

# Tomb of the Mummy Priest

By Medieval Man

A Basic Fantasy Role-Playing Game Adventure

Release 1.1

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## Introduction

This adventure module is for use with the Basic Fantasy Role-Playing Game rules, and is intended for three to six characters of levels 3-4. If you don't have the Basic Fantasy RPG core rules, please visit [www.basicfantasy.org](http://www.basicfantasy.org) and download a free copy.

## Hooks

**Hook 1:** The party has been called to the estate of a local nobleman. Over the past few weeks workers tending his date groves have been disappearing in the night. The noble offers the PC's 300 GP if they can find and put a stop to whatever is kidnapping his workers in the night. He suggests they search the rocky plateau to the east.

**Hook 2:** The party has recently come into possession of a map detailing the location of a hidden tomb. Furthermore, notes on the map go on to say that the tombs occupant was buried with uncountable riches.

**Hook 3:** The party is approached by a local woman by the name of Jalalla. She tearfully explains to the PC's how her husband, a man by the name of Nuri Ab'din, was recently abducted while the couple tended to their goat herd. Jalalla followed the brigands to the plateau east of town and watched as the kidnappers took her husband into a hidden cleft in the rock. She begs the PC's to help her but can offer nothing in return other than her gratitude.

**Hook 4:** The party is contacted by a local sage, Yar Afzal. The sage tells the party about how he recently came across a set of ancient scrolls detailing a holy book that was buried with priests back in the time of the old kingdom. Seeing as copies of this book are nearly non-existent Yar Afzal wishes to obtain a copy of his own. During his research he learned of a tomb not far from Mudar where one of these books may be found. He offers to pay the PC's 50 GP each if they would accompany him to the tomb and protect him while there.

## What's Really Going On

Several months ago a bandit by the name of Amar barely escaped a battle between his gang and a patrol from the village of Mudar. Fleeing into the rocky canyons near the village he stumbled upon the secret entrance to a hidden tomb. Venturing inside Amar recognized the statue of an ancient water deity that was worshiped long ago. Awed by the sight he began to learn everything he could about the deity and its faith. As Amar explored the tomb he became convinced that if the god could be awakened, it would remake the desert into a lush paradise, and make Amar its new high priest in the process. Gathering a small group of former bandits about him, Amar began to kidnap villagers from Mudar to sacrifice in order to revive the sleeping god. Unfortunately for Amar, the deity is long dead and cannot be revived by any means. However, the power of sacrifices is not going to waste. The energy is being absorbed by the mummified remains of the priest buried within the tomb. With every drop of blood spilled the mummy grows closer to awakening.

## The Tomb

The journey from Mudar to the canyon takes several hours. The canyon itself is rather small, about a half a mile long and only about 200 yards wide. There is little sign of any activity within the area except near the entrance to the tomb. The tomb itself was carved from solid rock and its entrance hidden inside a narrow fissure to help conceal it from tomb robbers. It would be difficult to locate if not for the carelessness of Aram's men who have left numerous tracks near the fissure. The tombs doorway lies some 20' back from the fissures opening.

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### Conditions in the Tomb

The air inside the tomb is a chill 50 degrees and is mostly stale. There is no natural light, though Aram's men have lit certain areas with oil lamps.

#### 1. SECRET ENTRANCE:

*The hidden fissure in the rock winds its way back into the cliff face. Soon you come upon a pair of ten foot tall bronze doors engraved with images of reeds, water birds and crocodiles. The doors are partly open and a low moan can be heard coming from within.*

The moaning sound is simply the wind passing through the doors. The arched hallway beyond the doors is roughly 10' high. 10' into the tomb lies a hidden **pit trap**. Anyone who walks across it is dumped into a 20' deep pit lined with spikes, and takes **2d6 hit points of damage**. A successful **Dexterity Ability Check** means the character caught himself on the edge of the pit. The PC's may avoid the trap by skirting along the foot wide ledge against each wall. Aram and his men know about the trap and avoid it, observant PC's may notice that the dust covering the floor has been disturbed along the edges of the wall near the pit.

Impaled on several spikes at the bottom of the pit is the body of an ancient tomb robber. Aram's blood rituals have wakened the robber as a desiccated zombie. It pulls itself free from the spikes and attacks anyone who enters the pit.

**Desiccated Zombie:** AC 13, HD 3, #At 1, Dam 1d8, Mv 20', Sv F3, MI 12

HP 14    □□□□ □□□□ □□□□

Equipment: Rotted Leather Armor, Corroded Thieves Tools, Rusted Dagger

#### 2. MAIN HALL:

This is a massive domed chamber. Opposite the doorway you entered through stands a 30' tall statue of a powerfully built man wearing a white kilt. The statue strangely has the head of a crocodile rather than that of a man. The walls are painted with scenes of life in a marsh.

The chamber itself is lit by several oil lamps. Their light reveals two passageways on opposite walls at the rear of the chamber.

The main hall is empty. Characters that inspect the murals on the walls see that there are numerous scenes of humans and crocodiles living together in a swamp. There is a 1 on 1d6 chance every turn of 8 bandits returning from patrol while the characters are in this room. They attack immediately and if they fail morale they flee out the main entrance and do not return for the duration of the adventure.

**Bandits:** AC 14, HD 1, #At 1, Dam 1d8 or 1d6, Mv 30', Sv F1, MI 8

HP    7    □□□□ □□  
      6    □□□□ □  
      6    □□□□ □  
      5    □□□□  
      5    □□□□  
      3    □□□  
      3    □□□

Equipment: Leather Armor, Shield, Scimitar, Shortbow, 3d8 cp, 3d6 sp

#### 3. SLEEPING QUARTERS:

This chamber appears to be currently used for sleeping quarters. A single oil lamp hangs by a chain from the ceiling, casting the room in flickering shadows. Old rugs and mats lay scattered around the room and a small smoky campfire sits in one corner, the smoke disappearing through a large crack in the ceiling. Through an archway to your right another set of stairs ascends further up.

This room is empty, and the campfire is little more than coals.

**Treasure:** If the characters search the room (which takes 1 turn) they find a small pouch containing 17 cp, and a small gold earring set with a ruby worth 600 gp.

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### 4. OIL STORAGE:

This room is dark and covered in a thick layer of dust. To the right of the door you entered through sits 4 large clay jars, each stained with a black residue. The walls of this chamber show scenes of village life within a large marsh, crocodiles feature prominently in the images. On each of the walls you see an archway leading to other chambers.

Aram's bandits store their oil in this chamber. Each of the large jars contains the equivalent of 2d4 flasks of oil.

### 5. JUNK CHAMBER:

This chamber is filled with all sorts of odds and ends of old furniture and earthenware containers. Someone appears to have searched this room quite thoroughly, as its contents lie scattered and broken in heaps around the room.

There is nothing of interest in this room other than dry rotted wood and broken clay jars. If the PC's are aiding Yar Afzal in his search for the holy book, then such a book can be found in this chamber. Carelessly thrown aside and found under an overturned chair.

### 6. MUMMIFIED CROCODILES:

This room is some sort of burial chamber. Three large stone sarcophagus's sit in the center of the room, none of which have any sort of lid. The walls are covered in faded murals of crocodiles sunning themselves on the shoreline of some massive, long lost river. The dust is thick in this chamber and swirls about stinging your eyes.

Aram's blood rituals have awakened the three mummified crocodiles that rest in this chamber. If any character approaches within 5' of any of the sarcophagi they shudder and shake throwing off great clouds of dust before moving into attack

**Mummified Crocodiles:** AC 15, HD 3, #At 1, Dam 1d8, Mv 20', Sv F3, MI 12

HP 19    □□□□ □□□□ □□□□ □□□□  
18    □□□□ □□□□ □□□□ □□□□  
15    □□□□ □□□□ □□□□

Special: Half damage from blunt weapons, and only take single point of damage from arrows, bolts, and sling stones. Fire attacks deal double damage. Immune to **Sleep**, **Charm**, and **Hold** Magic. Turned as ghouls.

### 7. BURIAL CHAMBER:

This large room appears to be the main burial chamber. Murals of kilt wearing priests tossing men and women to awaiting crocodiles adorn the room along with images of floods and great rain storms. Opposite the door you entered through sits a large sarcophagus covered in hieroglyphic writing.

This is the burial chamber of Kutan Tahkmet, priest of the crocodile god. Aram's sacrifices have been working to revive Kutan from his timeless slumber and he awakens just as the PC's enter the room. Read the following when the characters approach within 10' of the sarcophagus.

As you approach the sarcophagus something stirs within, a low moan echoes throughout the tomb and chills you to your core. Suddenly the lid of stone box is heaved aside and a mummified hand emerges grasping at the air.

Kutan Tahkmet emerges from his sarcophagus and immediately asks in the language of the old kingdom (which almost certainly none of the PC's speak) who dares to disturb a priest of the crocodile god. When none the PC's reply in a language he understands, he attacks, defending his tomb from the perceived defilers.

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**Kutan Tahkmet, Mummy Priest:** AC 17, HD 5\*\*\*, #At 1, Dam 1d12 + disease, Mv 20', Sv F5, MI 12

**Spells:** 1<sup>st</sup> – Darkness, Cause Fear; 2<sup>nd</sup> – Hold Person, Resist Fire

HP 25    □□□□ □□□□ □□□□ □□□□  
          □□□□

Special: Can only be injured by spells, fire, or magical weapons. Magic weapons deal half damage, fire deals double damage. Immune to **Sleep, Charm,** and **Hold** magics. Can be Turned by a Cleric. Those injured by the mummies attack contract mummy rot, which prevents normal and magical healing. A cure disease spell will rid the victim of mummy rot.

### 8. POOL CHAMBER:

The hallway opens up into a large room that is divided into two levels. You are currently standing on a raised balcony overlooking a pool of water as black as the night. Two sets of stairs descend on each side of the pool. Every so often you think you see something ripple beneath the water.

This chamber was used to commune with the crocodile god during the burial of Kutan Tahkmet, and acted as a portal for his spirit to enter the afterlife. Now it is little more than a pool of scum covered water. Aram has been tossing those he has sacrificed into this pool after they have been bled dry. These corpses have reanimated and move to attack anyone who approaches within 5' of the water's edge.

**Waterlogged Zombies:** AC 15, HD 2, #At 1, Dam 1d8, Mv 20', Sv F2, MI 12

HP 11    □□□□ □□□□ □  
          8    □□□□ □□  
          8    □□□□ □□  
          8    □□□□ □□

Special: Half damage from blunt weapons, and only take single point of damage from arrows, bolts, and sling stones. Fire attacks deal half damage. Immune to **Sleep, Charm,** and **Hold** Magic. Can be Turned by a Cleric.

### 9. RITUAL CHAMBER:

By the light of four hanging oil lamps you see a group of white robed men standing and facing a bloody altar opposite the door. A lone bearded man stands at the front of the group waving his arms about and babbling about turning the desert into a garden paradise. He motions towards a woman tied to the altar and raises his dagger, preparing to strike.

The bearded man is Aram who is preparing to sacrifice another victim to his dead god. He is joined by the majority of his followers, 12 in all. Once battle is joined Aram throws his dagger at first enemy he sees before grabbing his axe and joining the melee.

6 rounds after the PC's enter this chamber Kutan Tahkmet pushes open the secret door and joins the melee attacking everyone present. Ignore this if the PC's have already destroyed the mummy priest.

The secret door indicated on the map is well hidden and can only be found on a roll of 1 on 1d10.

**Bandits:** AC 14, HD 1, #At 1, Dam 1d8, Mv 30', Sv F1, MI 9

HP    7    □□□□ □□            7    □□□□ □□  
          6    □□□□ □            6    □□□□ □  
          6    □□□□ □            5    □□□□  
          5    □□□□                5    □□□□  
          4    □□□□                4    □□□□  
          3    □□□                    2    □□

Equipment: Leather Armor, Shield, Scimitar, 3d8 cp, 3d6 sp

**Aram, Bandit Cultist:** Fighter 4, AC 14, HD 4, #At 1, Dam 1d8+1 or 1d4, Mv 30', Sv F4, MI 12

(Str 15 (+1), Dex 15 (+1), Chr 13 (+1))

HP 18    □□□□ □□□□ □□□□ □□□

Equipment: Leather Armor, Battleaxe +1, Silver Dagger

**Kutan Tahkmet, Mummy Priest:** See Room 7 for statistics.

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**Treasure:** Stashed in several sacks in the corner of the chamber is the bandits' ill-gotten wealth. One bag contains a mixture of 1,400 cp and 2,400 sp. Another bag contains 1,700 gp. The largest bag contains a leather belt studded with 3 large opals worth 700 gp, a golden brooch shaped like a stylized dragon worth 1,400 gp, and large golden hoop earring worth 1,000 gp. Set next to the sacks is an ancient looking headdress that functions as a Helm of Reading Languages and Magic (imagine the burial masks real life mummies sometimes wear). In addition under the bags is a small wood box which contains two potions wrapped in canvas. One potion is a Potion of ESP and the second is a Potion of Invisibility.

### **10. PRISONERS CHAMBER**

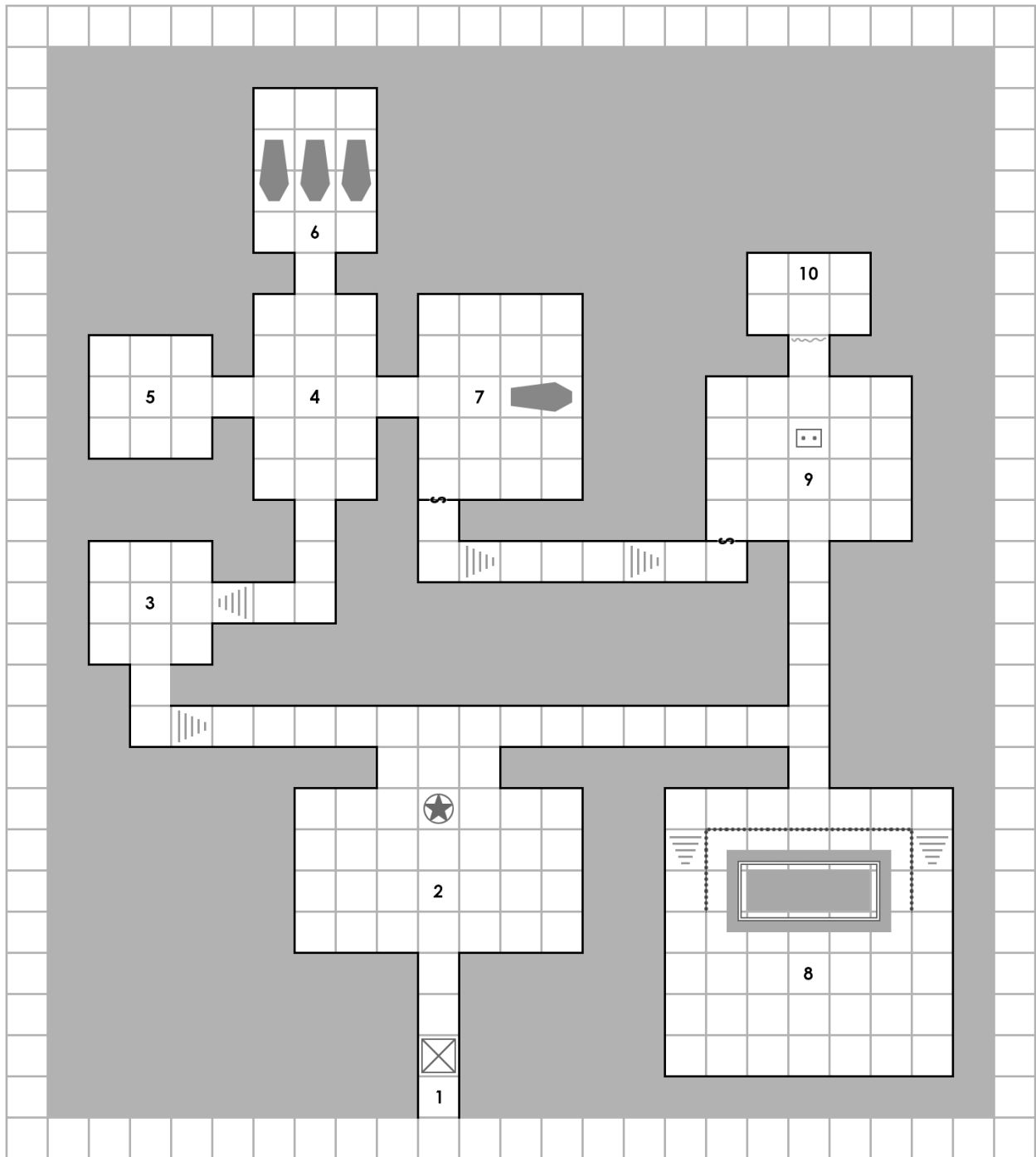
This room is blocked off by an old, torn curtain. Pushing it aside you find a small bare stone chamber. Several men and women chained to the wall look up at your arrival with hope filled eyes. The whole room has a sour odor of unwashed bodies.

This is the room where Aram keeps his prisoners before sacrificing them. There are 3 men and 2 women currently chained to the wall. If the PC's are looking for Jalalla's husband, Nuri Ab'din, then he can be found in this room. All the prisoners beg the PC's to free them and if freed will immediately make their way out of the dungeon and back to Mudar. If the PC's survive and return to Mudar after freeing the prisoners one of the women approaches the PC's within a day and offers them a dagger +1 as gratitude for her rescue.

### **Outcome**

Once the PC's have defeated Aram and hopefully Kutan Tahkmet they can return to Mudar safe in the knowledge that they have ended the reign of a madman. If they managed to leave the tomb without destroying Kutan Tahkmet then the undead priest begins working his own plans, using any dead left behind as fuel for his eventual war on Mudar. He may even attempt to track down those who defiled his tomb and may pursue the PC's for some time.

Tomb of the Mummy Priest



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