

The Last Priest of Sebek



A Swords & Wizardry Core Rules Adventure
For Characters Level 7-10

By Alphonso Warden

**SWORDS &
WIZARDRY**



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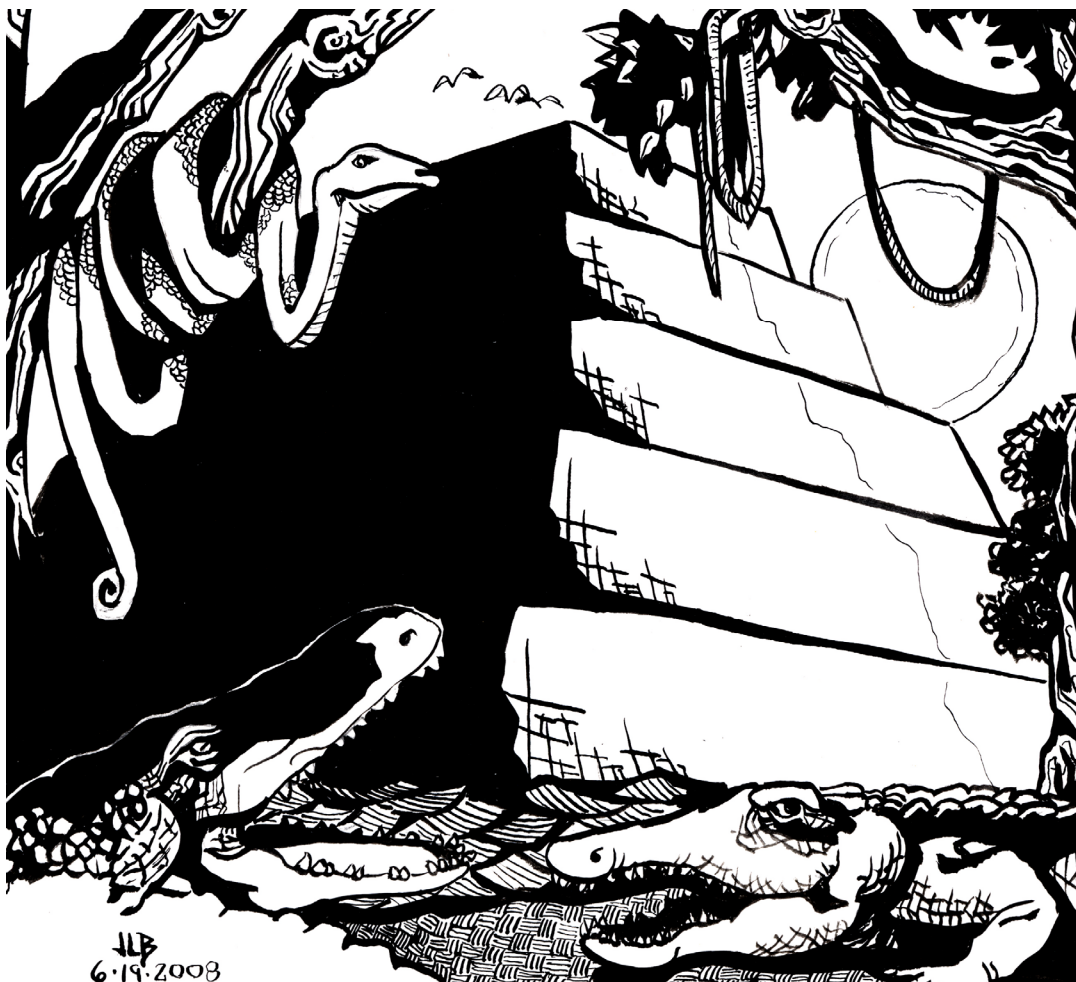
BY ALPHONSO WARDEN

A SWORDS & WIZARDRY CORE RULES OR COMPLETE RULES ADVENTURE
FOR CHARACTER LEVELS 7-10

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Swords & Wizardry

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DESIGNER'S NOTE

I feel that at present there are few adventure modules being written that are set in more exotic locales such as ancient Babylon, Egypt, India, Persia, Greece, or even the imaginary worlds of the late, great pulp writers H.P. Lovecraft, Clark Ashton Smith, and Abraham Merritt.

Sorcery on the Sands is a series of two unrelated adventures with a desert theme. These two adventures are quite exotic indeed, intended to replicate the general feel of the fabulous desert romances of such pulp and Victorian writers as H.P. Lovecraft, Robert Bloch, Robert E. Howard, Sir Richard Burton, and my personal favorite, H. Rider Haggard. However, considering the strong fantasy element inherent in "old school" role-playing games, both adventures contain a generous helping of eldritch magic and mythical beasts sure to strike terror into the most doughty of players.

INTRODUCTION

The Last Priest of Sebek is an adventure designed to be played with the *Swords & Wizardry* Core or Complete Rules, for a party of four to six player characters of levels 7 through 10. At least one +1 weapon should be available to the group, and if you use the thief character class in your game the party should include at least one thief (as a PC or NPC). The term "PC" refers to a player character, and "NPC" to a non-player character.

ADVENTURE BACKGROUND

In the time of Sebek-Ka, the last high priest of the god Sebek, the Kingdom of Kemet (Egypt) faced a dire crisis. The once-fertile fields surrounding the Life-Giver, the sacred river Nile, were becoming barren. Worse yet, the marshlands, formerly teeming with wild game and deep vegetation, had begun to retreat and disappear. The death of the farms and marshlands was due to Pharaoh Amon-Ka, who forced his farmers to produce unsustainable levels of grain and other food crops to support his vast armies on their seemingly endless campaigns in foreign lands.

The high priest Sebek-Ka was greatly incensed by the abuses of his pharaoh, and eventually retreated from the lands of men to live out the rest of his life in one of the few remaining marshlands in Kemet. There he gave daily obeisance to his patron deity, the evil god Sebek, Lord of Crocodiles, Power, Protection, and Fertility. He was content to remain aloof from the concerns of the lands of Kemet with his small band of followers, until his own marshland lair began to dry up, as with so many others. In the span of three years, his home was reduced to a mere mile-long strip of swampland. To make matters worse, the crocodiles sacred to his god, and the wild fowl that served as the daily provender for himself and his followers, were becoming extremely scarce.

In his final years, Sebek-Ka was wracked with visions sent by Sebek his patron, and at the god's behest he ordered his followers to begin construction of a small funerary monument, a tomb to preserve the high priest's physical remains for all time. When the tomb reached completion – a 30ft tall stepped pyramid in the heart of the dying swamp – Sebek-Ka wrote specific and terrible instructions upon a piece of parchment, addressing the means by which he was to be mummified, and

the rituals to be undertaken after his death. After finishing the last hieroglyph of the parchment, Sebek-Ka rose to his feet, ascended to the top of the pyramid, and there took his own life. This final act, and the ritual preparation of the high priest's corpse according to the god's instructions, completed a terrible curse upon the avaricious pharaoh Amon-Ka and the entire land of Kemet (see "The Curse of the Crocodile God" below). Immediately after the high priest Sebek-Ka's mummification and interment in the hidden pyramid, the crocodile god arose to reclaim his greatest gift to mankind. The sacred river Nile itself, formed from the Crocodile god's own sweat, would be dried away to dust, and the lands of Kemet would be covered over with lifeless sands. Sebek, an often-benevolent god, but one capable of godlike wrath, cast his mighty spell upon the river, a curse of unspeakable power and cruelty. Within a year of Sebek-Ka's suicide, the Nile had dried out altogether, causing famine, disease, and internal strife that rocked Kemet to its very core. The haughty pharaoh Amon-Ka himself was deposed and slain by a starved, desperate mob that pulled him from his very palace, and the once-great land of Kemet lay open to invasion by her ancient enemies the Hittites. Within a ten-year span, Kemet became a mere colony ruled by Hittite overlords. The Pharaoh of Kemet is a puppet king, answering to foreign masters and ruling in name only.

One of the only bits of marshland in Kemet not wholly claimed by the desert after the Nile's retreat was the final refuge of Sebek-Ka. Over the decades, Sebek-Ka's swamp has come to be regarded as a cursed and evil place by the succession of Kemet's Hittite and Greek conquerors. It is whispered by many that the swamp was the cause of the Kemet's demise, and is, somehow, also Kemet's only hope of salvation.

FOR THE REFEREE

The goal for the PCs is to travel to the pyramid tomb of the crocodile god's last great priest, Sebek-Ka. Once there, they must defeat the undead remnant of Sebek-Ka, for doing so is the only way to remove the crocodile god's curse (see below) upon the land of Kemet. Unfortunately, the tomb of Sebek-Ka is a trap-ridden nightmare sure to challenge the most doughty and crafty of PCs.

Referees who wish to integrate this module into a non-Egyptian campaign might choose to treat the adventure area as a pocket plane of existence accessible by spells or other magic, but however the PCs arrive at the tomb, it is unlikely that the characters will be able to read the hieroglyphs in which the tomb's warnings are written. Thus, since the **Read Languages** spell may be vital to the characters' survival, you might make it clear – while the characters are still in a civilized region – that they cannot read the hieroglyphs used in this area of the world.

The Referee can best draw the PCs into the adventure by offering intriguing rumors heard in the camps at a local oasis; of a great horde of gold, jewels, and magic items rumored to be housed inside some manner of tomb or temple situated in a particularly fetid swamp along the southern end of the Nile. The site of Sebek-Ka's tomb should lie several miles away, although the journey thereto can be as mundane or as dangerous as the Referee desires. Perhaps the PCs could be beset by a few wandering monsters and other perils along the way; including such things as giant sand-worms, djinn, evil dervishes, sandstorms, and quicksand.

The Curse of the Crocodile God

When the crocodile god Sebek magically dried up the Nile, he used Sebek-Ka's intense hatred for his pharaoh as the focus of his spell. So long as the mummified body of Sebek-Ka remains intact, the crocodile god's curse will remain in effect. The moment Sebek-Ka is destroyed, the waters of the Nile will start returning. In a mere 6 months' time, the sacred river will be as healthy as it was when Kemet was at its cultural height, and the blight upon the surrounding fields will be reversed.

Dungeon Features

The tomb of Sebek-Ka is proportioned very much like actual Ancient Egyptian tombs, so the map scale is in 5ft squares, not 10ft squares. The claustrophobic atmosphere of the tomb can become very powerful if the players are using miniature figures or some other way of emphasizing just how little room there is to maneuver in this dungeon.

All of the interior walls of Level 1 are constructed of massive, worked blocks of purplish basalt. The corridors and rooms of Levels 2 and 3 were carved directly out of the basaltic bedrock, and are perfectly smooth. The walls of all three levels of the pyramid are generously plastered with an assortment of brightly painted hieroglyphs in high relief. Unless stated otherwise, all rooms and corridors have 7ft high ceilings. The three levels of the pyramid are connected by 5ft square vertical shafts that descend for several dozen feet. On all four walls of these ladder shafts is found a series of staggered hand- and footholds. Ascending or descending these ladder shafts is an easy and perfectly safe affair, and the PCs at no time run the risk of falling therefrom. Secret doors are hidden on both sides, perfectly blending into the surrounding basalt walls. Unless noted otherwise, secret doors pivot about their centers when the correct wall section is depressed. They must be pushed outward to open. Brass oil lamps, mounted high and spaced at regular 5ft intervals, line all of the corridors and most of the rooms. The lamps are lit with **continual flames**. (They function as the spell **continual light**, manifesting as wavering green flames of cold fire).

The Afterlife and Contact with Stone

As the players may be warned through rumors, if they make an effort to gain information about their objective, the Tomb of Sebek is at the very gates of the afterlife, with only a very narrow barrier separating the world of the living from the world of the dead. If at any time a character is completely out of contact with the stones of the pyramid while within, the character will have a very nasty experience, described below. This effect will most likely be encountered in one of three ways: climbing one of the wooden ladders while moving from one level to another, falling into water, or using a spell such as fly, dimension door, or teleport. If a spellcaster's player heeds the warning of legend, he will avoid memorizing such spells, for they are likely to be useless within the temple – unless the player is extremely creative, as described below.

If a character abandons all contact with the stones of the pyramid (the connection does not require direct skin contact – standing on the floor or touching the wall with gloves are both sufficient), he will begin to drift across the border between the real world and the afterlife. For a few moments he will exist in both worlds, and will have time to reach out and regain contact with the stone before the crossing-over is complete. Anyone watching will see the character's body flicker and become

wraithlike, disappearing completely if he crosses the border entirely.

The afterlife is perceived as the shore of a great river, with a huge structure of pillars on the far side. Massive figures with the bodies of men and the heads of animals can be seen moving within the distant palace. All around the character drift the souls of those who have been forbidden to enter the afterlife, wraithlike figures who clutch at the character's clothing as if trying to reach into his body. (Note: these are Forbidden Souls, described in New Monsters, but they are harmless – although disconcerting and disturbing – in the afterlife itself). Several boats are drawn up upon the shore of the river. One boat seems much older than the others, and the character will gain an immediate sense that it is waiting for someone in particular, and has been waiting a long time (this is the boat reserved for Sebek-Ka's soul).

If the character does not reach out to make contact with the stones of the pyramid within a few minutes of drifting into the shores of the afterlife, he must make a saving throw or die. If the saving throw succeeds, the character returns to the real world.



Things are a bit more complicated if the character enters the afterlife by using teleportation or any other spell of dimensional travel such as a dimension door. In this case, the character enters the shores of the afterlife instantly, but will find that he carries the small wooden statue of a hawk (if you wish, different spells might be represented by different statues, if the players try this more than once). The statue represents the existence of the ongoing spell; even an instantaneous spell such as teleport is suspended within the world of the dead. Cleric and magic-user characters will be instinctively aware of this; fighting-man characters will not, for they lack experience with spells. Moreover, the cleric or magic-user will realize that the spell can be terminated by dropping or abandoning the statue. When this is done, the character will return to the real world. However, the passage back into the world of the living is not without risk: the character will automatically bring 1d4-1 Forbidden Souls (see new monsters in the “Arcana” section) back across with him.

There is one other factor involved as well. Any character who moves around within the afterlife will return to the world of the living in a place corresponding to his movement. For instance, if the character moves three feet to the left in the afterlife, he will return into the real world three feet to the left of the place where he disappeared. In essence, therefore, a teleport spell can still be used effectively by entering the afterlife, moving the desired distance and direction, and then dropping the statuette (although traveling in this way still subjects the character to the risk of death if he fails the saving throw upon return).

Allowing a sort of “chain of connection” to the stone, with one character roped to another who is out of contact with the stones of the temple, is not recommended. It allows a greater scope for player tactics, but also creates considerable scope for dispute about what sorts of “connections” would work. The adventure will generally work more smoothly if each character must maintain the connection individually.

Special Note Concerning Books

All tomes and suchlike from the standard rulebooks found in the tomb never appear as hide-bound leaves of parchment or vellum as is the case with medieval manuscripts. They instead consist of a case or cases filled with one or more sheets of rolled papyrus.

RUMORS

Certain information about the Tomb will be extremely helpful, mainly for selecting the optimal spells and equipment to bring. If the players do not attempt to gather whatever information they can about their quest, so be it. But if they make some attempt to ask questions, they should gain the following bits of legend and rumor:

- 1) It is said that the Tomb of the Swamps is a very gate to the afterlife. Leave the stones at your peril! (True)
- 2) “Look, o great traveler, at this map I have to sell you! I had it from my father’s father, who had it from his father before him. It will surely lead you to the swamp in the desert in safety, and I will sell it to you for very cheap!” NOTE: This map is written on new papyrus and in bright ink. There is some writing upon it in hieroglyphics, which the character (most likely) cannot read. Although the map is worthless, it is a good way to

subtly point out to the players that they cannot read the local writing.

- 3) I never go into swamps. Water in the desert is unnatural and diseased. (True)
- 4) It is said that in the Temple of the Swamp, whoever breaks the seal and opens the door will be forever cursed. (False)

START

Once the PCs finally arrive at the northern edge of Sebek-Ka’s swamp, read the following:

After trudging through the trackless wastes of the southern desert, you finally come across a fetid swamp stretching for nearly a mile in every direction. You can hear the cries of birds and other wildlife issuing from this strange oasis isolated like an island in the midst of the endless sands.

THE SWAMP

The pyramid tomb of Sebek-Ka is located almost in the exact center of the swamp, half a mile away from the outer edge. Whilst the PCs are plodding through the spongy soil of the swamp, which lies submerged under about 2ft of water. On average, there is a 15% chance per hour that the party will be exposed to one of the following diseases, with an equal chance for either (the chances are doubled should the swamp water be drunk):

Flesh Rot: This disease has an onset time of one day and causes death unless the character makes a successful saving throw. It manifests as a rapid necrosis of the flesh, which first turns a sickly green color and then sloughs off.

Ocular Ossification: This affliction has an onset time of 1-3 days and causes permanent blindness unless a saving throw is made. A thick film gradually coats the eyes of the victim. The film eventually hardens, preventing any moisture from reaching the eyeball, which eventually cracks open, the vitreous humor within oozing out.

WANDERING MONSTERS (SWAMP)

As the PCs explore the swamp, the Referee should check for wandering monsters once for every two hexes traveled. There is a 3 in 6 chance per check that a random encounter occurs. When an encounter is called for, roll a d10 and consult the following table:

1). Ghosts* (1d2) leading a pack of Ghouls* (1d2+2)

These creatures are some of the last followers of the high priest Sebek-Ka, who, on account of being forced to eat the flesh of their fellows or starve, arose as ghouls upon death. They roam the swamp to this very day, and attack anything in sight.

Ghosts: HD 4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.

Ghouls: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; **Special:** Immunities, paralyzing touch.

2). Spectres* (1d3)

The most evil followers of Sebek-Ka arose as specters upon death, and haunt the swamp with an insatiable hunger for the life-forces of the living.

Spectre: HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; **Special:** Drain 2 levels with hit, immune to non-magical weapons.

3). Giant Water Spiders (1d3)

These monstrously overgrown arachnids make their homes amidst the rotting vegetation of the swamp. They enjoy biting passing prey, afterwards dragging their poisoned victims underwater to feast upon at their leisure.

Giant Water Spider HD 3+3; AC 5[14]; Atk 1 bite (1d4); Move 15 (Swim 9); Save 14; CL/XP 6/400; **Special:** Poison.

4). Violet Fungi (1d2+2)

These horrors lash out at the PCs with their tentacles from 10' away in an attempt to weaken them with their rot ability.

Violet Fungus: HD 3; AC 7[12]; Atk 4 tendrils (rot); Move 1; Save 14; CL/XP 4/120; **Special:** Tendrils cause rot.

5). Shambling Mound** (1)

The swamp houses only one of these creatures. In one of his many foul experiments, Sebek-Ka created this hostile abomination. It lashes out at any PCs encountered with its two arm-like appendages. If it hits with both ropy members, the PC is entangled and suffocates in 2-8 rounds.

Shambling Mound (11HD): HP 45; HD 11; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 4; CL/XP 14/2600; **Special:** Damage immunities, enfold and suffocate victims.

6). Will-o-the-Wisp** (1)

Only one of these evil orbs of glowing light inhabits the swamp. It attempts to drain the life of any so foolish as to cross its path.

Will-o-the-Wisp: HP 40; HD 9; AC -8[27]; Atk 1 shock (2d6); Move 18; Save 6; CL/XP 10/1400; **Special:** Spell immunities.

7). Swamp Gas: The rotting vegetation of the swamp gives off a steady supply of foul-smelling, highly explosive gas. It is possible to differentiate between the smell of the swamp gas and the swamp's normal fetid odor, but unless the characters are paying particular attention to smells, it is unlikely. You might want to assign a 1 in 6 chance per character to notice the changing smell, or use some other random method. If a source of fire or exposed metal is brought into contact with the gas, it sets off an explosion that affects all those within a 30ft radius unless a successful saving throw is made. Those caught in the 4d6-hp fireball can make another save for half damage.

8). Quicksand: These patches of loose mud can be avoided with a successful saving throw. Moderately encumbered victims sink into the muck and drown in 3 rounds. (Lightly encumbered PCs drown in 5 rounds). Those who avoid the quicksand can pull out a sinking companion, but it is not easy. One way to resolve the struggle is to roll a d6 for each round of the attempt, with a one or a two indicating success.

9). Giant Crocodiles (1d2)

Giant Crocodile: HD 6; AC 3[16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (Swim 12); Save 11; CL/XP 6/400; **Special:** None.

These creatures were once normal-sized crocodiles that were transformed into giants by Sebek himself. A few of these fearsome predators still prowl the swamp, and they attack any PCs crossing their path on sight.



10). Giant Spitting Snakes (1d4+1)

Giant Spitting Snake: HD 4; AC 5[14]; Atk 1 bite (1d3 + poison) or spit poison; Move 12; Save 11; CL/XP 6/400; **Special:** Spit or bite with lethal poison.

These ophidian terrors attack any intruders into their domain with a quick expectoration of venomous goo.

* Clerics attempting to turn undead creatures will suffer a -6 penalty to their die rolls. Such creatures that would automatically be destroyed by the cleric are instead turned. A cleric that can ordinarily automatically turn one type of undead/lower planar creature now needs to roll a 6 or higher to do so. This is due to the tomb's close proximity to the afterlife. **Once it is dispatched by the PCs, remove this creature from the table.

LOCATIONS (SWAMP)

1. SUNKEN OBELISK. A stone obelisk is sunken deeply into the mire and waters of the swamp, its carved hieroglyphs almost completely effaced by moss and slime. If the party uses a read languages spell (or an interpreter, if the party has brought one), the inscription can be read: "Cursed be the Pharaoh Amon-Ka for all time, he who has brought the ruin of the sands to Kemet. May his heart be found unacceptable to the gods. May he be left upon the shore of the River of the Dead. May he remain there forever as one of the Forbidden Souls. May he yearn for another heart for all eternity. May it be so."

2. VISION OF SCARABS. A huge gathering of scarab beetles, teeming in a pile ten feet across and five feet high. As soon as the scarabs are no longer observed, they disappear as if they had never existed.

3. SKELETONS. Five human skeletons, their bones chewed by crocodiles and their equipment shredded.

4. SULFUROUS POOL. A roiling, sulfurous pool of water. At the edge of the pool there is a bubbly, sticky froth that has trapped a few scraps of cloth, some small leather straps, and a few odd bones in the knee-high swamp grass. Characters may approach to within 2 ft of the edge of the pool safely. Approaching closer than 2 ft will subject the characters to a noxious gas that causes severe coughing and limits actions. Characters coming in contact with the sulfurous liquid sustain 1d6 points of damage per round until the liquid is washed away. At the bottom of the steaming pool, which is itself about 20 ft deep, are 6 brilliant fire opals (worth 100-400 gp each) and a +1 ring of protection.

5. SUNKEN BUILDING. The remnants of a small stone building rise from the mass of swamp flora. Part of the roof and two walls are about all that remain of the structure. All manner of swamp bugs skitter around the fallen stones.

KEY TO THE TOMB OF SEBEK-KA

Before you stands a pyramid that rises into the sky a good 30 feet in height. It is a ziggurat composed of cyclopean blocks of purplish basalt, forming a series of six progressively smaller levels stacked one on top of the other. The sluggish waters of the swamp lap against the lower wall of the pyramid, making an unpleasant sound.

The bottom two feet of the pyramid's height are concealed by the scum-covered waters of the swamp. The outer walls of the pyramid have already been heavily corroded by the acidic, damp air of the mire, and are devoid of any inscriptions. The pyramid is accessed by a 5ft square secret door located on the bottom-most tier of its south face. The counter-balanced 5ft thick portal clicks open when its lower right-hand section is depressed. Afterwards, it can be easily pivoted about its center, opening onto Area 1.

LEVEL ONE (Areas 1-5A)

1. ENTRY CORRIDOR. This 10ft long and wide corridor is a mere 5ft in height. The floor of the chamber is sunken another 10ft into the bedrock and is filled with disease-ridden swamp water. PCs falling therein have a 15% chance of contracting either **Flesh Rot** or **Ocular Ossification**. (See the "For the Referee" section for information on these new diseases). Three 1ft long x 5ft wide brown-colored stepping stones rise a couple inches above the water. They are spaced 2ft apart from each other, and start 2ft away from either end of the corridor. The second stepping stone rests upon the underside of a giant crocodile held in a magical suspended animation. This trap cannot be detected by probing the stone directly, but if the characters probe around the stone (rather than pressing on it directly), the probing will awaken the crocodile but allow the characters to attack it while it awakens. However, if a PC steps directly onto the stone, the crocodile will awaken and attack almost instantly, automatically gaining the first attack against the incautious character. Note that human-sized characters should suffer a -1 "to hit" penalty from being forced to fight in the low-ceilinged corridor. Furthermore, any PC fighting from the slippery stepping stones has a chance to slip each round (this may be represented by a saving throw at -1). Those failing the saving throw slip and fall into the 10ft deep water. Armored PCs falling into the water will immediately start sinking to the bottom. It takes 3 full rounds for said PC to remove his armor while underwater. Unless you choose to rule otherwise, assume that he can hold his breath for a number of rounds equal to his Constitution score divided by 3, and beyond this period, must make saving throws each subsequent round, drowning on a failed save.

The door at the end of the hall is made of stone, is locked, and has a **Glyph of Warding** cast thereon. If activated, the victim is electrocuted for 36 points of damage. (Save for half damage). A hieroglyphic inscription has been carved into the door, which translates as: *Prostrate yourself before Great Sebek, foolish mortal*. This is a useful clue, since entering Area 2 at full height can be fatal.

Giant Crocodile: HD 6; AC 3[16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (Swim 12); Save 11; CL/XP 6/400; **Special:** None.

2. DISINTEGRATION TRAP. This 10ft square room is devoid of any features save for the door leading in from area 1 and the archway leading out to Area 5a. A ring of magical sigils is inscribed on all of the walls at a height of 2ft. Any living thing that breaches the magical ring sets off a **Disintegrate** spell. Unless the character makes a successful saving throw, he glows briefly and then vanishes, leaving only a trace of dust behind.

3. FOYER OF THE GUARDIAN. The elevator from Area 15 stops when it comes flush with the floor of this 15ft square room. (It magically lowers back down to Area 15 in 5 rounds). A raised flagstone lies 1ft north of the elevator, and depressing it will call the elevator back up from Area 15. The menacing statue of a massive crocodile with mouth wide open stretches the full length of the far wall. Carved onto the wall directly above the statue is the following hieroglyphic message: *I am Sebek, Lord of the Waters and He Who Made the Herbage Green. I am Sebek, who dwelleth amid his terrors. I am Sebek, and I seize my prey like a ravening beast. Make thine offering unto me.*

The proper way to gain access to the room beyond, Area 4, is to place 2,000gp worth of treasure or magic items into the open mouth of the stone statue. (Any offerings other than artifacts are immediately disintegrated). If this is done within 3 rounds of arriving in this room, the statue of Sebek sinks into the floor, revealing a 4ft tall, 15ft wide opening into Area 4. Failure to make the required offering in the allotted time causes the statue of Sebek to animate into a stone golem that fights the PCs to the death. Thankfully, this also reveals the opening to Area 4.

Stone Crocodile Golem: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic (all except Rock to Mud and Stone to Flesh).

4. BURIAL CHAMBER OF SEBEK-KA. This chamber is only 10ft long and 15ft wide. Along the north wall rests a massive granite sarcophagus, inside of which lies a cedar coffin covered in gold leaf. Should the PCs engage the golem guardian in Area 3 in battle, the greater mummy of Sebek-Ka (See “New Monsters” for details) is magically alerted to their presence. Sebek-Ka immediately starts casting the following protective spells on himself in anticipation of the fight to come: **protection from good**, and **silence 15ft radius**. These spells confer the following benefits: Any attacks launched by good creatures suffer a –2 penalty from dice rolls “to hit,” and any saving throws caused by such attacks are made at +2. Also, any opponent must make a saving throw vs. spells in order to strike or otherwise harm Sebek-Ka. Lastly, any spell with a verbal component cannot be cast in this room. Sebek-Ka will rise immediately from his sarcophagus to attack when the PCs enter the room, and if the first character entering the room is crawling through the low entrance, the mummy is likely to gain the first attack.

Sebek-Ka, Greater Mummy: HD 12+3 (HP 84); AC 0[19]; Atk 1 (1d4+rot or 2d10); Move 6; Save 3; CL/XP 15/2900; Special: Fear, spells; SD +1 weapons to hit, turned as ghost*.**

Magic Items: Ring of Fire Resistance, Wand of Fear (10 charges), **Death Mask of Sebek*** (10 charges), **Potion of Flying.** Sebek-Ka casts spells as a 12th level cleric (see spells below)

First Level (4): **Cause Light Wounds (x2), Detect Magic, Protection from Good** (may already be cast)

Second Level (4): **Hold Person (x3), Silence 15ft Radius** (may already be cast)

Third Level (4): **Cause Disease (x4)**

Fourth Level (4): **Cause Serious Wounds (x4)**

Fifth Level (4): **Dispel Good, Finger of Death (x2), Quest**

Sixth Level (1): **Blade Barrier**



*See the “Arcana” section of the adventure for further details.

**Even a suitable offering made to the golem statue in Area 3 alerts Sebek-Ka to the presence of intruders. He will depress a button inside his coffin that causes the heavy lid of the granite sarcophagus to slide open along grooves carved into its interior. Afterwards, Sebek-Ka opens the coffin to greet the PCs, fighting to the death.

*** Clerics attempting to turn Sebek-Ka suffer a -6 penalty to their die rolls. This is due to the tomb’s close proximity to the afterlife.

Treasure: After the PCs defeat the greater mummy of Sebek-Ka, their next objective will probably be to examine the interior of the sarcophagus. A hidden compartment in the bottom can be detected with a successful search for secret doors, contains the following: 7,000gp in assorted jewels and gold coins, two **Candles of Esoteric Wisdom***, a **Manual of Dexterity**, a **Manual of Wisdom**, a **Cursed Grimoire****, and a **Mace of Destroying Undead*****. Unfortunately for the PCs, the door of the hidden compartment is trapped with a **Glyph of Warding** that deals 36 points of electrical damage. (Save for half damage).

In addition to Sebek-Ka's treasure, there is an old and crumbling scroll of papyrus in the sarcophagus. If you do not intend to run the Nameless City as a sequel to Last Priest of Sebek, only the first paragraph should be read to the players. If you are running the modules as a series, read them the entire text below:

Our river, which feeds marshes and crops, has been dried to dust by the Crocodile-God Sebek, in his wrath at the iniquities of the Pharaoh Amon-Ka. I, Sebek-Ka, the last high priest of Sebek, am both cursed and blessed to be the instrument of the god's vengeance, for Sebek has stored his wrath within my mummified body, as poisoned grain might be kept within a granary. Until I am freed to enter the afterlife, the river shall recede and wane, punishing the lands with sand and sun in the wrath of Sebek. When my earthly body is destroyed, I shall finally enter the afterlife; Sebek shall consider the cycle of his vengeance to be complete, and it shall be the season of his mercy.

Until I return to the afterlife, the land shall remain in drought and despair, and the people shall decline, even as the inhuman denizens of the Nameless City above the Cliffs of the Kings. As the ancient reptile people are cursed to live in desert for eternity, so shall the human people of the river be cursed to live in desert until I petition the god in the afterlife. Their treasures shall be buried beneath the sands, as the treasures of the ancient reptile people are buried in their city. Their crops shall die, as the crops of the reptile people died eons ago, and they shall feed upon dust. So say I, Sebek-Ka, last priest of the crocodile god Sebek.

* One of these candles is white, and the other is jet black, the white candle aligned to Law, and the black candle aligned to Chaos. When a candle is burned by a cleric of the appropriate alignment, it grants him a temporary increase of two levels of experience while the candle burns: a six-hour period of time.

** The cursed book requires that anyone reading it must make a saving throw or immediately lose 1 point of intelligence, and a second saving throw to avoid losing 1 point of wisdom.

*** Has the turning effect of a 12th level cleric when striking undead creatures.

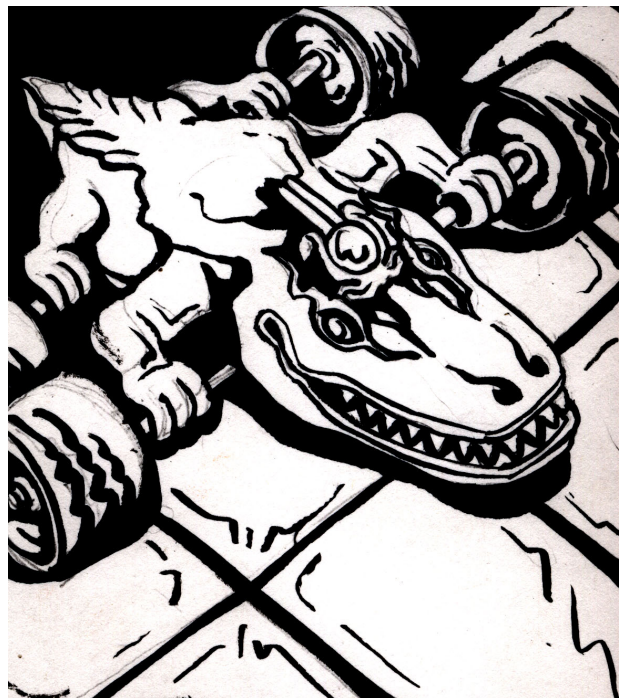
5A. LADDER SHAFT INITIUM. This 5ft square room is entered by an archway to the south. Deep footholds and handholds are staggered along all four walls. The otherwise smooth-walled shaft burrows 60ft straight down to Area 5b on Level 2.

LEVEL TWO (Areas 5B-10A)

5B. LADDER SHAFT TERMINUS. This 5ft square room is entered by an archway to the south. Deep footholds and handholds are staggered along all four walls. The otherwise smooth-walled shaft burrows 60ft straight up to Area 5a on Level 1.

6. PIT TRAP. The door along this wall is false, and opening it causes a 5ft square section of floor to fall away. The victim is deposited in a 40ft deep pit, the bottom 10ft of which is filled with water. The moment that the surface of the water is breached, an electrical **Glyph of Warding** at the bottom of the pit is activated. Victims are electrocuted for 36 points of damage. (Save for half damage).

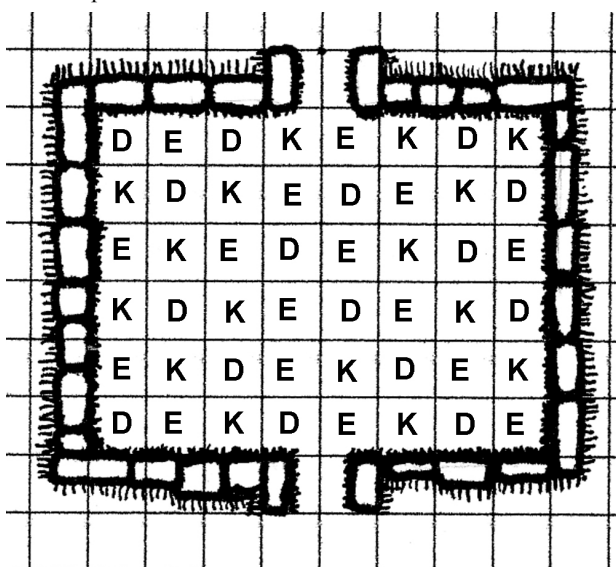
7. STONE JUGGERNAUT. The moment this door is opened, a magical stone juggernaut with a movement rate of 9 comes rolling down the corridor from its small room. The juggernaut is a stylized crocodile on two rollers. It fills the entire width and height of the corridor, and if it is not evaded it will crush any PCs in its path against the false door at area 6. If the player thinks to have his character duck into the doorway to area 5B, a character with a movement rate of 9 or higher can make a saving throw at a -3 penalty to do so. Slow-moving PCs, or those failing the saving throw, will either be crushed against the door at Area 6 or run over (50% chance for either). In the former case, the PCs *only* suffer 1d4 x10 points of damage. In the latter case, the PC is flattened into jelly and dies instantly. The juggernaut then rolls back into its room, and the door leading thereto closes 5 rounds later, effectively resetting the trap.



8. ROTATING ROOM. The archway from the north opens onto a spherical room 15ft in diameter, with no apparent exit. The basalt walls are perfectly smooth and devoid of any decoration. A hemp ladder with short rungs of acacia wood attached thereto extends from the archway all the way to the bottom of the room. (It is attached to two eyebolts sunk into the floor of the archway). Little do the PCs suspect, but the entire chamber can be rotated a full 180 degrees from north to south. (It rests on a series of diorite ball bearings residing in hemispherical sockets carved into the surrounding basalt matrix of the pyramid). The PCs can get the almost frictionless walls of the chamber revolving by making their way to the bottom and then simply walking in place with their backs to the entrance archway. Doing so rotates the archway a full 180 degrees over the PCs' heads, eventually lining it up with the open corridor to the south.

9. FALLING WALLS. The corridor from the north opens onto a 20ft wide by 15ft long room. The walls to the east and west are 15ft high and fashioned of solid bronze. Etched onto the floor is a mosaic pattern of alternating blue, gold, and black tiles, each of which is a mere 2.5ft square. See the diagram for the specific sequence of colored tiles: each tile is signified by the last letter of its color, so blue is "E," gold is "D," and black is "K." Another archway can be seen in the middle of the far wall to the south. A hieroglyphic message is carved onto the floor directly before the entrance archway. It translates as: *Ra (Sun) begets Pet (Sky) which is then consumed by Nut (Night).*

The inscription relates the order in which the tiles must be stepped on to safely negotiate the room. The PCs must first step on a gold tile, which corresponds to the color of the sun, then on a blue tile, which corresponds to the color of the sky, and lastly on a black tile, which corresponds to the color of night, repeating the sequence (D-E-K on the diagram) until the exit archway is reached. Stepping on any of the tiles out of sequence will cause the 15ft high west and east walls to fall on the PCs' heads, inflicting 1d4 x10 points of damage. (A successful saving throw indicates that the PC in question was able to run through the entrance or exit archway, as appropriate, just in time, avoiding the falling walls). Five rounds after the two 1ft thick bronze walls come crashing down, massive bronze chains pull them upright again, resetting the trap.



10A. LADDER SHAFT INITIUM. This 5ft square room is entered by an archway to the north. Deep footholds and handholds are staggered along all four walls. The otherwise smooth-walled shaft burrows 40ft straight down to Area 10b on Level 3.

LEVEL THREE (Areas 10B-15)

10B. LADDER SHAFT TERMINUS. This 5ft square room is entered by an archway to the north. Deep footholds and handholds are staggered along all four walls. The otherwise smooth-walled shaft burrows 40ft straight up to area 10a on Level 2. The ladder is made of wood, and if a character climbs it without dragging one hand against the stone wall, he will experience the strange shifting into the afterlife described in the "For the Referee" section.

11. SNAKE PIT. The archway to the south opens onto a 5ft square platform overlooking a 20ft x 15ft room. The floor of the chamber is 40ft below the PCs' feet and the ceiling is a mere 10ft overhead, the former crawling with literally hundreds of highly poisonous spitting snakes. A similar platform with a locked stone door at its far end juts out of the far wall. Just above the door on the far platform is a brightly-painted 1ft wide Eye of Horus in raised relief. The walls to the east and west of the room depict various Kemetians happily hunting wild fowl, lions, and hippopotami with their massive bows. The scene on the wall directly above the entrance platform is particularly vivid, depicting Sebek as a crocodile-headed man drawing back a tall bow. He is looking out from the painting, and his bow is angled towards the Eye of Horus on the far wall.

The only way to safely bypass* the pit of snakes is to successfully shoot an arrow into the Eye of Horus sculpture along the far wall. Doing so causes the room to flood with swamp water up to the level of the two platforms, drowning the snakes in the process. At the same time, the door along the far wall rises into the ceiling, giving the PCs access to the short corridor beyond. The PCs can then swim over to the far platform and exit the room. (Remember to check for diseases in the water as detailed in the "For the Referee" section of the module). For purposes of hit determination, treat the Eye of Horus sculpture as having an armor class of -2 [21]. A hit dealing 4 or more points of damage generates enough force to make the sculpture sink into the wall.

Normal Spitting Snakes (200): HD 1+2; AC 5[14]; Atk 1 bite (1d2 + poison) or spit poison; Move 12; Save 17; CL/XP 3/60; Special: Spit or bite with lethal poison.

* Keep in mind that characters using fly or teleport spells will find themselves shifted to the shores of the dead in the afterlife, as described in the "For the Referee" section.

12. FALSE TREASURY. The door to this 10ft by 15ft room is triple-locked. Along the east wall rests a massive, totally empty granite chest bearing a complicated lock (-15% to a thief's open locks percentages, if thief percentages are being used). The moment the lock on the chest is either bashed open or successfully picked, a stone panel drops from the ceiling, blocking off the entrance archway. At the same time, hidden stone panels along the north and south walls open, releasing a torrent of diseased swamp water* into the room. The room becomes totally filled with the noxious liquid 3 rounds later. As

described in Room 1, you may choose to assume that a PC can hold his breath for a number of rounds equal to his Constitution score divided by 3, and must make saving throws against drowning after this. The stone panel can be raised back into its niche in the ceiling with a successful lift gates roll. For bashing attempts, treat the stone panel as having 100 hit points and an armor class of 2[17].

*See the “For the Referee” section of the module for details concerning the diseases present in the water.

13. MINOR TREASURY. The archway along the east wall opens onto a 12ft wide by 15ft long room. In the middle of floor rests an 8ft tall pile of sand, with a 1ft square granite pyramidion resting on top. 4ft directly beneath the pyramidion, buried in the pile of sand, rests the bottom half of a rectangular obelisk. PCs carefully scooping the sand out from beneath the pyramidion cause it to slowly lower over the obelisk and lock in place. Doing so makes a panel along the completed obelisk’s east face to click open, revealing the Treasure inside. Unfortunately for the PCs, the only way to safely lower the pyramidion into place is to simultaneously clear away equal amounts of sand from its four sides. Any imbalance causes the heavy pyramidion to topple down the pile of sand and crush one of the PCs. Roll a d4 to determine which direction the pyramidion falls – to the north, south, east, or west. Any PC in its path suffers 1d6 + 10 points of crushing damage.

Treasure: Within the obelisk lies the following: a **Staff of Healing** (10 charges), a diorite **Mace +2**, a **Scroll of Protection from Magic**, and 5,000gp in assorted jewels and gold coins.

14. CHAINS OF MISERY. The secret door along the south wall opens onto a 5ft square platform that juts out over a long lozenge-shaped room. A similar platform abuts the north wall 25ft away. The entire floor of the chamber, which lies 30ft below the two platforms, is completely filled with strong acid to a depth of 10ft. Suspended over the corrosive fluid are a series of gold and black chains that depend from the roof 10ft above the heads of the PCs. The chains are arranged in gold-black pairs spaced 3ft apart from each other. The four pairs of chains are separated from each other by a distance of 5ft. A short hieroglyphic message has been carved into the platform, which translates as: *I purge the light of Ra to bring on the darkness of Sebek.* The message should clue the PCs in to the fact that they should only grab onto the black chains, their color corresponding to the “darkness of Sebek.” The four pairs of chains are arranged in the following right-left sequence, beginning with that nearest the entrance:

- black-gold
- gold-black
- gold-black
- black-gold

PCs grabbing onto any of the gold-painted chains as they make their way towards the opposite platform are in for a rude surprise. The moment that such occurs, the chain drops away from the ceiling, sending the hapless PC plummeting into the pool of acid below. It is possible to grab onto the nearest black chain with a successful saving throw. Those failing to do so (or not thinking to try it) suffer 1d6 x10 hp of acid damage per round in the pool! Keep in mind that characters using fly or teleport spells will find themselves shifted to the shores of the dead in the afterlife, as described in the “For the Referee” section.

15. TEST OF FAITH. The archway to the south opens onto a 10ft wide by 17ft long room. In front of the far wall rests a 5ft diameter pedestal that rises 2ft off the floor. If the PCs examine the surface of the pedestal, they find the following hieroglyphic inscription thereon: *A noble sacrifice can lead to much gain.* Any PC that steps onto the pedestal must make an immediate saving throw against the spell of this room. Those failing their save are magically held, and freeze in place. At the same time, the pedestal and the column beneath rise rapidly towards the ceiling. The moment a character’s head comes in contact with the ceiling, an illusion comes into effect, making it appear as if the character squashes into jelly. Another illusion, however, conceals a hole in the ceiling exactly conforming to the diameter of the ascending column. The column continues to rise up the smooth-walled shaft in the ceiling for 100ft, stopping at Area 3 on Level 1. As soon as the column reaches its destination, any magical paralysis holding a PC will instantly end. The column remains on Level 1 for 5 rounds before automatically descending back down to Level 3. Once on Level 1, the elevator column can be sent back down to Level 3 by depressing a raised stone on the floor of Area 3. Once back on Level 3, it can be reactivated as before.

CONCLUSION

When and if the PCs defeat the greater mummy of Sebek-Ka, the waters of the Nile will begin to return. Should the PCs make the connection between their victory and the rebirth of the sacred river (which is clear if they find and read the scroll in Sebek-Ka’s sarcophagus), then their next objective should be to seek out the current pharaoh of Kemet and claim a reward. Once informed of their valiant efforts, Pharaoh hails the PCs all throughout Kemet as heroes and will order his vizier to give them a group award of 3,000gp.

If you intend to run *The Nameless City* as a sequel to *The Last Priest of Sebek*, the players will begin with the knowledge, taken from the scroll in Sebek-Ka’s sarcophagus, that above the Cliffs of the Kings, there is a “Nameless City” which contains lost treasure. Treasure, of course, is usually enough to get an adventuring party moving quickly in the right direction! However, if you want the party to begin with more background information about the Nameless City, it is easy to plant some rumors and legends about the Cliffs of Kings and the lost city using the background information contained in *The Nameless City* module.

NEW MONSTERS

Forbidden Souls

Armor Class: 5 [14]

Hit Dice: 3

Attacks: 1 claw (1d6 + xp drain)

Saving Throw: 14

Special: XP drain (1,000), hit only by magical or silver weapons

Move: (Fly 9)

Challenge Level/XP: 4/120XP

Forbidden souls are the incorporeal remnants of souls denied passage into the afterlife, marooned on the close shores of the River of the Dead. These undead creatures do not ordinarily have access to the material world unless some sort of gateway is opened to permit their re-entry into the realm of the living. Forbidden souls resemble wraiths, but are neither as substantial nor as powerful.

A forbidden soul cannot enter the afterlife because its heart has been weighed against the feather of the god Maat and found to be weighed down with evil. In consequence, when a forbidden soul is loosed in the material realm its sole obsession is to obtain a heart to bring back to the afterlife, in an attempt to gain entry by deception.

The claws of a forbidden soul drain the victim's life force on a successful hit, although not so much as a wraith or a wight. If the creature hits, and the victim fails a saving throw, he loses 1,000 experience points. If a character is killed by a forbidden soul, the creature will viciously remove the victim's heart and return to the shores of the afterlife with its prize.

Forbidden souls are turned as mummies.

Greater Mummy

Armor Class: 0 [19]

Hit Dice: 12+3

Attacks: 1 touch (4d4 + rot)

Saving Throw: 3

Special: Spells (50% chance), Rot, Immune to non-magic weapons

Move: 12

Challenge Level/XP: 15/2900

Greater mummies are identical to normal mummies with a few notable differences. They were usually powerful kings, queens, or high priests in life, and as such their mortal remains were more carefully prepared than is the case for normal mummies. This careful preparation of the wrappings, in conjunction with the powerful spells caste over the dead body, is the reason for the exceptional armor class, hit dice, and physical attack the undead creature possesses not to mention its high intelligence. In addition, about 50% of greater mummies created retain their spellcasting ability much as a lich does. However, such greater mummies can function no higher than the 12th level of ability.

The mere touch of a greater mummy infects the victim with an especially virulent form of the greatly feared rotting disease. The disease is fatal in 2-8 days, and each day it progresses the victim loses 2 points of Charisma, permanently. A **Cure Disease** spell applied to the victim rids him or her of the

disease. The disease prevents all other curing-type spells from affecting the victim. Infected creatures heal wounds at only 50% of the normal rate.

Greater mummies can only be harmed by weapons of +1 or better enchantment, and even those do only one-half normal damage. A **Raise Dead** spell transforms the creature into a normal man (of 13th level fighting ability) unless the greater mummy saves vs. magic. They are turned by clerics as ghosts.

Greater mummies can cure damage to themselves by using spells that would ordinarily cause damage; thus, a cause light wounds spell will actually heal the creature by the number of hit points the spell would ordinarily inflict as damage.

Description: Greater mummies appear physically identical to normal mummies, but often bear more adornments and jewelry.

NEW ITEMS

Death Mask of Sebek

This unique magical item appears as a gold-plated steel helmet in the shape of a crocodile's head, complete with sharp teeth and eyeholes. After donning the mask, the wearer places the attached leather bridle with bit in his mouth. Each time pressure is applied to the bit, the jaws of the helmet snap shut with great force, attacking at +1 and delivering damage equal to the bite of a giant crocodile, 2d10 hit points worth. Each such application expends one charge (the mask currently has 20 charges). Missed combat rolls still expend a charge. Because the mask is infused with a small amount of the Egyptian god Sebek's divine essence, the wearer is brought one alignment step closer to chaos/evil each time it is used in battle.

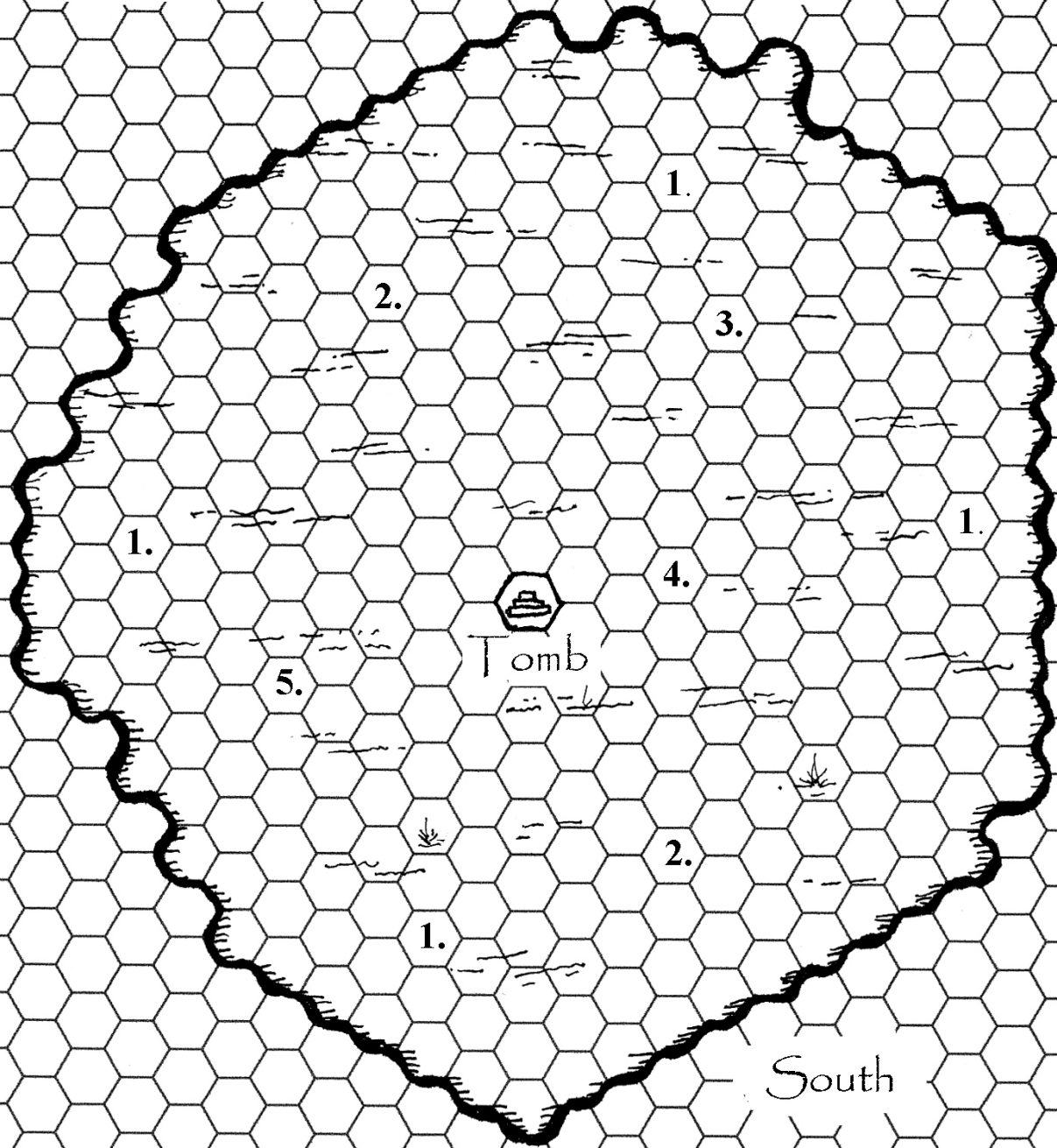
Experience Point Value: 1,600. **Gold Piece Value:** 8,000 gp.



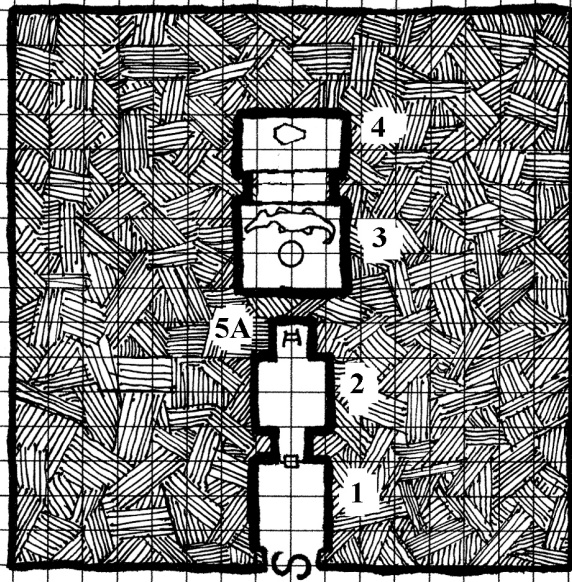
Swamp of Sebek-Ka

Hex = 250ft

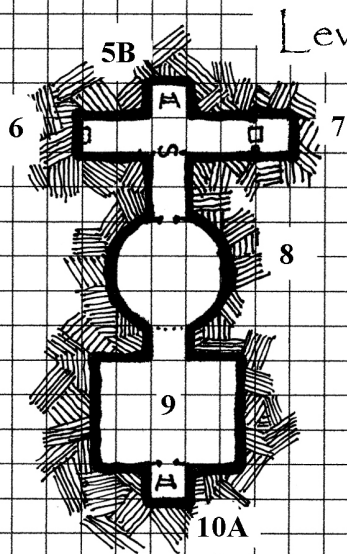
North



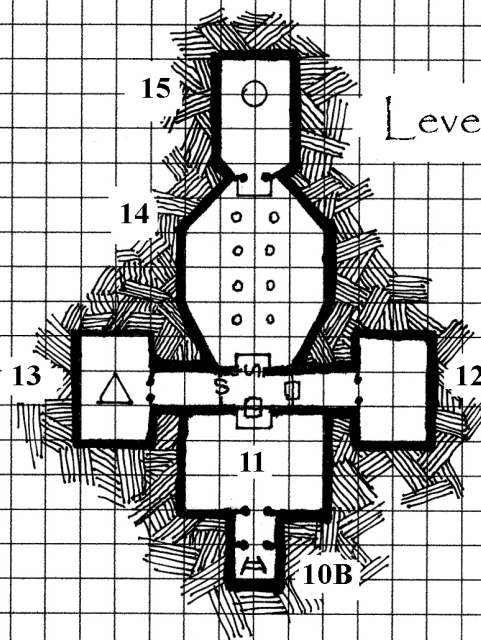
TOMB of SEBEK-KA



Level One



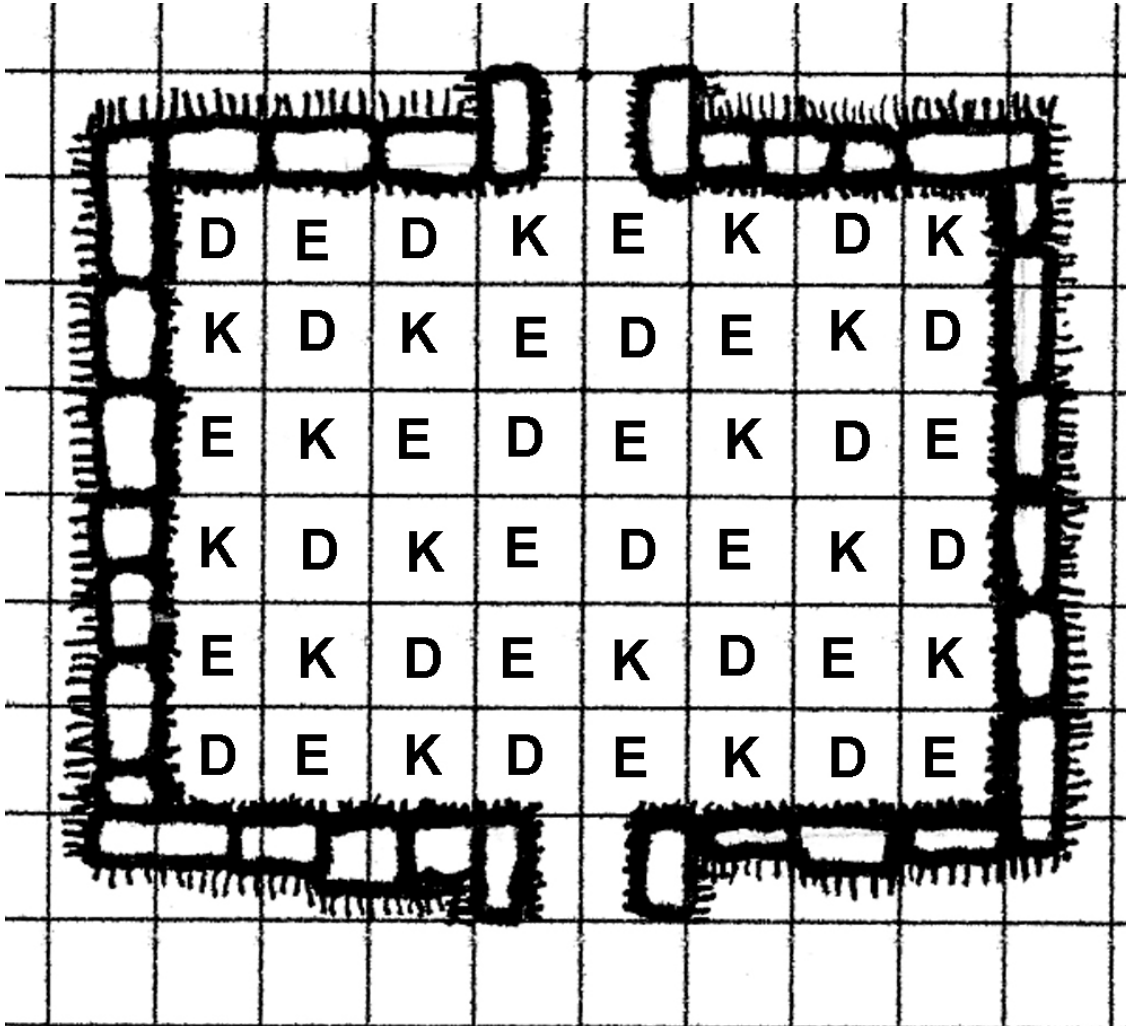
Level Two



Level Three

One Square = five feet

PLAYER HANDOUT



Color Code: (last letter of color)

Black K

Blue E

Gold D

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What is Swords & Wizardry?

Swords & Wizardry is a restatement of the rules of the “Original” version of the world’s first fantasy roleplaying game, created in 1974 by Gary Gygax and Dave Arneson. Those rules are no longer in print, and even electronic versions of them are no longer legally available. Swords & Wizardry was created to keep these rules alive and well, and to keep them supported with an active gaming community and “in-print” adventure modules.

The original game started with a boxed set of three small books, often referred to as the LBBs, or as the white box rules. After that, the publisher, TSR, released several supplemental booklets that included some changes to the rules, several optional rules, monsters and magic items, and other additional material. After that, TSR released “Advanced Dungeons & Dragons,” which was a total overhaul of the original rules. On the structural scale not much was altered, but a host of small details – enough to change the game – were introduced or deleted.

For this reason, a large community of gamers still play – or are interested in playing – the original version of the game. Swords & Wizardry is a toolbox for that community, and an introduction to the game for those who want to try out some seriously old-style fantasy gaming.

The Three Versions

Swords & Wizardry WhiteBox Rules: When the first supplement to the original game was released, there were a few substantial “optional” revisions. Optional as they were, these revisions essentially replaced the white box rules in later publications. The Swords & Wizardry WhiteBox rules are a restatement of the pre-revision version of the original game. In general, characters in WhiteBox have a very human (as opposed to super-heroic) feel to them. The hit point numbers are lower across the board – for monsters and characters – and spells do not reach levels as high as they do in the supplemented game. There is a very unique feel to this set of rules.

Swords & Wizardry FreeStyle Rules: These rules – originally called the “Core Rules” – are based on the post-WhiteBox revisions to the game’s rules. Characters and monsters are generally tougher. Spells reach the higher levels, and monsters can have multiple attacks for variable damage. There’s still a very non-superhero feel to the adventurers – slightly less so than in WhiteBox but still very palpable. A major advantage to this trade-off is that the Referee

has a bit more to work with in terms of making monsters distinct, simply because there’s a broader range of numbers to work with. There are still only the three archetypal character classes (fighter, magic-user, cleric), and an optional thief class. This isn’t a restriction; for those who play the freestyle rules it is freedom to avoid the “mistake” of breaking down the powerful archetypes into specific, rules-based subcategories. Or, it’s the freedom to invent one’s own versions of those sub-archetypes, or even to use an entirely different set tailored to a particular campaign game.

Swords & Wizardry Complete Rules: Calling this set of rules “Complete” doesn’t mean that the others aren’t complete and free-standing games. It means that the Complete Rules are based on the full set of supplements that were written for the original game in the days before the publication of AD&D. The Complete Rules appear at first glance to be very similar to AD&D, but those similarities are on the surface. The game’s underlying rules contain many, many subtle differences, not least of which is an array of “alternative” rules, this game is a framework to be tweaked, tailored, or built upon in whatever way fits your gaming group best. It can be played without picking any of the alternatives, of course, but they’re there for players who like to innovate with different possibilities.

Getting a Free Copy of the Rules

The WhiteBox Rules and the Freestyle (Core) Rules are both available as free pdf downloads at the Swords & Wizardry website (www.swordsandwizardry.com). The Complete Rulebook is published by Frog God Games – it is not a free download like the others, but for a complete set of game rules it’s inexpensive. The link is <http://www.talesofthefroggod.com/index.php/products/swords-and-wizardry-complete-rulebook>. If you’re typing it in, you might want to start at www.talesofthefroggod.com and work from there – it’s less typing.

Printed copies of the WhiteBox and the Freestyle Rules are at the Mythmere Games lulu storefront, which is <http://stores.lulu.com/mythmere>.

Printed copies of the Complete Rulebook are available at
<http://www.talesofthefroggod.com/index.php/products/swords-and-wizardry-complete-rulebook>
(the same page as the pdf).

Swords and Wizardry Community Resources (As of March, 2011)

The "Official" Game Rulebooks

WhiteBox Rules (free pdf):

<http://www.lulu.com/product/ebook/swords-wizardry-whitebox-rulebook-pdf/14956259>

Freestyle (originally "Core") Rules (free pdf):

<http://www.lulu.com/product/ebook/swords-wizardry-core-rules-%28pdf%29/5246621>

Complete Rules:

<http://www.talesofthefroggod.com/index.php/products/words-and-wizardry-complete-rulebook>

Variant "Unofficial" Rules from Indie Publishers

Ruins & Ronin (WhiteBox Oriental Variant) (\$1 pdf or

\$11.25 softcover): <http://www.lulu.com/product/file-download/ruins-ronin-pdf/5106555>

Hideouts & Hoodlums (Golden age hero comics roleplaying) (\$6 pdf bundle):

http://www.rpgnow.com/product_info.php?products_id=78014

World of Onn:

<http://stores.lulu.com/store.php?fAcctID=1341546>

Backwords & Bucklers (Elizabethan Variant Rules):

<http://www.lulu.com/product/paperback/backwords-bucklers-book-one-basic-rules/11373923>

Discussion Forums

<http://swordsandwizardry.com/forum/index.php>

Storefront Pages (includes third-party publishers with more than one publication)

Mythmere Games: <http://stores.lulu.com/mythmere>

Frog God Games: www.talesofthefroggod.com

Rogue Ranger Games:

<http://stores.lulu.com/store.php?fAcctID=1341546>

Land of NOD: <http://stores.lulu.com/jmstater>

Majestic Wilderlands:

www.batintheattic.com/majesticwilderlands.php

Skathros: <http://stores.lulu.com/skathros>

Zodiac Gods Publishing:

www.rpgnow.com/index.php?manufacturers_id=2583

Magazines

Knockspell Magazine: <http://stores.lulu.com/mythmere>

Land of NOD: <http://stores.lulu.com/jmstater>

Free Download Resources

Free Download Page:

http://www.swordsandwizardry.com/?page_id=18

Core Quick-start Rules:

<http://oldguyrpg.blogspot.com/2009/07/announcing-swords-wizardry-quick-start.html>

Translations

Portugese Translation by Gilvan Gouvêa:

<http://www.mediafire.com/?zyfwmxmz1mg#1>

Polish Translation by Witold Krawczyk:

<http://omletofon.blogspot.com/2010/07/sword-wizardry-whitebox-pl-juz-do.html>

Blogs

Beyond the Black Gate:

<http://beyondtheblackgate.blogspot.com/>

Akratic Wizardry: <http://akraticwizardry.blogspot.com/>

Recedingrules: <http://recedingrules.blogspot.com/>

The Inn of Palmer Street:

<http://theinnofpalmerst.blogspot.com/>

Sword & Board: <http://sordnbord.blogspot.com/>

Absolutely Mental: <http://absolutelymental.us/>

The Swords & Wizardry Companion:

<http://swcompanion.wikidot.com/>

Mythmere's Blog:

<http://swordsandwizardry.blogspot.com/>

Modules

Tomb of the Iron God (Mythmere Games)

<http://www.lulu.com/product/paperback/tomb-of-the-iron-god/3727710>

The Spire of Iron and Crystal

(Mythmere Games/ Frog God Games)

<http://www.lulu.com/product/ebook/the-spire-of-iron-and-crystal-%28pdf%29/4910307>

Ursined, Sealed and Delivered (Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/one-night-stands?start=4>

Ice Tower of the Salka

(Mythmere Games/ Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/words-and-wizardry-legacy-products?start=5>

Knowledge Illuminates (GM Games)

http://www.rpgnow.com/product_info.php?manufacturers_id=3430&products_id=87982

It Started With a Chicken ... (Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/splinters-of-faith?start=1>

Burning Desires (Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/splinters-of-faith?start=2>

Culvert Operations (Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/splinters-of-faith?start=3>

For Love of Chaos (Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/splinters-of-faith?start=4>

Fane of the Fallen (Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/fane-of-the-fallen>

Strange Bedfellows (Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/strange-bedfellows>

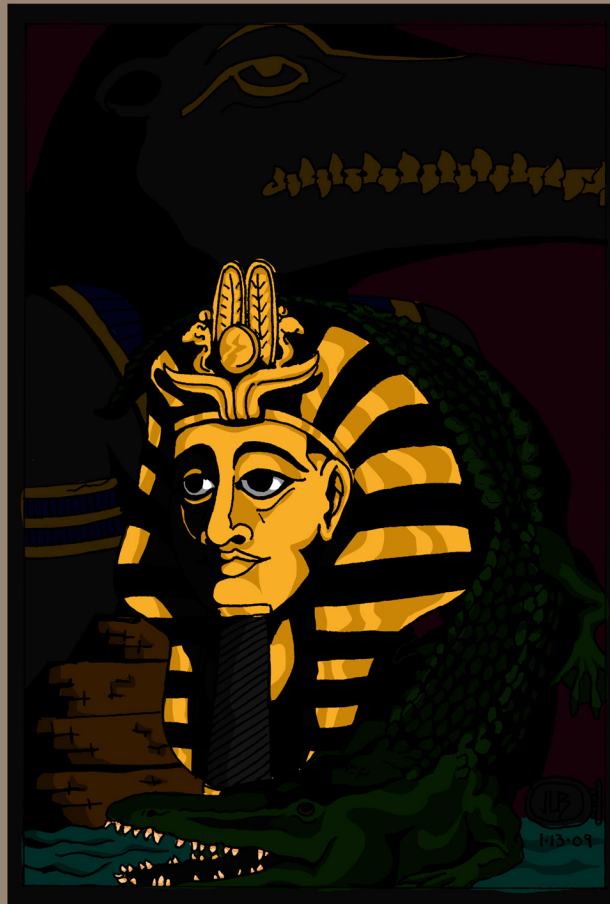
Jungle Ruins of Madaro-Shanti (Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/one-night-stands?start=3>

Vengeance of the Long Serpent (Frog God Games)

<http://www.talesofthefroggod.com/index.php/products/thenorthlands-saga>

The Last Priest of Sebek



The first module in the *Sorcery on the Sands* series (Last Priest of Sebek, The Nameless City).

The great river of Kemet ran dry decades ago, leaving the land a barren desert, helpless prey to Hittite invaders. Rumors in the oasis camps tell of a strange marshland in the middle of the desert, a fearful place somehow linked to the death of the river. A brave party of adventurers prepares to mount an expedition to this legendary place, seeking treasure and perhaps to discover the truth of the rumors.

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