—especially for those associates who allowed it to attain its current form. It will thus follow its former comrades relentlessly, seeking to kill them and turn them into new allies.

Guardian Fiends (3)

Identifier: Fiend, Minor

Habitat: Pandemonium, Duat

Size: Man-size

Move (yds/BT): 150

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Cold, Disease, Fire/Heat, Poison.

Susceptibilities: Insinuation: Argent (x1), Iron (x1), Silvered iron (x2).

Quirks: Nil

Average Armor Protection: 17

Heka-engendered: See below

Dodging: 25

Avoidance: Base 20/23/20

Natural Weapons:

Attacks	BAC	DT	Base
Claws x 2	50	C	3D3+4
Bite	55	P	3D3+3

Weapons: These Fiends will fight with these weapons, see below.

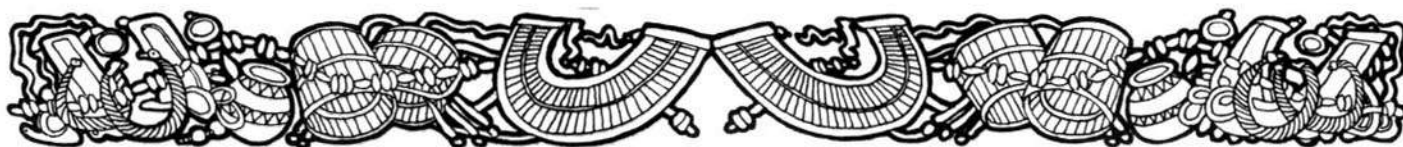
Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Battle Axe	13*	1	2*	C	4D6(+5)*	+10	43	C	6/30
Mace (2H)	14*	3	2*	B	4D6(+5)*	+10	44	M	3/40
Long Sword	10*	0	2*	C/P	4D6(+5)*	+10	40	M	3/40

*These weapons are enchanted to +5 WP, -5 SP, and +5 points PD when wielded against Evil by one of Good; all are of Unsurpassed Quality and usable by personae. See below.

Powers: *Darkseeing* (as if daylight), *Fog Cloud Generation* (1-rod radius, 3/day), *Heal Self* (D3 points of PD each Battle Turn), *Ice Darts* (1/CT, 1-chain range at "Short", 66 BAC, 3D3 each Piercing and Exposure PD, 3 times/day), *Jumping* (20 feet forward, 10 feet upwards, sideways, backwards), *Resistance to Heka* (must overcome 6-point R factor to affect Monster with Casting or Power), *Shape Shift* (to any form 1/AT—1 CT transformation time).

Other: *Extreme Attractiveness:* -10 = Ineffable. Check vs. SM CATEGORY at: Dazing, "Difficult"; Fleeing, "Very Difficult"; Insanity, "Difficult."

Casting Ability: Witchcraft, Grades I - VI, 900 Heka points available.



Statistical Detail:

M: 120, **EL:** 96
MR: 60 **MM:** 60
MRCap: 20 **MMCap:** 20
MRPow: 20 **MMPow:** 20
MRSpd: 20 **MMSpd:** 20

P: 150, **WL:** 113, **CL:** 135
PM: 75 **PN:** 75
PMCap: 30 **PNCap:** 30
PMPow: 22 **PNPow:** 22
PMSpd: 23 **PNSpd:** 23

S: 120, **EL:** 96
SM: 60 **SP:** 60
SMCap: 20 **SPCap:** 20
SMPow: 20 **SPPow:** 20
SMSpd: 20 **SPSpd:** 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	28	28	28	*	*	28	28
Super	21	21	21	*	*	21	21
Vital	14	14	14	*	*	14	14
Non	7	7	7	*	*	7	7
Average	17	17	17	*	*	17	17

*Invulnerable

Commentary & Description:

These three Fiends are aligned as follows:

1. *Neru-tuat* on the left with a battle axe. He will behead an opponent on a Special Success combat roll.
2. *Metu-en-neteru* in the center with a two-handed mace. He will destroy metal armor and kill an opponent on a Special Success combat roll.
3. *Pat-netchet* on the right with a long sword. He will cut the weapon arm off an opponent on a Special Success combat roll.

As noted, all three weapons are magicked, but the special damage noted above has only to do with the Fiends, not the arms they wield!

Because Fiends in general prefer to employ Powers and Castings to weapons to assail foes, foolish individuals give their correct names in serious trouble; such knowledge gives the Fiends the ability to *Command* them irresistibly (i.e., no Avoidance roll) or attack using Wound, Spiritual with an automatic Link—no Heka cost for Casting, just for damage. If no names are given, the Fiends simply use Physical combat.

Their names, *Neru-tuat* to the left, *Metu-en-neteru* before the door, and *Pat-netchet* to the right, are also tools to be used against them. If these names are used prefatory to brief orders, the Fiends are utterly powerless to resist such commands! If commanded to leave this corridor (which is 10 feet wide and 30 feet long), they scream and vanish, for such an order destroys them.

Remember that if at any time after combat with these Fiends the HPs retreat to outside their range (i.e., beyond this corridor), the creatures vanish. They will reappear, in perfect Mental, Physical, and Spiritual form (no longer suffering from previously accrued damage, if applicable), as on their own sphere they will have been able to recover and totally heal.

Guardian Fiends are 6+ feet tall, broad, and very quick. Humanoid in appearance, with bristled and warted, pig-like hide hanging in lapping folds from their body. The head is gourd-like, with wide mouth filled with serrated-edged fangs.

Giant Red Amoebid

Identifier: Animal, Monstrous

Habitat: Phæree, *et al.*

Size: 12 × man-size.

Modes & Rates of Movement (yds/BT):

Flowing: 30

Initiative Modifiers: Human standard, but electricity stimulates it to move and react at double speed.

Invulnerabilities: Chemicals, Cold, Disease, Electricity, Poison.

Susceptibilities: Fire (×2)

Quirks: Nil

Average Armor Protection: 10

Dodging: Nil

Avoidance: Base —/5/—

Natural Weapons:

Attacks	BAC	DT	Base
Pseudopod	35	B+Chemical	2D6+3D10

Acid damage*

*Materials less durable than glass, crystal, ceramic, and the like are totally destroyed if hit by this creature's attack. Metal armor suffers as if it had taken a hit which exceeded its protection factor, i.e., 10 Acid hits destroy the armor.

Statistical Detail:

P: 280, **CL:** 252
PM: 140 **PN:** 140
PMCap: 60 **PNCap:** 60
PMPow: 20 **PNPow:** 20
PMSpd: 60 **PNSpd:** 60

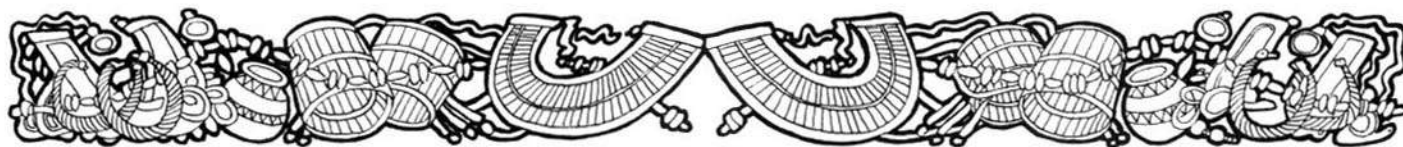
Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	32	*	*	32	*
Super	15	15	24	*	*	24	*
Vital	10	10	16	*	*	16	*
Non	5	5	8	*	*	8	*
Average	10	10	20	*	*	20	*

*Invulnerable

Commentary & Description: This thing is a monstrous life form found in the interior of Phæree. It is always hungry and aggressive. Although it has no mind, it can sense vibrations, movement, etc., and hunt down prey thus, coming on inexorably as long as there is such attraction within 1-chain distance. Beyond that point, the thing loses track and flows aimlessly in a random direction. It can pass through a crack as small as 1 inch high and about 6 wide, or down a hole of 3-inch diameter.

Note that if the giant amoeba is the first creature to touch a set of bars, its movement speed and number of attacks doubles for each shock, cumulatively; that is, it will probably be at quadruple force. However, this Effect lasts only 1 BT, then drops to double for another BT, and then the thing is back to normal.



Slave-Warriors (12)

Vocation: Soldier **SEC:** 2
Habitat: Earth, Egypt, Tomb of Rahotep **Size:** Average
Move (yds/BT): 75 **Initiative Modifiers:** Human standard
Outstanding-Important K/S Areas/Sub-Areas & STEEP:
 Combat, Hand Weapons: 30
 Combat, Missile Weapons: 30
Joss (Anti-Joss) Factors: 0 **Attractiveness:** N/A
Quirks: Nil
Average Armor Protection: 8/12
 Worn: Half Reinforced Leather/Shield
Dodging: Nil **Avoidance:** —/12/—

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Spear	5	4	1	P	3D6	+1	35	W	10/20
Bludgeon (2H)	6	6	1	B	3D6	+1	36	W	10/20
L. Tower Shield	0	7	1	M	1D3	+1	—	M	+10
M. Self Bow	6	4	1	P	3D6	+1	36	W	10/20

Average Armor Detail:

Type of Armor	Avg	Pie	Cut	Blunt	Fire	Chem	Stun	Pty.
Half Rein. Leather	8	9	11	10	5	5	8	1

Statistical Detail:

P: 75, **WL:** 56, **CL:** 68
PM: 38 **PN:** 37
PMCap: 13 **PNCap:** 13
PMPow: 13 **PNPow:** 12
PMSpd: 12 **PNSpd:** 12

Commentary & Description: These are dweomered reincarnations of soldiers, and they have neither Mental or Spiritual TRAIT, as they are only automatons in actuality.

Deva (Ethos of Shadowy Darkness)

Identifier: Eleysian, Least
Habitat: Concordelysian Plane, et al. **Size:** Man-sized
Modes & Rates of Movement (yds/BT): **Initiative Modifiers:** Human standard
 Base walking: 200
 Fly: 600
Invulnerabilities: All non-enchanted weapons, Chemicals*, Cold, Disease, Fire, Electricity, Poison. *Except acids.
Susceptibilities: Acid (x2).
Outstanding K/S Areas/Sub-Areas & STEEP:
 (Priest and Sage Vocation K/S bundles plus all Combat K/S Areas, at 70 STEEP)
Joss: 0 **Attractiveness:** 27
Quirks: Nil
Average Armor Protection: Nil—see below
Dodging: 39 **Avoidance:** Base 35/35/35

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Long Sword*	7	-10	3	C/P	7D6+7	N/A	77	N/A	N/A
Shield*	0	-7	3	N/A	N/A	N/A	N/A	N/A	N/A
Javelin (2)*	7	0	2	P*	7D7+7	N/A	77	N/A	N/A

*See below

Powers: Bestow Power (of usual Minor sort upon one of like ethos, Powers according to the ethos of the Deva, 1/week), Darkseeing (as if full daylight), Detect Evil/Good (1-chain radius, continual if concentrated upon for 1 CT, no limit), Detect Non-Corporeal, Invisible, Secret, and/or Hidden (creatures, beings, or things, 7/day), Mist Cloud (70-foot radius cloud draining 7 points of Mental and Physical TRAIT each CT from each Evil subject of Prematural or Supernatural sort within its area, 1/day), Teleport Self (7/day), Thought Reading (of surface thoughts of any creature or being within sight, unless protected Heka shielding, 7/day).

Other: Extreme Attractiveness: +27 = Obsessive. Check vs. SM CATEGORY at: Dazing, "Moderate"; Insanity or Adoration, "Moderate."

Note that all Evil/Nether/Pandemonian-oriented creatures and beings must make a check vs. their Spiritual Metaphysical CATEGORY at DR "Moderate" or flee in panic back to their own Plane and/or domicile to avoid looking at/ confronting it.

Casting Ability: Dweomercraft, White, Grades I - IX, and Exorcism, Grades I - IX, and

Priestcraft, Shadowy Darkness, Grades I - IX; with 4,750 points of Heka available for all Castings as laid with 107 STEEP.

Statistical Detail: Base Scheme (+/-D20/D3)

M: 200, **EL:** 160* **P:** 200, **WL:** 150, **CL:** 180* **S:** 200, **EL:** 160*
MR: 100 **MM:** 100 **PM:** 100 **PN:** 100 **SM:** 100 **SP:** 100
MRCap: 40 **MMCap:** 40 **PMCap:** 40 **PNCap:** 40 **SMCap:** 40 **SPCap:** 40
MRPow: 25 **MMPow:** 25 **PMPow:** 25 **PNPow:** 25 **SMPow:** 25 **SPPow:** 25
MRSpd: 35 **MMSpd:** 35 **PMSpd:** 35 **PNSpd:** 35 **SMSpd:** 35 **SPSpd:** 35

*At Effective Level or Critical Level, the Deva is sent back to its own plane and sphere, unless already there, in which case it is Dazed.

Armor Scheme: Base Scheme (+/-D20/D3)

Area	Pierce	Cut	Blunt†	Fire	Chem††	Stun	Elec
Ultra	40	40	40	*	*	80	*
Super	30	30	30	*	*	60	*
Vital	20	20	20	*	*	40	*
Non	10	10	10	*	*	20	*
Average	25	25	25	*	*	50	*

*Invulnerable

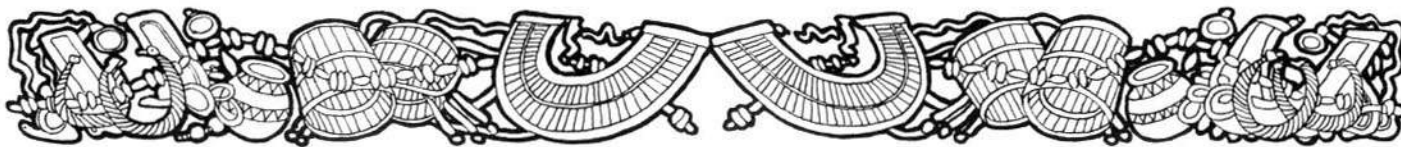
†Applies to Impact damage as well.

††Invulnerability does not apply to Acid damage.

Commentary & Description: Least Devas appear to be exceptionally beautiful, tall, perfectly formed humans. They seem to be clad in tunics and wear shining armor of metallic hue according to their ethos—Balance, green and coppery armor; Gloomy Darkness, crimson and iron armor; Moonlight, indigo and silvery armor; Shadowy Darkness, pearl gray and steely blue armor; Sunlight, pale azure and golden armor. Thus, the Devas appearing here will be clad in gray and steely blue armor of Osiris' ethos, Shadowy Darkness.

Despite the wearing of armor, this protection is not the same as that worn by humans. It is magical, never suffers harm, and vanishes at such time the wearer is vanquished and returned to its own plane and sphere or actually slain.

As noted, each Deva is armed with a long sword, shield, and 2 javelins. The long sword is a force of positive Heka energy, which is enchanted in that it is Heka-engendered, has a Speed Factor of -10, 7 Weapon Points, and does 7D6+7 PD (negating all armor save that of enchanted or Heka-based sort). The shield is of Heka-energy and also absorbs 100 points of Heka energy before being negated. The javelins are bolts of Positive Heka energy which can be hurled up to 100 yards distance, have a 10-yard-by-1-yard strike path, and inflict 7D6 +7 magical, Electrical PD of Positive sort on all within the strike path area.



Aldinach

Identifier: Demon, Great

Habitat: Nether Plane

Size: 3 × man-sized

Modes & Rates of Movement (yds/BT):

Base walking: 185

Fly: 556

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted, Chemicals, Disease, Fire/Heat, Electricity, Poison.

Susceptibilities: Insinuation: Cold wrought iron (×1), Gold (×2), Argent (×1), Exposure: clearly audible bells ringing within 1 furlong of the Demon inflict 1D3 points of damage to all three TRAITS per CT; Allergy, Minor: Fragrant incense & perfume causes unease and irritation.

Outstanding K/S Areas/Sub-Areas & STEEP:

(Alchemist, Mountebank, Theurgist, and Thief, Physical K/S bundles at 113 STEEP in each K/S Area, plus all *Combat K/S Areas* at 99 STEEP)

Joss (Anti-Joss) Factors: 9 & (9) **Attractiveness:** See below

Quirks: Prone to attract those of alchemical and/or philosophical bent with his fascinating conversation.

Average Armor Protection: 41

Heka-engendered: See below

Dodging: 13

Avoidance: Base 60/22/45

Natural Weapons:

Attacks	BAC	DT	Base
Horns	60	P	4D3+21
Talons×2	65	C/P	3D6+21
Bite	70	P	2D10
Kick	55	B	D10+21

Weapons:

Weapons	WP	S	ATK	DT	DM	Bonus	BAC	C	Dur
Khopesh*	13	-6	3	S*or C	6D6**	+21	99	M	N/A

*This 6-foot-long weapon is a Supernaturally enchanted arm which Aldinach will, in this case, brandish but use to effect only if seriously threatened, otherwise hitting with the side so as to inflict Stunning Physical damage.

**Any hit not using the flat of the weapon Dazes a human opponent for 6 CTs, and a Special Success lops off head or limb.

Powers: *Accelerate Natural Process* (3/day), *Alter Substance* (3/day), *Confer Minor-Moderate Power* (1/month), *Chameleon Form* (9/day), *Darkseeing* (as if daylight), *Fulfill Minor Wish* (1/month), *Gaze:* Death, Mental Paralysis, Physical Paralysis, or Spiritual Paralysis (paralysis for 13 CTs, 9 total/day), *Heal Self* (fully, any and all kinds of damage, 1/day), *Lightning Bolt Production* (1-furlong range, 1-chain length × 1-yard width strike area, 6D10 Electrical PD, 9/day), *Negative Heka Ray* (1-chain range, 1 target, 33 points PD, 13/day), *Plane Shifting* (3/day), *Resistance to Heka* (must overcome 66-point R factor to affect this Demon with Casting or Power), *Slow Movement of Life Form* (reduce to 50% potential, 9/day), *Slow Acceleration/Velocity of Object* (stop acceleration, slow velocity 50%, 9/day), *Slow Natural Processes* (3/day), *Shape Shift* (to any form 6/day), *Summoning* (of Least Demons, 9/day), *Wind Blast* (33-99 mph velocity, up to 1 furlong width and 9 length), Plus 6 others of GM choice, 4 of which should have to do with wind, cold/ice, and weather.

Other: As Aldinach appears, he is most "Horrid," but no real check is necessary. His true appearance, or at least the one most frequently used is:

Extreme Attractiveness: +28 = Obsessive. Check vs. SM CATEGORY at:

Dazing, "Complex" (× 1.5); Insanity or Adoration, "Complex" (× 1.5).

Casting Ability: Priestcraft, Gloomy Darkness, Dweomercraft, Black and Elemental Grades I-IX, 9,900 Heka points available.

Statistical Detail:

M: 360, **EL:** 288*

P: 556, **WL:** 417, **CL:** 500*

S: 300, **EL:** 240*

MR: 180 **MM:** 180

PM: 278 **PN:** 278

SM: 100 **SP:** 200

MRCap: 60 **MMCap:** 60

PMCap: 113 **PNCap:** 113

SMCap: 40 **SPCap:** 80

MRPow: 60 **MPow:** 60

PMPow: 99 **PNPow:** 99

SMPow: 30 **SPPow:** 60

MRSpd: 60 **MMSpd:** 60

PMSpd: 66 **PNSpd:** 66

SMSpd: 30 **SPSpd:** 60

*At EL or CL, the Demon is sent back to its own plane and sphere, unless already there, in which case it is Dazed.

Armor Scheme:

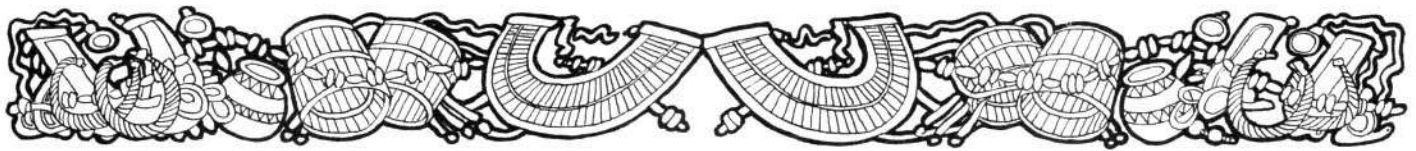
Area	Pierce	Cut	Blunt†	Fire	Chem.	Stun	Elec.
Ultra	66	66	66	*	*	66	*
Super	44	44	44	*	*	44	*
Vital	33	33	33	*	*	33	*
Non	22	22	22	*	*	22	*
Average	41	41	41	*	*	41	*

*Invulnerable

†Applies to Impact damage as well.

Commentary & Description: While the text describes Aldinach as standing "about 16 feet tall, ... skin ... jet black, marked in blood-red with arcane, demonic patterns" with a "ferocious visage ... awful to behold: glowing eyes and dripping fangs," and with "hands (which) have too many fingers, each of which is tipped with a razor-sharp talon a span long," this isn't the usual form this Demon takes. In truth, he is more likely to be a couple of feet shorter and quite handsome to behold. Thus, there are the two *Extreme Attractiveness* details given above.

This is, of course, a great joke being played by Rahotep, and even though Aldinach doesn't like it, he is forced to comply. He will do only that bit required of him before disappearing. This Demon will not use its true powers to assail the team. In fact, he would as soon see them defeat Rahotep—and be slain in the process, of course—than assist the Unliving agent of Set.



Utat-nebbu

Identifier: Unliving, Vampire (Supernatural)

Habitat: Nether Plane

Size: Man-sized

Modes & Rates of Movement (yds/BT):

Walking base: 170

Fly: 170

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Cold, Disease, Fire/Heat, Electricity, Poison.

Susceptibilities: Insinuation: Wood (x2); Contact: Blessed symbol (7D3 PD), blessed water (D6+1 PD & SD per ounce); Exposure: Sight of blessed symbol inflicts SD*; Mirror: Sight of own reflection inflicts D6+1 MD & SD.

*Blessed Symbol Spiritual damage is equal to the Good individual's SMPow minus 10% of the vampire's SMPow and also minus 1 point per foot distance between the wielder and the subject, SD being inflicted upon the vampire thus each CT of Exposure.

Outstanding K/S Areas/Sub-Areas & STEEP:

(Dweomercraft, Black School Vocation K/S bundle plus)

Dweomercraft*: 101

Magick*: 101

Alchemy*: 61

Deception: 61

Astrology*: 61

Demonology*: 91

Combat, HTH, Lethal: 61

Influence: 61

Conjuration*: 91

Sorcery*: 91

Criminal Activities, Mental: 61

Joss (Anti-Joss) Factors: 6

Attractiveness: Special

Quirks: Nil

Average Armor Protection: 20

Heka-engendered: See below

Dodging: 15

Avoidance: Base 20/23/25

Attacks	BAC	DT	Base
Horns	50*	P	4D3
Tail sting	45*	P	2D6+Fatal Poison
Talons x 2	61	C/P	1D3+20
Bite	61**	P	1D3+D6 blood/CT +**

*Illusory attacks effective only if the persona believes them to be actual.

**Only attempted if a success in *Combat, HTH, Lethal* is scored by the vampire, and victim is Paralyzed, unable to move unless able to make a roll vs. PNCap at DR "Difficult."

Powers: *Command Obedience* (no Avoidance): Only in one whose True Name he knows; but in combat, such control extends only to halting the subject from acting, not to forcing actions, *Darkseeing*: Seeing as if normal daylight, *Detect Spoken Deceptions & Lies*: Whenever concentrated upon, *Gaze*: Mental Paralysis or Spiritual Paralysis (paralysis for as long as Gaze maintained + CT's time), *Heka Drain*: Sight to 1 rod, S TRAIT maximum, 3/day, *Illusory Form*: Remains in Effect up to 6 hours, 3/day, *Illusion*: Up to 1 square chain area, 1 hour duration, 3/day, *Lock/Bar Exit*: By Heka-force closure, 3/day, *Produce Flame*: Equals lamp's flame, can be thrown up to 1 rod distance, 3/day, *Regenerate Body Parts*: Through PPM form and return to Soul Object, *Resistance to Heka*: Heka attack must overcome 16-point R factor to affect this Supernatural vampire with Casting or Power, *Shadow Cloaking, Self*: Becomes invisible in moderate or greater shadows, *Slow Natural Processes* (3/day), *Shape Shift* (to bat, rat, spider, or wolf form 4/day), *Summoning* (of 10D10 + 100 bats, rats, or spiders or 6D3 wolves, as available in area, one kind only, 1/day), *Words of Power* (unique to Utat-nebbu, 1 Speed Factor time, 1 each/day), *Heka Nebula*: A 1-chain diameter cloud in which no Heka can be read for

9 BT, *Living Garments*: 1-rod radius, all loose/free clothing swoops upwards or entangles so as to obscure vision and impede movement of all within the Area for 9 CTs. *Stun*: All within 1-chain radius must check vs. SMPow at DR "Hard" or be immobile for 3D3 CTs, Dazed for a like number of CTs thereafter, *Vampiric Link*: Sight range, and if channel remaining distance limit is S TRAIT of vampire in chains regardless of sight. Spiritual attack with Link draining 3D6 points of Spiritual TRAIT from subject victim and restoring lost/adding them to S TRAIT of vampire, (inflicting SD); Link must be made but thereafter no Heka cost involved.

Statistical Detail:

M: 160, **EL:** 128

P: 170, **WL:** 128, **CL:** 153

S: 170, **EL:** 136

MR: 80 **MM:** 80

PM: 90 **PT:** 80

SM: 110 **SP:** 60

MRCap: 30 **MMCap:** 30

PMCap: 35 **PNCap:** 30

SMCap: 40 **SPCap:** 20

MRPow: 30 **MMPow:** 30

PMPow: 32 **PNPow:** 27

SMPow: 40 **SPPow:** 20

MRSpd: 20 **MMSpd:** 20

PMSpd: 23 **PNSpd:** 23

SMSpd: 30 **SPSpd:** 20

*At EL or CL, the vampire is forced into PPM (mist or smoke) and must flee to the place its Soul Object is kept.

Armor Scheme:

Area	Pierce	Cut	Blunt†	Fire	Chem	Stun	Elec
Ultra	32	32	32	*	*	32	*
Super	24	24	24	*	*	24	*
Vital	16	16	16	*	*	18	*
Non	8	8	8	*	*	8	*
Average	20	20	20	*	*	20	*

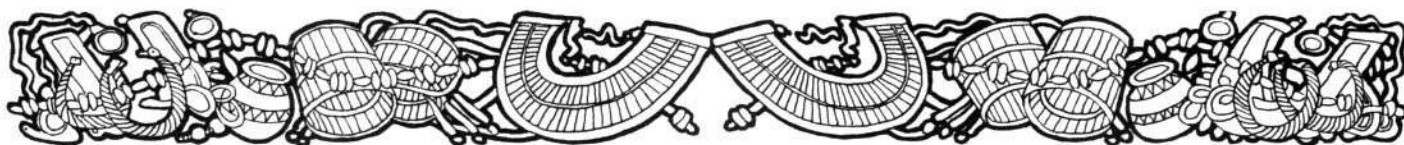
*Invulnerable

†Applies to Impact damage as well.

Commentary & Description: Each Supernatural vampire has a Soul Object, and thus their form can never be slain or permanently harmed—Mentally, Physically, or Spiritually. However, if the Soul Object is found and destroyed, then the individual is utterly and irrevocably annihilated.

As an Unliving one, this vampire need not have blood to sustain himself, being able to feed on Negative Heka, Mental, and Spiritual energy too; but blood still works also, and Utat-nebbu enjoys a drink now and again...

Anyone slain in the fight will become a mummy-zombie, as if slain under a Curse, due to Rahotep's dweomers in his tomb. However, anyone actually drained of blood by Utat-nebbu becomes a zomboid vampire (Unalive) under his complete domination.



Vampirettes (6 total)

Identifier: Undead, Preternatural Vampires

Habitat: Earth, Egypt, Tomb of Rahotep **Size:** Man-sized

Move (yds/BT): 120

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Chemicals, Cold, Disease, Fire/Heat, Electricity, Poison.

Susceptibilities: Insinuation: Wood (x2); Contact: Blessed symbol (7D3 PD), Blessed water (D6+1 PD & SD per ounce); Exposure: Sight of a blessed symbol inflicts SD*; Within 1 yard of garlic, 1PD per bud; sight of own reflection in mirror inflicts D6+1 MD & SD; exposure to sunlight (direct or its equal) inflicts D6+1 PD/CT.

*Blessed Symbol Spiritual damage is equal to the Good individual's SMPow minus 10% of the vampire's SMPow and also minus 1 point per foot distance between the wielder and the subject, SD being inflicted upon the vampire thus each CT of Exposure.

Outstanding K/S Areas/Sub-Areas & STEEP:

(All K/S is generally lost, save those usual to everyday actions and social intercourse, save *Combat*, *HTH*, *Lethal* at a STEEP which can be increased gradually over time with success.)

Combat, HTH, Lethal: 41

Joss (Anti-Joss) Factors: 1

Attractiveness: Special

Quirks: Nil

Average Armor Protection: 10

Heka-engendered: See below

Dodging: 9

Avoidance: Base 15/20/15

Natural Weapons:

Attacks	BAC	DT	Base
Talons x 2	61	C/P	1D3+6
Bite	61*	P	1D3+D3 blood/CT+*

*Only attempted if a success in *Combat*, *HTH*, *Lethal* is scored by the vampire, and victim is filled with lethargy, unable to resist further unless able to make a roll vs. SMCap at DR "Hard."

Powers: Assume *Partial Physical Manifestation Form*: 6/day, *Climb as Spider*: 6 yards/CT on normal surface, *Darkseeing*: Seeing as if moonlight, *Gaze*: Mental Paralysis (paralysis for as long as Gaze maintained + CT's time), *Heal Self*: 1D6 points of Physical damage per Battle Turn, *Hypnosis*: Subject must roll vs. SMCap at DR "Hard" or be under Hypnotic command of vampire, *Regenerate All Damage*: Through PPM form and return to casket/soil, *Resistance to Heka*: Heka attack must overcome 9-point R factor to affect this Preternatural vampire with Casting or Power, *Shape Shift* (to and from bat, rat, or wolf form 3/day), *Summoning* (of 2D10 + 20 bats or rats or 3D3 wolves, as available in area, one kind only, 1/day).

Statistical Detail:

M: 110, **EL:** 88* **P:** 120, **WL:** 90, **CL:** 108* **S:** 125, **EL:** 100*
MR: 55 **MM:** 55 **PM:** 60 **PN:** 60 **SM:** 50 **SP:** 75
MRCap: 25 **MMCap:** 25 **PMCap:** 22 **PNCap:** 22 **SMCap:** 20 **SPCap:** 30
MRPow: 15 **MPow:** 15 **PMPow:** 18 **PNPow:** 18 **SMPow:** 15 **SPPow:** 30
MRSpd: 15 **MMSpd:** 15 **PMSpd:** 20 **PNSpd:** 20 **SMSpd:** 15 **SPSsd:** 15

*At EL or CL, the vampire is forced into PPM (mist or smoke) and must flee to the place in which are its burial container and native soil.

Armor Scheme:

Area	Pierce	Cut	Blunt†	Fire	Chem	Stun	Elec
Ultra	16	16	16	*	*	16	*
Super	12	12	12	*	*	12	*
Vital	8	8	8	*	*	8	*
Non	4	4	4	*	*	4	*
Average	10	10	10	*	*	10	*

*Invulnerable

†Applies to Impact damage as well.

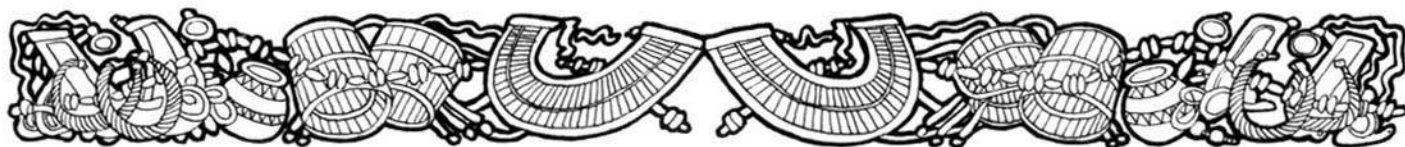
Commentary & Description: The Preternatural vampire must spend at least 8 hours each day resting upon the soil of the place where it was born. Failure to do this is the same as missing feeding on blood for 1 week. Thus, these creatures typically rise from their graves, tombs, or like places at night, after hiding safely there away from the sun, resting during the day.

As a member of the Undead, vampires of this sort need to have blood to sustain themselves in activity, feeding a minimum of once per week or losing 10% of their TRAIT each week lost without so gaining energy. If a full 10 weeks pass without blood, the creature is destroyed.

Anyone drained of blood by a vampire of Undead sort becomes one of three things, according to the desire of the Preternatural vampire:

- 1) A corpse
- 2) A zomboid (Unalive) vampire under complete domination
- 3) A Preternatural vampire

The only (generally known) two ways to destroy a vampire of this kind is to either drive a wooden stake through its heart, cut off its head, and then burn all parts to ashes; or expose it to the rays of the sun for a period of CTs equal to the monster's Physical Muscular Capacity.



Flying Scorpions

Identifier: Animal, monstrous

Habitat: Phæree

Size: 0.05 x man-sized

Modes & Rates of Movement (yds/BT):

Crawl: 1

Fly: 6

Initiative Modifiers: Human standard

Invulnerabilities: Nil

Susceptibilities: Nil

Quirks: Nil

Average Armor Protection: Nil

Dodging: 9

Avoidance: Base —/20/—

Attacks	BAC	DT	Base
Sting	25	P	1 + STR 20 Poison

Statistical Detail:

P: 6, **WL:** 4, **CL:** 5

PM: 3 **PN:** 3

PMCap: 1 **PNCap:** 1

PMPow: 1 **PNPow:** 1

PMSpd: 1 **PNSpd:** 1

Commentary & Description: These winged black scorpions are native to interior Phæree. They are simply unintelligent little killers and nothing more.

Copper Skeleton (12 total)

Identifier: Golem

Habitat: /Erth, /Egypt, Tomb of Rahotep **Size:** Man-sized.

Move (yds/BT): 56

Initiative Modifiers: Human standard

Invulnerabilities: Cold, Disease, Electricity, Poison.

Susceptibilities: Water in quantity "shorts out" and destroys the golems.

Quirks: Nil

Average Armor Protection: 17—see below

Dodging: Nil

Avoidance: —/10/—

Natural Weapons:

Attacks	BAC	DT	Base
Electrical bolt*	auto	Electrical	3D3 points PD
Being struck by opponent metal weapon		Electrical	3D3 points PD

*3-foot range

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Spear	5	4	2	P	3D6	*	55	M	3/20
L. Tower Shield	0	7	2	B	1D6	—	50	C	5/70

*Unfailing delivery of base 3D3 points of Electrical PD to opponent as noted above.

Statistical Detail:

M: (Cunning) 39 **P:** 56, **CL:** 56

MR: 39 **MM:** N/A

PM: 28 **PN:** 28

MRCap: 13 **MMCap:** N/A

PMCap: 10 **PNCap:** 10

MRPow: 13 **MMPow:** N/A

PMPow: 8 **PNPow:** 8

MRSpd: 13 **MMSpd:** N/A

PMSpd: 10 **PNSpd:** 10

Armor Scheme:

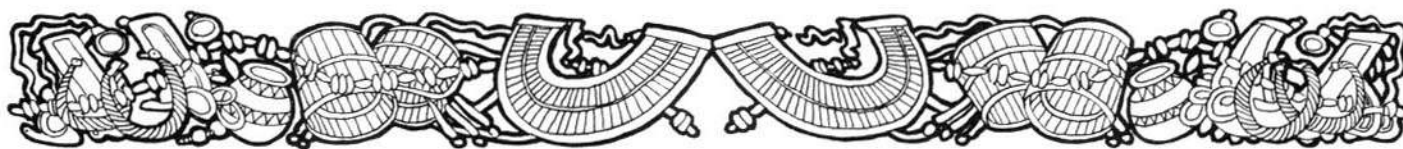
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	100	32	24	24	24	80	*
Super	75	24	18	18	18	60	*
Vital	50	16	12	12	12	40	*
Non	25	8	6	6	6	20	*
Average	67	20	15	15	15	50	*

*Invulnerable

Commentary & Description: These things are activated by Heka. They leer horribly as they move to assail their foes. Each wears full reinforced leather armor, the black plates of horn gleaming and bronze studs showing as smirches of verdigris in the weird illumination. Each skeletal golem attacker bears a large tower shield, also of leather studded with bronze and animal horn. Their spear tips show a play of blue energy where the electricity collects ready to spark forth.

When an opponent strikes one of these golems with a hand-held metal weapon, that individual suffers 3D3 points of Electrical PD from so doing.

Electrical attacks upon a copper skeletal golem restore an amount of the subject's Physical damage equal to the damage that would normally be inflicted by the attack.



Mummy

Identifier: Unalive, Mummy

Habitat: Earth, Egypt, Tomb of Rahotep **Size:** Man-sized

Move (yds/BT): 100

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Cold, Disease, Poison, Castings—see below.

Susceptibilities: Direct exposure to sunlight or light equivalent inflicts D6+1 PD/CT.

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

(Possible only where M (Cunning) TRAIT exceeds 90 and a False S TRAIT exists in the mummy—not in this case.)

Joss (Anti-Joss) Factors: 0

Attractiveness: 1

Quirks: Nil

Average Armor Protection: Nil

Dodging: Nil

Avoidance: Base —/10/—

Natural Weapons:

Attacks	BAC	DT	Base
Fist x 2	60	B	3D6+8

Powers: *Casting Reflection:* Any one Effect laid directly on the mummy in a CT is absorbed and reflected back to the caster, or the nearest foe if the caster is out of range, the following CT. *Fear:* Each persona confronting a mummy in 1-rod radius or closer must check against S M CATEGORY at DR "Complex" (x1.5) or give in to an urge to flee by running away at fastest speed for D3 BTs time. *Vampiric Emotion:* This Power functions only in an Invigorated mummy. If it has gained less than 20% of its P TRAIT thus it can use only the *Horror* emotion, but above 20% of its P TRAIT it can employ that of *Terror* as well, at its option. *Horror:* The mummy uses its Gaze to assail a subject, and if that one fails Avoidance, he suffers 3D3 points of Mental damage, and must check against *Fear* emotion above. The mummy, meantime, gains the MD points as an addition to its M (Cunning) TRAIT for as many ATs as it gains points thus, and also receives a permanent gain of 1 M (Cunning) TRAIT point thus! *Terror:* The mummy uses its Gaze to assail a subject, and if that one fails Avoidance, he suffers 3D3 points of Spiritual damage, and must check against *Fear* emotion above. The mummy, meantime, gains the SD points to create an, or as an addition to its, (false) S TRAIT for as many ATs as it gains points thus, and also receives a permanent gain of 1 S TRAIT point thus. At such time as a mummy has so gained a false Spiritual TRAIT total in excess of 18 it becomes self-willed! *Vampiric Physical Damage:* When a mummy hits an opponent, it receives an amount of P TRAIT points equal to the actual Physical damage it inflicted by so striking its opponent. If the mummy's new P TRAIT total exceeds its original amount (which is allowed in this case), the TRAIT is increased accordingly and the Unalive thing becomes *Invigorated*. The mummy gains double normal attacks—4/CT rather than 2.

Statistical Detail:

M (Cunning): 72 **P:** 100, **WL:** 75, **EL:** 100* **S:** See Powers above.

MR: 36 **MM:** 36 **PM:** 50 **PN:** 50

MRCap: 15 **MMCap:** 15 **PMCap:** 20 **PNCap:** 20

MRPow: 12 **MPow:** 12 **PMPow:** 20 **PNPow:** 20

MRSpd: 9 **MSpd:** 9 **PMSpd:** 10 **PNSpd:** 10

*At WL, the mummy's movement and BAC drops to 50%. At EL, or 0 (zero) P TRAIT, it is destroyed.

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	60	40	32	8	16	40	16
Super	45	30	24	6	12	30	12
Vital	30	20	16	4	8	20	8
Non	15	10	8	2	4	10	4
Average	37	25	20	5	10	25	10

Commentary & Description: A mummy is an Evil, Unalive thing operating under a Heka-programmed action plan which it cannot avoid except through the gain of a False Spiritual TRAIT which is accomplished through attacks upon living subjects with a Spiritual component.

If a Casting is directed at a mummy, the target is unaffected, instead absorbing the Heka energy. During the following Critical Turn, the mummy releases the Casting's Effect, that being returned to the original caster (or, if that person has moved out of range, at the nearest opponent target), against whom it has normal Effect. Note, however, a mummy cannot hold two or more Casting's Effects simultaneously (though it can absorb one during the same CT in which it releases another, as long as the absorption occurs after the release, and not vice versa).

Remember that due to Rahotep's potent magicks in the tomb, any persona slain by one of these Unalive things will turn into a mummy-zombie unless somehow protected against such a Curse.

In general, the Heka released from the ritual burning of tanna leaves will attract irresistibly an Unalive mummy within a 1-furlong radius per tanna leaf burned, for such Heka is the only source of repair of Physical damage suffered by these things, and this is usually programmed into the mummy at time of the ceremonies and Castings necessary to create the thing. Similarly, a self-willed mummy will come to gain P TRAIT restoration.



Ghoul

Identifier: Unliving

Habitat: Earth, Egypt, Tomb of Rahotep **Size:** 2 x Man-sized

Modes & Rates of Movement (yds/BT):

Base walking: 160

Burrow through soft dirt: 2

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Cold, Electricity.

Susceptibilities: Contact: Fire (x2), Exposure: Allergic reaction, Severe: Direct Sunlight (D3 PD/CT, Dazed).

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 1

Quirks: Nil

Average Armor Protection: 15—see below

Worn: Possible in very rare cases only.

Heka-engendered: Possible in very rare cases only.

Dodging: Nil

Avoidance: Base —/15/20

Natural Weapons:

Attacks	BAC	DT	Base
Foreclaw x 2	55	C	2D6+8
Hindclaw*	65	C	3D6+8
Bite	60	P	2D6+8

*Used when down, opponent is down and held, atop or beneath opponent, etc.

Powers: *Gaze, Paralyzing.* (Single Subject): Subject must avoid looking at eyes or have to succeed in a check vs. SM CATEGORY at DR "Hard" or else be Physically paralyzed for 3D3 CTs. *Heal Self:* Regain D3 points PD suffered each BT, and any portion of body severed is automatically restored if touched to proper spot and held there for 1 CT. *Heka Resistance:* 6-point R factor must be overcome to affect ghoules with Casting or Power.

Other: *Stench Odor:* 1-rod radius, check vs. PNCap at DR "Easy," failure = 3D3 BTs spent retching and unable to act, and all within area suffer +10 penalty to Initiative do to noisome smell, and Mental K/S use is at a -5 STEEP penalty for duration of Stench Effect.

Weapons: Used in very rare cases only.

Statistical Detail: Base Scheme (+/-D6)

M(Cunning): 100	P: 160, WL: 120, CL: 144	S: 110, EL: 88
MR: 50 MM: 50	PM: 80 PN: 80	SM: 50 SP: 60
MRCap: 19 MMCap: 19	PMCap: 30 PNCap: 30	SMCap: 20 SPCap: 20
MRPow: 17 MMPow: 17	PMPow: 20 PNPow: 20	SMPow: 10 SPPow: 20
MRSpd: 14 MMSPd: 14	PMSpd: 30 PNSpd: 30	SMSpd: 20 SMCap: 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	28	28	28	20	20	28	*
Super	21	21	21	15	15	21	*
Vital	14	14	14	10	10	14	*
Non	7	7	7	5	5	7	*
Average	17	17	17	12	12	17	*

*Invulnerable

Commentary & Description: Ghoules are things even worse than ghulaz, with regenerative power and Supernatural potency. These vile things usually dwell in packs, often including ghulaz and/or once-human ghouls. Naturally, their favorite food is carrion, human corpses, but a fresh one will do if they can't wait for "aging."

Although cunning, they are fearless and fight unceasingly until their last breath.

These creatures have clawed hands and feet of animal nature despite human-like fingers and toes. Their skull is also humanoid in shape, albeit more akin to that of a gorilla. It is elongated, with massive, hyena-like jaws, glaring, bestial eyes and ears too which are hyena-like.

Ghulaz (12 total)

Identifier: Unliving

Habitat: Earth, Egypt, Tomb of Rahotep **Size:** Man-sized +

Modes & Rates of Movement (yds/BT):

Base walking: 160

Burrow through soft dirt: 2

Initiative Modifiers: Human standard

Invulnerabilities: All non-enchanted weapons, Cold, Electricity.

Susceptibilities: Contact: Fire (x2), Exposure: Allergic reaction, Severe: Direct Sunlight (D3 PD/CT, Dazed).

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 1

Quirks: Nil

Average Armor Protection: 12—see below

Worn: Possible in very rare cases only

Heka-engendered: Possible in very rare cases only

Dodging: 3

Avoidance: Base —/17/12

Natural Weapons:

Attacks	BAC	DT	Base
Foreclaw x 2	55	C	2D3+12
Rending	*	I	D3+12
Hindclaw**	65	C	3D3+12
Bite	60	P	2D3+12

*When both foreclaws score hits, this indicates the ghulaz has grabbed ahold of the opponent, if man-sized or smaller, and uses its grip to inflict further PD through jerking and wrenching (rending).

**Used when down, opponent is down and held, atop or beneath opponent, etc.

Powers: *Heal Self:* Regain D10 points PD suffered each BT, and any portion of body severed is automatically restored if touched to proper spot and held there for 1 CT. *Heka Resistance:* 3-point R factor to overcome affect ghulaz with Casting or Power. *Paralyzing Spittle:* Range of 6 feet, 1 target, 50 BAC, strike success inflicts immobility on target subject for D3 CTs.

Other: *Stench Odor:* 1-rod radius, check vs. PNCap at DR "Easy," failure = 3D3 BTs spent retching and unable to act, and all within area suffer +5 penalty to Initiative do to noisome smell.

Weapons: Used in very rare cases only.

Statistical Detail:

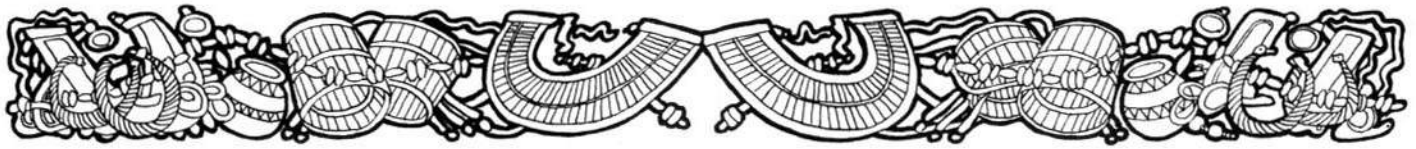
M(Cunning): 88	P: 130, CL: 16	S: 80, EL: 16
MR: 44 MM: 44	PM: 65 PN: 65	SM: 40 SP: 40
MRCap: 18 MMCap: 18	PMCap: 26 PNCap: 26	SMCap: 15 SPCap: 15
MRPow: 16 MMPow: 16	PMPow: 22 PNPow: 22	SMPow: 13 SPPow: 13
MRSpd: 10 MMSPd: 10	PMSpd: 17 PNSpd: 17	SMSpd: 12 SMCap: 12

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	20	20	20	16	16	20	20
Super	15	15	15	12	12	15	15
Vital	10	10	10	8	8	10	10
Non	5	5	5	4	4	5	5
Average	12	12	12	10	10	12	12

Commentary & Description: Ghulaz are Unliving creatures of Nether Plane origination. These vile things usually dwell in packs, often including ghoules and/or once-human ghouls. They too are man-eaters, carrion lovers, and murderous monstrosities.

They are as fearless as ghoules and likewise will fight unceasingly until their last breath.



These creatures have clawed hands and feet of animal nature despite human-like fingers and toes. Their skull is also humanoid in shape, albeit more akin to that of a gorilla. It is elongated, with massive, hyena-like jaws, glaring, bestial eyes and ears too which are hyena-like. These vile things seem to be an amalgam of the worst features of a hound, baboon, and a human, blending them into a leering, fanged visage of demonic appearance. They have long arms, corded with muscle, which terminate in hideous clawed hands and feet.

Scorpion-Snake

Identifier: Monster

Habitat: Earth, Egypt, Tomb of Rahotep **Size:** 12 × man-size

Modes & Rates of Movement (yds/BT):

Slither: 68

Walk: 136

Run: 272

Initiative Modifiers: Normal, but see Powers

Invulnerabilities: All non-enchanted weapons, Chemicals, Cold, Disease, Fire/Heat, Poison.

Susceptibilities: Insinuation: Argent (×3), Exposure to full moonlight or equivalent (D6+1 PD/CTs, Daze after 1 BT).

Quirks: Nil

Average Armor Protection: Nil

Heka-engendered: 6 vs. each damage form

Dodging: Nil

Avoidance: Base 15/10/15

Natural Weapons:

Attacks	BAC	DT	Base
Bite	40	P	6D6+6
Fore-pincers* × 2	45	C/B	2D6+2
Constriction**	30	B	3D6+3**
Sting	35 †	P	3D6+STR 30 Poison††

*Employable only when the creature is not moving.

**Constriction will, in addition to inflicting damage, seize its victim on the initial strike and continue to damage him or her automatically each CT after that until the victim dies, the attacker takes over its CL in Physical damage, or the attacker decides to release the subject. The subsequent damage is Impact.

† BAC increases to 70 if the target is held in the creature's coils.

††Can be used to either side rear to behind, or to strike at a constricted subject.

Powers: *Darkseeing* (as if daylight), *Gloom Cloud* (darkness in 90-foot diameter area surrounding Monster, 1 AT duration, 1/day), *Heal Self* (D6 points of PD each Battle Turn), *Resistance to Heka* (must overcome 13-point R factor to affect Monster with Casting or Power), *Shape Shift* (to human/Monster 2/day).

Other: *Extreme Attractiveness:* -3 = Horrid. Check vs. SM CATEGORY at: Dazing - "Easy"; Fleeing - "Easy."

Casting Ability: Priestcraft, Gloomy Darkness, Grades I - V, 640 Heka points available.

Statistical Detail:

M: 90, **EL:** 72 **P:** 640, **WL:** 480, **CL:** 576 **S:** 90, **EL:** 72
MR: 45 **MM:** 45 **PM:** 320 **PN:** 320 **SM:** 45 **SP:** 45
MRCap: 15 **MMCap:** 15 **PMCap:** 120 **PNCap:** 120 **SMCap:** 15 **SPCap:** 15
MRPow: 15 **MMPow:** 15 **PMPow:** 80 **PNPow:** 80 **SMPow:** 15 **SPPow:** 15
MRSpd: 15 **MMSpd:** 15 **PMSpd:** 120 **PNSpd:** 120 **SMSpd:** 15 **SPSpd:** 15

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	24	32	*	*	32	20
Super	18	18	24	*	*	24	15
Vital	12	12	16	*	*	16	10
Non	6	6	8	*	*	8	5
Average	15	15	20	*	*	20	12

Commentary & Description: As this Monster has been so long suspended in Unliving state, it operates only on its most basic, Physical level for the first Battle Turn. Thereafter, however, it can and might well utilize Castings or Powers in addition to its attacks.

Remember that if both of the glowing eyes of the Rahotep statue are destroyed from a distance, or blocked or covered in some way, the snake-scorpion Monster returns immediately to stone. While the statue's eyes inoperable, the thing can be struck as semi-soft stone, and it will crack and fall into two halves after suffering 100 points of PD thus.

Golem Idol of Rahotep

Identifier: Golem, Stone

Habitat: Earth, Egypt, Temple of Osiris **Size:** 6 × man-sized

Move (yds/BT): 6 to 90 as willed

Initiative Modifiers: Human standard

Invulnerabilities: Nil

Susceptibilities: Nil

Quirks: Edged weapons striking this thing must make a roll as if they were Parrying.

Average Armor Protection: Nil

Dodging: Nil

Avoidance: -/5/20

Natural Weapons:

Attacks*	BAC	DT	Base
Fist	50	B	8D6+8
Kick	30	B	8D10+8
Stomp	30	I	8D10+8

*This golem will choose one form of attack at a time.

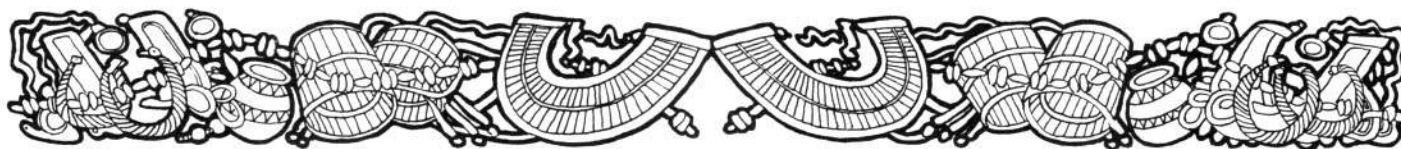
Statistical Detail:

P: 200, **CL:** 200 **S:** 140, **EL:** 112
PM: 100 **PN:** 100 **SM:** 70 **SP:** 70
PMCap: 40 **PNCap:** 40 **SMCap:** 30 **SPCap:** 30
PMPow: 30 **PNPow:** 30 **SMPow:** 20 **SPPow:** 20
PMSpd: 30 **PNSpd:** 30 **SMSpd:** 20 **SPSpd:** 20

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	80	80	20	80	80	80	40
Super	60	60	15	60	60	60	30
Vital	40	40	10	40	40	40	20
Non	20	20	5	20	20	20	10
Average	50	50	12	50	50	50	25

Commentary & Description: Again, because this thing is possessed by a Spiritual portion of Rahotep, it has a Spiritual TRAIT. For a similar reason it has no Mental one whatsoever! The latter makes the thing Invulnerable to attack causing Mental damage. If Spiritual TRAIT is reduced below EL, the statue-golem ceases functioning as the ba's control is broken.



Sekhem of Rahotep

Vocation: N/A **SEC:** N/A
Habitat: /Erth, /Egypt, Tomb of Rahotep **Size:** Man-sized
Move (yds/BT): 140 **Initiative Modifiers:** Human standard
Invulnerabilities: All non-enchanted weapons, Chemicals, Cold, Disease, Fire, Poison, Spiritual attacks & damage.
Susceptibilities: Positive Heka (x2).
Joss (Anti-Joss) Factors: 0 **Attractiveness:** 1
Quirks: Nil
Average Armor Protection: 15—see below
Dodging: 29 **Avoidance:** 30/30/—

Natural Weapons:

Attacks	BAC	DT	Base
Touch	80	—	*

*Check vs SM CATEGORY at DR "Hard" or target subject is drained of all TRAIT points and is dead instantly.

Powers: *Appears* only 1 segment before its "beat" in the CT as found by Initiative determination. It then attacks. Total segments in a Critical Turn are determined by finding the lowest Initiative number in a CT and then assigning integers between it and the highest number found. Each such integer is a "beat" or a segment. For example, suppose the lowest number is a -15 and the highest a 9; there are thus 25 segments in the CT. *Vanishes* in 6 "beats" after attacking, that is 6 segments of the CT after it has attacked it will disappear from view; and in its two-dimensional form can't be located to be attacked by normal means.

Statistical Detail:

M: 180, **EL:** 144 **P:** 140, **WL:** 105, **CL:** 126
MR: 90 **MM:** 90 **PM:** 70 **PN:** 70
MRCap: 30 **MMCap:** 30 **PMCap:** 30 **PNCap:** 30
MRPow: 30 **MMPow:** 30 **PMPow:** 10 **PNPow:** 10
MRSpd: 30 **MMSpd:** 30 **PMSpd:** 30 **PNSpd:** 30

Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	24	32	*	*	32	—
Super	18	18	24	*	*	24	—
Vital	12	12	16	*	*	16	—
Non	6	6	8	*	*	8	—
Average	15	15	20	*	*	20	12

*Invulnerable

Commentary & Description: This Mental portion of Rahotep appears to be a near-lightless black form of a man wearing a strange headdress, clad as would be a noble of Ancient /Egypt, but in silhouette only, of course.

If this power portion of Rahotep is defeated by reduction to Mental EL, Physical CL, or actually "slain," it must return to Rahotep, and he suffers a loss of 17 points from his Mental TRAIT.

Evil Sahu of Rahotep

Vocation: N/A **SEC:** N/A
Habitat: /Erth, /Egypt, Tomb of Rahotep **Size:** Man-sized
Move (yds/BT): 140 **Initiative Modifiers:** Human standard
Invulnerabilities: All non-enchanted weapons, Chemicals, Cold, Disease, Fire, Poison, Mental attacks & damage.
Susceptibilities: Positive Heka (x2).
Joss (Anti-Joss) Factors: 0 **Attractiveness:** 1
Quirks: Nil
Average Armor Protection: 15—see below
Dodging: 29 **Avoidance:** —/30/30

Natural Weapons:

Attacks	BAC	DT	Base
Touch	80	1	6D10+drains a like amount of Heka from target subject, inflicting Spiritual damage instead is no personal Heka available

Powers: *Anti-Heka:* Any enchanted weapon striking the *sahu* must succeed in a check as if it were a normal weapon making a Parry. *Heka Reflection:* Any Casting/Power directed at the *sahu* will be sent back instantly to the caster, 1/CT.

Statistical Detail:

P: 140, **WL:** 105, **CL:** 126 **S:** 180, **EL:** 144
PM: 70 **PN:** 70 **SM:** 90 **SP:** 90
PMCap: 30 **PNCap:** 30 **SMCap:** 30 **SPCap:** 30
PMPow: 10 **PNPow:** 10 **SMPow:** 30 **SPPow:** 30
PMSpd: 30 **PNSpd:** 30 **SMSpd:** 30 **SPSpd:** 30

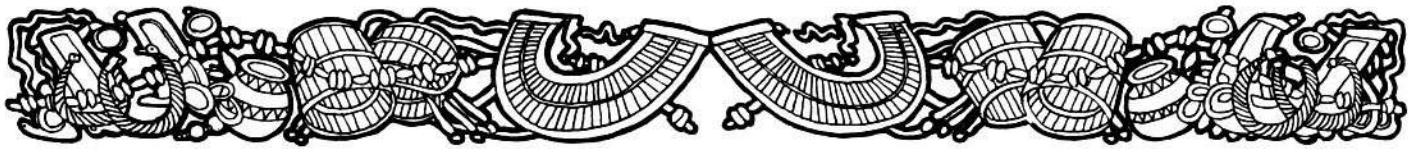
Armor Scheme:

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	24	32	*	*	32	—
Super	18	18	24	*	*	24	—
Vital	12	12	16	*	*	16	—
Non	6	6	8	*	*	8	—
Average	15	15	20	*	*	20	12

*Invulnerable

Commentary & Description: This opponent is, in effect, an anti-being—a figure of semi-transparent black radiance (rather as if made of dark smoky quartz), from which crackling energies fly like electrical sparks. In addition to its fearsome blow of anti-energy, the *sahu* poses a special threat to users of Castings. Any dweomer sent directly at it will turn back upon the caster, who must make an Avoidance roll or be fully affected himself. Area Effect Castings, however, are not so redirected.

Its defeat inflicts a loss of 17 points of S TRAIT upon Rahotep.



Unmortal Rahotep

Vocation: Priest-Mage, Full Practitioner **SEC:** 8
Habitat: Earth, Egypt, Tomb of Rahotep **Size:** Tall
Move (yds/BT): P TRAIT **Initiative Modifiers:** Human standard
Invulnerabilities: All non-enchanted weapons, Chemicals, Cold, Disease, Fire/Heat, Poison.
Susceptibilities: Positive Heka (x2).

Outstanding-Important K/S Areas/Sub-Areas & STEEP:

E/S Graces (M)	61**
Native Tongue (M)	41**
Perception, Mental (M)	51
Perception, Physical (P)	26
Riding (P)	61
Alchemy* (S)	101
Astrology* (S)	91
Astronomy* (M)	61
Business Administration (M)	36
Combat, Hand Weapons (P)	equal to P TRAIT
Combat, Missile Weapons (P)	61
Combat, HTH, Lethal (P)	61
Conjuration* (S)	71
Criminal Activities, Mental (M)	71
Cultured Palate (P)	61
Deception (M)	86
Demonology* (S)	91
Divination* (S)	86
Dweomercraft* (M)	equal to M TRAIT
Endurance* (P)	31
Escape (P)	31
Foreign Lng., Atlantian (M)	21**
Foreign Lng., Babylonian (M)	31**
Foreign Lng., Grecian (M)	21**
Foreign Lng., Phoenician (M)	21**
Foreign Lng., Roman (M)	21**
Foreign Lng., Yarban (M)	21**
Foreign Lng., Ancient Sumerian (M)	71
Foreign Lng., High Atlantian (M)	51
Foreign Lng., Y'dragl Runic (M)	71
Games, Mental (M)	51
Games, Physical (P)	31
Heka-Forging* (P)	56
Herbalism* (S)	61
Influence (M)	66
Leadership (S)	56
Magnetism (S)	51
Magick* (M)	equal to M TRAIT
Metaphysics* (S)	71
Military Science (M)	41
Multiversal Planes & Spheres (S)	50
Necromancy* (S)	76
Occultism* (S)	101

Pantheology* (S)	41
Philosophy (S)	61
Political Science (M)	61
Priestcraft* (S)	equal to S TRAIT
Public Administration (M)	66
Religion* (S)	equal to S TRAIT
Sorcery* (S)	equal to S TRAIT
Survival (P)	31
Swimming/Diving (P)	41
Tolerance (P)	71

**Due to ancient knowledge, Rahotep speaks archaic versions of these tongues.

Joss (Anti-Joss) Factors: 6 and (6)

Attractiveness: 21 (IU 21)

Quirks: Nil

Averaged Armor Protection:

Worn: Nil

Heka-engendered: See below

Dodging: 19

Avoidance: Base 35/25/40

Heka Available: 7,000+

Castings: Dweomercraft, Black to IX+, Gray to VIII, Elemental to VII; Priestcraft, Gloomy Darkness to IX+

Powers: *Chameleon Form:* To any object, 3/day, *Darkseeing:* As if normal moonlight, *Detect Duplicity:* Any individual in sight within 1 chain, *Emotion Reading:* Any individual in sight within 1 chain, *Fear:* All within 1 rod must check vs. S TRAIT at DR "Difficult" or move away at fastest normal rate for D3 BTs, *Fire Production:* 1-chain radius, 1 BT Time duration, 3D3 points PD per CT of exposure inside Area of Effect, *Gloom Cloud:* 1-chain radius, 1 AT, 1/day, *Heal Self:* 3D10 points of each kind of damage, 1/day, *Heka Drain:* Touch, S TRAIT total, accrues to personal store, 1/day, *Heka Reflection:* Any Casting/Power will be sent back instantly to the caster, 3/BT maximum, *Heka Resistance:* Factor of 50, so that no unmodified Grade III or lower Casting will activate successfully against him, *Shape Shift:* To/from any animal form, 3/day, *Vampiric Gaze:* Once per CT, sight to 1 chain, choice of TRAIT affected: Mental TRAIT—Avoidance is "Hard" or worse; otherwise, target subject must check against M TRAIT total at "Very Difficult" or else lose 10 STEEP from each and every Mental TRAIT K/S Area. (Loss is permanent, but STEEP can be added again.)

Physical TRAIT—Avoidance is "Hard" or worse; otherwise, target subject must check against P TRAIT total at "Very Difficult" or else lose 10 STEEP from each and every Physical TRAIT K/S Area. (Loss is permanent, but STEEP can be added again.)

Spiritual TRAIT—Avoidance is "Hard" or worse; otherwise, target subject must check against S TRAIT total at "Very Difficult" or else lose 10 STEEP from each and every Spiritual TRAIT K/S Area. (Loss is permanent, but STEEP can be added again.)

Vampiric Touch: As *Vampiric Gaze* above, but target subject cannot use Avoidance and failure in check doubles loss to 20 STEEP in applicable TRAIT K/S Areas.

Other: *Extreme Attractiveness:* 21 = Incredible. Check vs. SM CATEGORY at: Dazing, "Easy"; Meeting, "Easy."



Statistical Detail: (See below for numerous modifiers.)

M: 220, **EL:** 176 **P:** 150, **WL:** 113, **CL:** 135 **S:** 270, **EL:** 216
MR: 110 **MM:** 110 **PM:** 75 **PN:** 75 **SM:** 135 **SP:** 135
MRCap: 40 **MMCap:** 40 **PMCap:** 25 **PNCap:** 25 **SMCap:** 50 **SPCap:** 50
MRPow: 35 **MPow:** 35 **PMPow:** 25 **PNPow:** 25 **SPPow:** 45 **SPPow:** 45
MRSpd: 35 **MMSpd:** 35 **PMSPd:** 25 **PNSpd:** 25 **SMSpd:** 40 **SPSPd:** 40

Armor Scheme: (See below for modifiers, due to rise in power)

Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.
Ultra	24	24	24	*	*	24	24
Super	18	18	18	*	*	18	18
Vital	12	12	12	*	*	12	12
Non	6	6	6	*	*	6	6
Average	15	15	15	*	*	15	15

*Invulnerable

Commentary & Description: Obviously, if Rahotep comes forth as Unmortal, he is going to use his gaze and touch to drain STEEP in preference to any other attack modes, unless he is already a Minor deity. In that case, he'll rid himself of the HP team as quickly as possible.

Not to gild the lily, but it is possible for Rahotep to be clad in normal (or more likely enchanted) armor in addition to that which is not "natural" to him in his Quasi-Deital status when he arises as Unmortal. You can add such if you think it appropriate. Likewise, he can ably wield weapons, and Rahotep could well have several very potent enchanted ones.

What with all the details of this fellow given in the text, there is little needed here save for the crucial information regarding what occurs when Rahotep takes damage and losses or gains. Here is the slate:

Losses to TRAITS

Damage* to TRAIT Total	Actual TRAIT score loss
Mental (ren):	Defeat of <i>sekem</i> : -18 Mental
Physical (khaibet):	Defeat of <i>sahu</i> : -36 Spiritual
Spiritual (khu):	

*No long-term effect, but making Rahotep weaker in a combat situation.

Gains to TRAITS

Accruing from Personas

Each slain = +1 Physical TRAIT point +1 additional TRAIT point according to victim's Vocational TRAIT, i.e., 2 TRAIT points

Each turned into mummy-zombie = ditto

Each successful vampiric drain of STEEP = 1 TRAIT point according to TRAIT selected for *Vampiric Drain**

*Rahotep's K/S STEEP in that TRAIT's Area goes up by that number of points of STEEP so drained in addition to the gain of 1 TRAIT point. Keep track of STEEP drained in each TRAIT class, and if and when appropriate, go back to the K/S list above and add in all gains, dividing the STEEP as evenly as possible in all K/S Areas applicable, to arrive at new STEEP totals for Rahotep. Don't forget to add 1 TRAIT point to the appropriate TRAIT for each such successful gain of STEEP!

Accruing from Evil Objects

For each gained, +1 to each of the three TRAITS, i.e., 3 total TRAIT points

For all Nine Evil Objects, +27 total to each of the three TRAITS, i.e., 81 total TRAIT points!!!

Unmortal Rahotep When Arising Is:

Quasi-Deital—if his TRAITS total is 1 - 20 points greater, unmodified, or less than the total base given above. Add to or reduce Heka by 50 per TRAIT point gained or lost. He is otherwise as stated above.

A Demi-God—if his TRAITS total is 21 - 50 points greater than the total base given above. Add to Heka by 50 per TRAIT point gained. Add the following Powers:

- Bestow Minor Power:* 1/month
- Darkseeing:* As if normal daylight.
- Flight, Aerial:* Running speed, 1 hour, 1/day.
- Heal Self:* 6D10 points of each kind of damage, 1/day.
- Heka Resistance:* Factor of 125, so that no unmodified Grade VI or lower Casting will activate successfully against him.
- Insanity by Gaze:* 1-chain range, save vs. M TRAIT at DR "Difficult" or be afflicted with Major Insanity.
- Parascopy:* Full range of ability.
- Telempathy:* Full range of ability.
- Shadow Cloaking:* Invisible in moderate or deeper shadows.
- Teleport:* Any distance on same Material Sphere, M TRAIT in thousands of leagues otherwise, 2/day
- Armor base moves up from 24 to 32, i.e., Average Armor Protection of 20.

Minor Deity—if his TRAITS total is 61 or more points greater than the total base given above. Add to Heka by 50 per TRAIT point gained. Add those Powers applicable to Demi-Godhood, unless the same is duplicated below, plus the following Powers:

- Change Manifestation:* To/from PPM, PPM or NPM in 1 CT, 9/day.
- Death Gaze:* Subject must save vs. S TRAIT at DR "Difficult" or die instantly.
- Grant Minor Wish:* 1/month
- Heal Self:* 9D10 points of each kind of damage, 1/day.
- Heka Resistance:* Factor of 250, so that no unmodified Grade IX or lower Casting will activate successfully against him.
- Plane Shift:* To/from any plane/sphere, 2/day.
- Shadow Walking:* Move from shadow to shadow, sight range, 1 CT/move, no limit to use.
- Summon Netherlings:* 2D3, 1/day
- Telekinesis:* Sight range, weight equal to M TRAIT in tens of pounds.
- Telepathy:* Full range of ability.
- Armor base moves up from 32 to 40, i.e., Average Armor Protection of 25, and Invulnerability to Electrical PD is gained.

Appendices

APPENDIX I:

The Current Kingdom of Ægypt

The gamemaster should, of course, refer to the *Epic of Ærth* companion volume to the *Mythus* fantasy roleplaying game book for a general background of Ægypt. What follows here are details which in whole or in part are not found therein, but without the basis given in the companion volume are not fully usable.

GOVERNMENT

Past Dynasties & Select Pharaohs

Pre-Dynastic Period & Atlantian Contact:

- c. 7500 BAF (Before Atlant's Fall) many petty city-states and tribal lands
- c. 6000 Atlantian Period, trade and colonization, petty kingdoms

Ancient Dynastic Period of Conjoined Double Kingdom (Taul):

- 1st: <4150 Narmer
- 2nd: <3920 Menes
- 3rd: <3770
- 4th: <3649 Djoser (Zoser)
- 5th: <3575 Snofru, Khufu, Menkaure
- 6th: <3465
- 7th: <3323 Teti
- 8th: <3150

First Intermediate Period:

- 9th: <3120

Early Triple Kingdom (Talkhenu):

- 10th: <3040
- 11th: <2992 Amunehat I
- 12th: <2783

Second Intermediate Period:

- 13th: <2640

Old Triple Kingdom Period (Phillistia Addition):

- 14th: <2550 Amenophis I, Tuthmosis I
- 15th: <2307 Rameses I
- 16th: <2196 (Nubian Oversight Addition)
- 17th: <2070
- 18th: <1945
- 19th: <1828
- 20th: <1724
- 21st: <1664

Third Intermediate Period:

- 22nd: <1525 (Babylonian Period)

Middle Triple Kingdom Period:

- 23rd: <1404 (Amyrtaios restores Ægyptian rule)
- 24th: <1399 Nepherties I

Fourth Intermediate Period:

- 25th: <1332 (Grecian Period)

Classic Triple Kingdom Period:

- 26th: <1304 (Plye I, 1st Nubian Pharaoh, restores Ægyptian rule)
- 27th: <1188

Fifth Intermediate Period:

- 28th: <1030 (Roman Period)

Late Triple Kingdom Period:

- 29th: <996 (Amasis VI restores Ægyptian rule)
- 30th: <745
- 31st: <664 Menes XX

32nd: <404

33rd: <221

34th: <99 Binitis I

35th: 107 AAF (After Atlant's Fall) Resamun V

36th: 289

37th: 508

38th: 776 Anuphotet I

Modern Period:

39th: 865 Wahibre III, Rameses XVIII, Tuthmosis IX

Current Government Organization

The current *Pharaoh* (literally "great house," i.e., Ægypt, the king) is Tuthmosis IX. The government he rules is organized as illustrated in the sidebar on page 208. That hierarchy, after Pharaoh, is explained as follows:

Governor General of Phillistia (Lord Ergol Zigith): This position is virtually that of the king's marcher lord of the East. As such, it is between vizier and a prince of Ægypt. The position is theoretically non-hereditary, but Pharaoh generally appoints whomever the ruling governor general has marked for the position, and always within the noble family of that one. Otherwise, the position is viceregal and similar to that of vizier as detailed below, save for its lower precedence.

Admiral Governor of Kápathos (Lord Gyges Tefre): Six of the 12 Dodecanese Islands (including Kápathos, Kásos, Saria, and three islets) have been held by Ægypt for centuries, with a few hialial periods. The governor of this critical naval base reports jointly to Pharaoh and the marshal.

Security, the *Utchatu*, pertains to the king and royal family, and to the security of the whole state. It is the guard, an investigatory department, and a secret police in one arm which reports to Pharaoh himself, with informational reporting to the High Council which is explained hereafter. There are three branches of the *Utchatu*:

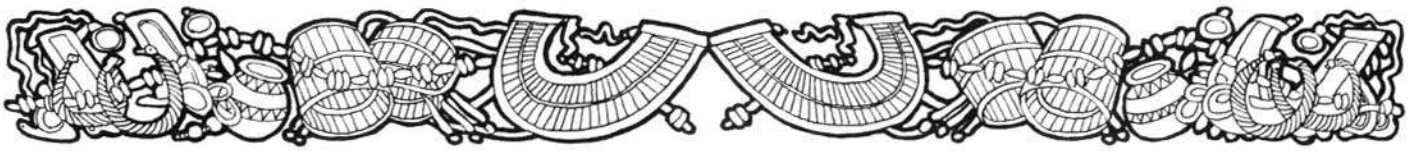
(1) The *Pharonic Guard*, made up of both uniformed and civilian-clothed members whose principal duty is the personal safety of the king. Of course this means magical as well as physical protections, and this arm is well staffed with all manner of Heka-able personnel. The *Pharonic Guard* is the only portion of the *Utchatu* which is visible to all. Its officers must be native Ægyptians.

(2) The *Utchatu* is the branch which investigates crimes and conspiracies in Ægypt and its protectorates. It is, more or less, a regal bureau of investigation. Its force is all in plain clothes, of course, and its mission is covert. No foreign-born person can be a member of the *Utchatu*.

(3) The *Merit-f* (merit-eff) is the secret arm which operates in all corners of Ægypt and the Ærth too. Its mission is obvious. Only the finest of the *Utchatu* are selected for service in the *Merit-f*. All agents of this branch have command of Heka, whether through Power or Casting. On rare occasions, a non-Ægyptian has been enrolled in this branch of the *Utchatu*. One or two have risen to considerable status in the past, eventually retiring as aristocrats with estates and ample funds for all they might want.

Archpriest: This is the office of highest religious authority in the land, after the king himself, of course. The archpriest is also the Minister of Religion (with its educational arm included). He (or she) is a member of the High Council, subject to no authority save that of Pharaoh or the High Council. The archpriest has direct authority, however, over only the *Religious Hierarchy*.

Marshal: This is the office controlling the armed forces of the kingdom, and the marshal is also Minister of War who reports directly to the king with information to the Bureau of Ministers or any other officials as there is need.. He is a member of the High Council, subject to no authority save that of Pharaoh or the High Council. The marshal has direct authority, however, over



only the *Military Hierarchy*.

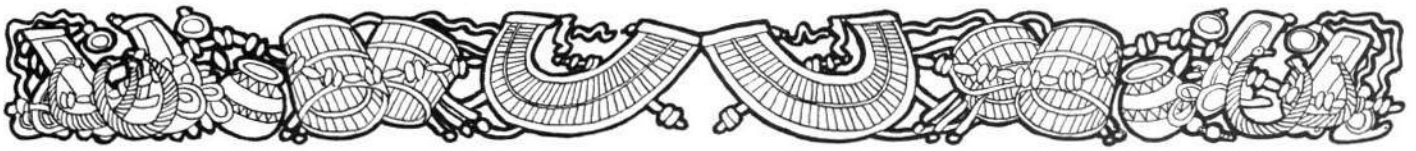
Vizier: This is the office of viceroy of one of the three major divisions of the kingdom as is indicated on the diagram. Each vizier is expect to manage his territory as if he were Pharaoh, doing so in the king's name. Thus, various

ministries, through an appropriate deputy minister, report to each vizier. Each vizier is a member of the High Council, subject to no authority save that of Pharaoh or the High Council. The extent of authority of a vizier is diagrammed in the sidebar.

Egyptian Governmental Organization



*The king has a chief minister, his chamberlain, who assists in affairs of state. The internal management of staff is otherwise divided between the Major Domo for domestic matters and the Steward for external personnel and property. Some 3,000 staff, retainers, servants, and slaves are managed thus.



Vizier's Organization

Vizier

Sepat (Nome) Governors (*Hatlu*, sing. *Hatia*) (Nomearchs)

Scribe-Sages (*Rekh-khets*)

Mayors (*Mer nu-tu*)

Elders (*sers*)

Prefect of Police (*Metebi*)

Police (*meti*)

Local Departments Ministers (*sabs*):

Agriculture

Artisans & Craftsmen

Education

Hekau

Law

Militia

Resources

Taxation

Waterways

Prince Royal of the Nubian Oversight: This is for all intents a viceregal office with the same parameters as the other viziers. It is more important in that the position is always given by Pharaoh to his designated heir. It is somewhat less important administratively and with respect to population size in the territory. On the other hand, the area is usually turbulent and difficult to manage.

The High Council: Pharaoh has six High Councillors (the prince, three viziers, the archpriest, and the marshal (of Egypt)) whom he must consult for advice before taking any action which will affect the whole land, although their dissent will not prevent the action if the king is determined to follow through, for Pharaoh is absolute in rule. But the scandal of going against unanimous opinion is nearly unthinkable. The High Council meets once per month for one day, or at such greater frequency as the king requires.

Nobles: The hereditary nobility, the *hatepu*, consists of princes, counts, archbarons, barons, lords, chief scribes and shakes (Egyptian *stekh*, a sort of primitive, basically tribal warrior lordling, almost a hereditary and landed knighthood most common in the desert lands and Phillistia). These hereditary aristocrats, together with the Bureau Ministers, convene to form the Great Council. Nobles in general have virtual independence with respect to matters on their own own fiefs and estates. Most large holdings of the nobility are outside the Sepats, thus away from the Nylle River and the Resy (grand lakes) area. Legally, they are entitled to trial before the High Council, and to a seat on the Great and Grand Councils. When they request, the king or one of his viceroys or chief Ministers (archpriest or marshal) cannot unreasonably refuse to grant an audience.

The aristocratic class is flushed out by lifetime-only positions which include the Warriors of Pharaoh (knighthood), the Chiefs of Pharaoh (tribal leaders, head men, etc), and Scribes. Such lesser aristocrats are entitled to trial by the Court of the Great Council.

Bureau Ministers: The office is generally self-evident as to its authority and purview. These ministers, along with the nobles, form the Great Council, which is explained later. Ministers oversee state projects, lands, and matters as apropos to their charge.

The Great Council: All nobles and ministers together form the Great Council. This council convenes for 10 days twice per year, or more frequently if called for by Pharaoh. It deals with all matters ministerial and national not within the purview of any single vicerey. The Great Council is conducted with the prince of the Nubian Oversight in the chair.

The Grand Council: The High Council and Great Council, convened together, form the Grand Council. This combined assembly is by law called

into being once a year for a period of not less than three days time, to hear Pharaoh and to bring to the assemblage any and all matters appropriate and accordingly placed on the agenda by the prince of the Nubian Oversight or the archpriest, marshal, or a vizier. It is held as much to make all feel a part of the rulership of Egypt as it is to give these powerful individuals a chance to hear their king and address matters of concern. Pharaoh himself sits in the chair of state as head of this assemblage, of course.

Sepat: The *Sepat* (nome in Grecian) is a district of some tens to hundreds of square miles. Its governor is the *Hatia* of the *Sepat*. These divisions range from the delta region (where there are many), southwards along the Nylle River's banks, include the Resy (lakes area), and number few in the hinterland of the Nubian Oversight. Those with large cities in them tend to cover less territory than those without such urban concentrations. Each viceregal "kingdom" is divided into from 20 to 25 Sepats. The Nubian Oversight has but nine Sepats. Each Sepat has its own name, patron deity, flag, and emblem. Each fields a militia contingent in time of need to fill out the standing army. These militia contingents are independent units of from battalion to regiment in size (see Military, below).

Note Regarding Grand High Priests: There are always nine ecclesiastics holding this station. Two each from each of four of the five ethol, one only of the same ethos as is the archpriest of Egypt. Each Grand High Priest serves a different deity of Greatest, Greater, or Great rank. When there is need to appoint a new Archpriest, the Grand High Priests convene and elect two candidates, from their own station or from the ranks of the High Priests, or one from each. Pharaoh then must choose one to fill the office.

CALENDAR

The government maintains both the Civil Calendar and like records, but the Priests are those in charge of the Lunar, Solar, and Siderial time tables. However, as those are specialized, we will deal here only with the former.

Egypt adopted the Atlantean calendar in early days and has followed it since. Thus, the 10-decan/three-trid-per-decan year is typically used for government, commerce, and general regulation of public activities.

The trid, the 12-day division equal to one third of a decan, has the following divisions:

First day is always a holiday in honor of one ethoi and of several deities therein. Thus there are three such pantheon holidays per decan, 30 total per year, seven of each honoring the Ethoi of Sunlight, Moonlight, Balance, and Shadowy Darkness respectively, the remaining two recognizing Gloomy Darkness.

Second through fifth are typically working days.

Sixth day is one of rest.

Seventh through tenth are typically working days.

Eleventh day is both a working and a market day as applicable. Although the markets generally have all manner of goods, certain produce is brought in from wide areas in quantity as according to the following order of market days in a decan: first, produce; second, livestock; third, goods.

Twelfth day is one of rest.

This schedule continues throughout the 10 decans and ends in the five-day (periodically six-day, even seven-days long if a blue moon falls within it) holiday of merrymaking and devotional activities which comes immediately after the winter solstice. This latter event is always at least seven days in total, of course, due to the rest day immediately preceding it and the holiday which begins the first decan of the new an. The Egyptian Holiday time has become famous in many lands, so many people from foreign countries wealthy enough to travel to a city such as Alexandria, Memphis, Buto, Thebes, etc., go there both to join in the festivities and to escape the winter cold of their homelands.



MONEY

For your convenience, the coinage used in Egypt is repeated here.

Platinum: *Ankhen*

Gold: *Aten* (1000 BUCs), *drachma* (500 BUCs)

Electrum: *Neb*

Silver: *Crescent*

Copper: *Tek*

Bronze: *Dinar*

Brass: *Abt*

Tin: *Maash*

CITIES & TOWNS (INCLUDING PHILLISTIA)

Egypt's infrastructure is built on a base of small farming communities (hamlets and villages), aristocratic holdings (estates and manors), temple lands, and tribal herders. From these bases arise the towns and cities, even those whose current existence depends on trade, commerce, manufacturing, etc.

Walled cities were once common, but most have outgrown these limits, and there is little need for such protection in the heartland of the kingdom. However, near the borders there can still be found even large cities maintaining their defenses, and the existence of frontier fortresses and castles too indicates that there is still concern about safety from raiders and invasion. There are many ruined castles marking old borders (particularly interesting ones in the Nubian Oversight), while new and old constructions still stand to mark the marches and frontiers of modern Egypt.

Important Cities & Towns of Egypt

The following are the most important Egyptian towns and cities, listed in alphabetical order. Phillistine locations are listed in bold italic type.

Abu: See Elephantine.
Abydos: Population 40,000. Seat of Temple of Anher and of Osiris; major Temple of Thoth.
Admut (oasis): Population 1,600.
Adun-Hestur (oasis): Population 1,100.
Ahar-Ptah (oasis): Population 2,000.
Alexandria (Roqote): Population 120,000.
Aniba: Population 11,000. Seat of the Temple of Anubis (Anpu).
Anketaten: Population 24,000. Seat of the Temple of Min.
Ascalon: Population 25,000. Phillistia port trading city.
Atun-Seyal: Population 4,100.
Avaris (Per-Rameses): Population 110,000. Commerce and Industry.
Azal-Septit (oasis): Population 1,000.
Baki: Population 9,700. Seat of the Temple of Anket.
Bastu: Population 40,000. Seat of the Temple of Bast.
Buhew: Population 4,700.
Buto: Population 96,000. Seat of the Temple of Buto; major temple of Osiris.
Dakhla-Amun (oasis): Population 1,300.
Dara: Population 15,000. Mare Rubine port.
Dasau: Population 48,000.
Dunqul (oasis): Population 1,650.
Edfu (Teb): Population 57,500. Seat of Temple of Horus.
Elephantine (Abu, Upper Kingdom Capital): Population 150,000. Second seat of the Temple of Khnemu; major secular university.
Farnoc: Population 10,600.
Gath: Population 20,000. Phillistia.
Gaza: Population 30,000. Phillistia.
Gebtu: Population 5,800.
Gerar: Population 25,000. Phillistia.

Giza: Population 42,000. Phillistia port trading city.

Ikur: Population 17,000.

Innu (Innu/Heliopolis; see also On): Population 95,000. Seat of the Temple of Atmu; major secular university.

Inny: Population 21,500.

Isut: Population 16,000. Mare Rubine port.

Istantar: Population 18,000.

Hamish: Population 9,500.

Karanis: Population 30,000. Seat of the Temple of Sebk.

Karnak (Egyptian Pantheon Temple seat northern suburb of Thebes): Population 38,000. Second seat of the Temple of Amun.

Kerma: Population 7,300.

Kharga-Re (oasis): Population 1,400.

Khemunen (Khemun/Hermopolis): Population 114,000. Seat of the Temple of Khnemu; seat of the Temple of Thoth.

Komabu-Billo (Kom Ombo): Population 62,000.

Kurkur (oasis-lake): Population 6,200.

Luxor (Egyptian Pantheon Temple seat southern suburb of Thebes): Population 42,000.

Maghara: Population 10,000. Phillistia port.

Memphis (Mennefet) (Lower Kingdom Capital): Population 2,000,000. Seat of the Temple of Ptah; major secular university. (In Sakkara Necropolis); seat of the Temple of Seker; shipping, industry, commercial, and financial capital of the kingdom (the "Big Apple" of Egypt).

Mersa-Gawasis: Population 23,000. Mare Rubine port.

Nekheb: Population 7,000.

Nekhen: Population 23,500. Seat of Temple of Horus.

Napata (Nubian Oversight Capital): Population 75,000. Seat of the Temple of Amun; second seat of the Temple of Hapy; secular college; a provincial city.

Nubt: Population 11,000. Seat of the Temple of Nekhebet.

On (see also Innu): Population 140,000. Seat of the Temple of Ra.

Per Medjed: Seat of the Temple of Set.

Raphia: Population 10,000. Phillistia.

Rosetta: Population 150,000. First seat of the Temple of Hapy.

Sais: Population 27,500. Seat of Temple of Neith.

Scilima-Pasht (oasis): Population 1,800.

Senwosret: Population 60,000.

Serbat: Population 15,000. Phillistia Mare Rubine port.

Soleb: Population 13,000.

Tahut-Qeb (oasis): Population 1,500.

Tanis: Population 100,000. Seat of Temple of Heru.

Tantere: Population 32,500. Seat of the Temple of Upuat.

Tebtu: Population 23,000.

Thebes (Waset) (Middle Kingdom and Royal Capital): Population 500,000. Seat of the Temples of the following deities: Amun, Chons, Mût, Tuat, Âpit. Major secular university.

Tjany: Population 21,000. Major Temple of Anher.

Um Semhuki: Population 8,400. Nubian Mare Rubine port.

Dwellings

Over the years, the cities and towns of Egypt have adopted and adapted various foreign styles of architecture, so that buildings are a mixture of the ancient forms with newer ones. However, in many places the old still prevails with little change, especially in non-metropolitan areas.

Commercial establishments tend to blend in some foreign construction techniques more so than others.

Aristocratic dwellings often mix the high-ceilinged, clerestory-windowed great room with villa styles from the Greco-Roman. All have walled courtyard-garden areas.



Dwellings of the Middle Class tend to follow the aristocratic model where they can.

Peasant houses are small, frequently square, made of mud-brick, and follow the old style closely. That is, the main room in the place is about half the total space. It has a ceiling about six feet higher than the remainder of the house, with clerestory windows. An entry room, kitchen with large oven, and bedroom complete the place. The lower roof portion is used as an open, upper porch for all manner of activities. A sun shade is typically set from the higher portion of the roof to shade the lower. The whole house has thick walls and few windows, to keep heat out during the day, in at night. Doors and windows are placed to avoid storm winds and direct sun.

The reader is referred to the following works for additional information:
An Egyptian Town. See Inside Series. R.J. Unstead, Editor. 1986. (Available from Barnes & Noble, N.Y.)

Everyday Life in Ancient Egypt. Jon Manchip White. 1989. Dorset Press, N.Y.
Life in Egypt in Ancient Times. Bernard Romant (J. Smith, trans.). 1981. Minerva, Geneva, Switzerland.

CLIMATE

Although there are many desert, waste, and similar barren regions in and around the "Triple Kingdom," the reader is alerted to the fact that Egypt's climate is only slightly warmer than Earth's Egypt, while its precipitation level is higher. Summer precipitation averages from 1.5 inch in the west to 2 in the east. In winter, these figures are 2.5 and 2.75 respectively. That is, sections of desert in Egypt receive sufficient rain during both the summer and the winter months to cause them to be relatively verdant. This growth lasts for from two to slightly more than three months in a few places.

Again, the oases and desert pools are somewhat larger than in Earth's Egypt, and there are a sprinkling of small ones which do not exist on Earth at all. During those months where rain falls, many "desert" areas are covered with vegetation, and there will be pools of collected rain water available.

As this is not a scientific treatise, we will spend no more time than this on such a topic. Simply assume an Earth-parallel condition where not certain what sort of climate you desire in a locale.

MILITARY

It is common knowledge that Egypt maintains a sizable standing army to guard its borders. Those in Phillistia protect against Yarbay-Shamash to the northeast. The forces commanded from Alexandria face Lybbos to the southwest. Those in the southern frontier (Nubian Oversight) region are commanded from Napata and protect from Keshunite and Meroean attacks.

The Egyptian 1st and 5th Divisions, the Phillistine (Shock) Division, and the *Doomed* and *Redemption* Regiments (convicted men and other desperate volunteers) are garrisoned in the Eastern Frontier District under II Corps.

The Egyptian 2nd Division (reinforced) and the Loyal Outland Regiment (foreigners who will become citizens after completing a six-year term) hold the Western Frontier District as III Corps.

The Egyptian 4th Division (Nubian), the Chons Cavalry Regiment, and various battalion-sized formations of Egyptian troops are stationed in the Southern Frontier District under IV Corps.

There are some small garrisons along the Nylle and many scattered along the extensive western border, and a few in coastal areas. These form the 3rd Division, "Pharaoh's Own" Cavalry Brigade, and various other smaller units all under command of I Corps. There are numerous bandits and brigand nomads plaguing these frontiers, of course.

Naval fleets are posted in ports in the delta region and Alexandria to cover the Mare Librum, along the Mare Rubine at Maghara, Dara, and Um Seniuki.

Marine Corps units generally make up the garrison forces in port areas.

It is worth noting that most trainees for the Egyptian priesthood are required to serve for two years in military service, and some temples require

longer service before the following of strictly ecclesiastical pursuits. From these factors, large numbers of Priests and friar-soldiers serve in the military, the knightly class not being strong in the realm, nor many.

So too, most Warriors of Pharaoh serve in the regular military, unless they are wealthy and can field their own company.

Militia from the Sepats, in strength from battalion to regiment, train regularly and are used if there are foes near their district, or are called to full-time duty in war situations. These units are designated as belonging to a particular (regular or militia) brigade or division, and when activated form under that headquarters.

A few noble contingents varying from company to regimental strength are used in service in border area problems near to their location or if a full-scale war.

Army Organization

To make clear the Egyptian Army's organization, we will detail that organization from the smallest unit upwards. The total number in a unit differs in Light (missile) and Cavalry formations. Their numbers are shown in italic type, set off in parentheses, after the typical Heavy and Marine totals. Note as well that each type of unit is listed with a representative symbol.

• **Squad:** Corporal. 12 men. (6 men.)

10 Privates, 2 Corporals. (5 Privates, 1 Corporal.)

•• **Section:** 24 men. (12 men.)

2 Squads, leader appointed. (The same.)

••• **Platoon:** Subaltern. 50 men. (25 men)

4 Squads in 2 Sections, plus a Sergeant and commander. (The same, but with Sergeant serving as commander.)

1 **Company:** 4th Lieutenant. 105 men. (55 men.)

2 Platoons plus a Company Headquarters of 3 Privates, 1 Corporal, 1 Sergeant, and commander. (The same, but a 5th Lt. commanding instead of a 4th Lt.)

11 **Battalion:** 2nd Lieutenant. 700 men. (400 men)

6 Companies (630) guard Platoon (50), and Battalion Headquarters of a staff Squad (12), 3 Sergeants, Sergeant Healer, Subaltern Priest, Subaltern, 4th Lt., and commander. (6 Cos. (330) and a Hq. Co. (55), scout Squad (6), 4 Sergeants, Scout Sergeant, Sergeant Healer, Subaltern Priest, Subaltern, and 3rd Lieutenant commanding, to number 400.)

Note: There are 4 chariot-borne battalions of 400 men each. These are the Pharonic Braves, Guards units, one from each of the three "Kingdoms" (Binitis, Rameses, Tutmosis) and the last from the Nubian Oversight (Piye). These units are generally heavy infantry, clad in Full plate mail, armed with composite bow (Medium), spear, sword (Long), and mace, and equipped with a tower shield (Small). There are 100 chariots per unit. 3 such soldiers are carried in each chariot, the driver being clad in Half plate mail armor and armed with bow and sword only, for his duty is to deposit the three others and then hold the vehicle ready.

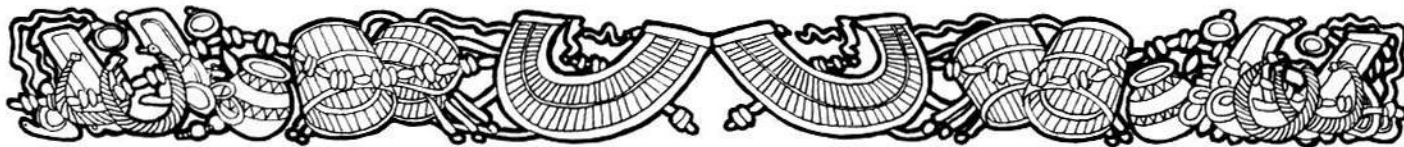
111 **Regiment:** Captain. 2,500 men. (1,350 men.)

3 Battalions (2,100), Headquarters Co. (105), scout Co. (105), Engineer Co. (105), staff Platoon (50), guards Platoon (50), healer Section (25), and 3 Sergeants, 2 Subalterns, 5th Lt., 3rd Lt., 2nd Lieutenant Priest, 1st Lt., and the commander. (3 Bns. (1,200) and a Hq. Co. (55), scout Company (55), healer Section (12), and 2 Sergeants, 2 Subalterns, 4th Lt., 3rd Lieutenant Priest, 2nd Lt., and a 1st Lieutenant commanding, to number 1,350.)

Regiments are named after the deities of the Egyptian Pantheon, thus:

Infantry:

1st: Horus	7th: Amun
2nd: Heru	8th: Neith
3rd: Buto	9th: Serquet
4th: Nekhebet	10th: Hathor
5th: Bes	11th: Sekhmet
6th: Anhur	12th: Apuat



Cavalry:

1st: Chons	5th: Huchalul
2nd: Ouebl	6th: Amemt
3rd: Shehubl	7th: Hu
4th: Henkhiseul	8th: Dedun

x Brigade: Brigadier. 8,850 men. (5,000 men.)

3 Regiments (7,500), Artillery Bn. (700), Headquarters Company (105), scout Co. (105), Engineer Co. (105), guard Co. (105), staff Co. (105), healer Co. (105), 6 Corporals, 3 Sergeants, 4 Subalterns, 5th Lt., 4th Lt., 3rd Lt., 2nd Lt., 1st Lt., Captain Priest, and the commander. (3 Rgts. (3,990), scout Bn. (400), heavy or missile Bn (400), Headquarters Co (55), Engineer Co. (55), healer Co. (55), guards Platoon (25), 6 Corporals, 3 Sergeants, Subaltern healer, 3 Subalterns, 5th Lt., 4th Lt., 3rd Lt., 2nd Lt., Priest, 1st Lt., and Captain commanding, to number 5,000.)

xx Division: General. (Lt. Gen for Cavalry/light.)

In Egypt a Division is formed from 2 Brigades, a Brigade and Regiment, etc. There is always a Brigade formation, but the other units are variable in size. The exact composition regarding type of arms or specialization is flexible, although the number of men will always total above 10,000. Here are some typical examples of Divisions:

Infantry, Heavy: 2 Inf. Bdes., missile Regiment (light 1,350), scouting Cavalry Bn. (400), and various other attached and headquarters units.

Mixed: 1 Bde. Inf., 1 Bde. Cavalry, missile Rgt. (light, 1,350).

Cavalry: 2 Cav. Bdes., heavy or missile Cav. Rgt. (1,350).

xxx Corps: Captain General. (General for Cavalry/light.)

A Corps is comprised of a Division or two and/or whatever other, independent units are attached, i.e., Brigades, Regiments, or Battalions. The Corps Headquarters is in number between Battalion and Regiment.

xxxx Army: Marshal.

Army Arms and Armor

Heavy Units: Heavy units are generally better armored and/or fight in close formation. Thus, protection for such units is typically equal to Half to Full chain mail, and shields are frequently employed.

Arms employed by heavy units include:

Lance, Medium: With small hand weapons, round shield, Cavalry only.

Light Composite Bow: Small hand weapons, Cavalry only.

Medium Composite Bow: Sword, Short.

Medium Composite Bow: Sword, Short, plus spear & Small tower shield, Marine units.

Medium Crossbow: With hand weapon, Phillistine formations only.

Military Fork: With hand weapon, Phillistine formations only.

Sabre: Small mace, Medium round shield, Cavalry only.

Spear, Long: With Small axe or mace, Small tower shield.

Spear: With Small axe or mace, Small tower shield.

Sword, Long: With Small tower shield.

Two-Handed Axe: Dagger.

Two-Handed Mace: Dagger.

Light Units: Light units are typically of protection equal to Half leather to Half chain mail, and most use no or Small shields.

Arms employed by light units include:

Bow, Medium, Self: Club, Nubians only.

Javelins: Club and dagger, Small tower shield, Nubians only.

Lance, Light: With small hand weapons, round shield, Cavalry only.

Lance, Medium: With small hand weapons, round shield, Cavalry only.

Light Composite Bow: Small hand weapons, Cavalry only.

Medium Composite Bow: Small hand weapons.

Spear, Long: Dagger, Small tower shield.

Cavalry: Cavalry includes formations of camel-mounted troops as well as those employing horses. Approximately one-third are armed with bows, one-

third with lances, and one-third with sabres.

Convict Soldiers

Convict soldiers are not uncommon in special units. If such troops engage in action, they are thereafter automatically pardoned of their crimes. However, they must remain in service for a minimum of three years (or the term of their sentence, if shorter) thereafter, but as regular enlisted men, receiving full pay, promotion for merit, and so forth.

Navy & Marines

The Egyptian Navy (xxxx, admiral commanding) has three fleets: the Mare Librum (xxx, commanded by the admiral governor of Kápathos), the Home Fleet, and the Mare Rubine Fleet (xxx, commanded by vice admirals), each of 2 squadrons (xx, commanded by a commodore), 4 flotillas (x, commanded by a captain), and various other single sailing vessels (11, or 11, commanders or lieutenants commanding). It also has an inland service fleet branch, freshwater sailors who patrol the Nile River.

There are 3 flotillas in Lower Egypt, 1 in Middle, 1 in Upper, and 2 in the Nubian Oversight, with a total of 68 major vessels: 6 medium galleys, 14 small ones, 40 barges, and 8 dhows. There are about two dozen assorted boats of small size also serving in various capacities, mostly above the Third Cataract. Both armed sailors and marines are aboard each vessel in this fleet.

A squadron consists of from 12 to 16 galleasses. Each such vessel will carry a marine company in wartime.

Flotillas consist of 7 to 12 vessels of smaller galley, dhow, or felucca type. They are used to patrol and guard the coasts, scout for the main Squadron, patrol the waterways, combat raiders and pirates, etc.

Large sailing ships of a build something between a big dhow and a galleon are just being tried out. There are now six such vessels in the Mare Librum Fleet, three in the Home Fleet, and four in the Mare Rubine Fleet.

Slave Oarsmen

Egypt, as with many states, employs slaves and convicted criminals to man the rowing benches of its river and marine galleys. If any such crew should engage the enemy in an action, each and every one is thereafter immediately freed or pardoned. They are then officially sailors, having to serve a minimum term of 1 year as oarsmen, 2 years in such other capacity as they qualify for. They receive normal pay and merit promotion. Pair numbers remain in the navy, and many attain petty officer rank. Not a few have become officers, several going beyond commander to captain, and one actually was a commodore upon retirement!

Marines

The Egyptian Marine Corps is commanded by a captain general. Authorized strength of the corps is 25,000, but its actual number is about 20,000 at this time. Marines are trained in hand-held missile weapons, artillery, and infantry combat as well. There are two marine brigades, the *Sea Leopard* and the *Red Shield*. There are also several independent units of battalion size in the corps, and these units currently serve attached to the Home Fleet.

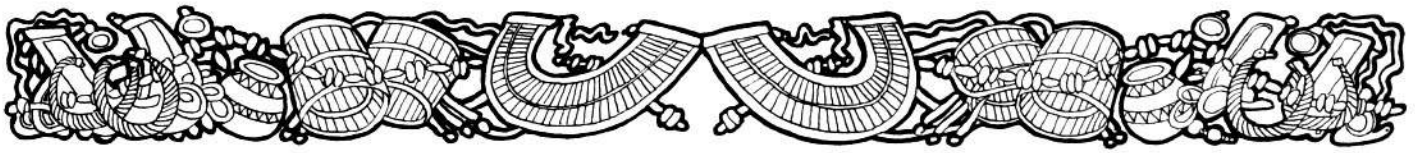
The *Sea Leopard* Brigade is assigned to the Mare Librum Fleet. About half of its number are drawn from the non-red race citizens, lovers of the sea—Sherdan-Egyptians and Grecians mostly, with a sprinkling of Phonecian-ancestry members too.

The *Red Shield* Brigade serves with the Mare Rubine Fleet, and it too has Sherdan-Egyptians and Grecian men serving in it, although they make up only about a quarter of the whole.

Military Uniforms

Infantry: Infantry uniforms are as follows.

Enlisted: White, belted smock, brown leather armor, and a long cowled



cape of pale mustard yellow with narrow brick-red stripes. Corporals and non-commissioned officers wear more armor and have metal rank insignia and reinforcements set thereon.

Officers: White, belted smock with yellow/gold edging on hem and sleeve which also marks rank, and a long cowled cape of pale mustard yellow edged with red at hem and yellow/gold at sleeve, the latter, along with gold metal insignia, marking rank.

Cavalry: Cavalry uniforms are as follows.

Enlisted: Pale mustard yellow, belted smock, chain mail armor, and a long cowled cape of white with narrow mustard yellow stripes. Corporals and non-commissioned officers wear metal rank insignia and more chain mail armor.

Officers: Dark mustard yellow, belted smock with red edging on hem and sleeve which also marks rank, and a long cowled cape of white edged with red at hem and sleeve, the latter, along with gold metal insignia, marking rank.

Navy: Navy uniforms are as follows.

Enlisted: Blue, belted smock, brown leather armor on rare occasions, and for dress a cape of blue and white stripes. Corporals and non-commissioned officers wear metal rank insignia.

Officers: Dark blue, belted smock with white edging on hem and sleeve which also marks rank, and a dress cape of dark blue edged with yellow/gold at hem and sleeve, the latter marking rank.

Marines: Marine uniforms are as follows.

Enlisted: Green, belted smock, brown leather armor, and for dress a cape of green and blue stripes. Corporals and non-commissioned officers wear chain mail and metal rank insignia.

Officers: Dark green, belted smock with white/silver edging on hem and sleeve which also marks rank, and a dress cape of dark blue edged with white/silver at hem and sleeve, the latter marking rank.

Military Insignia

Officers, Senior Command:

Marshal: Triple crown flanked by two axes, gold.

Captain General/Admiral: Three axes, gold.

General/Vice Admiral: Two axes, gold.

Brigadier/Commodore: Axe, gold.

Officers, Field Command:

Captain: Horned winged solar disc, gold, with two uræi.

1st Lt./Commander: Winged solar disc, gold, with uræus.

2nd Lt./1st Lt.: Winged solar disc, gold.

Officers, Junior:

3rd Lt./2nd Lt.: Two falcons displayed, gold.

4th Lt./3rd Lt.: Falcon displayed, gold.

5th Lt./4th Lt.: Falcon displayed, silver.

Subaltern/Ensign: Falcon, silver.

Non-Commissioned Officer Ranks:

Sergeant Captain/Mate: Full moon disc, white or silver.

1st Sergeant/Bosun: Four crescent moons, white or silver.

Platoon Sgt./Yeoman: Three crescent moons, white or silver.

Sergeant/Bosun's Mate: Two crescent moons, white or silver.

Corporal/Coxswain: Crescent moon, white or silver.

Enlisted Ranks:

Lance Cpl./1st Seaman: Shield, black with crescent moon, copper.

1st Pvt./Able Seaman: Shield, black with sword/anchor, copper.

Private/Seaman: Shield, black with arrow head/oar, copper.

Recruit/Landsman: Shield, black.

Branch Insignia: Metal is according to grade: Gold = Senior Officer, Silver = Field Officer, Copper = Junior Officer, Brass = NCO, Iron = Enlisted.

Army General Staff: Crown (White of Upper Egypt).

Army: Crossed spears or crossed bow & arrow.

Cavalry: Crossed swords.

Artillery: Comet.

Engineers: Crennated pylon.

Navy General Staff: Crown (Red of Lower Egypt).

Navy: Crossed oars.

Marines: Crossed bidents.

Artillery: Comet & anchor.

Engineers: Single-masted ship.

Magi: Uas sceptre.

Priesthood: Ankh.

RELIGION

In the settled regions of Egypt, the folk are almost universally of the Egyptian Pantheon faiths, with a breakdown of ethos as follows.

Sunlight: 28% (typified by Ra/Hathor)

Moonlight: 26% (typified by Amun/Chons)

Shadowy Darkness: 19% (typified by Osiris/Issus)

Balance: 18% (typified by Thoth/Maat)

Gloomy Darkness: 9% (typified by Set)

In the Nylle Delta region there is a fair concentration of followers of the Greco-Roman (Grecian) Pantheon. These folk number over 400,000, about 2% of the total population of the kingdom. Most are of European descent or are of ancient Sherdan stock.

The Nubian Oversight has a population of adherents to the Voudon Pantheon which numbers some 100,000 or so.

The outlaw nomadic tribesmen in the wild barrens of the land are basically Azirians of Shamish or Yurban stock numbering around 50,000 or more, and all are fanatical followers of the Babylonian Pantheon.

There are also savage nomads of Berber racial stock along the western frontier. They number 10,000 or so and serve the Blemmyish deities, a minor pantheon of which little is known.

EDUCATION & WRITING

Some of the best of the slave class owned by aristocrats are tutored, at "home" or in temple schools, to enable them to be further educated and thus become more valuable to their owners. Such training is in the Egyptian middle schools.

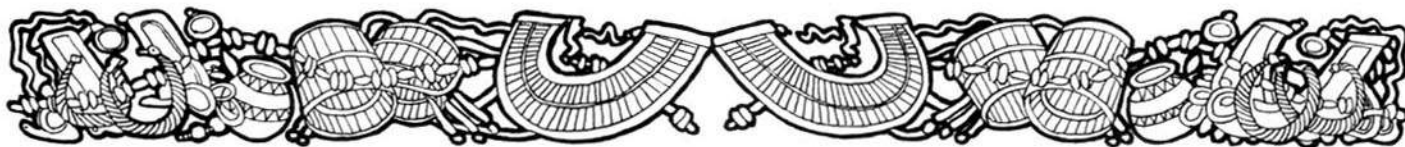
In general, the bulk of the peasant class gets little or no education, save a smattering of reading, and religion, as taught by priests and temple schools. The upper tier of this class will receive more training, for they can pay for it. This will be done usually through ecclesiastical organizations. This training will enable the passing of examinations which allow one to enter state-sponsored middle schools.

Temple schools range from the basic, pre-middle, through upper school, to college and university, and include for priest trainees and paying private students, subjects ranging from astronomy and astrology through combat of all sorts.

Middle schools are usually found only in towns with a population in excess of 5,000 or thereabouts. They teach the basics of learning beyond reading and religion. That is they instruct in writing, lower mathematics (arithmetic), history (mainly Egyptian), and such specialized things as agriculture, Trade Phoenician, music (performing), and possibly certain trades and crafts.

Freeman-class Egyptians are more fully educated in temple schools, and then typically have both middle school education and then either tutoring or apprenticeship or both. Those at the upper end of the group also attend upper school and perhaps even college.

Like middle schools, upper ones are usually located in places where there are more than 5,000 inhabitants. Upper school is most likely to be an extension of the middle, where more courses are taught. It has a curriculum generally aimed at preparing the graduate for petty government positions, scrivener, etc. Most students graduating from upper school do not then go on



to further education. Some few go into either a temple college or to one of the private or state colleges or universities.

Aristocrats, other than desert-dwellers and those of the the frontiers, tend to be temple and tutor educated so as to bypass middle and upper school and enter some college and/or university for a minimum of around two years, and possibly for as long as six or eight.

Temple colleges are separate from the lower educational institutions also sponsored by the same particular organization in service of the name of a given deity.

Private colleges and universities are few, but most of them are outstanding, superior in many ways to their counterparts of temple and state sponsorship.

State-sponsored colleges and universities are scarcely more numerous than the private ones, but they are as good as most of their counterparts run by various temples.

These institutions of higher learning are very similar to those of Earth, in that they are frequently specialized in some areas, offer many curricula, have post-graduate studies, and so forth.

Overall, the general education provided in Egypt is better than most offered in other states on Earth. With respect to the middle class, it is near the top. In regards to overall standing, the higher learning offered in this place is unsurpassed anywhere.

The ancient *hieroglyphic* writing is known and maintained by and large only by the temples and scholars. It is generally learned only in the post-graduate level classes.

The *hieratic* script outgrowth from hieroglyphic, developed by Old Triple Kingdom scribes and somewhat modernized, is today the official writing form of the government. That is, all matters of state are written in hieratic script. It is taught in higher instruction classes only.

The common written language, however, is the *demotic* script. This is taught to those commoners who learn to read and write.

ANIMALS, CROPS & OTHER PRODUCE

The agricultural, mineral, and other produce of the land, as well as its wild fauna, are listed in the sidebar on the following page.

Regional Produce

Lower Egypt is the seat the majority of industry and commerce. Produce and exports include various forms of small and large livestock (mostly buffalo and cattle), all manner of grain and vegetable crops, fruits, sugar, cloth and fibers, papyrus, some dyestuffs, tobacco, beer, wine, and liquors of various sort.

Middle Egypt has moderate industry and some commerce, that of international sort transpiring principally along the coast of the Mare Rubine. Produce includes some livestock, dyestuffs, ceramics and pottery, building and dressing stone, metals, and gemstones.

Upper Egypt has only limited commerce. Its produce includes some livestock of large sort (horses, camels, cattle, goats), building and dressing stone, considerable metals, and gemstones.

The Nubian Oversight has scant commerce, but most from Aethiope and the southern interior of Afrik passes through here. It produces considerable large livestock, hides, wood, gum yarbic, drugs, unguents, ivory, feathers and like exotics (wild animals, fur pelts, etc.), metals, and gemstones. Slaves in small number are traded through this portion of the state.

Phillistia produces some livestock, copper, turquoise, malachite, and building stone.

Imports

Wood is the most common import. Following thereafter are iron, tin, dressing stone, coffee, tea, silk, glassware, paper, foreign wines and spirits, silver, gems, and spices.

OUTDOORS RANDOM ENCOUNTERS

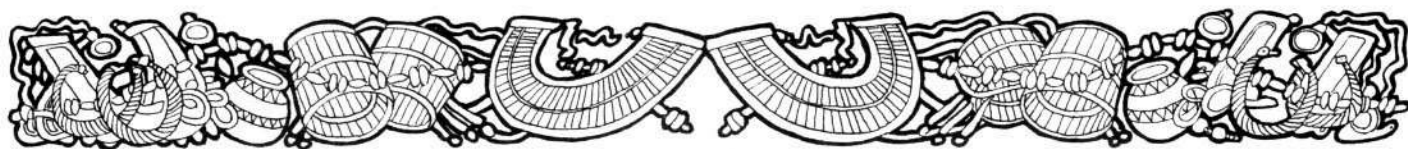
At any time the HPs are travelling outside a settled area—even on the fringes of such places if there is wild land there—the random encounter table in the sidebar below should be employed to find what dangerous and threatening meeting occurs. Note that this *random* encounter table assumes just that, and if the personas are *looking for or hunting* some sort of animal, then a preliminary 1D6 roll should be made, with a result of 1-3 indicating they succeed in locating a non-dangerous sort of animal (pick it as you will from the tables above). A 4 means they found their particular quarry, whatever it might be (unless you modify that still further, such as if the team is looking for a rare species). A 5 or a 6 indicates the standard chart appearing hereafter.

Check once each day and night for random encounters. If the Heroic Personas are out looking, allow one check, per above, each hour.

Random Encounters				
Roll 1D%	Creature	Heavy Foliage	Desert/Waste	
In Water	Beside Water			
01-05	adders (1D3)	01-02		
	asp (1D3)	03-07	01-02	
	baboons (1D56)	08-10	03-10	
06	buffalo, wild (6D3)	11-15	11	
	cobras (1D3)	16-20	12-15	
	dogs, wild (4D6)	21-25	16-17	
07-25*	crocodiles (2D10)			
26	frogs, polson (2D10)	26		
27-40*	hippopotami (2D10)	27-29		
41-50	humans, military (5D10)	30-34	18-25	
51-60	humans, robbers (10D6)	35-39	26-35	
61-90	humans, travellers (1D%)	40-50	36-50	
	hyenas (4D3)	51-55	51-55	
	leopards (1D2)	56-65	56-60	
	lions (1D10)	66-70	61-75	
	pigs, wild (2D6)	71-75	76	
91-00**	python	76-80		
	scorpions (1D6)	81-85	77-90	
	vipers, horned (1D6)	86-90	91-94	
	warthogs (2D3)	91-95	95	
	wolves (1D10)	96-00**	96-00**	

*If in the Nile River, 1 in 10 such encounters can, at the GM's option, be a giant fish.

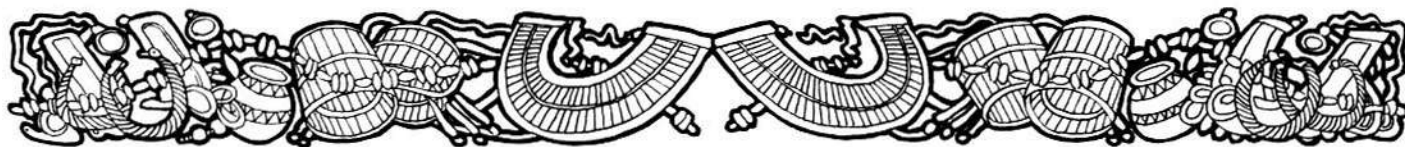
**At the option of the gamemaster, 1 in 10 of these can be a Monster, Undead, or creature of the GM's choosing.



Ægyptian Crops, Produce, Etc.

<u>Fruits & Vegetables</u>	<u>Livestock Husbanded</u>	<u>Metals, Minerals & Gems</u>			
apple	ass	adamantine			
apricot	buffalo	copper			
banana	camel	electrum	<u>Wild Birds & Fowl</u>	<u>Ungulates, et al.</u>	<u>Felines</u>
cherry	cattle (+ milk/butter/cheese)	gold	buzzard	antelopes	cat (wild)
citrine	chicken	hekalite	cormorant	ass (wild)	cheetah
date	duck	iron	crane	buffalo (wild)	leopard
fig	goat (+ milk/cheese)	lead	duck	camel (wild dromedary)	lion
grape	goose	silver	eagle	gazelle	lynx
lemon	horse	tin	falcon	hippopotamus	
lime	mule	alabaster	flamingo	horse (wild)	<u>Canines</u>
mulberry	ox	alum	goose	ibex	dog (wild)
nabk*	pigeon	diorite-gneiss	grouse	oryx (antelope)	fox
olive	quagga	feldspar	hare	quagga	jackal
orange	rabbit	granite	hawk	zebra	wolf
peach	sheep	limestone	heron	zebromega	
pear	swine (rare)	marble	ibis		<u>Reptiles & Amphibians</u>
pomegranate		nitrate	kite	<u>Other Land Animals</u>	adder
strawberry	<u>Fish & Small Game</u>	petroleum	osprey	baboon	asp
almond	bayad	phosphate	ostrich	coney	cobra
asparagus	carp	porphyry	pelican	elephant (loxodont)	crocodile
bean	catfish	salt	pigeon	hyena	frog (incl. giant species)
carrot	perch (Nylle)	sandstone	quail	monkey	lizard (monitor)
cauliflower	talapia	serpentine	snipe	pig (wild & warthog)	python
cucumber	crane	sodium carbonate	spoonbill	rat	turtle (incl. giant species)
fennel	duck	amethyst	stork	rhinoceros	viper (homed)
garbanzo	goose	chalcedony	teal		
garlic	grouse	coral	vulture		
gourd	hare	emerald			<u>Insects & Arachnids</u>
leek	pigeon	gamet			many, including centipedes,
lentil	rabbit	jasper			scorpions, etc.
lettuce	quail	lapis lazuli			
melon	snipe	malachite			
onion		pearl			
potato	<u>Grain & Other Crops</u>	peridot			
pumpkin	barley	sunstone			
radish	maize (corn)	turquoise			
spinach	millet				
squash	rice	<u>Other Commodities</u>			
tomato	wheat	beer			
tumip	cotton	furs & hides			
watermelon	flax (linen)	gum yarbic			
	hemp	ivory			
	papyrus	myrrh			
<u>Dyestuffs</u>	sugar cane	ostrich plumes			
bastard	tobacco	slaves			
henna		ungeunts			
indigo		wine			
maddar		wood (rare)			
saffron					
woad					

*The nabk berry is from the sidder tree. It is vaguely similar to a cherry.



TOMB CONTENTS & DECORATION

Miniatures of people (servants and slaves), animals (all manner of large and small livestock), and things of large size not suitable for inclusion within the normal tomb (a villa, barge, chariot, etc.) are a major feature of an Egyptian burial site. These figurines are called *ushabtu* (singular *ushabti*), and some are of magickal sort in aristocratic tombs.

Typical offerings and belongings found in the burial place of a wealthy and important individual include:

- Food and drink in various pots, jars, and dishes.
- Basins, bowls, ewers, jars.
- Baskets.
- Beds, couches.
- Books, magickal papyri, scrolls.
- Bottles, flasks, vials.
- Boxes, chests, coffers, trunks.
- Braziers.
- Carpets, mats, rugs, tapestries.
- Chairs, stools.
- Chariots.
- Cosmetics (creams, kohl, perfume, powder, rouge, unguents, etc.).
- Cups, flagons.
- Cushions, pillows.
- Dishes, plates, platters.
- Fans.
- Games, pastimes, toys.
- Garments of all sorts.
- Hygiene items (brushes, combs, razors, tweezers, etc.).
- Jewelry (any and all sorts from armlets to torcs).
- Lamps, torches.
- Pots (large for food, small for precious unguents).
- Stands, tables.
- Tools.
- Urns, vases.
- Wigs.

Containers are typically of pottery or stone, though later ones might be porcelain.

Wall painting and writing is of the following sorts:

- Battle scenes.
- Blessings.
- Curses and warnings.
- Deity depictions.
- Domestic scenes.
- Fishing scenes.
- Hunting scenes.
- Life event scenes.
- Magickal texts.
- Names of deceased.
- Names of others involved with deceased and places concerned.
- Pastoral scenes.
- Religious texts.
- Scenes of the deceased in the Duat or Pet.

Funerary Papyri: Special magickal texts whose Heka is to assist the deceased to attain afterlife as an aware and actively able inhabitant, whether as a creature or spirit, in such Sphere as is indicated by the writings and Castings contained within the work in question. These texts include:

- Book of Transversing Eternity*
- Book of Respirations*
- Festival Songs of Isis & Nephthys*
- Lamentations of Isis*
- Litanies of Seker*
- May My Name Flourish*

COMMON GIVEN NAMES

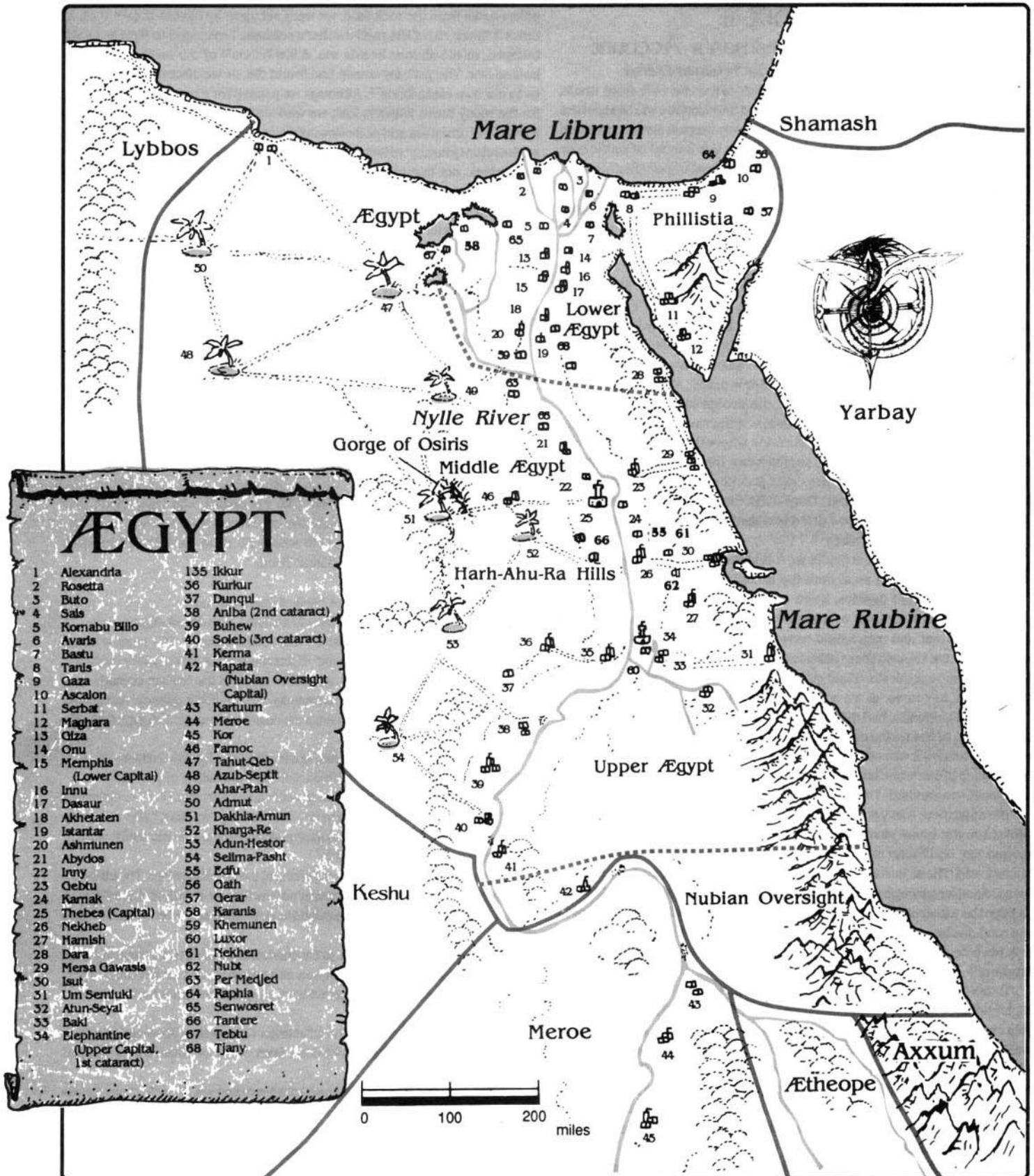
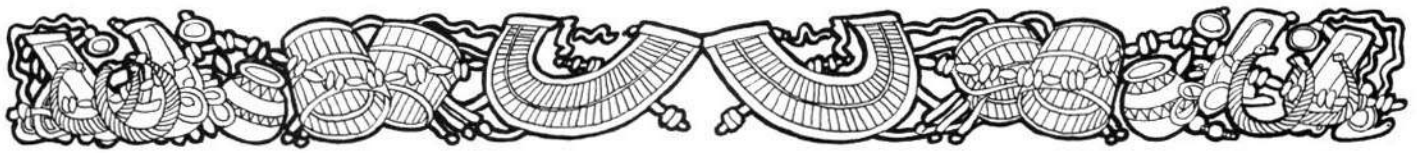
Male:

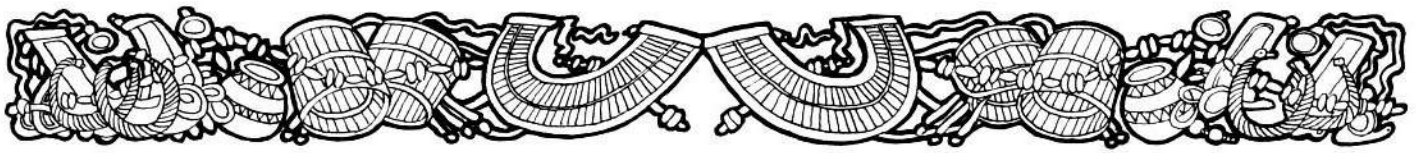
Afabu
Ahaptu
Ahes
Amikhat
Aptuef
Arkanstras
Asarneb
Asken
Ateneru
Atet
Baenshu
Bakara
Fautcher
Fenti
Gauten
Gebir
Qentab
Gerre
Habtu
Harkar
Honur
Hosut
Hu
Hutchfa
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Kaanu
Kauti
Khem
Khent
Khenteb
Khiheru
Mabheri
Marak
Menes
Menka
Nammur
Nebkau
Neferes
Nubit
Parhu

Female:

Parthi
Pepi
Phirip
Piye
Qauath
Qenau
Qesab
Rameses
Raneb
Roqeb
Rutch
Sebtet
Sheffi
Shemthra
Shepses
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Uasar
Uaten
Uatreth
Uherhem
Unas
Urshab
Usashag
Ushert
Utchur
Uteben

As a general rule, peasant class individuals have only given names. Those in the freeman class will be identified further by a descriptive surname (short, tall, brown, etc.), a vocational or office surname, a locale (village, district, city, or sepat) surname, or in the case of the upper strata of the class a "house" (family) or similar surname as is customary with most in the aristocrat class.





APPENDIX II:

The Blemmyish Tribesman's Account

Translated and Annotated by Telemos Chiros

"Too bad we never looted the Great Tomb! We came over from Khalla Wadi¹ along the wild game and camel trails and thus entered the lands of the mud-dwellers². It was a good raid, for along the way we took slaves and much booty, all of which we sent back to our tribe with two hands³ of warriors as guards and to tell of our success. The shake and most of our chief warriors were for riding on towards the sunrise, but then I discovered the fort⁴, and that changed everything. The enemy had built their strong place not far from where we had camped. Everyone knew that mud-dwellers stuff these forts with wealth, so all were agreed that we should attack it instead of moving onwards.

"The place was too strong for us to storm, for the ones who always stay close to water⁵ are great cowards who hide behind walls of bricks or stones and use their *Hekau*⁶ magick in battle because they can't fight at all. We knew that there could be only a few enemy in the fort, because otherwise their soldiers and wagon-fighters⁷ would have come forth to do battle when we rode in and surrounded their place. After we spent two days camped so as to surround the fort, our scouts found that the enemy had a rich burial place nearby. We abandoned the useless squatting⁸, and all of us rode with eagerness into the ravine where there were many weak forts⁹, mastabas¹⁰, buildings and tombs hewn into the rock. This sort of thing proves the mud-dwellers are crazy people, for they pay more heed to their dead than to the living. They build fine dwelling places for and squander precious things upon dried and useless corpses. This is known by all the Warrior People Tribes¹¹.

"It was sad, for most of the places we found and entered had already been plundered. Mud-dwellers steal from the sacred burial places of their own. They have no shame! Besides, there are heavy curses placed upon such tombs—mostly against their own kind¹². The great ones of this land must have thought that real men would never come to where their dead bodies were placed. We showed them differently. After taking the small forts one by one, we shared out the silver and gold and other valuable stuff too. We killed all prisoners, of course, as we now had too few warriors to guard slaves.

"My cousin, Jhunna, had discovered a long, narrow path which he thought led back out of the ravine and into the mountains¹³. We wanted such a trail of course, for now it was nearing the time to take our plunder and return to the clean sands of our homeland to the west. However along the narrow way were tombs not yet touched! This was indeed work for warriors.

"Because there was yet room for precious cargo, all of us sought out and broke into the burial caves¹⁴ here. We looked into all of the small ravines around too, and found many, many more tombs. Too bad! It was as I have already said. Those jackals rob their own! The filthy thieves had left nothing for us. So all we managed to loot were a few miserable little tombs, taking care to burn the withered corpses we found, for that is a great insult and harm to the mud-dwellers. We feared no magicks, for the puny stuff of these gutless folk have no effect on the Brave¹⁵. We knew such acts pleased the Lord of Warriors¹⁶, too.

"It was I who who found a rich-looking tomb, sealed, hidden on a ledge high above. It was at the end of a long ravine which had two forks¹⁷. Why this one had been left unmolested for so long I cannot say. It was not very well hidden. The mud-dwellers are stupid, so their robbers must be likewise. That is my guess. Warriors can climb as well as they ride, and none ride so well as the Brave. I shouted, and others came to join me there on a ledge before the sealed entrance. This was a Great Tomb, for it had the picture-writing¹⁸ of the mud-chiefs all around it. Then the dung-gods¹⁹ of the land interfered.

"Before we were able to begin breaking the big stone door beyond the two

pillars hewn from the rock face, we were set upon by *clu-clu-cluta*²⁰ (525, 5 times 5 times 25) of the mud-dweller's soldiers. I managed to fight so well I escaped, as did Jhunna beside me. A few hands²¹ of our brothers likewise battled free. The path my cousin had found did, as we discovered then, lead us to our own clean lands²². Although we paused for a moment of mourning for the many Brave Warriors lost, we who survived were rich indeed, so we moved fast. Enemies and poisonous creatures took their toll as we went, and on the return journey we lost half of our brothers. I was uneasy, for it was dung-god curses, not bad luck which caused that! It was the will of the Lord of Warriors, and we smiled, for the remainder of us were thus made richer still, and it was of much benefit.

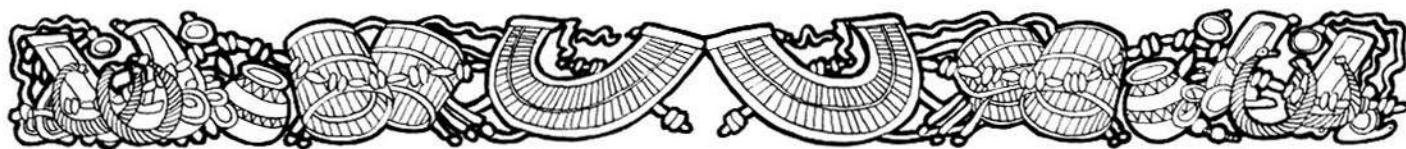
"Now I am returning to the desert with Jhunna. He and I are the only ones left of the Warrior Braves²³ who returned from the east. The fortunes we each carry will make our families wealthy and the tribe famous. I will certainly be the Great Shake and my cousin will be a chief man too. Jhunna will have almost as many horses, camels, carpets, wives, asses, goats, and slaves as do I then!

"My sons²⁴ will certainly return to the place of the mud-dwellers one day to avenge the deaths of my brothers, and to take wealth from useless places such as their houses and graves. My sons will never deal with you²⁵ when they return laden with riches. You are all thieves. You cheat and steal shamelessly from a poor Warrior. You give less than a tenth of the value of the fine jewelry and other fine things I have brought to you to sell. I curse you to never enjoy the refreshment and health of camel urine! Your sons will be eunuchs and serve as girls—"

Here the text is abruptly cut off. The Phonecian who transcribed and retained this tale for a time made some observations of his own hereafter, but they pertained to the man with whom he dealt, and the Blemmyish nomads in general, and not the "Great Tomb."

Translator's Notes:

1. *Khalla Wadi* is the pass to the oasis of Dakhla-Amun.
2. *Lands of the mud-dwellers* refers to civilized, non-desert Egypt.
3. *Two hands of warriors* means 10 mounted tribesmen. The plunder taken must have been considerable to send off that many of their men. Incidentally, the Blemmyish, their kindred tribes, as well as most of the Yurban nomads now intermingled in the desert lands surrounding Egypt, use a quinary, rather than decimal, system for counting. Numerals are used for 1 through 4, a glyph for 5, 25, 125, etc.
4. *Fort* is probably erroneous, as there is mention of great wealth inside, so it is likely that a fortified temple was discovered by the author of this tale.
5. *The ones who always stay close to water* is an expression for the Egyptians in general. The nomadic tribesmen call their cavalry "soldiers," also a derisive name, for it is not "warriors," but nonetheless the nomads avoid confrontation, save if they can manage an ambush.
6. *Hekau* is of course anything magickal and the use of Castings. The tribes are virtually helpless in this account, having no practitioner able to match a Priest or Mage, albeit they have at times managed to develop some potent sorcerers and the like.
7. *Wagon-fighters* is a reference to the chariots and their warrior crews still used by the Egyptians until recently, albeit on rare occasions and usually only in mass formations where the terrain is flat and hard. I suspect the barbarian is embellishing his yarn.
8. *Useless squatting* means the tribesmen were getting nowhere with their siege and knew it. Any fighting not done from camel or horseback is deemed improper.
9. *Weak forts* certainly refers to small temples or shrines, if the "fort" proper was indeed a large temple.
10. *Mastabas* is the Yurban word for bench, of course, and by this the tribesman means an Egyptian tomb or rectangular sort with a flat roof and inward-sloping supporting walls.



11. *Warrior People Tribes* means the Blemmyish, of course, and by inference all like nomads.

12. *Curses...mostly against their own kind* seems ignorant. Magickal wards and traps will function particularly well against anyone who happens to trip them. Perhaps these tomb robbers found unguarded places or broke in through walls to avoid triggering the dweomers.

13. *Mountains* evidently refers to the plateau, bluffs, hills, and ravines which form a barrier beyond the Egyptian western desert in the Middle Kingdom area. These savage nomads have probably never seen a real mountain.

14. *Burial caves* here must mean the usual Egyptian sort which are either actual or artificially dug places on the faces of ravines and cliffs. A large area might contain one important tomb or a whole series of minor ones beginning at ground level and working up.

15. *The Brave* refers to those nomad warriors who have, as I recall, slain more than two foes and ridden on more than four raids.

16. *Lord of Warriors* is the chief deity of the strange little Blemmyish Pantheon. He is said to have as many names as there are different sorts of weapons, but no single one of them may be uttered by a tribesman, on pain of death!

17. *Two forks* is possibly misleading, and if so purposefully done. In the patois of the nomads this might mean a single splitting of the ravine, a forking into two tines, but he might also mean two separate branchings of the main defile. Such

inexactness is typical of the Blemmyish.

18. *Picture writing* means not only hieroglyphs, but those contained in cartouches, for otherwise the reference to "chiefs" makes no sense.

19. *Dung* gods could be an epithet of derogatory sort for the Egyptian Pantheon in general, but this being related after the fact, it is possible that it actually refers to unclean or Evil deities worshipped by the attacking force. Deital standards are sometimes carried by troops serving a temple.

20. *Chu-chu-chuta* is literally 525, as indicated, but it also means very, very many in Blemmyish. In any event, a force whose number was "too few...to guard slaves" is unlikely to have needed such a number of troops to defeat, nor could this nomad have fought his way through such a number of soldiers.

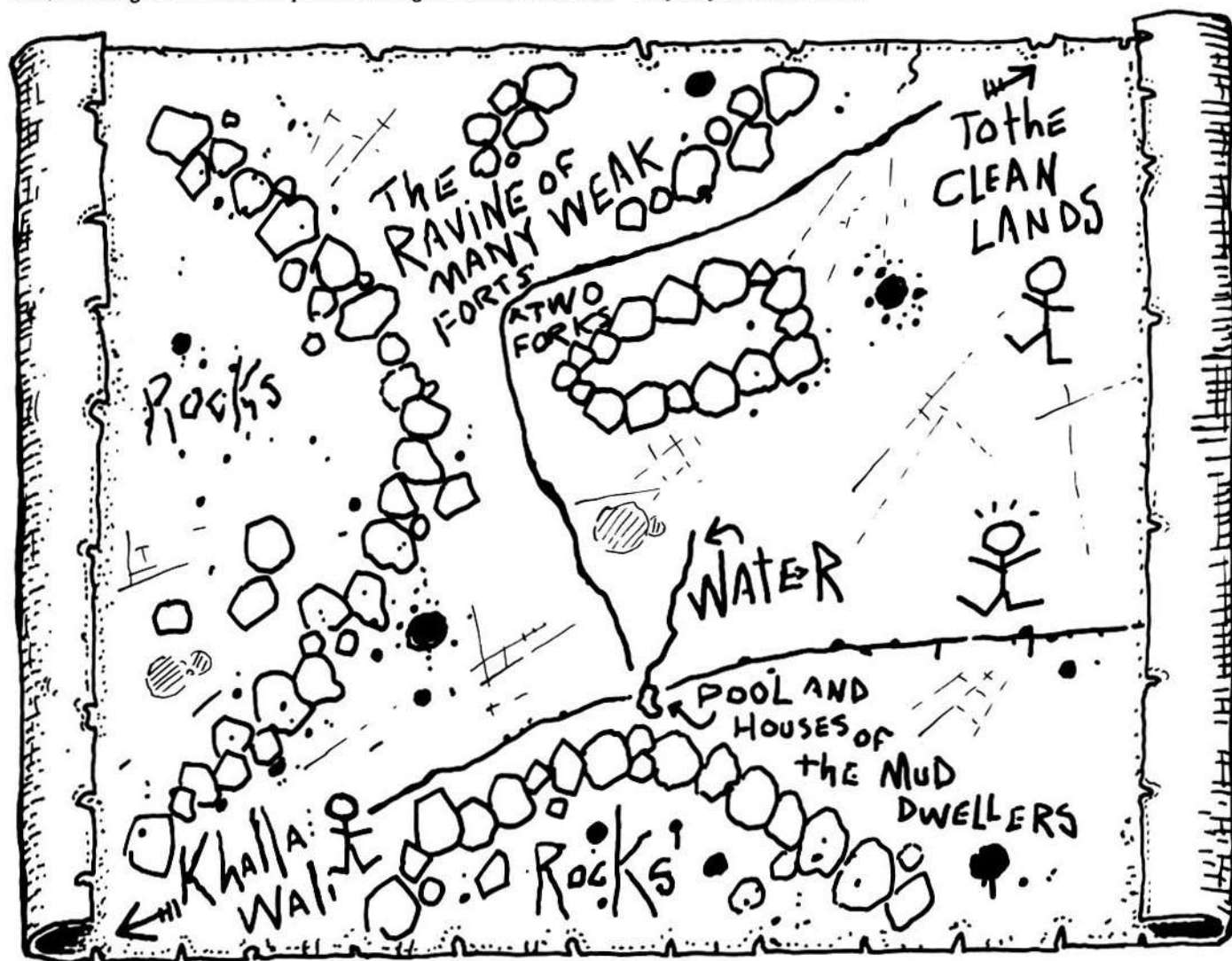
21. *A few hands* can mean no fewer than 15 and no more than 24 total escapees. If 25 had been able to flee, he would have used *chuta* after hands.

22. *Clean lands* refers to the filthy deserts over which the Blemmyish rove.

23. *Warrior Braves* combining, as it does, the two terms separately noted above, seems to indicate that this band of marauders were seasoned veterans.

24. *My sons* is probably a general term, as if "brothers" as used in the text. He likely means those of kindred spirit.

25. *Deal with you* is clearly aimed at and addressing the Cyrenaic merchant traders—the mean spirit and dishonest nature of whom I myself have been too frequently suffered to endure.



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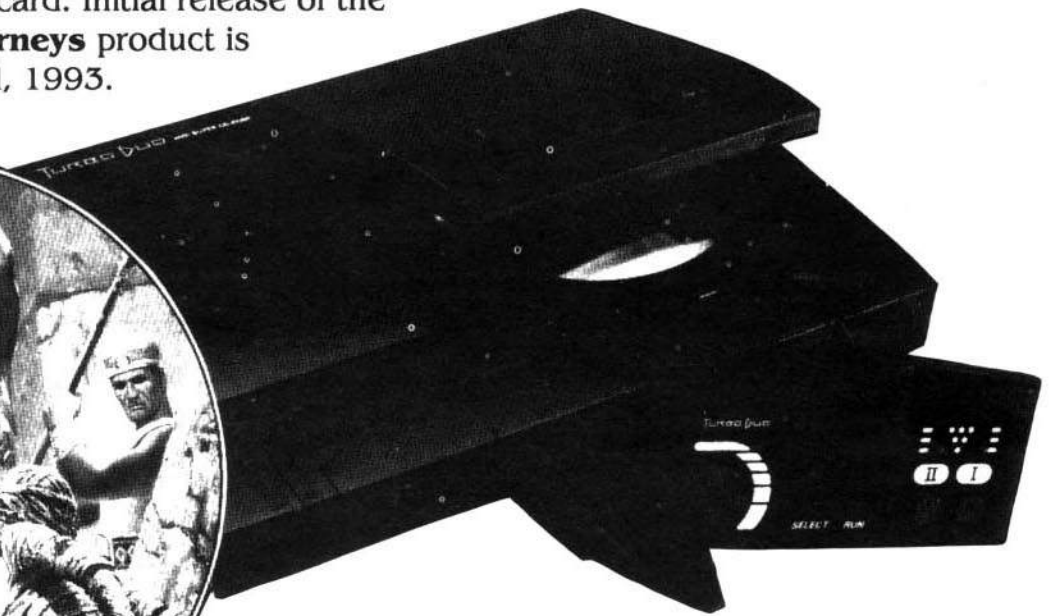
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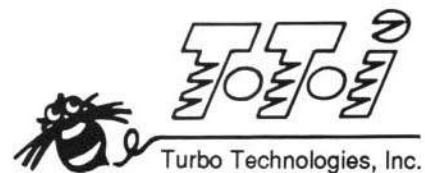
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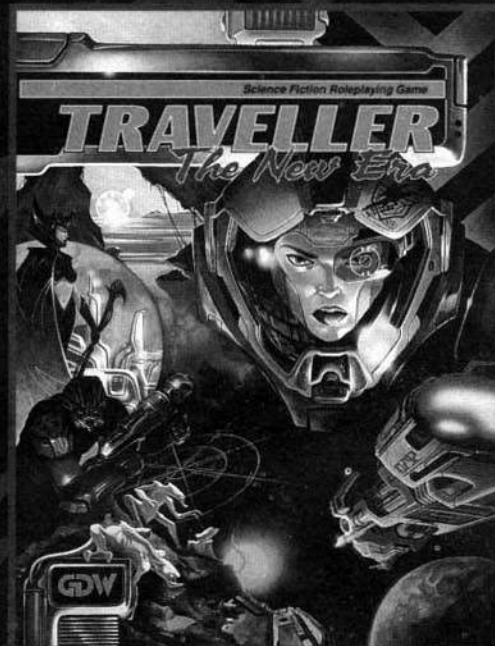
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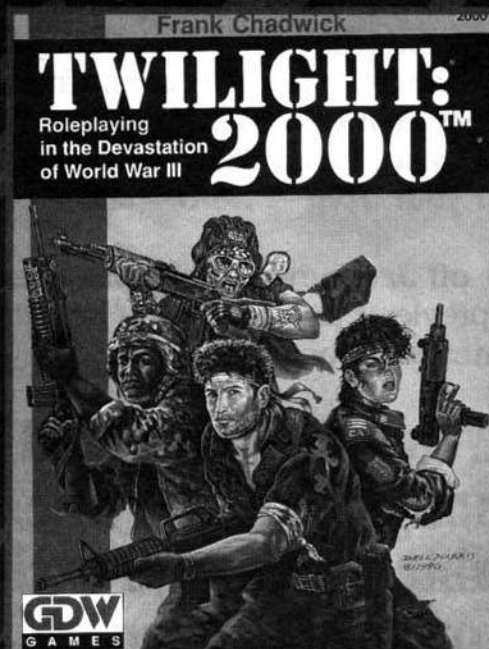
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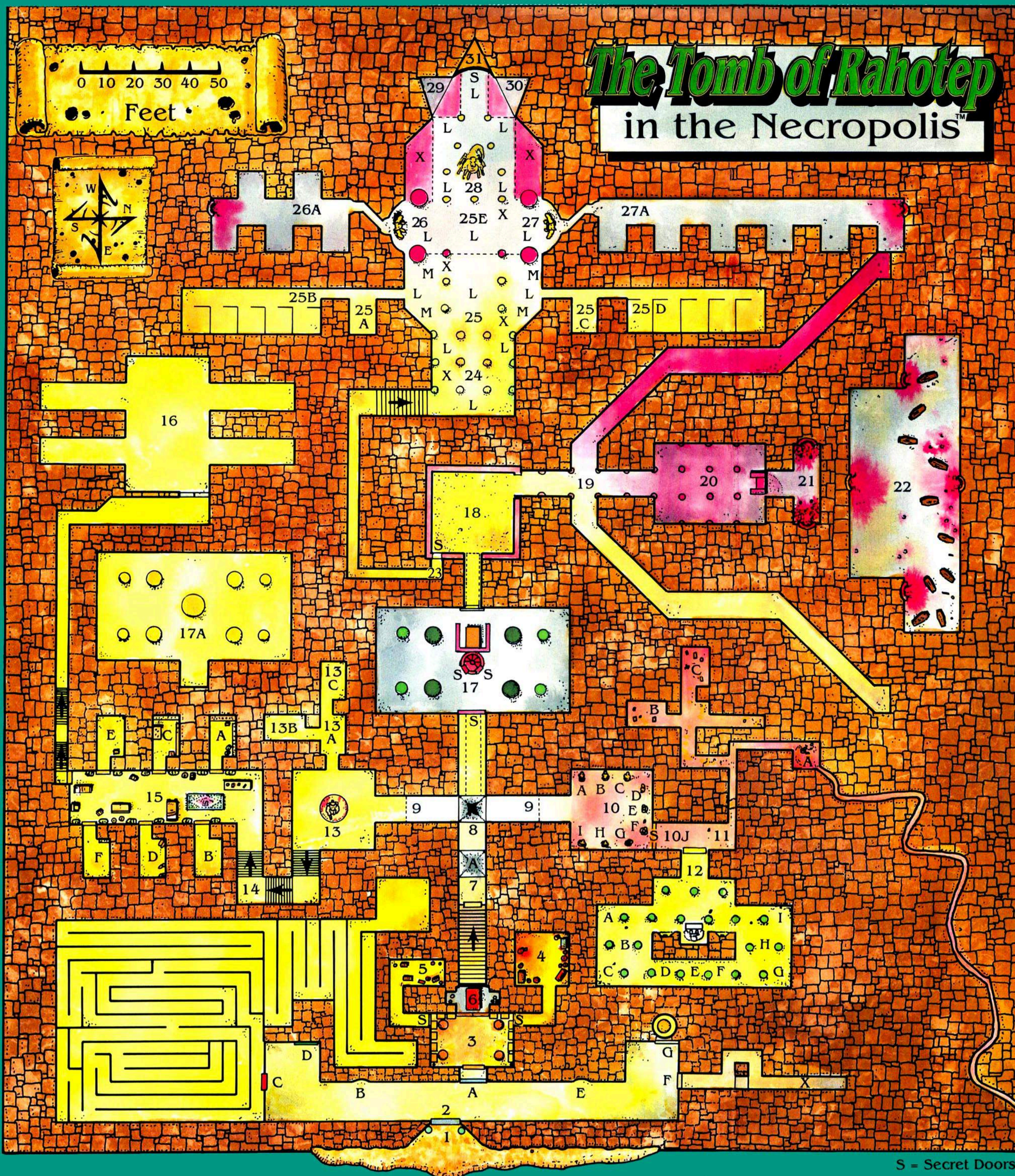
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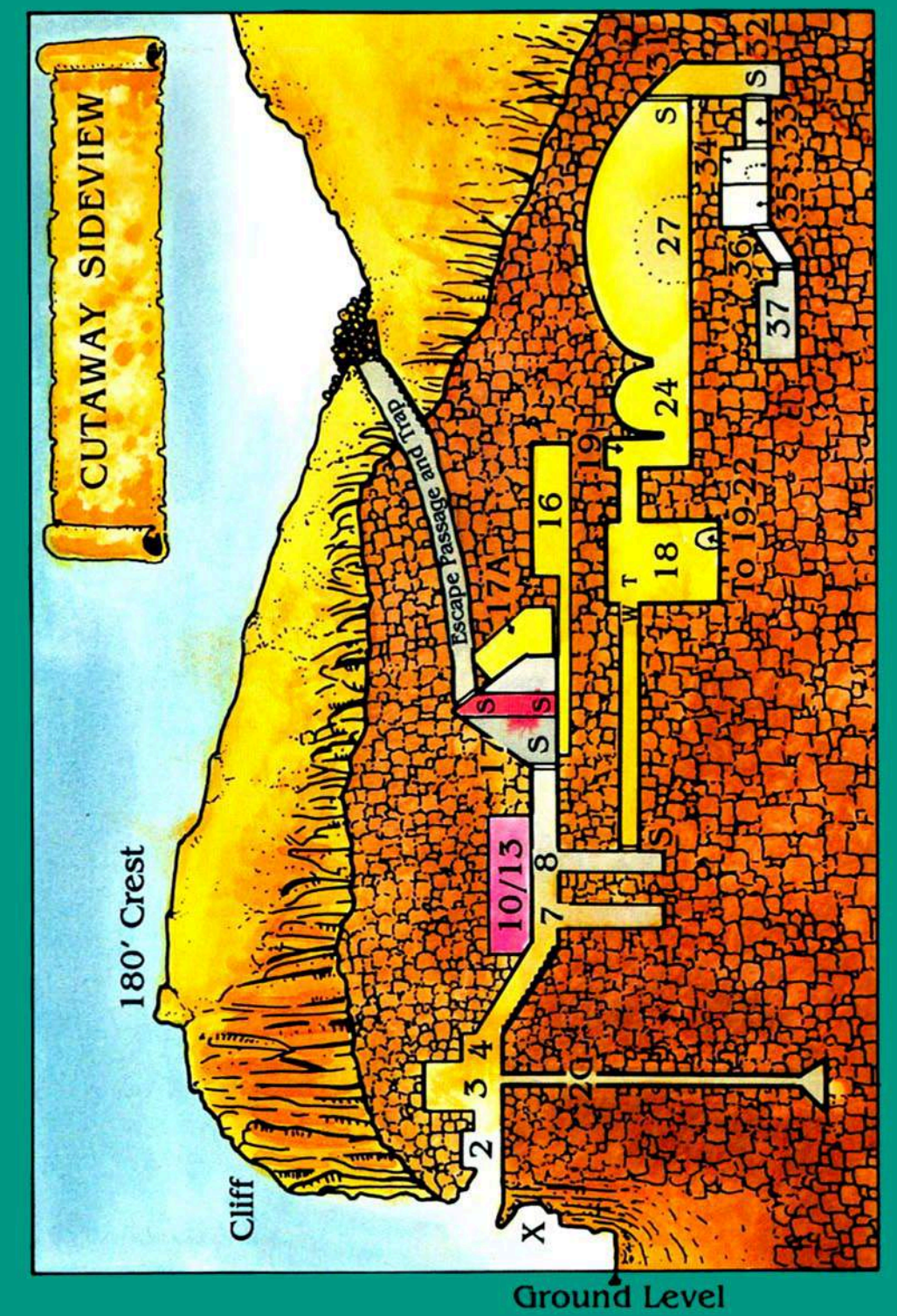
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