

THE BLOOD PHARAOH

BY
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This module is designed for four to six characters
of levels 5 to 7



SILVER BULLETTES



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This module is designed for four to six 5th to 7th level characters. The names of NPCs and places can be changed to fit into any personal campaign world, as the Game Master sees fit.

This adventure will take place in several terrains, and it is recommended that the Game Master familiarizes themselves with any rules before running an encounter.

BACKGROUND

Redstone is a city-state of roughly 25,000 people. It is known to be one of the oldest cities in the region, standing independent of other governments for a thousand years. Adventuring groups often use Redstone as a springboard, due to its location at the edge of civilization.

Within Redstone are dozens of merchants pedaling wares. Any mundane item can be found in large quantities within Redstone. So too are several inns and taverns. The module designers have intentionally left out these details, so that the Game Master can use familiar environments for their game.

Recently, a secret dignitary came to Redstone, seeking a trade agreement. While in the city, the great pharaoh Nebru died in his slumber. The great priests of the city attempted to revive Nebru, but failed. The clergy claim that Nebru did not serve their gods in life. Therefore, the gods of Redstone would not help Nebru in death.

The truth is much more sinister. Nebru actually came to Redstone seeking the final ingredient for a necromantic ritual. He finished his necromantic potion, and consumed it. He was found dead the next morning. Karan's Commodities was hired by the king of Redstone to return the body to Chattin. The wagon has been loaded in secret, and nobody is supposed to know what the cargo is.

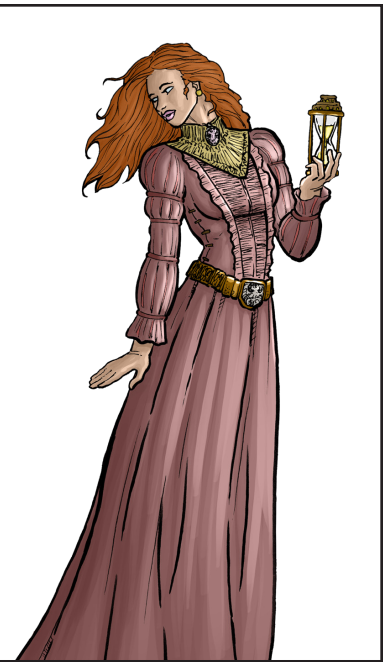
KARAN'S COMMODITIES

The caravan is well organized. Each of the regular members stick to their jobs well. All follow Karan's leadership, as she has been a prosperous

merchant for at least ten years. See sidebar for names and information on each member.

The caravan has 6 wagons and 16 horses. Gregor tends to each of the horses and keeps them in great shape.

The laborers Davad, Wayne, Chad and Zac all were not allowed to touch the unknown cargo. Only Karan and



NPCs OF KARAN'S COMMODITIES

Karan Dior: The owner of Karan's Commodities is a human. She is a beautiful woman in her late 40's, who speaks with a slight french accent. She is very polite, but has a shrewd business mind. She is married to Gregor Dior.

Gregor Dior: Husband of Karan and a human. He is in his late 40's and is quite shy. He stays out of business, and primarily tends to the animals of the caravan.

John Dior: is a half-orc in his late 20's. He was found by Karan and Gregor, and raised as their son. His primary job on the caravan is to coordinate security. When in cities, John is stoic and watchful. He never strays far from the cargo, and the strongbox is always within his eyesight. On the road, John drinks whiskey often and in excess. He is always suspicious, and never fully answers questions.

Davad, Wayne, Chad and Zac: laborers for Karan's Commodities. They load, unload, count and tally the goods on each of the wagons.



Gregor were allowed to supervise the loading of the wagons.

The cargo that Karan's Commodities is transporting is the body of Nebru. What nobody knows yet, is that Nebru's failed attempt at immortality has brought a dark soul to his body. The Blood Pharaoh, Madu, has claimed Nebru's body as his own.

In this adventure, the party must discover this secret and destroy Madu's soul, or see a kingdom of undead rise from the sands of the south.

THE ADVENTURE BEGINS

The merchant caravan, Karan's Commodities has been hired by the king of Redstone to transport an unidentified cargo to Chattin, a city in a great desert many days travel to the South. After the party has relaxed and provisioned themselves, John Dior will approach them.

As the sun sets, and you are enjoying your well deserved ales and confections, a half-orc dressed in fine merchant clothing approaches your table. He is tall and wide, with a slightly gray tinge to his skin and with less pronounced tusks than you have seen on some of his ilk.

"I am John Dior," he says as he grabs a chair and sits, uninvited. "I am the chief of security for the caravan Karan's Commodities. My boss, Karan, has heard of your deeds and requests your services. We have been hired by the king to deliver a cargo to Chattin, a journey many days to the south. Karan has authorized me to offer you each 1000 gold and 5 potions of healing to join us. If we reach the destination with the cargo and crew intact, there will be a 5000 gold piece bonus."

John is willing to give the 1000 gold up front, and throw in a mace +1 to sweeten the deal as necessary. All party members will also be given a riding horse. John will inform the group that the caravan leaves at sunset the following day. (He does not know why the caravan will leave at sunset.) John will give directions to the caravan, and the password "Finch-bird" to all who agree to his terms. With that he will depart.

JOINING THE CARAVAN

You reach the location John told you to meet the caravan. Two men stand near an opening in the wagon circle. "Eh, what've we got 'ere? Karan's closed. We ere movin' out in a bit, so bugger off!"

says the taller man on the left. He is a tall weasel-like looking fellow, wearing a laborer's outfit. His apron is not around his neck, but instead folded at his waist. The slightly shorter man next to him is dressed the same. He stammers out a short sentence. "I, I, d-don't think th-that th-they w-w-want to t-trade."

The weasel-like looking man is Chad, and the stammering man is Davad. They know the password, and will converse for a minute, expecting to hear it. Once they do, Chad will respond with:

"Shur, we gots some-a-dem fanchboyds. Jus' foller me." With that, he turns and begins walking to the center of the wagon circle. After a few short steps, you approach a campfire in the center of the ring of wagons. Sitting at the fire is a well dressed woman, with long red hair. She smiles at you warmly. "So, you must be the new hires! Welcome, I am Karan. I will be your boss for the next several weeks. There is some paperwork that needs to be completed before we leave. Follow me, please." She then turns to an unassuming man on her side and says, "Gregor, dear, will you please extinguish the fire? Thanks, love." He immediately stands and walks off.

The party is going to have questions. Allow them to ask them, but Karan will not disclose the cargo. When they reach the Master Wagon, Karan will give them a standard contract, with the terms agreed to by John and the party.

While the contract is being discussed, the wagons will move into a line, and be ready to go as soon as Karan gives the word.

The party will be expected to provide perimeter security for the caravan. All six wagons are uniform, and move at a standard pace of 5 miles per hour. Each hex is 25 miles. The caravan plans on moving 10 hours per day, covering two hexes each day.

THE FIRST DAY

Traveling down the road, the last farms are miles behind you. The first several hours of the journey have been uneventful. A few hours into the great forest, Karan calls for a rest. The canopy has covered the stars, and it is too dark to travel safely, even on the road. "Four hours rest! Be ready at first light to move." Karan barks her orders, and returns to her wagon. John looks to the group. "Figure out the watch, and be ready when Karan says." With that he goes to find his own bunk.

There are 4 hours until dawn. Allow the players to set watch as they see fit. During hour 3, the caravan is attacked by a large boar.

Rooting and snorting can be heard to the left of the road. It sounds as if it is moving closer and closer.

About a minute later, a large boar charges the nearest light source. If there is no light source, it will charge the nearest moving person.

BOAR, WILD (MON: 48)

Hit Dice: 3+3 (17)

Armor Class: 7 [12]

Attacks: 1 gore (3d4)

Saving Throw: 14

Special: Dies hard

Move: 15

Alignment: Neutral

Challenge Level/XP: 4/120

TREASURE: The boar's tusks are quite valuable in Redstone, each worth 50 gp.

Karan will congratulate the party for keeping

the caravan safe, and return to her bunk after the beast is slain.

As the sun rises, Karan is barking orders to the train. She moves like a dervish, making sure that all of the wagons are ready to move. In a speed you would not believe, the caravan is back on the road.

As the sun climbs toward its apex, the ground becomes hilly. The forest has slowly been changing from great hardwoods to the softer pines and firs. Several hours pass uneventfully. As the sun moves to set, the caravan rolls to a fork in the road. Your travels push south, but a well worn road breaks to the east. On the south corner of this intersection is an old, ramshackle inn.

Gregor takes charge of the situation. "We will rest at Traveller's Delight tonight. Davad and Wayne, unhitch the horses. Chad and Zac, check the locks and chains on the cargo. New members, we expect two guards with the wagons all night. Figure it out among yourselves." With this, he takes Karan's arm and heads into Traveller's Delight.

Make sure the players have a plan in place for



who will be with the wagons, and who, if anyone, will sleep inside the inn.

TRAVELLER'S DELIGHT

The Traveller's Delight is a shoddy place. The furniture is well worn, and the off-white paint on the walls is peeling. The bar has several gouges, probably from brawls long ago. Tonight, the place is quiet. The only people inside are your travelling companions, a man behind the bar, and a group of four people sitting at a corner table. At least two of them wear heavy armor.

The adventuring party is known as the Adventuring Vagabonds. They are known in aristocratic circles as the people to get a dirty job done. They have been hired by Saladin Bahiti to simply discern if Nebru is truly dead.

The bartender approaches those of you who enter, and states simply, "your employer has paid for food, water and rest, but booze is not covered. The stew tonight is rabbit, and there is bread."

If the party starts a conversation with the bartender, his name is Vance Clayton. He is gruff but friendly, and friendlier when tipped. He could know any information that the GM desires.

After everyone has gone to bed, Magic Master and Stealthy Steve will sneak out to the caravan, and begin snooping around. Magic Master and Stealthy Steve both are only interested in the cargo in Karan's hold. They suspect (correctly) that Nebru is being transported.

If they are met peacefully, they will play a good cop, bad cop routine to attempt entrance. Magic Master will play the good cop, saying things such as: "We know that you are transporting a body. If you let us look, we can help you." Meanwhile, Steve will say things similar to: "We should just kill you and look for ourselves."

Depending on the players' actions this encounter can go several ways:

1. The players may help the Vagabonds see the cargo. There was no clause in the contract forbidding it. If the group is quiet, Karan may never even know it happened.

2. The players could attack the Vagabonds. Their stats are listed here in case that happens. If any of the Vagabonds die, there could be consequences

ADVENTURING VAGABONDS

The Adventuring Vagabonds are an acquisition party. They are often hired by nobles and royalty to delve into dungeons to recover family heirlooms, or clandestine information about an enemy. The current roster includes:

Dirk Dangerous: a fighter of some repute. He often brags of killing the red dragon Flaire. Dirk is boisterous and ill-mannered.

Father Friendly: a priest of battle. It is rumored that he never attempts to dispel undead. He finds pleasure in destroying their rotting mortal forms. He acts this way, often using "my child" to refer to anyone speaking with him. His demeanor is calm and wise.

Magic Master: a diviner of ill omen. Although he specializes in fortune telling and preparing for the future, he almost always has fireball or lightning ready to sling. Magic Master speaks quietly and is sure of his words and actions.

Stealthy Steve: a human with black armor, a dark mask and a bad attitude. He loves bragging about stealing a crown from a king far to the east. Steve is a braggart with a mean streak. He loves to harass people he deems beneath him.

outside of this module. They are well respected in noble arenas.

3. The PCs could thwart the Vagabonds without violence. This option should reap an additional 500 XP reward to all participants.

MAGIC MASTER

6th level Half-Elf Magic User

Str 7; Dex 13; Con 9; Int 16; Wis 11; Cha 14

HP: 10

AC: 8 [11]

Attacks: Quarterstaff +2 (1d6+2)

Save: 10, +2 versus all magic spells and effects; +5 versus all poisonous effects.

Special: spells

1st Level: Charm Person, Read Languages, Magic Missile, Shield

2nd Level: Locate Object, Web

3rd Level: Clairvoyance, Lightning Bolt

Move: 12

Alignment: Neutral

XP: 6/400

Magic Master carries a Quarterstaff +2, Ring of

Poison Resistance, and a spellbook. Spells inside the book are left for the GM to determine. He currently has 115 gp and 7 sp in his money pouch.

STEALTHY STEVE

6th level Human Thief
Str 11; Dex 15; Con 13;
Int 7; Wis 7; Cha 14

HP: 18

AC: 4 [15] (Leather Armor +2)

Attacks: Short Sword +2
(1d6+2)

Save: 10, +2 versus
all devices, including
wands, staves, or traps.

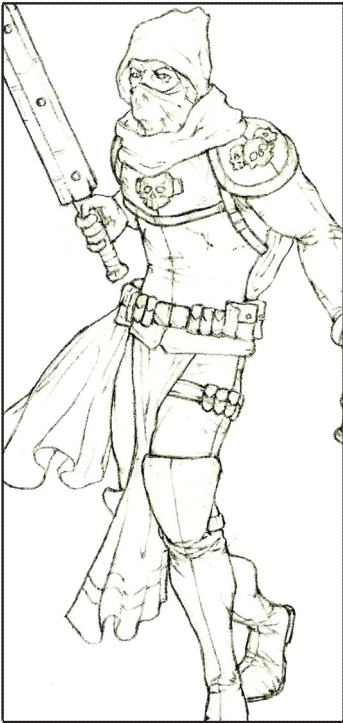
Special: Backstab (+4
to hit with double damage if undetected before
attack), Thief Skills (See Swords and Wizardry
Complete, page 24).

Move: 12

Alignment: Chaos

XP: 6/400

Stealthy Steve has a Short Sword +2, and +2
Leather Armor. His money pouch holds 328 gp,
and 27 sp.



If the wagon with the cargo is opened, the people
present will see a linen wrapped corpse. A crude
wooden mask is over its face. It almost looks like
it glows with a dark purple light. The stench of
death is not present inside the wagon.

If Steve and Magic Master are present, they will
confirm this is the body of Nebru. They will
quickly fulfill any commitments agreed upon,
then leave.

If a battle ensues, and the PCs are victorious,
Karan will give the party 100 bonus gp for each
member of the party involved. If the wagon with
Nebru is obviously opened, she will not offer this
award.

THE SECOND DAY

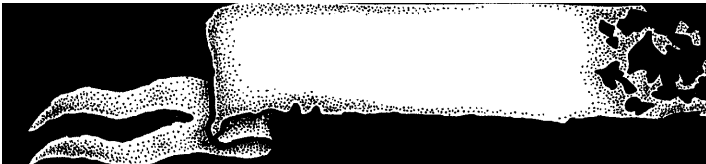
As the sun rises, Karan's crew is up and moving.
They are diligent and effective in preparing for
departure. Breakfast is eaten quickly, and you are

soon travelling south. The terrain continues to
be hilly as you listen to wagon wheels grind the
road and creak.

The hills of these woods are home to many crea-
tures. Many things in the woods could bring
trouble to the caravan. For each hex crossed, roll
twice on the table below. All creatures listed on
the table can be found in the *Swords and Wiz-
ardry Monstrosities* book (published by Frog
God Games).

Other than the possible random encounters, day
two is quiet for Karan's Commodities.

Die Roll	Encounter
1-10	No Encounter
11-12	2d6 Wolves
13	3d6 Goblins
14	1 Giant Frog
15	1 Hill Giant
16	1d4 Giant Lynx
17	1 Giant Skunk
18	1d4 Harpies
19	1 Manticore
20	3d6 Zombie Ravens



The sun is below the western horizon when Karan finally calls a stop for the night. She and the laborors begin setting a fire pit while Gregor sees to the animals. When all preparations for the night are complete, Karan sits near the fire and begins discussing the rest of the journey. "We should be out of the hills tomorrow by midday. That's when the travel will become treacherous. The Red Tooth Goblin Tribe often frequents the next fork in the road. They often attack under-protected caravans like ours. They are cowards, and once bloodied usually retreat. But, their tribe numbers in the hundreds, so they are formidable. Prepare to deal with lots of vermin tomorrow."

For the remainder of the evening, there is more pleasant conversation. Gregor strums a lute, while the laborors sing and dance. As the moon rises high into the sky, the caravan settles for the night.

Roll once on the encounter table for each watch of the night, with a minimum of three rolls. If lynxes or wolves attack, Gregor and John will move to protect the horses. Otherwise, the caravan members will not make their presence known against an animal attack, but will use bows from their wagons against a hill giant or goblins.

THE THIRD DAY

The way that Karan's crew prepares to move the caravan is now becoming a familiar sight. Gregor feeds and waters the horses, and everyone else does their jobs. The laborors quickly check for damage to the wagons in the new light, and Karan scrambles some eggs over the previous night's fire. Soon, everyone is in place, and Karan's Commodities is on the road again.

Two more random encounter checks should be made before noon.

As the sun rises to its highest point, you can see in the distance the fork in the road Karan spoke of the night before. As the caravan lumbers toward it, you can see that the Red Tooth Tribe is active near the fork. Karan calls a halt about a mile from the fork, and asks you how to proceed.

This combat is designed to allow the characters to flex their might, so rangers and thieves should be able to easily sneak up and discern numbers. Wizards should be able to bring their



large spells to bear. Fighters should have the opportunity to use their Multiple Attacks ability.

Allow the party to make a plan. From this distance they cannot tell how many goblins are in the trees and brush, but can tell there are at least fifty. Many more (300 total) are hidden and ready to ambush the caravan. See map on the next page for how the goblins are positioned.

GOBLIN

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: Weapon (1d6)

Save: 18

Special: -1 to hit in sunlight

Move: 9

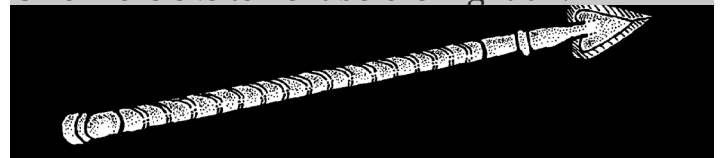
Alignment: Chaos

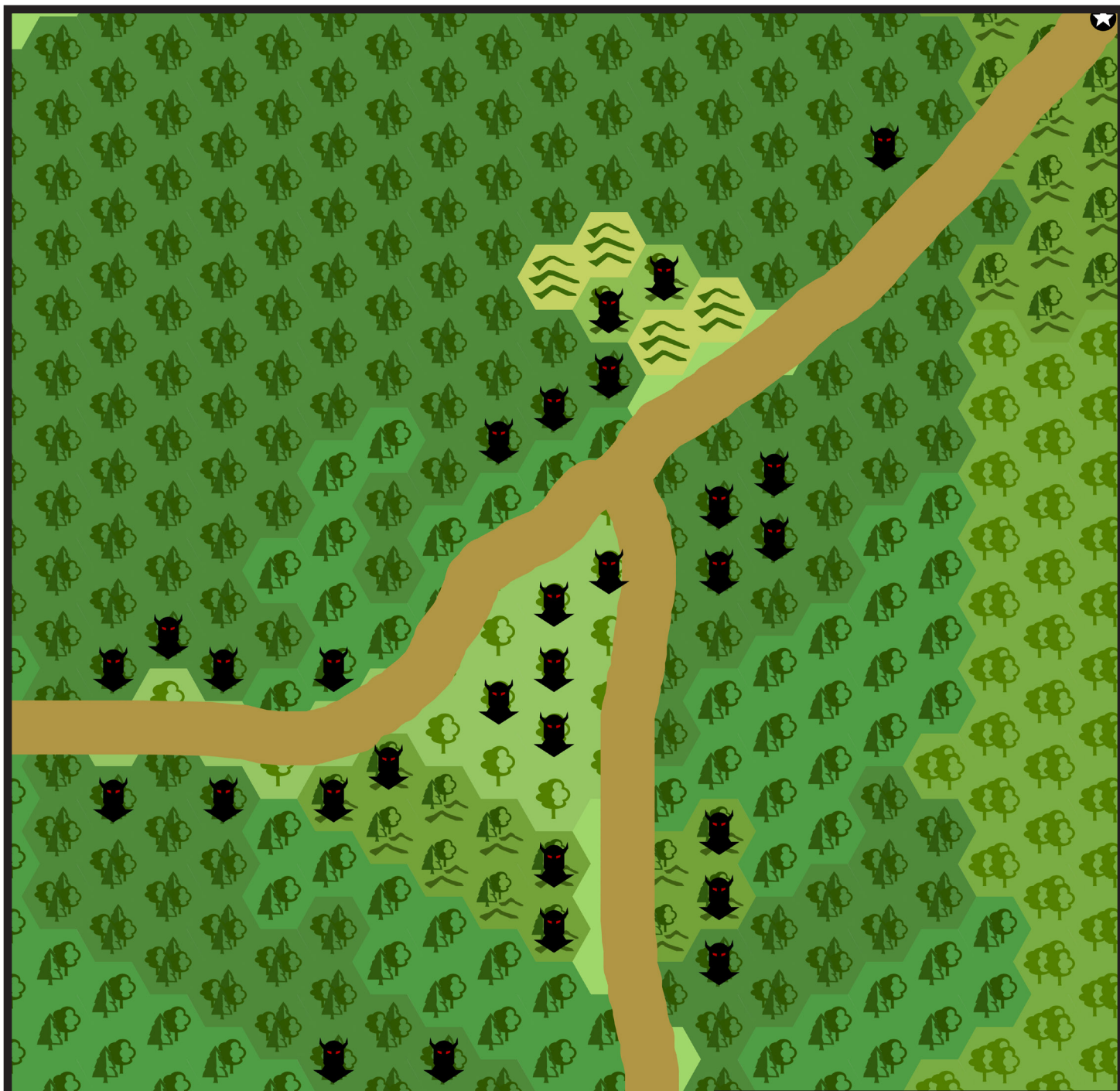
Challenge Level/XP: B/10

The goblins will flee after fifty are killed. When this happens, read the following:

Karan whistles in astonishment. "I have never seen such combat prowess. John was right to hire your group for the job. You will want to gather their ears. They are worth 10 gold a pair at Rummy's! Gregor see to the animals, and everyone else double check there is no damage to the wagons. We move again in one hour!"

You quickly gather the ears from your fallen foes, grab a bite of trail rations and are back on the road. Following the road southward, there is no more excitement before nightfall.





	Heavy Forested Hills	10 goblins		
	Light Forest	Heavy Forest		
	Grassland Hills	Lightly Forested Hills		
	Karan's Commodities			

THE THIRD NIGHT

The air is noticeably warmer as you finally stop to make camp for the night. Somewhere along the road, the great hardwoods disappeared completely. Lightning can be seen in the distance, and it is quite possibly a prediction for rain.

Karan barks similar orders to the previous nights on the road, and her crew quickly fall upon the task. They pull extra tarps from one of the wagons, and string up a lean-to for the horses. A campfire is again made, and Wayne begins skinning two rabbits he procured with his sling.

As the evening meal is finished, Karan once again speaks to the group. "We're in for a hell of a storm tonight. Everyone sleep lightly. Our guards can only do so much when they are drenched and have eyes full of rain water. Set your watches, and alert Gregor and I at the first sign of trouble. I am going to get some sleep, I suggest you do the same." With that she takes



Gregor's arm and heads toward her wagon.

Allow the party to set watch as normal. When they are ready, read the following to the active guards:

The storm hits the caravan around midnight. Shortly after 1 a.m., there is a great bolt of lightning that strikes just west of the campsite. The rain stops in mid-air, and the wind stops moving. The light from the bolt saturates the night, making it brighter than day. The forest becomes silent; a winged figure stands where the lightning struck. It is an obese female, with leathery wings, and a face only a zombie could love. She holds a golden rod with black smoke swirling around it. As you are about to speak, Chad emerges from his wagon. The creature points the rod at him, and a black smoke is pulled from his body. Before his foot hits the ground, the laborer is a dessicated corpse. Karan steps from behind her wagon, and calmly states to the creature: "This is my caravan. How can I help you?" The creature turns toward her and pauses.

At any point from here forward, allow the party to interrupt and take control of the scene as they see fit. If they do not, continue reading.

"I am here for the soul within the body. Stand not in my way, and you shall live through the night." The foul beast responds.

"The body is in my trust to reach the city of Chatin. You shall not have it!" Karan screams to the creature in defiance.

The creature levels the rod at Karan. She muffles a yelp as a silvery light flows from her hand. The light seems to deflect the evil of the rod. "Guards, kill this foul thing, now!" Karan screams.

DEMON, DESICCATOR (AMMIT)

Hit Dice: 8 (35 hp)

Armor Class: 2 [17]

Attacks: Punch (1d4), bite (1d6)

Save: 8

Special: Immune to fire and lightning; magic resistance 25%, +1 weapon required to hit, all who die bitten by a desiccator demon rise as a zombie 1d4 rounds later.

Move: 12, 6 (flying)

Alignment: Chaos

Challenge Level: 11/1700

Ammit carries a Devouring Rod. Any creature it is pointed at must make a save or their soul is

sucked out of their body and destroyed. Bonuses to magical saves apply to this.

Three rounds after the combat begins, read the following:

Suddenly, there is a great crash from the sealed cargo wagon. A man, who must be the cargo stands draped in funerary wrappings. He surveys the nightmare scene around him, and as he does, the rain begins falling from the sky. The light from the bolt of lightning sears your vision as it goes dark. The wind again begins howling with the full fury from the storm.

"For keeping this body safe, I will spare the lot of you," an unholy rasping voice speaks. "Ammit, again you try to steal my soul. Again, you fail." He waves his left hand and the demon creature is gone. "Return from where you came, mortals. Tell your kin that the Blood Pharaoh has returned." With those words, he vanishes.

The party is going to have questions, but Karan and Gregor will not speak of the events before Chad is buried and the sun rises.

Breakfast is solemn, even with the rain subsiding. Everyone has the previous night's events worn on their faces. Finally, after words are said over Chad's lonely grave, Gregor and Karan begin to answer questions.

Karan and Gregor have only heard of Ammit in drunken tavern stories. Nothing reliable can be said on the subject.

Karan knows nothing about the silvery light that protected her. She was given a bracelet by the king of Redstone and told it would protect her. She is eventually willing to give it to the party if they are going to confront Madu.

The Blood Pharaoh is a subject that Wayne is slightly familiar with. His grandparents were from Chattin, and used stories of the Blood Pharaoh to scare him as a child. The Blood Pharaoh was named Madu, and ruled a city near Chattin five hundred years ago. When Madu died, it was under the feet of his subjects. He cursed them with his dying breath, promising to return to exterminate all of their families. What his crimes were, or how the moniker Blood Pharaoh came to be, Wayne does not know.

Eventually, when the group is done asking and talking, Karan will take command again.

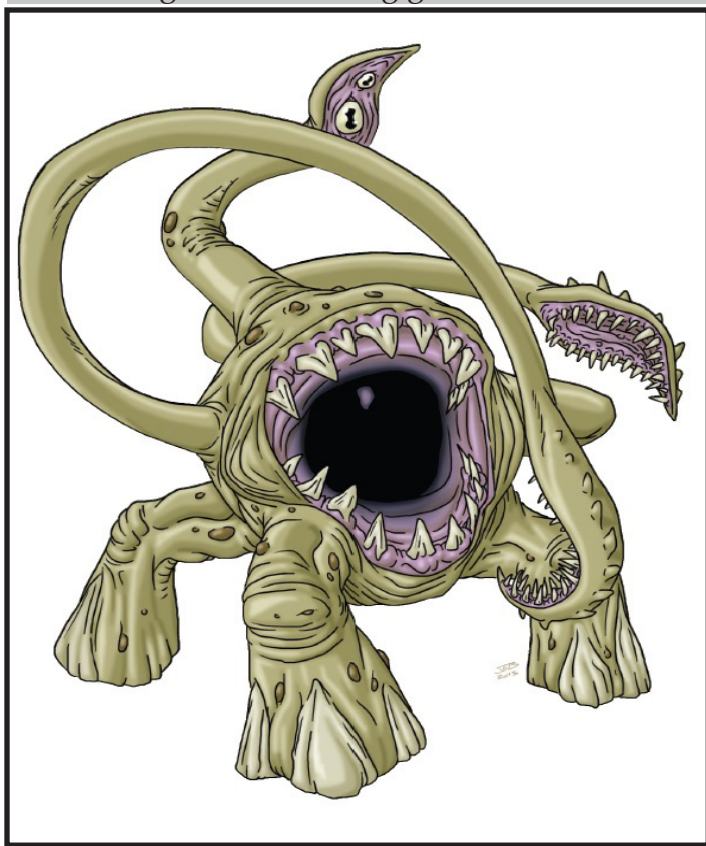
"We still go to Chattin," Karan says. "We must

warn these people that Madu is alive again. And in their Pharaoh's body."

She will remind the party that their task is not completed if they balk at the idea. She will even demand repayment of all goods and money given if they refuse. When they comply, the caravan will move toward Chattin.

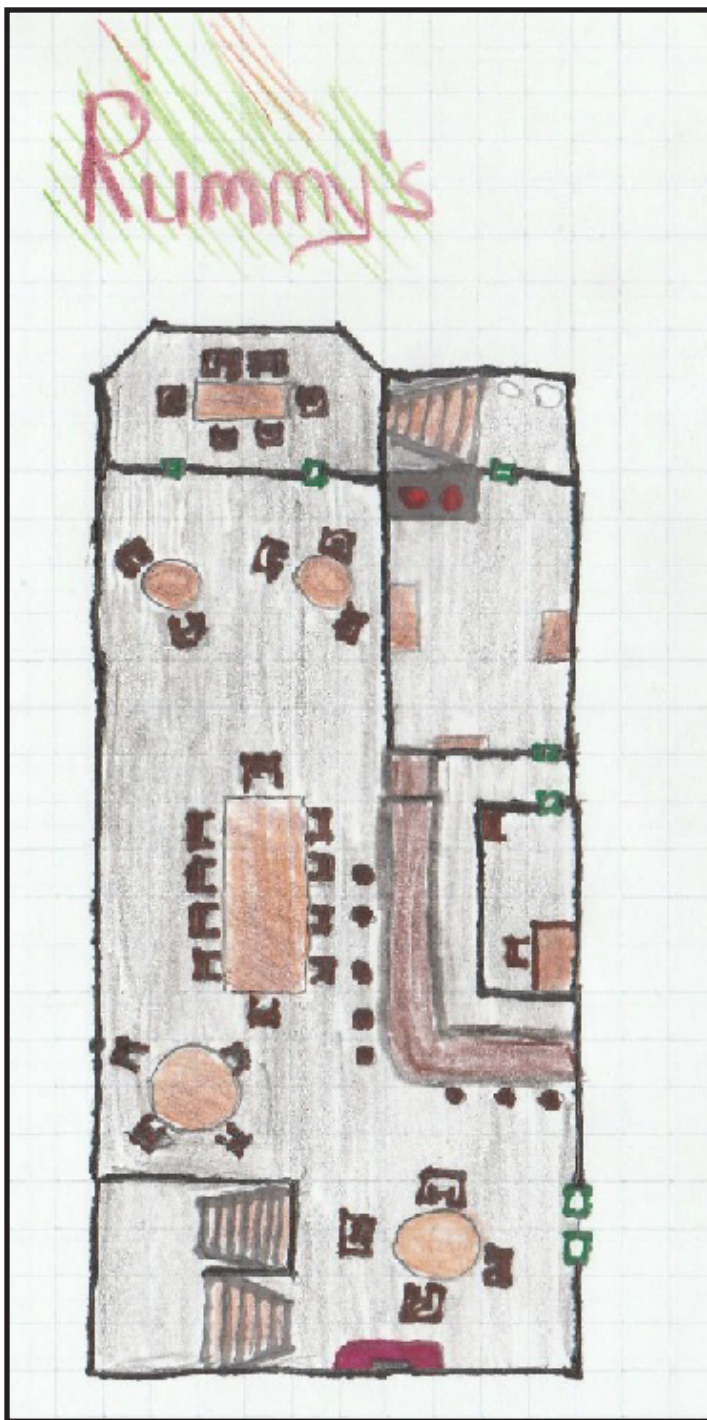
THE FOURTH DAY AND NIGHT

The day on the road passes uneventfully. The rain from the night before did not overly muddy the road. The caravan makes good time, arriving at its next way-point soon after dark. Rummy's Exchange is a beacon to weary travelers, and its soft torchlight is an inviting glow.



Karan disembarks while her wagon is still moving, hurrying inside. Gregor starts barking orders to the laborers. They unhitch the horses and lead them to the back of the main building. John nods at you and says simply, "We are safe here, and our secret cargo is gone. I will watch the wagons tonight. You enjoy yourselves."

A lot of possible things can happen in Rummy's. Instead of scripting the entire bar, only an outline is presented. Any of these events could happen, depending on the PC's actions. A list of NPCs is listed on the next page. Rummy also has all supplies listed in the Complete Rules for sale.



List Possible Interactions at Rummy's

1. Venus (wandering and serving tables) has the Lamp of Sajjad. If she is befriended, she will give it to her new friend.
2. Rummy (tending the bar) may tell the party that Madu came into the trading post, for 10 gp.
3. If the GM wants a re-occurring antagonist, the Adventuring Vagabonds (private dining room) could make an appearance. This may be more likely if any of them were killed.
4. Old Clem (sitting on the stool nearest the door) may warn the party of the medusa at Knight's Oasis. A party member must buy him a drink for

this information: "The snakette slinks in the sand and water."

5. Colt Marsden (table near fireplace) may offer the party a job for 5 gp a day to guard his caravan back to Redstone.

NPCs OF RUMMY'S

Rummy: an old dwarf, and the proprietor of Rummy's. He is an ex-adventurer who lost his leg to the breath weapon of a green dragon. He is jolly, for a dwarf, but still lusts for gems and metals like all dwarves. He hears many things in his establishment, and loose purses loosen his lips.

Venus: an otyugh (Monstrosities 367). Venus differs from a standard otyugh in two ways: she does not have a disease, and she speaks instead of using telepathy. She primarily runs plates of food to tables. She has a lair inside the barn behind Rummy's. She speaks in broken sentences and is motivated by food. If she is given a food that she has never had before, she will give the Lamp of Sajjad to her new friend.

Old Clem: a ranger who occasionally stops at Rummy's. He is a taciturn half elf, with gray unkempt hair and steely eyes. He never comes right out and says anything. Instead, he hints and alludes.

Colt Marsden: owns another caravan, Colt's Wares. He is blind in one eye, walks with a limp, and is suspicious of everyone. His group is traveling back to Redstone.

THE DREAM

As each of you fall asleep, you all drift into the same dream. You see your group within an hourglass, falling from a great height. Suddenly, it lands on it's bulb, shattering at the neck. The glass shards look like a mountain range from down in the sand at the bottom. Suddenly, your point of view shifts, and you are flying like an albatross over a great pyramid. You dip down for a better view and see 100's of people worshipping someone on a dais in the middle of the pyramid. Then your point of view shifts again, and you are within the crowd of worshipers. But they are not people, they are all some kind of undead. The shock snaps you awake.

It is before dawn when everyone is woken from the dream. Give them some time to discuss it, then Karan and the crew will come for breakfast,

and then head out to continue on the road.



ENTERING THE DESERT

You must be getting close to the desert now, for the horses that Gregor treated so tenderly have been replaced by camels. So too, have your mounts. Everyone finds their places, and the caravan is underway again. Within the hour, the trees are nearly gone, and the earth beneath your feet is sand. Before you is a great mountain range. Along your path, it looks like a mountain had been removed, as the ground stays nearly level.

"I gaped the first time I saw it too," mutters Gregor. "The missing mountain is the handiwork of the Blood Pharaoh, according to Rummy," Karan interjects. "It is said he used dark magic to pull the mountain from the very earth to make his tomb. After the other night, I'm starting to believe it."

As you are passing through the mountains you pass a steady stream of people. Each of them looks dejected. Some carry children, and others trinkets and possessions. Finally, Karan asks one where they are going. Her response is "the Blood Pharaoh has returned. He reclaims the desert and all within it. We flee his wrath."

Things change greatly in the desert. Every hex takes one day to cross. Without the help of a Ranger, Druid or tools, it is possible to get lost. When moving hexes, roll a d6 (add 1 to this roll for each Ranger, Druid, or tool):

- 1. Exit one line left of where entered.
- 2. Exit one line right of where entered.
- 3. Exit one line right from where intended.
- 4. Exit one line left from where intended.
- 5+. Exit where intended.

The desert is hot. All characters in metal armor at -2 to hit and -2 to damage during the day. After 5 rounds of fighting they lose 1 hp/round to fatigue.

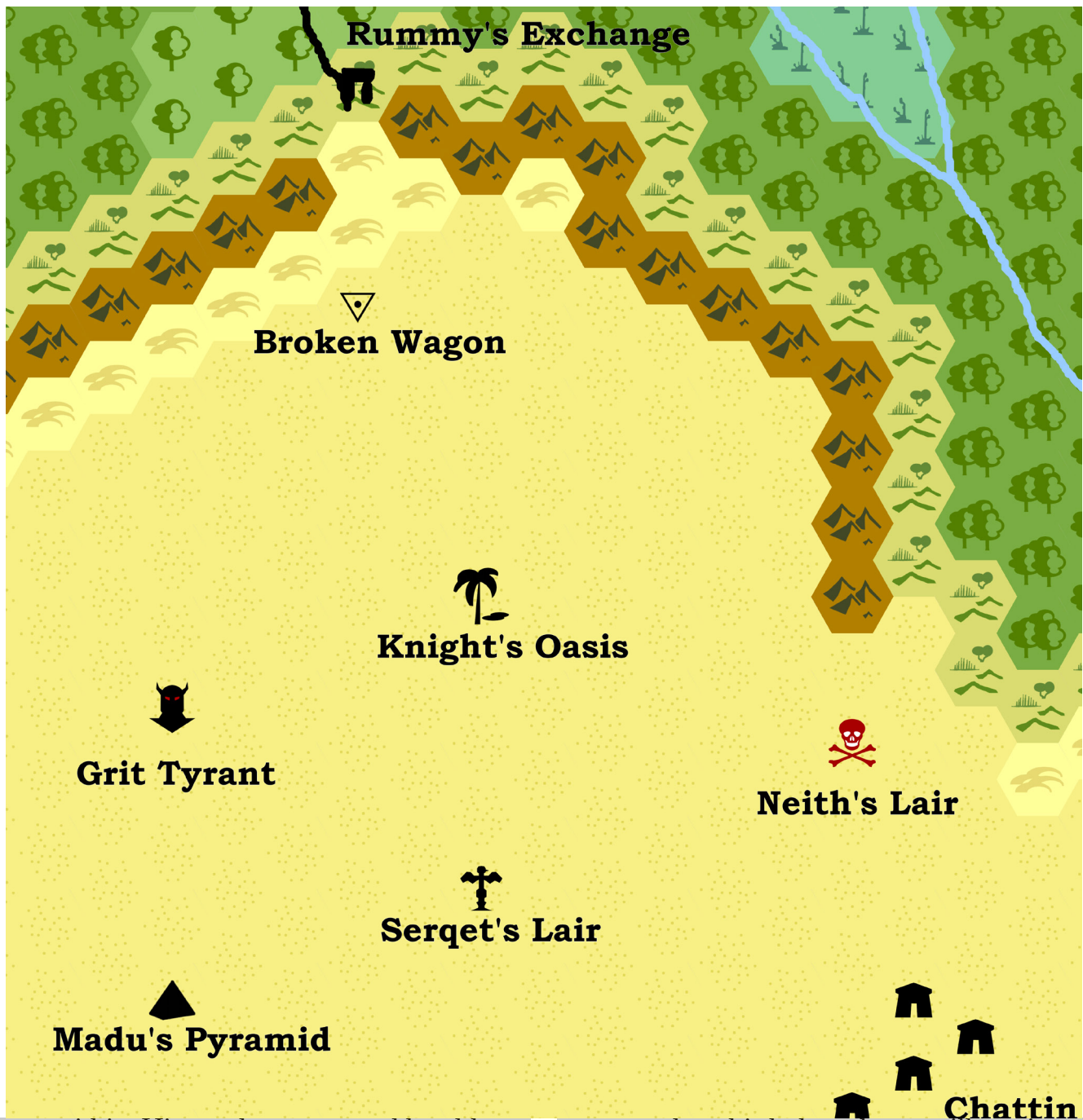
Every character needs to drink 3 water-skins per day. The caravan has enough water stored for 10 days of travel in the desert. If any character does not drink enough water, they lose 1 Constitution point per day.

Roll once on the Desert Wandering Monster Table for each hex, unless it has a landmark. Add 1 to the roll for each day past day 10 in the desert.

Die Roll	Encounter
1-10	No Encounter
11	Snake, Giant Viper (1d2)
12	Basilisk, Desert
13	Beetle, Giant Fire (1d4)
14	Elemental, Air (8 HD)
15	Scorpion, Giant (1d4)
16	Spider, Giant (Smaller) (1d4)
17	Zombie (3d10)
18	Zombie, Pyre (1d3)
19	Ghoul (1d3)
20+	Wight (1d2)

THE BROKEN WAGON

With the sun at its highest point, you spot an overturned wagon at the bottom of the next dune. Approaching the decrepit wagon, nothing attempts to surprise you. As you get closer, you see that an axle broke, causing it to flip. As you step closer, there is suddenly a brilliant light. This light is even brighter than the sun reflecting off the accursed sand. As you blink your vision into focus again, you see two winged warriors before you, one with dark ebony skin and the other with fair elven skin. Their two voices speak in perfect rhythm: "We have been sent by the Sun God, Ra. The Blood Pharaoh must be destroyed. He already rules Chattin, do not venture there. Instead travel to the locations on this map, and gather his lost artifacts. Take them to the pyramid and



venture within. His crook, scepter and headdress must be thrown into the bottomless shaft. Only then will he release Nebru. Do this, or the world shall be doomed." As they finish speaking, the light intensifies again to a single point, and when your vision clears, where they stood is a single scroll.

The map on the next page is the scroll they have left behind. This map is meant to be shared with the players.

Karan approaches you soon after the vision ends. "I see no point in continuing with my caravan. My people are not warriors; we will be a liability for you. Take all of the water you can carry. If

you complete this holy task, we will await your return at Rummy's. When the Blood Pharaoh haunts our world no more, we will pay you the bonus promised. Good luck." Each of the members of the caravan say their own goodbyes, and soon the wagons are rolling toward the horizon. If the players search the broken wagon, they will disturb a Giant Spider.

SPIDER, GIANT (MAN SIZED, 4-FOOT DIAMETER) (MON 451)

Hit Dice: 2+2

Armor Class: 6 [13]

Attacks: Bite (1d6) + poison

Saving Throw: 16

Special: Lethal poison (+1 to save),
surprise 1-5(d6)

Move: 18

Alignment: Neutral
Challenge Level/XP:
5/240



TREASURE

Hidden about a foot deep in the sand is a small lock box. Inside are 4 sapphires worth 250 gp each and a Decanter of Endless Water.

KNIGHT'S OASIS

As you approach the location on the map called "Knight's Oasis" you see dozens of statues. Trees dot the horizon, and the air is less dry. Most of the statues appear to be men in heavy armor. All seem to be made from the same rock as the mountains from days ago. As you move into the perimeter of the statues, you can see a lake, with a ruined building on the far side.

If the party examines the statues (33 in total) closely, they are all similar. They all carry long swords, daggers and shields. All are dressed in plate armor, but are in different poses. Each one has a surprised look upon its face.

If a paladin or noble looks closely at the shield heraldry, they will determine that the statues are facsimiles of the Knights of the Sun. They were sent 18 months ago to help Chattin defeat a band of desert orcs.

Lurking within the oasis area is a medusa. Her exact location is left to the GM, to give her the best chance of surprising the party. She often will cover herself with sand and surprise member of the group.

MEDUSA (MON 324)

Hit Dice: 6 (35
HP)

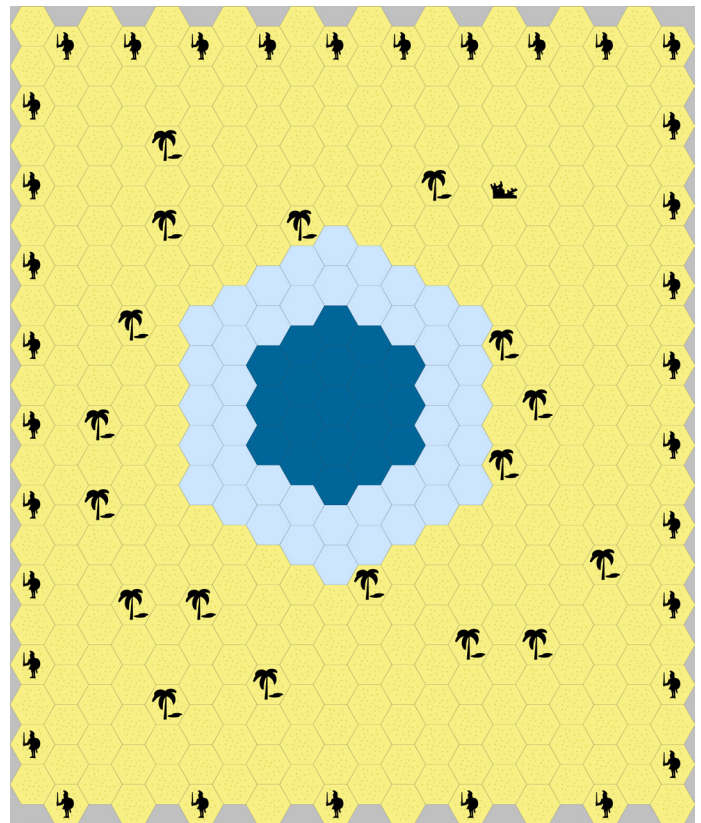
Armor Class: 8 [11]

Attacks: weapon (1d6)

Save: 9

Special: Gaze attack turns people to stone

Move: 9



Alignment: Chaos

Challenge level/XP: 8/800

TREASURE

Within the ruined building, the medusa has stored the following: Madu's headdress, 1400 gp, A gold bracelet with a tiger's eye gem (240 gp), 2 scrolls of Stone to Flesh and 3 healing potions.

NEITH'S LAIR

As you near the location called "Neith's Lair" on your map, the wind suddenly stops. The sun's heat beats down upon you. Suddenly, the air swirls into a cyclone, filled with coarse sand. A feminine voice booms before you: "Why do you disturb Neith?"

Neith is a great air elemental.

ELEMENTAL, AIR (16 HD)

(MON 154)

Hit Dice: 16

Armor Class: 2 [17]

Attacks: Strike (2d8) + 1d6

damage for all within 30'

Save: 3

Special: Whirlwind, immune
to non-magic weapons

Move: 36 (flying)

Alignment: Neutral



Challenge Level/XP: 17/3500

If the party can defeat Neith, only the Pharaoh's crook will remain.

If the party acts friendly, and explains the quest, Neith will offer to help, if they can solve a riddle:

"What can make one man blind and another man see, makes one building strong and tears another one down? You have 3 guesses and 1 minute" muses the great whirlwind in front of you.

The answer is sand. If the party gets it correct, read the following:

The sand tornado before you laughs. "You of course, are correct. For your wisdom, I will share mine. Madu will confront you at his pyramid. Use this to help defeat him." The whirlwind becomes still, and you see a metallic object glinting in the sand. You walk to it, and find a Pharaoh's crook and a war hammer.

The war hammer is a +2 weapon that deals an additional d6 damage against undead.

If the party is incorrect in answering the riddle, read the following:

"You believe in brawns over wisdom. That is a valid choice, but one I can help very little. Take what you need and go." The whirlwind dissipates and a crook is laying in the sand where it once was.

SERQUET'S LAIR

The land marked on your map as "Serquet's Lair" is a rocky expanse. The sand dunes on both sides of this small valley reveal rock walls beneath. A large cave is on the right side of the valley. The stones vibrate from a rumbling deep within the cave.

1. Entrance: The entrance is stacked 3 feet high with humanoid skulls.
2. Scorpions: 2 Giant Scorpions reside here. They have bones of coyotes and birds littering their cave.



SCORPION, GIANT

(MON 411)

Hit Dice: 6 (24, 20

HP)

Armor Class: 3 [16]

Attacks: 2 pincers

(1d10), tail sting

(1d4 + poison)

Save: 11

Special: Lethal poi-
son sting

Move: 12

Alignment: Neutral

Challenge Level/XP: 7/600



TREASURE

The scorpions have the remains of a corpse that served as their recent meal. On it is 250 gp, and a Ring of Protection +1.

3. Empty Room

4. Earth Elemental's Room: A small earth elemental resides here. It can communicate, and hates Serqet, believing she is poisoning the rock. If approached in a non-threatening manner, the elemental will offer to help kill Serqet.

ELEMENTAL, EARTH (8 HD) (MON 155)

Hit Dice: 8

Armor Class: 2 [17]

Attacks: Fist (4d8)

Save: 8

Special: Tear down stone, immune to non-magical weapons

Move: 6

Alignment: Neutral

Challenge Level/XP: 9/1100

5. Serqet's Parlor: This room holds 3 statues: 2 giant scorpions and 1 dragon. All are 10 feet long, and stand 5 feet tall.

The dragon has a secret compartment in its tail, which holds a Raise Dead scroll.

6. Scorpions: 2 Giant Scorpions reside here. These scorpions will come to Serqet's aid, if they are alive when Serqet is in distress.

SCORPION, GIANT

Hit Dice: 6

Armor Class: 3 [16]

Attacks: 2 pincers (1d10), tail sting (1d4 + poison)

Save: 11

Special: Lethal poison sting

Move: 12

Alignment: Neutral

Challenge Level/XP: 7/600

7. Serqet's Abode: Serqet is a half-dragon, half-scorpion. It stands 12 feet tall at the shoulder and is 15 feet long. Serqet has four legs, two 6 foot claws, and a scorpion's tail. It has a neck and head like a dragon. Serqet sits on a pile of treasure in effigy to dragonkind.

SERQET

Hit Dice: 10 (HP 40)

Armor Class: 2 [17]

Attacks: 2 pincers (1d10), tail sting (1d4 + poison), bite (2d6 + poison)

Save: 5

Special: lethal poison sting, poison gas breath weapon (as dragon), poison bite (save or lose 1d3 strength)

Move: 6

Alignment: Neutral

Challenge Level/XP: 14/2600

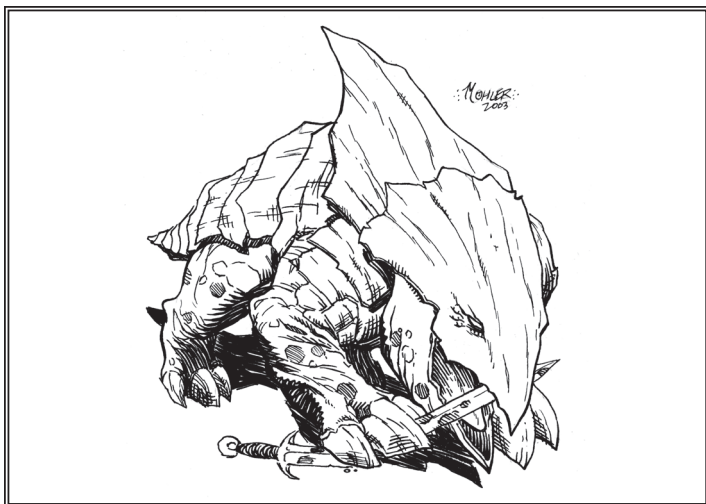
Serqet is the toughest encounter in this module. Allow the players to scout, plan and retreat as necessary. If they have not enlisted the help of the earth elemental (or Sajjad), this encounter could be overpowering. Give the players the benefit of the doubt in every way.

TREASURE

8220 gp, 10528 sp, Bracers of Defense AC 4 [15], two potions of Neutralize Poison, Madu's Scepter

THE GRIT TYRANT

In the soft sand, all characters on the ground are at half movement, on top of the desert penalties. Reaching the point on your map called Grit Tyrant, you notice the sand beneath your feet is less compacted. The loose sand has you sinking to your knees with each step. As you are looking for a landmark or clue, the sand erupts in a shower around you. A huge armadillo looking creature with a crest atop its head bursts from the sand and attacks!



BULETTE (MON 54)

Hit Dice: 7 (25 HP)

Armor Class: -2 [21]

Attacks: Bite (4d12), 2 claws (3d6)

Saving Throw: 9

Special: Leaping, surprise

Move: 15/ 3 (burrowing)

Alignment: Neutral

Challenge Level/XP: 9/1100

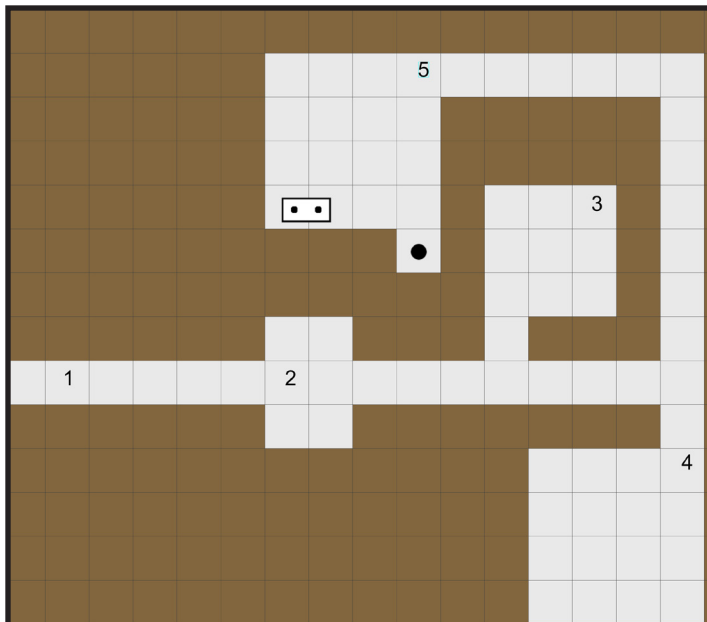
The Grit Tyrant can leap attack instead of biting (4 claw attacks). It will choose a halfling target over all others.

TREASURE

In the Grit Tyrant's stomach is an undigested Bag of Holding. Within the bag are:
678 gp, Wand of Magic Missiles (6 charges),
Gauntlets of Ogre Power

MADU'S PYRAMID

Finally, the pyramid is in sight. It is a strange thing, with four terraces. Even from this great



distance you can feel the evil radiate from the monument. You steel your courage, knowing that you can defeat Madu here, and step forward. As you approach, you see that the entrance stone has been removed. Stepping inside, you see no light. All undead turn at 2 levels higher in Madu's Pyramid. The ceiling in the pyramid is 5 feet high, because of this, humans and elves take a -1 attack penalty.

1. Entrance: As the party proceeds down the corridor, they will find a flagstone with a skull and crossbones and a ribbon hanging down (see image). This flagstone is trapped. It is a pressure plate that when stepped on releases poison gas (save at +2 or die).

2. Carriers of the Dead: This 10 foot by 15 foot



room has 4 ghouls, dressed in funerary garb.

GHoul (MON 191)

Hit Dice: 2 (12, 8, 7, 7)

Armor Class: 6 [13]

Attacks: 2 claws (1d3), bite (1d4)

Save: 16

Special: sleep, charm immunities, paralysis (save or 3d6 rounds)

Move: 9

Alignment: Chaos

Challenge Level/XP: 3/60

TREASURE

Each ghoul wears a ceremonial gold headdress worth 200 gp.

3. Guardians of the Dead: This 15 foot square room is the dwelling of 2 wraiths. Two urns are in the far corners of the room, if destroyed, the wraiths immediately die.

WRAITH (MON 518)

Hit Dice: 4 (20, 16)

Armor Class: 3 [16]

Attacks: Touch (1d6 + level drain)

Save: 13

Special: Level drain (1 level) with hit, immune to non-magical weapons, 1/2 damage from silver

Move: 9

Alignment: Chaos

Challenge Level/XP: 6/400



TREASURE

In each urn is a blood ruby, worth 500 gp each.

4. Pharaoh's Hoard: This 20 foot square room holds many treasures of antiquity. A chariot, several crates, four statues, and a small boat are all here.

The crates contain fetid wines and rotted food.

The statues are Marrosian Statues. They are made out of the same material as the pyramid.

MARROSIAN STATUE (MON 318)

Hit Dice: 3 (18, 14, 13)

Armor Class: 1 [18]

Attacks: 1 stone weapon (1d8)

Save: 14

Special: Soul chill (save or -2 on all saves and attacks for 24 hours), slashing/piercing resistance (1/2 damage from each)

Move: 12

Alignment: Any

Challenge Level/XP: 5/240

TREASURE

Hidden within the small boat is jewelry worth 10,000 gp, and 5000 gp in loose coins.

5. Madu's Corpse:

You enter the burial chamber of Madu. It is a perfect square 20 feet. An open sarcophagus sits in the far corner, and a shaft that goes up and down is in the corner to your immediate left. A corpse wrapped in funerary garb stands in the center of the room, its eyes glowing blue. "You shall not destroy us!" It screams as it launches itself toward you.

GREATER MUMMY (MADU)

Hit Dice: 7 (45 hp)

Armor Class: 3 [16]

Attacks: Fist (1d12)

Save: 9

Special: Rot, non-magical weapon immunity, baleful stare (save or -2 to attacks and saves), immune to sleep and charm

Move: 6

Alignment: Chaos
Challenge Level/XP: 10/1400



If a PC has Karan's bracelet, they will be immune to Madu's rot and baleful stare. Madu holds no treasure. When the three artifacts are thrown into the bottomless shaft, the pyramid will begin to shake as if a great earthquake is striking it. 10 minutes later it will be swallowed by the sands of earth and time.

EPILOGUE

As Madu's body dies in his pyramid, the soul that inhabited Nebu dies too. Word will soon spread through the desert that the Blood Pharoah is no more. The people of Chattin will not know who to thank, but will be jubilant to meet any strangers.

Karan and Gregor are true to their word. They await the return of the heroes at Rummy's. As promised, Karan pays the negotiated price to the heroes.

So ends the tale of the Blood Pharoah.



LAMP OF SAJJAD: This lamp is the prison of the djinn, Sajjad. He is a Lawful djinn, and will grant 1 Limited Wish to whoever rubs the lamp. After the wish is fulfilled, the lamp whisks away, and a large Carpet of Flying is left in its place.

MADU'S HEADDRESS: This headdress is striped black and gold. While worn, the possessor can turn invisible at will. Each time this power is used, they must make a save or lose 1d4 Wisdom. If a character is brought to 0 Wisdom in this way, they die and rise again as a wraith on the next new moon.

MADU'S CROOK: This crook is striped in brown and ivory. When held, the possessor can command undead as a cleric of equal level. Whenever this ability is used, the possessor must make a save or lose 1d4 Charisma. If a character is brought to 0 Charisma in this way, they die and rise again as a ghost on the next full moon.



MADU'S SCEPTER:

This mahogany scepter has a skull carved at its crest. When it is commanded, the scepter will attempt to charm whoever it is pointed at. Even if this ability is unsuccessful, the possessor must make a save or lose 1d4 Intelligence. If a character is brought to 0 Intelligence in this way, they die. Upon the next dawn their body will reanimate as a ghoul.



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Bulette; Elemental, Air; Elemental, Earth (8 HD);

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