



Pharaoh

by Tracy and Laura Hickman

Updated to D&D 3.5 edition by Thorgrim Toolbearer



Condemned to wander the desert wilderness, the ghost of Pharaoh Amun-re pleads with adventurers to free his cursed soul — but no one has ever returned from his ancient pyramid — will you?



TSR Hobbies, Inc.

Pharaoh

Originally By Tracy and Laura Hickman, who deserve unequalled credit for this module. Their hard work will continue to amuse all of us for years to come. - Thorgrim

Converted to D&D3.5 edition by Thorgrim Toolbearer. Minor modifications made to text.

AN ADVENTURE FOR 6-8 CHARACTERS LEVELS 5-7

2004 THOR Remakes
1982 TSR Hobbies Inc All Rights Reserved



Pharaoh: Introduction

A lonely group of horsemen stands huddled at the base of a range of craggy dry mountains, the red light of a dying day casting long shadows behind them. A parched wind, still alive with the desert heat, rustles their capes over their sweat soaked leather armor. The horsemen have formed a circle astride their steeds and hunch down sadly against the sandy wind.

It is your party that stands within this circle of grizzled soldiers. The last thing you recall is enjoying the richness of this land and absorbing all of its strange tales of wealth and greatness.

But now you are awake, confused amid these heavily shadowed faces under a deep red sunset. The weathered face of the commander turns toward you, leather-brown skin setting off his steel-blue eyes.

He pulls from his saddle pouch an elegant scroll and reads loudly over the rustling wind its flowing, formal message: *"Know Ye By Order of his Majesty Ruler and Trustee of the Realm Whereas it hath been reported of late to our Majesty that certain dark and vile desert raiders have crossed the terrible mountain wastes of the*

north, over long forgotten paths thence to raid and pillage our hamlets and downs and thence disappearing into the same forbidding hills, and Whereas our valiant troops have tracked these same vile creatures through the very teeth of that awesome range to the borders of the most accursed land, known to the wise as the Desert of Desolation, and being knowledgeable as to the curses of that dead and haunted land did our host of brave knights wisely halt their pursuit, And furthermore, whereas certain foreign characters whose descriptions match those of the very group here assembled at my most honored and revered request, were seen in the vicinity of the tent of Ali the Great, Sorcerer of the Court, in the latter part of the evening, and Whereas those persons did obtain entry to said tent and did short sheet the wizard's bed and do all manner of petty pranks and did leave for the sorcerer a certain maid for an alleged date with said sorcerer, and Whereas said sorcerer did return to said tent with yet another wench whereupon both the first maid and the second wench did begin a loud commotion and disturbance the like of which has never before shaken this stately court and upset the sorcerer no end. Therefore let it be decreed that said persons are appointed Special Force under our Majesty to track the course of the raiders from he Desert of Desolation, where surely even the raiders could not survive, search out their hiding place and bring us back proof that they have found that hidden fortress in the desert. We further decree that they may retain all that they bring forth with them for their own use from that fabled land of treasure and death. Be it yet further decreed that if they prefer not this quest they may choose of death by hanging, death by fireball, death by polymorph, death by flame strike, death by lightning...." Rolling the scroll back up with his calloused hands, the commander leans down toward you *"What this means, you poor foreigners, is that you have been chosen to enter that cursed dead land south of here. It means that it doesn't matter whether you were in the tent that night or not, because you are easy to get rid of without ruffling any feathers"*

"And it also means." speaks the aged, though rugged, form beside the commander, *"that these here raiders has caused his majesty a good deal of trouble with the Barons. You're his proof that he is doing something about them."* His laugh rolls through the hills

The commander silences him with a sharp look, and then continues. *"We have brought you certain supplies and mounts from which you may choose. There is no water within two weeks tortured ride over the mountains from this spot, and those hills are full of cutthroat barbarians that kill for the sheer joy of it. Without this armed escort, it would be suicide to attempt crossing back from whence we have come. Your only hope, for what it may be worth, will be to follow those tracks and hope that they lead to water."* His lifted arm points south ward, and all eyes follow its direction. There in the desert sands, a confused trail mars the surface and leads straight into the heart of the burning land.

Looking south across the barren wastes, lifeless dunes roll in an endless succession away from the mountains to the south, east and west. You have heard tales of this place. Fabulous wealth as yet unclaimed lies there waiting to be freed. It is al' yours for the taking--if only you can survive this haunted land.

STOP! If you plan to play in this module, do not read any further. The information in the rest of this module is for the Dungeon Master to use in guiding the adventure.

NOTES TO THE DUNGEON MASTER

This module is designed for a party of six to eight players of the 5th to 7th levels of experience. A balance of character classes is suggested, for a wide variety of problems will confront the players. Each character class will certainly have its moment to shine.

Players should be directed through the wilderness setting to the pyramid tomb. This pyramid tomb of Amun-Re represents the main area of play in this module. The Sunken City of Pazar and the treasure hidden there are a Major event.

SECTION DETAILS: Each section begins with a SECTION PROLOGUE. The prologue outlines the section and how the section works. Random Encounter tables and other information for each section are found in the prologue under ENCOUNTERS. Each section is divided into individual areas that are numbered and keyed to the maps for easy reference. The details concerning each numbered room or area are then listed under the following subheadings:

Description: This is a general description of the area as the D players first see it. Any readily noticeable and obvious features are generally described here to allow the DM to read the text directly to the players. These descriptions are boxed-in to be easily distinguishable for the DM. *The descriptions were written with the assumption that the characters are using a torch to see by.* A torch lights a 30-foot radius.

PLAY: This outlines the general sequence of events that may take place in the room. For example: "Players entering the room from the door must first encounter the Trap, which releases the Monster. Only by defeating the Monster can the Treasure be found." Play explains the general order that the sections should be used in. Additional size and dimension information about the area is also included here.

(MONSTER): All important creatures that are encountered in the module, regardless of whether they are man or beast, good or bad, plant or animal, intelligent or not, are described in this section.

CHARACTER: This is a description of the creature encountered, how it might react, and what its attitude might be. Information that monsters have that might be of use to the player characters (PCs) is also listed here.

The personalities of the monsters and characters that the PCs meet are left up to the Dungeon Master—so ham it up!

TREASURE: All the loot that can be found in the room or area is detailed here.

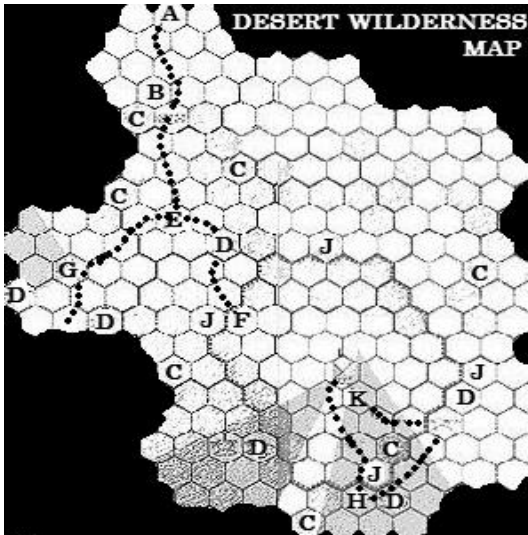
Trap/Trick: Traps, such as sliding walls, booby-trapped trunks, spears from the walls, etc., are explained in this section.

LORE: This catchall contains points of interest about the room or area, its purpose, its history, etc. These details will help you to make your game more interesting. Characters will have opportunities to read from runes (verses written in an ancient alphabet), scrolls, tablets, etc., that they find while adventuring. The percent chance of their reading the writing correctly is given in Lore. If the characters fail their chance of reading the writing correctly, the DM should tell them, for example. *"You cannot read or understand the writing"*

Some sections of the tomb are filled with complicated spells and traps. The DM should pay special attention to these areas before playing this module, to make the game flow more smoothly.

Certain areas in the tomb are duplicates of other areas on same level. Areas that are exactly alike have the same area number on the map. There is only one text description to be used for each of these areas.

Players begin their adventure in SECTION I, area A on the DESERT WILDERNESS MAP below.



SECTION I: DESERT WILDERNESS

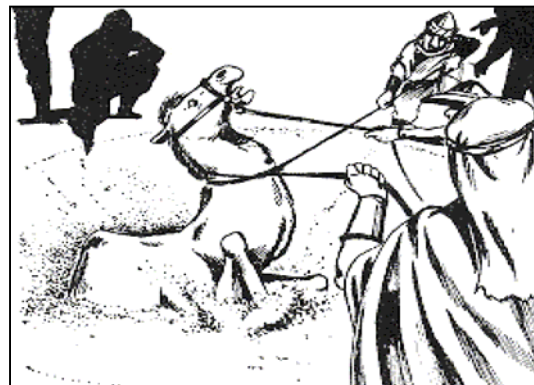
DESERT PROLOGUE: Any time the players are not at any specifically numbered, set location, they are considered to be in the desert, where the following description may be used. The characters should meet the ghost of Amun-Re and discover his tomb in the desert. Details about the desert should be avoided since they do not directly affect the outcome of this adventure and will tend to slow things down. A reasonable example of play in the desert would be: *"You have journeyed for two days without incident and see an oasis in the distance."* Run random encounters as explained below in RANDOM ENCOUNTERS.

Stretching to the limits of your sight, the gray mounds of the desert roll with ashen stillness into the distance, baked by the blazing sun. Not a single stone shows through the powdery plane nor a single insect scurries across its surface. All about you, the burning silence of the sand-sea is oppressive and forbidding. No landmark steers your way, except the sun, its track seeming to sink ever closer and hotter towards your own path. The ash-dust billows under your feet and chokes your parched throats.

WATER: The soldiers who escort the player characters to the desert will give them enough water for their party, including their pack animals, to travel in the desert for 7 days. If they ration their water and travel only at night, their water will last for 10 days. Player characters will lose two strength points for every day they are in the desert without water. They will regain three strength points every day they drink at least eight pints of water.

MOVEMENT: It takes a human, moving at a scale speed of 30ft two hours to cross any hex on the Desert Wilderness Map. All other movements should be adjusted to that scale. For example, a halfling in heavy armor who moves at a movement rate of 15ft would take four hours to cross a hex. A desert light horse that moves at a rate of 60 would take only one hour. Ten hours is certainly a full day's trek.

The pack animals available are camels and horses (see below). Heavy loads affect movement, so each character must list what his pack animal is carrying, including the character's own weight if he is also riding. *Should an animal disappear into a sinkhole, the list will also be helpful in determining what has been lost.*





Camel, One Humped:

Large Animal
Hit Dice: 3d8+6 (19hp)
Initiative: +3
Speed: 50ft. (10 squares)
Armor Class: 13 (-1 size, +3 Dex, +1 natural) touch 12, flat footed 10
Base Attack/Grapple: +2/+10
Attack: Bite +0 melee (1d4+2*)
Full Attack: Bite +0 melee (1d4+2*)
Space/Reach: 10ft./5ft.
Special Attacks: Spit, Stubborn and Lazy
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills: Listen +5 Spot +5
Feats: Alertness, Endurance
Environment: Warm Deserts
Organization: Domesticated or herd (6-30)
Challenge Rating: 1

Camels are known to for their ability to travel long distances without food or water.

Spit: There is a 50% chance that they will spit at those who pass 10 feet in front of them. If they do, there is a chance of blinding that rider for one to three rounds. Roll a ranged touch attack with a +5 modifier. Target must succeed a ref save DC15 or be blinded for 1d4 rounds.

Stubborn and Lazy: They are ill tempered and will refuse to rise for travel 40% of the time. Check again after 2 turns of coaxing. Once they have risen, however, they will continue on without much further difficulty. If the camel remains in one place without moving for one hour, there is a 20% chance they will lie down.

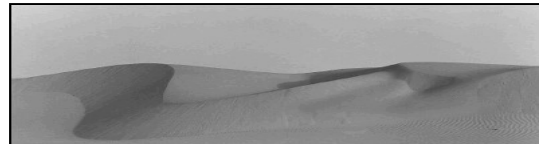
Carrying Capacity: A light load for a camel is 300 pounds, a medium load 301-600 pounds, and a heavy load 601-900 pounds. A camel can drag 4500 pounds.

Horse, Light Desert (White):

Large Animal
Hit Dice: 3d8+6 (19hp)
Initiative: +1
Speed: 60ft. (12 squares)
Armor Class: 13 (-1 size, +1 Dex, +3 natural) touch 10, flat footed 12
Base Attack/Grapple: +2/+8
Attack: Hoof -2 melee (1d4+1*)
Full Attack: 2 Hooves -2 melee (1d4+1*)
Space/Reach: 10ft./5ft.
Special Attacks: ----
Special Qualities: Low-light vision, scent, timid
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +4 Spot +4
Feats: Run, Endurance
Environment: Warm Deserts
Organization: Domesticated or herd (6-30)
Challenge Rating: 1

Timid: Raging fire, sudden movement, loud noises or strange smells 90% of the time panic desert horses.

Carrying Capacity: A light load for a horse is 150 pounds, a medium load 151-300 pounds, and a heavy load 301-450 pounds. A camel can drag 2250 pounds.



SIGHTING DISTANCE: is affected by terrain. While in the dunes area, all aboveground objects that are numbered on the Desert Wilderness Map can be seen from a distance of 2 hexes (4 miles) Distances are difficult for any character to determine in the desert. There is a 90% chance that the distance guessed by just looking will always appear to be 1 to 2 mile away, regardless of the actual distance involved. Pillars of smoke that are many miles away will seem to be right over the next dune **RANDOM ENCOUNTERS:** While in the desert, check for random encounters once every four hours. A roll of 1 on a 1d10 indicates that an encounter takes place. If an encounter is indicated, roll 1d12 to determine which encounter to use from the **RANDOM ENCOUNTER TABLE** below. See **MONSTERS, CREATURES AND MEN** for monster descriptions.

DESERT OF DESOLATION RANDOM ENCOUNTER TABLE

1. **Dustdiggers** (d6+2)
2. **Sandman**
3. **Giant Bombardier Beetles** (2d6+2)
4. **Dustdigger**
5. **Sandmen** (1d4+1)
6. **Sandstorm**
7. **Acid Rain**
8. **Thunderherders**
9. **Giant Spiders** (1d3)
10. **Roll on Special Encounter Table**

6. Sandstorm: A dust storm rises on the wind. The party will risk an 80% chance of being lost unless they halt all movement. Parties that are lost change the direction of their travel randomly and then move in that direction for the distance their movement indicates. Movement during a dust storm is at half the normal rate. The storm will last a full day.

7. Acid Rain: Clouds start to build on the horizon. Within 21-30 (1d10+20) minutes, dark green clouds will close overhead and an acid rain will start to fall, doing 1-4 points of damage per round to any exposed flesh or food supplies. Cloth and other coverings seem to shed the rain without damage. Animals must be sheltered or take the damage. The rain will last for 1-10 minutes before it ends and moves on.

8. Thunderherders: Read the following:

Without warning, the world around you is thrown up into the air and scattered in all directions as the ground heaves in a massive quake! As you fly into the air you see hundreds of large worms racing through the sand!

All who are on horses are thrown off, and all who are on their feet are prone. There is a 20% chance individual players take 2d10 non-lethal damage. Pack animals run at full speed for 3d10 rounds afterward, with a 5% chance that each item it was carrying was dropped on the way or fell out during the quake. There is a 80% chance that those things may be found. The worms move on and the quake stops.



DESERT OF DESOLATION SPECIAL ENCOUNTER TABLE

1. **Pillar of smoke from area H** (lasts 4 days)
2. **Pillar of smoke from area K** (lasts 4 days)
3. **Thune Dervish hunting party** (2d4+4)
4. **Symbayan Airlancers** (2d4+4)
5. **Purple Worm**
6. **Oasis**

3. Thune Dervish Hunting Party: These Dervishes are looking for a caravan that was reported to be in this area and could provide much needed food and supplies for their encampment. They will not give up their search, but if they are treated nicely, they will point the way to their camp at desert area K.



4. Symbayan Airlancers: The riders appear to be carrying lances and flying in a pattern. They will land to investigate the party but will not trust them and will not disclose their place of origin under any circumstances. They are looking for a caravan that is lost in the desert as well as guarding against evil Dervish invaders and spies. They will quickly depart. They have only one gallon of water that they might sell to the party. They jealously guard the location of their empire, and inquiries will gain a hostile response. They will offer no aid to the party and certainly will never take any party member with them when they leave. Their steeds will serve no one but their original masters.

6. An oasis is seen in a random direction two hexes in the distance. It is actually a mirage that will disappear whenever the party gets within 100 yards of its apparent location. Players may attempt a will save DC 18 (+2 per day without water) to disbelieve the illusion.

DESERT ENCOUNTERS

Use the DESERT WILDERNESS MAP

A. Start of the Adventure:

PLAY: Read the INTRODUCTION found at the beginning of the module, to the players. The guards will not allow the player characters to return over the mountains. Characters attempting to do so will always encounter the guards. The guards will distribute the items found in Treasure to the party. Give each character a rumor as detailed in the TABLE OF RANDOM RUMORS below.

TREASURE: the guards present the following items as a token gift from the king to his Advanced Scouting Party

GENERAL PROPERTY:

- Enough water for the entire party to travel in the desert for seven days (100 lbs weight).
- Three large tents with poles, 10 feet x 20 feet in size, weighing 40 lbs each. They require forty minutes (or 240 turns) to set up or take down.
- One Writ of Authority granting permission to be in the Desert of Desolation. It weighs 1 gp.
- Ten bundles of firewood weighing 20 lbs each. One bundle provides one night's fire.
- One old map of a pyramid. It weighs 1 gp.

EACH CHARACTER IS GRANTED:

- 200 gp for expenses.
- Two bags containing food. One bag contains one week 5 standard ration weighing 20 lbs. While the other contains two weeks' iron rations weighing 15 lbs.
- Their choice of either a camel or a desert light horse. (See DESERT PROLOGUE under MOVEMENT descriptions.)

TABLE OF RANDOM RUMORS

These are rumors that players may have overheard prior to their arrest and banishment into this land. The true (T) and false (F) notes are for the DM only.

Roll 1d8 for each player on the table below. Give the corresponding rumor to that player secretly. The player may keep the rumor secret or tell the rest of the party.

1 (F) The greatest pharaoh of the ancient days was entombed in a great city. The city was buried under the sands of time, and the power and the wealth of the pharaoh was buried with him. The accursed wealth sits there still, buried in a city under the desert sands.

2. (F) A palace of gold and gems once glittered as a beacon on the southern horizon. Many men have seen its spires of gold, but to this day none have ventured in their direction.

3. (T) There are obelisks in the desert that speak of greatness, but they are evil places where death awaits. None who have gone forth to study those ancient stones have ever returned.

4. (F) Beyond the hills the world ends in a bottomless sky. There death stalks in ships that sail the cloud and attempt to bring the souls they capture to their ancient City of Damnation.

5. (T) One of the greatest Pharaohs of the ancient days cursed his land and set to ruin all his fertile domain. Yet even after his death, the people worshipped him -- for he had a power even from beyond the grave.

6. (T) A mighty pyramid lies to the south, which all and sundry have acclaimed as theft-proof.

7. (T) The tales of the pharaohs' greatness were surpassed only by the tales of their wealth. Many great and wondrous items of antiquity vanished from the knowledge of men. These treasures are rumored to be within the pharaohs' tombs. Surely untold wealth must still be found there.

8. (F) For this rumor, tell the most outrageous lie about a fabulous desert wealth you can think of

B. The Gates of Sule:

Rising up out of the dust, twin pillars of stone stand slanting at odd angles, their surfaces pockmarked and sand-worn. Odd inscriptions are faintly visible in the pockmarked surfaces.

PLAY: If no storm has immediately preceded the party's arrival, the trail of horse and human footprints continues only between the two pillars (this track is indicated on the DESERT WILDERNESS MAP), sinkholes extend up to either side of the pillars (See Area C) Those attempting to go around the pillars must enter area C. The rune inscriptions on the pillars are found in Lore.

LORE: There is a base 30% chance of reading the writing correctly as:

The Gates of Sule Curse Ye Who Enter Unbidden

C. Sinkholes:

PLAY: These areas will seem different than normal desert only 10% of the time. These are places where the ash is especially fine and shifts easily under weight. Each character moving over such an area must make a reflex save or ride check (whichever has a better bonus) against a difficult class of 16, or start to sink into the ashen sands. Camels will sink on a roll of 1 thrown on 1d10 with all other animals sinking on a roll of 1 thrown on 1d6 Wagons sink on a roll of 1-2 on 1d6. This check is made once per hour if the party is moving or once per turn if they are not Every round a character is sinking, he must make a STR or DEX check at DC 16 check to pull himself out. Complete submersion takes d6 minutes (6-36 rounds), thereafter the character suffocating after a number of rounds equal to his constitution score. Every round a player is completely submerged, he must make a STR or DEX check at DC 20 check to pull himself out Saving anything before it disappears beneath the sand forever requires finding a way to stop further sinking, like throwing a rope to a person, or around a camel Then, combined STR checks of 14 are needed to pull out small creatures (halflings, small animals), 16 strength points to save medium (human-sized) creatures, and 18 strength points for large creatures. A player rolling a DC 10 STR check adds 2 to the highest roller. It will take one success to extract anything

or anyone. **Note that those assisting in saving something will have to stop and must therefore check every turn to see if they sink as well.** Objects will sink to a depth of 11-20 (1d10+10) feet below the surface, with ashen sand filling up the hole. Digging to any depth in such sand is impossible, as the sides of the hole simply collapse and fill in the excavated area.

D. Hills:

Craggy, low hills of broken and baked stone jut upwards at weird angles, casting tortured shadows across themselves.

PLAY: Movement rate is half normal in such areas for all persons except dwarves. There is a 60% chance per hour spent searching of finding a cave shelter area large enough for the party.

E. Fork in the Trail:

Lying here in the sands, half buried, is a fallen obelisk (a four-sided pillar), its top pointing toward the southwest. Carved runes are visible on its surface

PLAY: If there has been a storm before now, the trail here will be gone, otherwise it will still be visible. The trail seems to fork from its southward track into two directions: one to the southwest, the other toward the southeast. See Lore to read the runes

LORE: There is a chance to read the writing with a decipher script check with a DC of 15, which says:

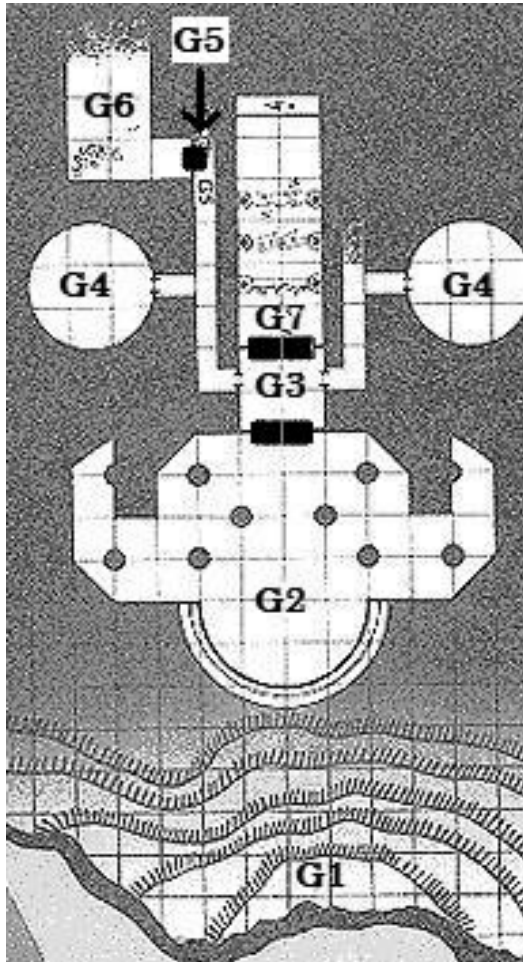
Here lies the road of kings to the garden of Pazar whilst there lays the road to Terbakar, Keeper of the Pyramid.

The directional arrows on the obelisk have been weathered away.

F. End of the Trail:

PLAY: The trail suddenly ends here. (Read the boxed Players description from the DESERT PROLOGUE on page 4

G. Sunken City of Pazar:



Sunken City of Pazar
1 square = 10 feet (> = North)

The upper half of a statue thrusts up from the ash dunes of the desert. The noble face is pockmarked and scarred by the ravages of time and sand the statue seems to be holding a tablet, half buried in the sand, against its chest.

PLAY: The PCs may uncover the tablet to read its message as described in Lore. There is a 20% cumulative chance per round that a person remains in front of the statue that his weight will cause a stone in the dome beneath to give way. The sand will suddenly fall through and that person will drop onto and down the side of the sand pile in G1. Thereafter, the sands stop filling in and the characters remaining above may safely approach the hole. The character who falls through the hole will drop 30 feet onto steeply

sloping soft sand (taking 1-6 points of damage) and then slide down the sand mound to the floor of the chamber an additional 70 feet below Use the **SUNKEN CITY OF PAZAR MAP** to continue play there.

LORE: The inscription can be understood with a decipher script check (DC 15). It reads:

My name is Maniozimus. Look upon the ruins of the great city that surrounds you and despair. Here, great magic once was. Now you see only the ruins of Men's works.

G1. Sunken Dome of Elish:

You see a 100-foot tall dome of fitted stone above a broken flagstone floor. The entire area slants toward the southeast. lit only by the single shaft of light from the hole in the ceiling overhead. Sifted dust and sand have spilled into the vast chamber where the dome has crumbled on the southeast side. On the west, a darkly stained dome leans on top of a building that rises up majestically from the sand Partially broken stairs lead up to its rubble-strewn front platform

PLAY: Climbing the sand pile unaided can be accomplished by attempting a climb check with a DC of 20. Check totals of 1-9 fail, while 10-19 maintains present position. Checks on climbing are made three times, once at the bottom, once at the middle, and again as the player reaches the top. Those failing slide back to the bottom of the pile. Movement while climbing the pile is at 1/2 speed. This sand pile ends 30 feet short of the entrance hole. Melee conducted on this sand pile will be at -4 to hit except as in G2 below.

G2. Platform of Elish:

A rubble-strewn platform with leaning pillars supports a crumbling roof. Stained bronze double doors stand closed at the back of the platform.

PLAY: A Tarantula will attack the first person to step onto the platform. Thereafter, the rest of the remaining Tarantulas will jump into area G1 and attack any other players there.

PHAROAH 3.5

2004THOR-1

Giant Spiders: Large Spiders, though these have paralysis poison instead of the poison on the back of the book. Fort save DC 16 or be paralyzed for 2d4 rounds. One of the spiders will then attack that person while the rest scurry into area G1 and attack anyone there. The sand pile does not affect the Huge Tarantulas' movement or combat. They will pursue hapless creatures that fall into this area as far as the exit hole in their dome above.



G3. Entry Cell:

The slanted floor of the dark 20 foot square entry leans to the south. Before you, two golden doors, bright and shining, gleam in your torchlight. The doors have no handles or fixtures but are carved with strange writings. To the north and south, 5-foot wide passages lead off into the darkness.

PLAY: The doors are magically locked. They will not open unless the palms of a character's hands wave before them and then player says '*Sakhr al Jinni*' (see area G6) A knock spell will also open the door. The meaning of the strange writings on the door is found in Lore.

LORE: These are magical writings and may only be read with a read magic spell. The writing says.

Do not disturb the vanquished one. He is the treasure that must be kept.

G4. Meditation Room:

This 30-foot diameter room is entered through an arched door. Sand and dust have spilled into this room from the cracked ceiling above onto a pile on the floor below.

G5. Buried Entrance:

The leaning corridor ends with sand obstructing the entire hall. A partially blocked door lies half buried under the sands on the south side of the corridor.

PLAY: Tile door opens toward the players and the sand blocking it must be removed before it may be opened to room G6. This will take an hour to accomplish.

G6. Scroll Room:

A 20-foot wide by 30-foot long slanting room ends on the west with ash and sand filling the entire end of the hall. The walls here are lined with racks of bone cases. A statue lies broken on the floor to the east. A carved tablet that it once held lies beside it, the upper and lower portions shattered.

PLAY: The bone cases are empty and the section on Lore describes the tablet.

LORE: On the tablet is an engraved incantation whose remaining part translates roughly as follows.

***** thus facing the great doors and passing the right hand before them speak "*Sakhr Al Jinni*"
 ***** then approach the first and speak "*Alhamdulha*", so shall the way be open unto you. Speak yet "*Bismilla*" ***** and ***** "*Duban*" and ye shall be within thy hands reach of the greatest of all *****

G7. Room of the Guardians:

You have entered a 20-foot wide hall with a blue curtain draped from two statues 15 feet from the doors. All view is blocked behind the curtain.

PHAROAH 3.5

2004THOR-1

PLAY: The hall is 60 feet long; with a 60-foot ceiling. The statues are 50 feet tall. On a platform in front of the back wall there is a huge bronze lamp. There are three Trap/Tricks that must be passed before reaching the platform where the Treasure will be found. If the Treasure seal is broken, the Efreeti will appear. The Treasure cannot be moved until the Monster is released.

EFREETI: When the party rubs the lamp, read the following:

The floor begins to shake and sands fall from above in tiny streams onto piles on the floor. You hear a low hardy voice, "Ha! Who awakens frees me from my prison?" A cone of fire erupts from the lamp and begins to form the outlines of a creature. As the being forms you see a giant with brick red skin, fiery eyes, small horns and jutting tusks. "Well, speak!"



Efreeti Pasha

CHARACTER: The Efreeti has been captive a long time and, being of a snobbish royalty, is not at all disposed to treat the party kindly. He is, however, in a hurry to get out of this place where he has been kept for over 1,000 years and wants to see the world above. He is not bound to perform a service for the player characters. He will laugh at them and, after informing them of his plans to lay waste to all civilization, will rush out through the opening. He will not fight the characters unless attacked.

Trap/Trick #1: This curtain is in fact a wall of absolute cold. Players failing a reflex save (DC 18) will take 3d6 points of damage and become instantly frozen, turning a blue color and frosted

all over. All implements of the character are frozen to the character and cannot be removed. The character is not dead, and may be revived by making a fort save (DC 14) after a slow thaw. The character can also be defrosted suddenly, by being hit by a flame strike or fireball, for example. Such high intensity fire spells will not harm the frozen characters, just defrost them. Those making saving throws against the curtain will take half damage and remain active. The curtain is removed either by speaking the word "*Alhamduhla*" (found in area G6), casting a dispel magic against tenth-level spell, or doing 50 points of magical fire damage against it.

Trap/Trick #2: Upon the removal of the blue wall, a yellow translucent curtain will appear between the second two statues in the hall. Players contacting the curtain and failing a reflex save (DC 20) will be struck by a lightning bolt for 7d6 points of damage, the bolt seeming to cross from the right statue to the left. Those making saving throws will take only half damage. This curtain is removed either by saying the word "*Bismilla*" (found in area G6), by casting a dispel magic against tenth level magic, or when 200 points of damage have been inflicted by the wall. Metal laid touching between the two statues will short-circuit the two poles and blow the statues apart, removing the curtain permanently.

Trap/Trick #3: Upon the removal of the yellow wall, a red translucent curtain will appear between the last pair of facing statues in the hall. Players contacting the curtain and failing their reflex save (DC 22) will be struck by fire for 8d6 worth of damage. Those making their saving throw take half damage. The fire seems to come from the top of the translucent wall in a column, striking the character. This final curtain may be removed either by saying the word "*Duban*" (found in area G6), casting a dispel magic against tenth level magic, or when 500 points of damage have been inflicted by the wall. A cone of cold or other cold-based spells that do a cumulative total of 50 points damage will destroy the field.

TREASURE: On the platform a large brass lamp sits, its surface dusty. The lamp seems fixed to the floor, standing 3 feet high and 4 feet in diameter. The lid of the lamp is welded shut and the spout is blocked by lead. Players carefully inspecting the lamp will see that there is a symbol on the lead plug of two interlacing

PHAROAH 3.5

2004THOR-1

triangles. The lamp gives no alignment emanations. Rubbing the lamp will do nothing until the lead seal is removed. If the seal has been removed and the lamp is rubbed the Monster above will be set free.

H. Remains of a Camel-fry:

All about this area of grey dunes are horse and human tracks. In the center of the area a large smoking mass lies on the sands, still warm from the heat of its dying flame. Bones of camels lie amid the charred remains. A trail of hooves and human feet leads to the northeastern horizon.

LORE: Here is what has been making the smoke in the desert sky It is the remains of a camel-fry held by the Thune Dervishes some nights ago.

I. Pool of Tefnut:

From a distance you see palm trees and shimmering water. The water and palm do not disappear, but steady as you approach. The palms offer shade and comfort; the water seems cool and quenching.

PLAY: The first Good aligned character that looks into the pool will have a vision presented to him from the Pool Eyes. Upon completion of that vision, the entire oasis will disappear, leaving the party refreshed and all the water bags full.

POOL EYES: A set of sultry almond eyes will appear in the ripples of the pool. A watery voice like the lapping of waves upon the shore will address the character and answer only three yes/no questions for that character. The answers will all be as truthful as it is possible for the DM to answer Only the person who is having the vision will be able to see the eyes or hear the voice.

J. Lands of Bakar:

PLAY: For each hour that a character remains in this area, there is a 5% cumulative chance that they will encounter Amun-Re. Outside this area, this encounter will not take place.

AMUN-RE:

A solitary man in rags appears over the crest of a hill only 100 yards away. His features are indiscernible as he shuffles through the dust.

This is the ghost of Amun-Re, pharaoh of Bakar. He will not be able to notice the party until they are within 60 feet, at which time he will turn and address the party directly by reciting his sad story (as told in Lore) then turn and walk exactly in the direction of area of the pyramid and temple. As a soul cursed by the gods, Amun-Re cannot be destroyed, nor can he harm the party. He must stay in limbo until his curse on him is removed. This will not happen until someone breaks his curse on the land.

CHARACTER: Amun-Re will not communicate more than the words in Lore.

LORE: Amun-Re will recite these words when he encounters the party. He will continue to do this each evening until the party is within sight of the pyramid, when he will stop and slowly raise his arm up to point towards the ancient tomb.

"I am Amun-Re, son of Takosh-re of the House of Mo-Pelar! These rags you see are but my shadow that has walked these lands for time uncounted in search of mighty men of valor, to plead their aid.

"In my time was I Pharaoh of this land before you. It was a green and beautiful land, blessed by the gods of heaven westward with a wondrous spring that gave life to our land and nurtured our crops, yet robbers did raid the tombs of my forefathers and take from them tokens of their passage into the lands of the dead, thus keeping them from their reward after life.

"I swore that at all costs would I not fall prey to their evil deeds. So it was that I made mighty and terrible war upon my neighbor lands, plundering their wealth for my own passage.

"I did enter contract with a great mage who did work a mighty wonder and, upon the sweat and blood of my people, did I build a theft proof tomb.

"My people turned against me with bitter hatred. I not only robbed our borderlands, but also did

tax and plunder my own people and take from them their wealth. They rose up in anger, demanding their gold and precious gems, their lives and freedom, but I cursed them saying 'By the ruling staff and the star gem of Mo-Pelar, I curse you. Threaten not my life, or by these implements of my power and holy name of Osiris, will the stopping of my heart also stop the spring of Athis from her life giving flow. If the river stops, so shall your land wither in the wilderness. This I do swear by Osiris' holy name and these implements.'

"From a sea of upraised fists before me rose the one with a spear. The shaft sped from the darkness, and so that night did the spring of Athis stop its flow.

"In death my spirit gleefully approached my pyramid but Osiris stopped my spirit from entering that tomb, for, said he 'Your monument to life was to be the benefit you brought to the people under your stewardship, not this edifice of stone. As you looked only to your death in life, so shall you look only to your life in death. I am bound to fulfill your curse, for you have called it down with power in my name, but I do curse you, Amun-Re, that you shall not enter this tomb where are the implements of your voyage to heaven, until some mortal soul does despoil this place, taking your staff of ruling and the star gem of Mo-Pelar from your theft proof tomb.'

"I have even talked with the wind in hopes of help. Uncounted seasons have passed and my kingdom is not now to be seen in these desert lands, save for my tomb which stands now as then. Many have tried, I trust, and none have succeeded. My wealth is yours, if thou can undo this thing that I have done. Remove both my staff of ruling and the star gem from my tomb that you may have wealth and release me. Follow my path to wealth or woe, to thy destiny or doom."



Amun-Re

SECTION II: Temple

TEMPLE PROLOGUE:

In the midst of the vast desert sands, the last relic of a dead civilization stands before you. Surrounded by the broken foundations of a once mighty city, the great pyramid itself rises up from the sands, looking barely touched by time. It is 745 feet square at the base and rises to a height of 700 feet. The pyramid's four surfaces face the points of the compass. Surrounding the pyramid is a wall 5 feet wide and 20 feet tall. A temple structure is attached to the south face of this wall. It is the only existing way through the pyramid's wall. Stairs lead up to a platform in front of the temple's entrance. Behind the temple, running up the south face of the pyramid, a stairway rises 50 feet up to a platform and an opening into the pyramid.

See Players' Map.

BACKGROUND: The tombs of the pharaohs were not just burial grounds. They were complex religious places that were used to change the dead pharaohs into gods. Temples such as this one were used in the sacred processes that

K and L. The Outer Temple and pyramid:

Play: See SECTIONS II and III for these areas.

readied the pharaohs for their trips to heaven and the next world.

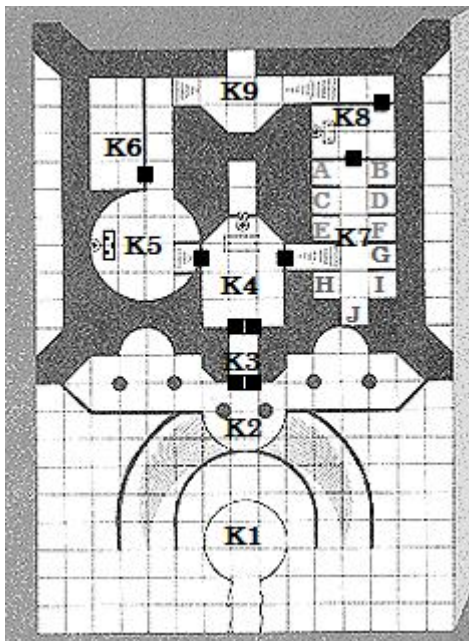
RANDOM ENCOUNTERS: Check for random encounters once every three minute. A roll of 1 on a 1d6 indicates that an encounter takes place. If an encounter is indicated, roll 1d6 and use the corresponding encounter number from the RANDOM ENCOUNTER TABLE below.

TEMPLE RANDOM ENCOUNTER TABLE

1. Dwarves (6+Thorgrim Toolbearer)
2. Thune Dervishes (6)
3. Thune Dervishes (12)
4. Bandits (2d6+2)
5. Giant Rats (2d6+4)
6. Thune Dervishes (2d6+4)

1. Dwarves: Thorgrim Toolbearer and his posse of Dungeoneering Barbarian/Fighter/Rogues. They are hiding out continuing their trek west to some rumored Diamond mines and have stopped here for rest. They will gladly guard while the party rests. Thorgrim is CG and very friendly and will also trade with the party.

TEMPLE ENCOUNTERS



Temple - 1 sq = 10 ft (^N)

K1. Fountain of Athis:

A broken lime-cement basin. 100 feet in diameter, with no apparent openings in the bottom, lies before you. The dried basin empties into a deep channel that cuts a path into the desert ground to the south.

LORE: This is the fountain of Athis. After the construction of the pyramid, irrigation water for the entire valley sprang from this source. It was originally filled by a teleport spell that moved an incredible volume of water from the pyramid to this spot. The spell was stopped by Amun-Re's curse. This spell will begin to function again when the curse is broken, teleporting water from the temple silos (See SECTION III, room L6) to this basin. The water will then flow into its original channel to the south.



K2. Temple Exterior:

The temple's stone walls are worn by time, yet are still quite solid and sturdy. There are no windows in the temple walls and only one entrance, behind a platform, shaded by pillars. A staircase leads up to the platform. The temple's roof is capped by one large and two small domes.

PLAY: Thune Dervishes are on the entrance platform.

THUNE GUARDS: On the platform, standing on either side of the arched entrance, are 2 Thune

PHAROAH 3.5

2004THOR-1

Dervishes on guard duty. They will verbally challenge anyone approaching to within 50 feet of the platform. The Thune Dervishes will attack if the characters do not give an acceptable response, such as, "We come to worship this temple."

K3. Corridor of the Supplicant:

A shallow ramp/corridor runs down from south to north some 20 feet between two sets of double doors.

K4. High Altar of Amun-Re:

Torches attached to the walls light this 30-foot wide by 40-foot long room. The torches cast flickering light on the very decorative carved walls and high, domed ceiling. A Dervish cleric, stands at an altar in front of a huge statue of Amun-Re. Five other Dervishes stand around him, casually studying the wall carvings. The Holy Cleric is reading from a large white book with platinum fittings.

PLAY: The players will immediately notice the Monsters and will need to deal with them before the Treasure or Trap/Trick. Lore may be used whenever the characters inspect the wall carvings.



HOLY CLERIC: The Holy Cleric has a horseman's flail, and a party of five Dervishes

with him. The Cleric can use these spells at fifth level: command, cure light wounds, sanctuary, know alignment, snake charm, spiritual hammer, and cause blindness.

CHARACTER: The Holy Cleric is attempting, with little success, to find some clue to the whereabouts of the Dervish leader and his group that entered the pyramid and did not return. The Cleric knows that they disappeared, but nothing more, and is having little luck with the book, as the written form is strange to him. His reactions are typically Dervish (See MONSTERS, CREATURES, AND MEN), and under no circumstances will he knowingly release the book out of his hands.

TREASURE: The Tome of Amun-Re is the clearly legible title of the book, but the writing inside is of an old and outmoded form. The book is worth 3,000 gp. See the Tome of Amun-Re section at the back of the module for text passages and how to read them.



Trap/Trick: The Statue of Amun-Re is cut from stone different than that of the surrounding walls. The statue is a secret door that swings outward into the room. Behind it is an area 10 feet wide by 20 feet deep with an arched ceiling 10 feet tall. This is the receiving end of a one-way teleport designed for the king's transfer of spirit into the stone. The area radiates magic, but entering it has no effect.

LORE: Inspecting the wall carvings will show that a rune is often repeated in the carvings.

PHAROAH 3.5

2004THOR-1

There is a base 30% chance to read the writing, which translates as: Though his spirit lies far from us in heaven westward, into this likeness does his spirit come that he may commune with men.

K5. Holy Circle of Osiris:

This is a circular room 40 feet in diameter. A large white marble altar stands at the west end of the room. Behind the altar, a large statue of a man, carved from greenish stone, glares down with jeweled eyes.

TREASURE: In each of the eyes of the statue, there is a small star ruby gem worth 1,550 gp. It is a fairly simple matter to cut the gems out of the sockets, but the Dervish consider such an act sacrilege to this holy place. Any Dervish witnessing such an act will mark the characters removing the gems for "Bloodquest" (See MONSTERS, CREATURES, AND MEN). If no Dervish is present, there is a 15% cumulative chance per turn that a wandering Dervish will notice the gems' absence--and the Dervishes are excellent trackers.

K6. Worship Room:

Long neglected, this room gives off a slight herbal smell and appears empty.

K7. Priests' Quarters:

This is an unlit corridor, running north to south. The end of the corridor is lost in darkness. There are 10-foot square cells opening off to either side.

PLAY: The corridor is 60 feet in length. 4 Dervishes rest in each cell. There are 2 bunk beds of hard wood and 4 woolen blankets in each cell, A through J. The Thunes are resting in the cells, unseen as the players enter the room. There is a base 70% chance that the Thunes in each cell are asleep. Roll for listen as the party approaches each cell.

DERVISHES: Scattered through the various cells, A through J, there are 40 Dervishes.

K8. High Priest's Temple:

You enter a small temple 30 feet across east to west and 20 feet deep north to south. There is a door in the center of the south wall and another at the east end of the north wall. Within this dark and smoky room, a dull red glow is visible from a pile of burning incense in the center of the room. Against the west wall stands yet another statue of Amun-Re, his hands forming an altar platform 5 feet above the floor. Prostrate on the ground in front of the statue is the Assistant Holy Cleric.

PLAY: Players immediately see the Assistant Cleric.

ASSISTANT CLERIC: The Assistant Holy Cleric is wearing chainmail armor +2, which will fit perfectly anyone who wears it. He can use these spells at fifth level: bless, detect evil, cause fear, know alignment, spiritual hammer, silence, and bestow curse.

K9. Exit of the Kings:

The north side of this room is 30 feet across, and the room is 20 feet deep to the south. Stairs lead out and upward from the east and west walls. Light falls through an open archway in the center of the north wall.

PLAY: The northern archway leads to the courtyard between the tomb and its surrounding wall. A well-worn path leads straight from this doorway across the intervening 50 feet to the base of the pyramid. Here, a stairway leads to an opening 50 feet up the south face of the pyramid.

SECTION III: The Plundered Tomb

PLUNDERED TOMB PROLOGUE:

BACKGROUND: The entire pyramid radiates magic. Teleport spells going into or out of the pyramid will not work unless the characters that are teleporting have the Star Gem with them. (See the Tomb of Amun-Re room L67) Teleport spells work normally within the pyramid. The entrance from the platform in area L1 is the only way into the pyramid.

PHAROAH 3.5

2004THOR-1

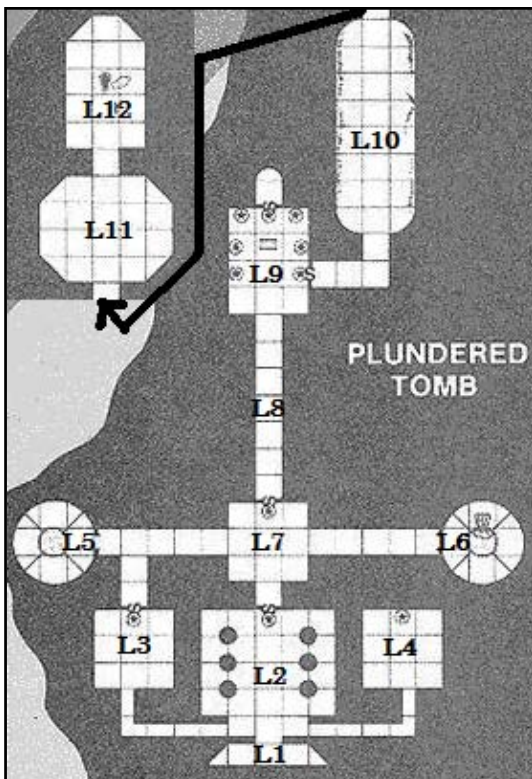
RANDOM ENCOUNTERS: Use the TEMPLE RANDOM ENCOUNTER TABLE in SECTION II.

TEMPLE RANDOM ENCOUNTER TABLE

1. Thune Dervishes (12+2)
2. Thune Dervishes (6)
3. Thune Dervishes (11+1 Sergeant)
4. Bandits (2d6)
5. Giant Rats (2d6+4)
6. Thune Dervishes (6)

PLUNDERED TOMB ENCOUNTERS

Use the PLUNDERED TOMB MAP



The Plundered Tomb
(1 sq = 10 feet, ^N)

L1. Entrance of the Tomb:

A platform and the entrance to the pyramid are at the top of the 50-foot high steps on the south face of the pyramid. The platform is 50 feet across at the front, narrowing to 30 feet at the back wall. There are intricate carvings of animals on the walls of the platform: Two figures stand on either side of the opening in the center of the back wall.

PLAY: Players must pass the Dervishes to get through the entrance. Each has Treasure. The carvings are only decorative.

DERVISH GUARDS: Atfez and Pachi. They react as typical Dervishes.

TREASURE: Atfez holds 22 gp while Pachi has 10 gp and a "pretty stone" which he found: a gem worth 100 gp.

L2. Main Worship Hall:

This is a vast room of cool darkness with a flat ceiling 20 feet high. Support pillars, three on each side, stand 10 feet from the east and west walls. Both the walls and the pillars are of intricate design. Just inside the entrance, at the south end of the side walls, 3-foot wide corridors lead to the east and to the west.

PLAY: This room is roughly 50 feet square. Entering the room far enough to see the north wall (20 feet) will reveal the statue described in Trap/Trick.

Trap/Trick: There is a 20-foot tall statue of Amun-Re in the center of the north wall. The statue is carved from a different stone than the rest of the walls. It is a secret door (search DC 18) leading to room L7.

L3. West Offering Temple:

Before you the corridor opens into a 30-foot square room with 20-foot tall walls rising to a domed ceiling. In the center of the north wall stands a statue of Amun-Re. The walls are covered with old runes.

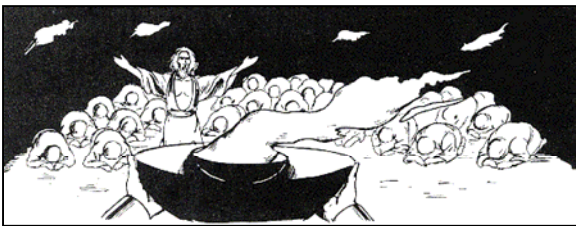
PLAY: The statue is a Trap/Trick and the runes are found in Lore.

Trap/Trick: The statue, of a different stone than the walls, is a secret door that opens up to a 10-foot wide corridor running 20 feet to the north and intersecting the east-west corridor near Area L5. (search DC 18)

LORE: The runes can be read with a DC 20 decipher script check. They read as follows:

It was said throughout the land that from time forth, those who entered the tomb either came forth saying that its riches were already plundered or else never returned at all. That day did the river dry and the rains disappear. The arid sun burned into the land and everything withered from its gaze. The people too dried up and blew away like the grass that withered beneath their feet. All now that remains is I who tend this temple in the hopes that some soul might turn that terrible wrath of Amun-Re. I also sell trinkets to the tradesmen who come, although lately sales have been low. The building of the pyramid was a colossal feat, especially in the bad years the gold piece had been lowered in value so many times that the people began to wonder if there was any future in the gold piece at all. The trade business died away after the first four years and now here I am, holding 12 cases of pyramid statues. Oh, for the days when a priest could earn an honest gold piece.

L4. East Offering Temple



Before you the corridor opens into a well-lit 30-foot square room with 20-foot tall walls capped by a domed ceiling. Torches attached to the walls brightly illuminate the five runes on the walls in the center of the north wall, a 20-foot tall statue of Amun-Re, with arms outstretched, holds an altar bowl of blazing fire near his chest some 15 feet above the floor. A stone staircase leads up to the bowl. The room is filled with prostrate robed figures bowing on the ground toward the idol.

PLAY: The Dervish will be dealt with first. The altar bowl is a Trap/Trick and the runes are found in Lore.

DERVISHES (11): and their Assistant Holy Cleric are bowed down in worship, facing the statue. The Cleric can use these spells at fifth level: protection from evil, purify food and drink, sanctuary, chant, hold person. silence 15-foot radius, and dispel magic.

CHARACTER: If these Thunes react favorably to the party they might tell them that they are here offering alms to this deity for the return of their great leader and his men who disappeared here some 10 days ago. They know that their great leader entered this room after having read something in a white book indicating this was the correct entrance to the rest of the tomb.

Trap/Trick: The flame burns with neither smoke nor heat. Whenever something (or someone) enters the bowl the flames surge around them, blocking them from the sight of others in the room. When the flames die down immediately thereafter, whatever was in the bowl has vanished. The flames do no damage to those who enter them. The bowl is a rather spectacular one-way teleport to room **L13, in KORDAN'S MASTER MAZE**. The Dervishes here believe that this great god has accepted their offerings.

LORE: The runes can be read with a DC 20 decipher script check. They read as follows:

Though there had been much bad talk about Amun-Re, it was generally recognized by the people and priests alike that he was the greatest of the gods in heaven westward. For he alone manifested his power in his own temple. Sacrifices of food and gold were brought daily to lay on the altars before the statues in the small worship temples left and right from the stair entrance to the tomb. It is our priesthood rite that whoever Osiris accepts he will take from the altar. That which he wishes the priests to have, he leaves on the altar. This profited the priests greatly except that all offerings left in the east temple would disappear and never be found again. Several priests upset to see their assets disappearing searched the east temple and they, too, disappeared. The temple became a most holy hallowed spot so that all who wished to give offerings came to that temple only. The priesthood then became unprofitable and our doctrine had to be changed - trade turned to trick.

Offerings were often made, for a passage was always provided between the tomb of the king and his likeness, whereby his spirit might pass into his ordained statue and live within the stone we worship here. Such a passage was always provided for the kings that they might live among us once more.

L5. West Storage Vault:

The 10-foot wide arched corridor opens into a vertical circular shaft 30 feet in diameter with wet, slime-covered walls dropping into the darkness below. A domed ceiling peaks 30 feet above the arched opening. The air is humid.

PLAY: The shaft drops down 120 feet to the surface of murky water below. The water itself is an additional 30 feet deep. The water has special properties as found in Treasure.

TREASURE: The waters of Athis fill the bottom of this shaft. (See Treasure In area L6 below for the benefits of this water.)

L6. East Storage Silo:

The 10-foot wide arched corridor opens into a vertical shaft 30 feet in diameter, its wet and slimy walls dropping down into darkness. A domed ceiling peaks 30 feet above the arched opening. The air is humid here and the thunderous sound of cascading water fills the chamber.

PLAY: The shaft drops 120 feet into turbulent and foaming white water. Fifty feet below the arched entrance, water is gushing from an opening in the north wall at a tremendous rate, falling in the water below, which is an additional 30 feet deep. (See Treasure below for effects of the water.)

TREASURE: These are the waters of Athis. The water will restore 2d8+4 hit points once per day when a character drinks it. It also cures poison and disease, and restores all ability loss. The character's body is then saturated by the healing elements of the water, which take 24 hours to dissipate. The water will not heal the character again for 24 hours.

LORE: It is from the bottom of this silo that the river water of Athis was teleported out to the now-dry fountain pool. This teleport was rerouted back to Athis by the curse of Amun-Re,

but will work again after that curse is broken. The pyramid concentrates cosmic energy to give the water all of the healing properties it has. The water will not have any healing powers outside the pyramid.

L7. Worship Room:

This 30-foot square room is accessed by 10-foot wide arched corridors in the center of the east, south, and west walls. There are no writings on the walls and the ceiling is flat. Against the center of the north wall is a 20-foot tall statue of Amun Re.

Trap/Trick: The statue is of course, a secret stone door.

LORE: The tombs of the kings all had false tombs and this one is no exception. If things have been easy so far, it is because it was intended that way to mislead. Players who have ignored important clues are about to go to a lot of trouble for some broken pottery and a few copper pieces.

L8. Descending Corridor:

A 10-foot wide arched corridor leads down at a 23-degree angle. A musty smell pervades the area and dust covers the floor.

PLAY: This corridor is 70 feet long.

L9. Great Worship Room:

A corridor enters the south side of a large room 30 feet wide east to west and 40 feet deep north to south. The north wall is lined with three statues of Amun-Re. There are also two statues of Amun-Re on each side wall. In the center of the room stands an altar. Side by side impressions of a left and right hand are carved into the front of the altar. On the ceiling and remaining walls, "Amun-Re" is carved over and over in several languages.

PLAY: The center statue on the north wall opens as a secret door to an empty alcove. See Trap/Trick for the use of the altar and opening the southernmost statue on the east wall.

Trap/Trick: All of the statues are cut from a different kind of stone than the surrounding

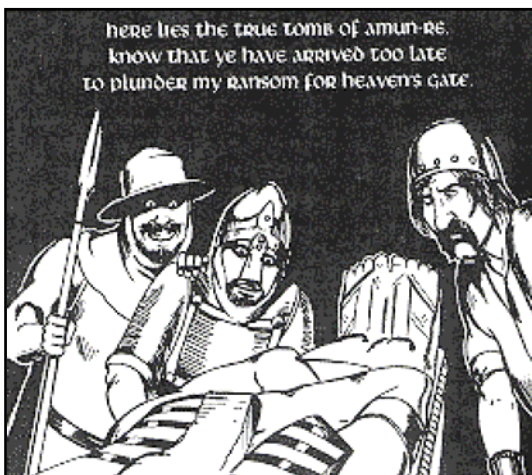
walls. The center statue on the north wall will open into an empty room, 10 feet wide and 20, feet deep. This room once contained a sleeping gas, but the trap was sprung long ago. If a player puts his hands into the altar impressions and says "Amun-Re," the wizard locked statue that is southernmost on the east wall will swing free to reveal a corridor 10 feet wide by 30 feet long that turns to the north to room L10. All of the other statues are cemented to the wall and will not budge.

L10. Grand Hallway:

This hallway slopes down at a 20-degree angle. The plaster from the great frescos that once covered these walls has fallen to rubble on the sloping floor. Axe and hammer marks cover the walls. Dust blankets everything and the air is very dry.

PLAY: This hall is 80 feet long. A broken door will be found at the far north end of the hall

LORE: This hall and the other rooms in the false tomb, were prepared to fool robbers into thinking that they were not the first to arrive and therefore were too late to remove the treasure. The fact of the matter is that the pots, chests and frescos were hacked up by the Higher Priests (before Amun-Re was laid to rest), so that no matter how soon robbers break in, they would always think that someone else had broke in before them.



L11. Treasure Room:

Beyond the broken door is a huge room. The room is 20 tall, rising to a flat ceiling. The words "Treasure Room" are carved into the walls in giant letters and several languages. Scattered about the room are broken pots and chests that have been hewn in half. All are covered with a thick layer of dust.

PLAY: The room is 50 feet wide east to west and 40' long north to south. In the centre of the north wall an arched corridor leads to the north.

L12. Tomb:

This room is 30 feet wide, disappearing into the darkness. In the center of this 20-foot tall room sits the sarcophagus, a large, ornate stone coffin. Its lid is ajar and broken. It contains nothing but dust. In the center of the north wall, ancient writing has been chiseled into the stone.

LORE: The ancient writing can be read on a successful decipher script check with a DC of 16.

Here lies the true tomb of Amun-Re
Know that ye have arrived too late
to plunder my ransom for Heaven's Gate

Kordan's Master Maze

MAZE PROLOGUE:

BACKGROUND: This is the maze level of Amun-Re's tomb. It has impressive magical spells that confuse direction and distance in certain areas. A clear understanding of the function of the maze will be necessary to run this section of the adventure. Take time to study the details of area L14 below.

DIRECTIONS IN THE MAZE: While in the maze, players will not know which way is north, south, east or west.

Give all directional descriptions as: "left" "right" "straight ahead" or "behind". For example, a description of a typical maze might be: "*You enter the end of a 10-foot wide by 30-foot long corridor; with arched exits in the center of the left and right walls*"

PHAROAH 3.5

Not knowing the compass directions, the players will also have to give their directions in terms of "left" and "right".

RANDOM ENCOUNTERS: Check for an encounter every three game turns Roll 1d6. If the result is a 1, an encounter takes place. Roll 1d12 to determine which encounter to use from the MAZE RANDOM ENCOUNTER TABLE below.

MAZE RANDOM ENCOUNTER TABLE

1. Wizard (only once)
2. Minotaur (1)
3. Doppelgangers (d6+2)
4. Thune Dervishes (6)
5. Thune Dervishes (3d6)
6. Minotaurs (1d4+1)
7. Ghouls (2d4+2)
8. Skeletal Knights (2d4+2)
9. Minotaurs (2d6+4)
10. Doppelgangers (d6+2)
11. Thune Dervishes (2d6)
12. Giant Spiders (1d6)

1. Wizard, Halgor: He stumbled in here some time ago looking for magical items. IF THIS WIZARD HAS BEEN ENCOUNTERED BEFORE. IGNORE THIS RESULT AND ROLL AGAIN ON THIS TABLE FOR ANOTHER ENCOUNTER.

3./10. Doppelgangers (d6+2): Roll on the DOPPLEGANGER ENCOUNTER TABLE below to determine their appearance.

DOPPLEGANGER ENCOUNTER TABLE

When Doppelgangers appear in a random encounter, they will take the form of their last victims as a disguise Roll 1d6 on this table to determine the forms of their last victims The Doppelgangers will also be wearing the clothes of their last victims.

1. Fighter Elves in glistening chainmail armor.
2. Dirty and cagey Dwarven knights wise to the ways of the tomb.
3. Pious clerical men on a quest to free the curse.
4. Wizard men come to discover the secrets of Kordan the Archmage (the Doppelgangers will not actually have magical abilities, although they will pretend to possess them.)
5. Jolly Halfling thieves on an outing.

2004THOR-1

6. Haggard Rangers of few words and many actions.

5. Thune Dervishes: These are members of the Thune Leaders party that have become separated.

MAZE ENCOUNTERS

Use the Kordan's Master Maze Map.

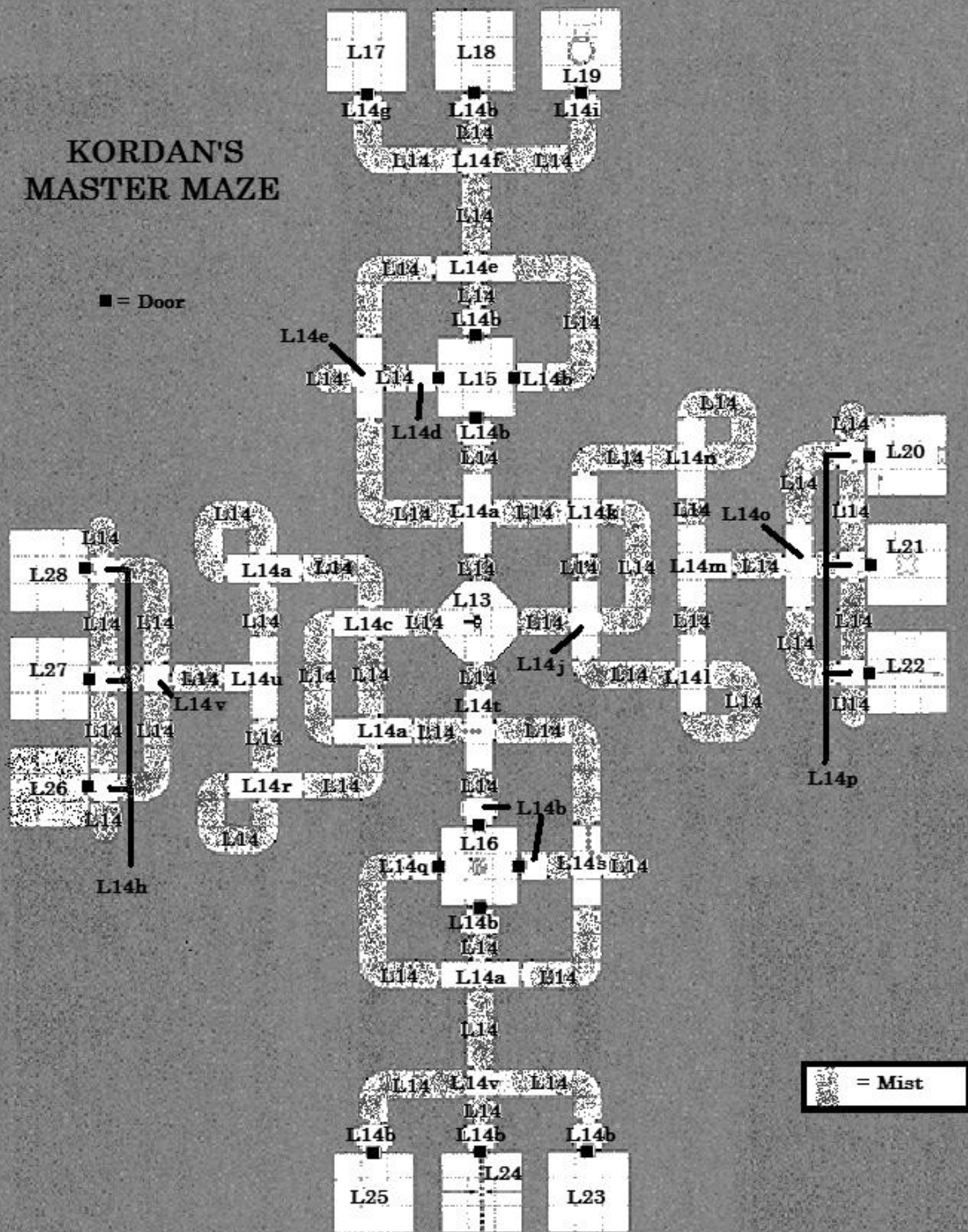
L13. Welcome Room:

You are in an octagonal room 30 feet across. Four 10-foot square wall segments separate four 10-foot wide arched exits. Each wall looks exactly like the other walls, and each exit looks exactly like the other exits. There is a dome ceiling 30 feet above the floor. A skeleton lies in the center of the floor holding a sword in its extended arm above his head. This points toward one of the exits. Each exit is filled with a rust-orange mist that is slightly sulfuric in smell. There is a lever set in each wall and a sign above each lever saying, "Pull Me" in several languages. The levers pull upwards.

PLAY: If the players have just entered this level, they will have teleported in from room L4 in the PLUNDERED TOMB and will not know which direction is north. Player's teleporting in will appear in the center of the room facing in a random direction. The wall levers are Trap/Trick. The skeleton's sword points toward the west exit or the room.

Trap/Trick: If a character lifts the lever up on any of the walls, a powerful magnetic field is set up in the dome, pulling metal up to the dome. Anyone flying up to the dome in their armor will take 1d8 points of damage. The field remains in effect until all of the levers are pulled down. Those stuck to the dome when the field is turned off will naturally, fall 30 feet to the floor, doing 3-18 (3d6) points of damage, unless other precautions have been taken. Those on the ground will take damage from falling objects (and persons), unless they get out of the way.

KORDAN'S MASTER MAZE



L14. Kordan's Master Mists:

Entering the mists, you feel slightly light-headed. Your mind wanders as you walk along. You cannot see anything, even by torch light.

PLAY: While in the mists, the characters cannot see anything. The mists diffuse all light so well that even very bright lights will appear as just bright haze. Also, the characters cannot count and have no sense of distance while in the mists. They cannot judge distances or remember how far they travel. All of the turns in the misted corridors are rounded, so that characters that are feeling their way along the walls will not notice that they have rounded a corner. Darkvision does not work in the mists.

DM- Because of these effects, while the characters are in the maze section, the DM must describe the areas to the players in terms of "left" and "right," rather than the compass points. When the characters step out of the mists, tell them, "*Suddenly the mists separate and your mind instantly clears.*" Each clear section of the maze is detailed below.

L14a:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

L14b:

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other

L14c:

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. Leather sacks lie at the end of the corridor.

TREASURE: The sacks contain 510 gp.

L14d: Frost Warhammer

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other. A hammer lies by the door.

TREASURE: This is a +2 Frost Warhammer

L14e: 20% Breeze N

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. On the floor in the center of the area is a ring that appears to be made of fine silver.

PLAY: There is a base chance of 20% for characters to detect a fresh breeze from the north exit. The ring is explained in Treasure.

TREASURE: The ring is a ring of contrariness. Any character who puts on the ring will never agree with anyone else's ideas or actions and will take the opposite opinion whenever possible. Say left, and he will want to go right; say go, and he will want to stop. He will defend his point of view, even by fighting, but will never harm himself. The ring has the additional magical property of flying (as the third level Magic User fly spell). The ring will not come off until a remove curse spell is cast upon the wearer. Because of the curse, the wearer will resist all attempts to cast a remove curse spell upon him.

L14f: 40% Breeze E

You enter a 10-foot square clear intersection of four archways each filled with swirling rust-colored mists:

PLAY: There is a base chance of 40% for characters to detect a cool, fresh breeze from the east exit.

L14g: Knock Sign

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other. On the door, in common speech is written: "Knock First."

PHAROAH 3.5

LORE: The sign is to alert the bandits inside that there are foolish adventurers about to come in.

L14h:

You are in a 10-foot square clear intersection of archways. Three archways are filled with the rust-colored mists, and a heavy wooden door blocks the fourth.

L14i: Before The Well

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other. A fresh, cool breeze flows out from under the door.

PLAY: The sounds of tumbling torrents of water will be heard if listening at the door is successful. (DC10)

L14j: 10% Carrion S

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

Play: The stench of carrion can be detected from the south exit 10% of the time.

L14k: 10% Carrion N

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

Play: The stench of carrion can be detected from the north exit 10% of the time.

L14l: 20% Carrion N

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. Lying on the floor is the skeleton of a person who seems to have died while pulling a

2004THOR-1

sled with three chests on it. There are two chests on the bottom, with the third on top of them.

PLAY: There is a base 20% chance for characters to detect the stench of carrion from the north exit. The skeleton is harmless. The top chest is Trap/Trick while the bottom two chests are Treasure.

Trap/Trick: When the top chest is opened, it shoots out drug tipped darts from the chest to the 10 feet (2 squares) in front of the chest. The trap's attack bonus is +10. Everyone who is hit must succeed a Fortitude save (DC18) from the poison or be paralyzed for 1 hour. The chest itself now contains only old used socks.

TREASURE: The bottom two chests each contain 500 gp.

L14m: Enduval

The mists part to reveal a T-shaped intersection. Each branch is 10 feet long and disappears into the rust orange mists. Strewn all about are bodies in various states of decay. In the center of the area lies the body of a man on his back with a bright and shining sword sticking through him into the stone floor.

TREASURE: The shining sword is the only usable piece of equipment to be found among the bodies in the room. Anyone specifically looking with care at the sword will notice a word inscribed into the blade near the hilt: "**Enduval**." The sword is a +4 cursed berserking sword which, when first used in combat, will force its user to attack the nearest person to him, friend or foe. The person holding the sword is forced to continue attacking until either his opponent or he is killed. Only an wish spell will rid the player of this device.

L14n: 20% Carrion S

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

PLAY: There is a base chance of 20% for characters to detect the stench of carrion from the south exit.

PHAROAH 3.5

L14o: 20% Carrion W

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists.

PLAY: The stench of carrion can be detected from the west exit 20% of the time.

L14p: 10% Carrion W

You are in a 10-foot square clear intersection of archways. Three archways are filled with the rust-colored mists, and the fourth is blocked by a heavy wooden door.

PLAY: There is a 10% chance of detecting a carrion stench from the west exit.

L14q: Leather Knapsack

You are in a 10-foot square section of clear corridor with the mists filling the archway at one end and a heavy plank door at the other. A leather knapsack lies on the floor next to the door.

TREASURE: Within the knapsack there are two scrolls written by a sixth level wizard, one with a fly spell and the other with a fireball spell. There is also a leather pouch containing 1,000 gp inside the knapsack.

L14r: Ring of Protection +3

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. A bright and glowing ring sits on the floor in the center of the area.

TREASURE: It is a ring of protection +3

L14s: Gold Trail

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. From one end of the area, a ragged trail of gold pieces leads down to the center of

2004THOR-1

the corridor, turns sharply and disappears into the mists.

PLAY: The trail starts at the east end of this clear section of corridor and leads to the north archway, where it ends. There are no coins to be found in the mists. The value of the coins is in Treasure.

TREASURE: The value of the coins is 137 gp.

L14t: Platinum Trail

The mists part to reveal a 10-foot by 30-foot section of clear corridor with mists filling the archways at both ends. Archways lead out from the center of both side walls and are also filled with mists. A trail of platinum pieces starts in the center of the corridor and runs to the far end, into the mists.

PLAY: The trail of platinum starts in the center of the area and leads into the mists of the west exit. The total value of the coins is in Treasure.

TREASURE: The value of the coins is 152 pp.

L14u:

The mists part to reveal a T-shaped intersection. Each branch is 10 feet long and ends in rust-orange mists.

L14v:

You are in a 10-foot square clear intersection of archways, each filled with rust-colored mist.

L15. Grieving Elves:

The door opens to reveal a 30-foot square room with 10-foot walls rising to a flat ceiling. There is a plank door in the center of each wall the walls are smooth, with no markings. Bones litter the floor. Standing about the room, mourning over the bones, are five elves.

DOPPELGANGERS: The figures are not elves but Doppelgangers who have formed themselves into the image of the victims they destroyed, in order to fool and join another group for yet another meal. They will maintain their illusions until it becomes advantageous for them to change. Their main objective is to lead each of

PHAROAH 3.5

2004THOR-1

the party members away one at a time. Destroy him and take his place in the party, using their 90% correct ability to read minds. The Doppelgangers will continue this until the whole party is destroyed or the Doppelgangers themselves are all dead.

CHARACTER: The figures will claim to be grieving elves having just found their long lost brethren. They will also claim to know their way through the maze. The trick, they will claim, is first to send two people through the mists with a rope for the others to follow. They will gladly demonstrate by sending one of themselves and a party member.

L16. Minotaur Lair:

The heavy planked door opens onto a 30-foot square room with 10-foot tall walls rising to a flat ceiling. There is a door in the center of each wall. In the center of the ceiling is a 10-foot diameter hole. This is the bottom of what appears to be a circular shaft. A large pile of straw lies directly under the shaft. Two hulking shapes move toward you.

PLAY: The Minotaur will attack immediately. The Treasure is under the straw. The Trap/Trick is in the shaft.

MINOTAUR: Two Minotaurs will attack, as this is their lair.

TREASURE: There are 4,500 gold pieces scattered about under the hay.

Trap/Trick: The underside of a trap door is found at the top of the shaft, which extends an additional 30 feet above the ceiling of this room. Thieves will roll at +10% to activate the door from this side. The door will swing down, however, and therefore whoever opens it must be out of the way or take 1-4 points damage from the dropping doors. This door leads straight up through the ceiling onto the platform in front of the statue in room L52. See the diagram on page 23.

L17. Knock, knock:

The door opens to reveal a 30-foot square room with 30-foot vertical walls capped by a domed ceiling. There are several dark human forms in the room.

PLAY: If the players have knocked on the door previous to opening it, the Monsters inside will be prepared for their entry. Otherwise roll for surprise as normal.

BANDITS: Sweaty and dirty, nine Bandits are resting.

CHARACTER: These fellows were searching for the treasure, but now are only interested in finding their way out. They will join the party if the way out is offered to them. If they get one look at any treasure worth 500 gp or more, they will attack the party.

L18. Trap Room:

This is a 30-foot square room; with 30-foot vertical walls capped by a domed ceiling in the center of the room there is a chest.

TRAPPER: The chest is not real, but is a part or a creature set to lure the party toward it. A Trapper (AC 3; MV 3"; HD 12; hp 44; #AT 1; Dmg 4+AC of victim; AL N) is hiding in the room. Victims caught in the Trapper may not attack it and will suffocate within six rounds. Characters can distinguish Trappers from the floor only 50% of the time. This Trapper is hungry and will attack the first person that walks onto its surface.

L19. Well of Questions:

You enter a 30-foot square room with 30-foot tall vertical walls rising to a flat ceiling. There is a platform directly across the room from the door in the center of the floor. A circular well 10 feet in diameter surges with clear water. The water rushes at an enormous rate from the well into a 3-foot wide by 3-foot deep channel in the floor. This channel runs swiftly into a 3-foot diameter circular opening under the platform. A large figure lies prone upon the platform, its deep brown eyes glaring at you.

PLAY: The players will encounter the Monster first who will be fairly friendly. Players falling into the fast running stream under the platform will encounter Trap/Trick #1 and those examining the well will encounter Trap/Trick #2. The water is the water of Athis. (See THE PLUNDERED TOMB, room L6 for details about the water.)

PHAROAH 3.5

2004THOR-1

ANDROSPHINX: Lying on the platform that will make no aggressive move to wary the party at first.

CHARACTER: The sphinx will ask the party just what they are doing here. Then he will offer to answer any ONE question they have about the tomb if the party will answer one of his questions. If however, the characters cannot answer correctly, he will attempt to eat them. There are many questions the sphinx could ask, including the original sphinx question:

"What walks on four legs in the morning two at midday, and three in the evening?"

A. The answer to that is man, because as a baby he crawls on his hands and knees, later he walks on two feet, and as an old man he walks with a cane. You can also try this one:

All of the people who live in the west side of Bindon lie all of the time; all of the people who live on the east side of Bindon tell the truth all of the time. Yet during the day, both types of people traffic on both sides of the town and it is physically impossible to tell the west-siders from the east-siders. If you get lost in Bindon, what one question could you ask that would tell you correctly which side of town you were on?"

A. The question to ask is: "Do you live here?" If you are on the east side, the answer will always be "yes", regardless of who you ask; the opposite will be true if you are on the west side of town.

The sphinx believes that only people who should know the answer to this riddle should be here. A wrong answer provokes the sphinx to attack immediately. There is a base 30% chance minus the charisma of the asking person that the Androsphinx will lie. In any event, he only knows about the maze and the entrances to the next level up. He knows that the only way out of the tomb from this level is down the water chute (see Trap/Trick #1) but that way is unsafe. He knows nothing about the rest of the tomb's interior.

Trap/Trick #1: Anyone falling into the fast water trough will be swept into the duct opening under the sphinx, which ultimately empties into the silo in the PLUNDERED TOMB, room L6. Anyone making this trip must make a constitution check and drown if they fail.

Trap/Trick #2: The well appears to be 10 feet in diameter. Looking into the well, a character would see a 10-foot diameter underwater tunnel that enters the well from the east side. Water flows into the well through this tunnel. Though the volume of water is high, the well's large size makes the current slow and swimmable - although not in full plate armor, of course armor check penalties apply. Remember that no one takes a torch underwater with much success. The water tunnel leads to room L29 in the HALLS OF UPPER PRIESTHOOD. See the illustration for a cross section of the well and underwater tunnel.

L20. Javelin:

A 30-foot square room is open before you with 30-foot tall walls capped by a domed ceiling. On the far side of the room is a chest openly displaying hundreds of platinum pieces. Along the left-hand wall there are four skeletons pinned by steel spears. A 3-foot wide ledge runs around the base of the dome.

PLAY: The Trap/Trick must be overcome before getting the Treasure. There is a concealed door leading from the ledge to Room L53a in the HALLS OF UPPER PRIESTHOOD.

TREASURE: The chest contains 800 pp within a Bag of Holding, type II.

Trap/Trick: The south wall is honeycombed with 1-inch holes. Each of these contains a spear with a charge of compressed air held in place by a spell. The spells were cast so that anything that passes in front of the holes will release the spears. The spears have a base +12 attack bonus chance of hitting a character passing before them. If hit by a spear, the force of the impact will pin a character to the opposite wall, doing an initial 1d10 points of damage with an additional 1d4 points for each round the character is hung on the wall. Pinned characters may not free themselves but may be freed by others successfully passing a Str check DC 15. There are a total of 50 such spears in the wall.

L21. X-room:

You enter a 30-foot square room with 30-foot tall walls rising to a domed ceiling. A giant "X" is carved into the floor in the center of the room. There is a 3-foot wide ledge that runs around the base of the dome.

PHAROAH 3.5

2004THOR-1

PLAY: Standing on the "X" triggers the Trap/Trick. There is a concealed door leading from the ledge to room L53b in the HALLS OF UPPER PRIESTHOOD.

Trap/Trick: Any weight in excess of 40 pounds (400 gp weight) on the "X" will release a 10-foot square by 5-foot tall stone box from the ceiling dome directly overhead. Anyone within 10 feet of the center of the "X" must make a Ref save DC 20 or take 3d8 points of damage from the crashing box. The stone box is empty.

L22. Pendulum:

Before you is a 30-foot square room with 30-foot tall walls rising to a domed ceiling. You see the edge of a scything blade hanging motionless from a pendulum pole in the room. The blade has been pulled back and tied to the wall facing the doorway. There is a 3-foot wide ledge running around the base of the dome.

PLAY: If the rope holding the Pendulum is cut or untied, the blade will swing out towards the door, and then back again, and back and forth. Each swing will be slightly shorter until after five rounds, when it will come to a complete stop in the center of the room. Anyone standing directly in line with the door when the blade is swinging must make a reflex save DC 18 or take 2d10 points of damage. A concealed door leads from the ledge to room L53e in the HALLS OF UPPER PRIESTHOOD.

L23. Dervish Explorers:

The door opens to reveal a 30-foot square room with 30-foot walls rising to a domed ceiling. Thune Dervishes are lying about the room, tending their wounds. In the corner, 3 others lie in awkward shapes, apparently recently slain.

PLAY: This is the leader that the Dervishes had lost. The Thunes will jump up as if to attack when the characters first enter the room. If the characters attack the Dervishes, they will fight. If the characters do not attack, the Thunes will be glad to see them and will join the party if asked. Note that they still react as Thune Dervishes and will go on Bloodquest the moment they see this tomb defiled in any way.

L24. Robber Press:

The door opens easily into a 30-foot square room with 30-foot walls capped by a 40-foot domed ceiling. The door stays open, seemingly on its own. The room is empty.

Trap/Trick: If anything over 40 pounds (400 gp weight) enters the room more than 10 feet, the door will slam shut and latch and the walls on the east and west will begin to close in. These walls are an irresistible force and take one round to come to striking distance. At that point, anyone caught between the walls will be unable to move and will sustain 2d10 points of damage per round they are caught. The walls remain together for three rounds and then move back. When the walls have moved back, the door will open easily again. At any time the Door may be thrashed by a strength check DC 20, allowing exit.

L25. Old Trap Room:

A 30-foot square room lies before you with 30-foot tall walls capped by a domed ceiling. The room is empty.

L26. Pole Forest:

This is a room full of spears thrust from the floor to the top of the domed ceiling. From the door, you can see the skeletal remains of a dwarf in banded armor stuck fast to the domed ceiling. Even his carrying bag is stuck clear through by one of the shafts. The shafts are 1 1/2 inches in diameter and spaced about six inches apart. Through the spears, the glint of jewels can be seen some 15 feet away on the floor, apparently spilled from the carrying bag overhead. The room is 30 feet square with 30-foot high walls capped by a domed ceiling. There is a 3-foot wide ledge that runs around the base of the dome.

PLAY: The characters must spend 2-8 turns hacking their way to where the Treasure is. This will be a noisy process, requiring a roll for attracting a wandering monster every game turn that the party continues cutting or sawing the poles. Burning the poles will cause a great amount of smoke for 1-6 turns. During this time, the players must leave the area or suffer 1-4 points of damage each turn. The smoke will also require a roll for attracting a wandering monster.

every turn for 1-6 turns. If the players manage to make their way onto the ledge at the base of the dome, they might find the concealed door to room L53d in the HALLS OF UPPER PRIESTHOOD

TREASURE: Spilled amid the poles here are several worthless gems and five diamonds worth 1.000 gp each.

L27. Extra Trap Room:

You enter a 30-foot square room with 30-foot high walls capped by a domed ceiling. There is a 3-foot wide ledge running around the base of the dome.

PLAY: There is a concealed door that leads from the ledge to room L53a in the HALLS OF UPPER PRIESTHOOD.

L28. Loose Ceiling:

You enter a 30-foot square room with a rough domed ceiling above 30-foot walls. There is a 3-foot wide ledge running around the base of the dome.

PLAY: Characters entering the room will be attacked by a Lurker. A concealed door leads from the ledge to room L53f in the HALLS OF UPPER PRIESTHOOD.

LURKER: A Lurker Above will attack the first living thing that enters the room. It lives in the domed ceiling that covers the room.

HALLS OF THE UPPER PRIESTHOOD

PRIEST HOOD HALLS PROLOGUE:

BACKGROUND: These HALLS OF THE UPPER PRIESTHOOD were to be the final residence of Amun-Re's higher priests. These priests were to be sealed into the pyramid after bringing Amun-Re to his final resting place. The priests would then live out the remainder of their lives in these halls. To get into the HALLS, the characters must either have come through a secret door from KORDAN'S MASTER MAZE (in rooms L 16, 20, 21, 22, 26, 27, 28) or through the water passage in room L19.

There are compass roses at all of the entrances to this level. This will allow the DM and players to use the more convenient "north" "south" "east" and "west" as directions.

The waterfall, pool and aqueduct stream all contain waters of Athis. The water will restore 2d8+4 hit points once per day when a character drinks it. It also cures poison and disease, and restores all ability loss. The character's body is then saturated by the healing elements of the water, which take 24 hours to dissipate. The water will not heal the character again for 24 hours.

RANDOM ENCOUNTERS: While in the HALLS OF UPPER PRIESTHOOD, check for random encounters once every three game turns. A roll of 1 on 1d6 Indicates that an encounter takes place. If an encounter is indicated, roll 1d12 to determine which encounter to use from the RANDOM ENCOUNTER TABLE below.

HALL OF THE UPPER PRIESTHOOD RANDOM ENCOUNTER TABLE

1. Ghouls (2d6+1)
2. Wraith (1)
3. Skeletal Knight (2d6)
4. Wight (1)
5. Shadows (1d4)
6. Giant Spider (1d3)
7. Ghouls (2d4+2)
8. Bandits (2d4+2)
9. Ghast (1) and Ghouls (1d4)
10. Thune Dervish (2 Ftr6, 1 Sor6, and 1 Clr6)
11. Wraiths (1d3)
12. Wights (1d3)

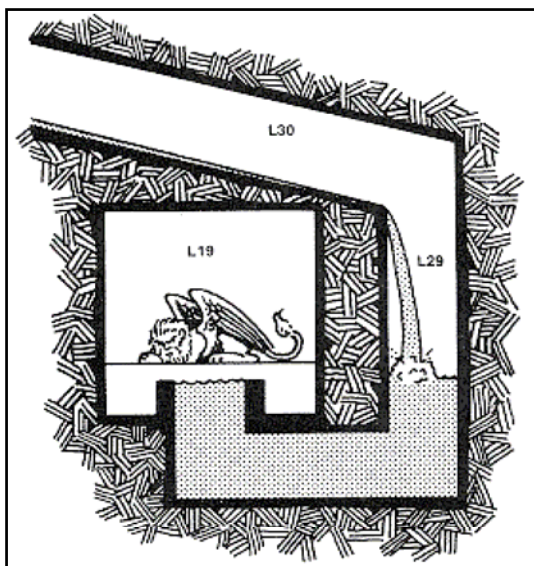
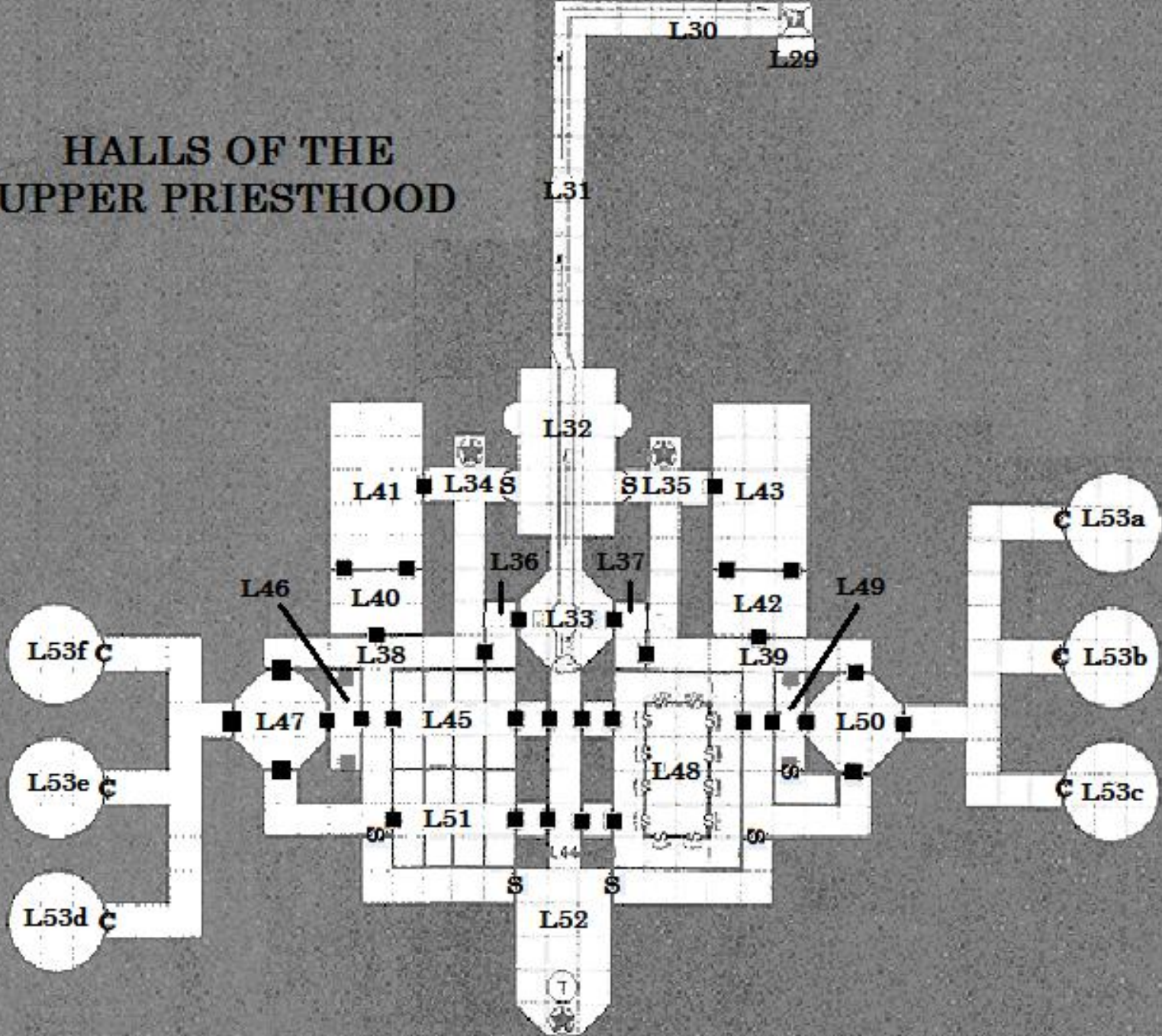
PRIESTHOOD HALLS ENCOUNTERS

Use the HALLS OF THE UPPER PRIESTHOOD MAP.

L29. Waterway:

Note: If the characters are entering this area from the underwater tunnel from the Sphinx room (room L19 in KORDAN'S MASTER MAZE), read the first boxed description to the players. If they enter this area from the hall (area L30), use the second boxed description.

HALLS OF THE UPPER PRIESTHOOD



You surface in a tumbling, turbulent pool of water. Damp darkness filled with a thunderous roar surrounds you, as a waterfall pours down into the pool. You are in a 10-foot square shaft that rises 40 feet from the surface of the water. The water in the pool is 10 feet deep. The water falls from a 10-foot wide archway that is set in near the top of one side of the shaft. A dim light shines through the archway. The walls of the shaft are covered with slimy green moss

PHAROAH 3.5

The corridor suddenly ends. The water falls over the end of the corridor through an archway into a murky pool at the bottom of a 10-foot square shaft. It is 30 feet to the surface of the pool below. Slimy green moss covers the walls of the shaft.

PLAY: See the illustration above for a cross-section of this area and the underwater tunnel connection to room L19. Though the volume of water is great. The tunnel's large size makes the current in the tunnel slow and swimmable—although probably not in plate armor, armor check penalties apply, of course. The moss is harmless. Hand and foot holds are easily found in the jagged stone walls.

L30. Entry:

This is a 10-foot wide arched corridor with a compass rose clearly carved into the floor. There is a 4-foot wide aqueduct carrying rushing water at a tremendous rate from the west to the east down the length of the corridor. There is a 6-foot wide walkway next to the aqueduct, on the south side of the hall. A light shines from around a southern turn at the west end of the corridor. The water in the aqueduct surges high up the walls as it turns the corner from the south. The corridor ends at the east, disappearing into a dark archway. The corridor is 70 feet long.

L31. The Long Hall:

This is a 10-foot wide corridor with a 6-foot wide walkway beside a 4-foot wide aqueduct. The whole corridor rises up at a 20-degree angle from north to south. The entire length of this 100-foot long corridor is lit by bright light streaming in from a room at the southern end of the corridor.

L32. Garden Hall:

Before you is a brilliantly lit hall 30 feet wide and 50 feet long. A rapidly moving stream runs from the southern 10-foot wide entrance to a matching entrance in the northern wall. The domed ceiling, 30 feet above, glows brightly and gives life to the lush tropical growth that chokes both sides of the river and nearly blocks out the view of the side walls. On each side of the river, nearly hidden by the ferns, flowers and palm

2004THOR-1

trees, there is a bronze bowl of enormous size, 4 feet tall and 6 feet across. The bowls appear to be filled with leafy apples, pears, oranges, mangos and the like.

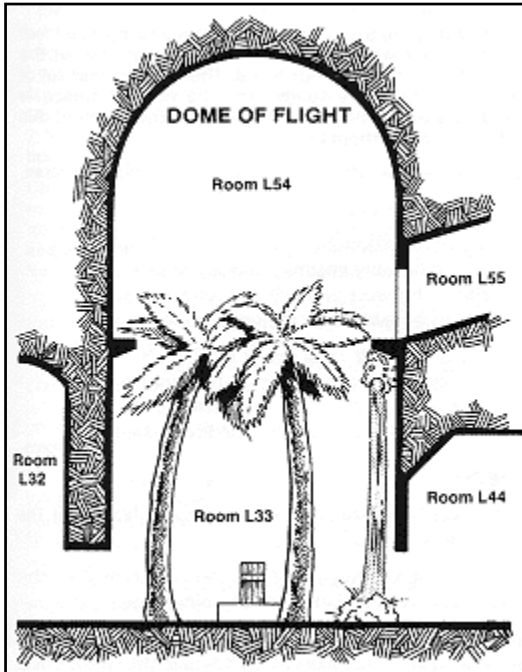
PLAY: Players investigating the bowls will encounter the Monster. Players looking for the side walls may encounter the Trap/Trick.

FRUITYFLIES: As the party approaches the bowls, the fruits will spread their leafy wings and, in a green flurry, take flight in all directions around the room. They are 50 Fruityflies, which will fly to the tops of the palm trees until the danger is passed. Anyone who eats a Fruityfly (they taste just like the sweetest fruit of their apparent type) will gain +2 strength and +2 dexterity for one hour. Additional fruit will not grant further bonuses or duration of the effect. If the characters eat another Fruityfly after one hour, they will again gain +2 strength and +2 dexterity for one hour. Fruityflies rot within minutes of being exposed to bright sunlight for even a moment. Fruityflies can be caught or shot down with missile weapons (AC18, 1hp). They are inoffensive creatures and never attack. They last one week out of sunlight.

Trap/Trick: Hidden against the walls by the foliage are 10-foot deep alcoves, two each on the west and east walls. There is a secret door in the southern alcove on the west wall to area L34. A similar secret door in the east wall leads to area L35.

L33. Dome of Flight:

An octagonal room, 30 feet across lies before you, rising 55 feet to a brilliantly lit domed ceiling. A large waterfall cascades down the south side of the room from the mouth of a gigantic carved lion's head. The water splashes down into a large pool and empties into a stream that flows through the north entrance. A ledge runs around the base of the domed ceiling, 30 feet up. Four palm trees are in the room, with pineapples growing from their leafy tops. There are identical granite altars on the east and west sides of the pool. Each altar has the impressions of a right and a left hand carved into its top. There is a gold-engraved rune on each face of the altars. Wooden doorways, banded with bronze, lead from the east and west walls.



PLAY: The trees are described in TREES?!. Either altar activates the Trap/Trick, a complex magical sequence. There is a 3-foot wide ledge running around the base of the dome 30 feet overhead. This dome-ledge is room L54 in THE GAUNTLET. An exit hidden behind the waterfall leads to area L44. See the diagram above.

TREES?! The trees are grenade palms, and are 33 feet tall. These trees bare fruit that look like pineapples. If anyone walks within 5 feet of the trunk of any tree, there is a 20% chance that the vibrations of his movements will loosen one of the pineapples overhead. There is a base 95% chance that the grenade fruit will explode when it hits the ground, doing 2d8 points of damage to those within the 10-foot range of the explosion. If the fruit is caught, the chance of explosion is reduced to 40%. The grenade fruit may be picked and carried to be used later, although there is always a 10% base chance that the grenade fruit will explode whenever the character carrying them falls or otherwise bumps the fruit accidentally. The fruit has evolved exploding as a way of scattering its own seeds far enough away from itself to insure a sufficient distance between the trees.

Trap/Trick: There is a base 50% chance of reading the runes correctly as:

Turnin Logra Regra Neg

Each word has a specific effect described below.

Turnin (turn on): Anyone putting their hands into the Impressions and saying *turnin*, will cause the hand impressions to glow and will start the magical process. Only after this is done will the other words have any effect. Once the process is turned on, anyone within the room who says one of the other words will cause its effects to take place.

Logra (low gravity): This will only work if the altar has been activated (see *turnin* above). This will cause a low gravity field to fill this entire room. Gravity will then be one-tenth normal until the altar is turned off (see *neg* below). Characters will feel buoyant and be able to jump 21-30 (1d10+20) feet. The waterfall will continue to fall, but at a much slower rate than before.

Regra (reverse gravity): This will only work if the altar has been turned on (see *turnin* above). This causes a reverse gravity field to fill the room. Characters and any loose objects will fall upwards as though the room was suddenly turned upside down. If the *Logra* command is used before *Regra*, characters will float safely up into the dome. If the *Logra* command is not used first, all characters must make a Reflex save DC20 or take 5d6 points of damage from falling. The waterfall will start to flow into the dome, forming a pond and exposing an archway that was hidden behind the waterfall.

Neg (negate): This cancels any of the effects caused by the *Logra* and/or *Regra* commands. The magical process is turned off and the hand impressions on the altars stop glowing. The words *logra* and *regra* will have no effect until one of the altars is turned on again with a *turnin* command. As gravity suddenly goes back to normal, the water and anything else that is in the dome will come crashing down. Characters in the dome when the process is turned off must make a Reflex save DC20 or take 5d6 points of damage from falling.

LORE: This strange system was used as a sort of hoist. When the pharaoh's body was brought in its heavy sarcophagus, this magical process was used to lift it up to room L54 in THE GAUNTLET.

L34. West Hall Intersection:

You enter an intersection of 10-foot wide arched hallways. A 10-foot deep alcove with a carved stone statue in it lies to the north. The statue is of a woman with the head of a cat. There is a stone door 10 feet away, to the east. To the west, there is a wooden door, also 10 feet away. A corridor runs to the south.

TREASURE: The statue, standing on a pedestal, is heavy but worthless. The pedestal is hollow plaster and contains 1,500 gp. The corridor to the south is 50 feet long.

L35. East Hall Intersection:

You enter an intersection of 10-foot wide arched hallways. To the north, there is a 10-foot deep alcove with a carved stone statue in it. The statue is of a man with the head of a gull. There is a stone door 10 feet away to the west. To the east, there is a wooden door, also 10 feet away. A corridor runs to the south into darkness.

L36. West Door:

This is a 20-foot long section of hallway that runs north to south. A wooden door leads from the north end of the east wall. Another wooden door leads from the south end of the west wall. There are four leather sacks on the floor.

TREASURE: Each sack contains 400 gp, a total of 1,600 gp.

L37. East Door:

This is a 20-foot long section of hallway that runs north to south. A wooden door leads from the north end of the west wall. Another wooden door leads from the south end of the east wall.

L38. West Hall:

A 10-foot wide arched corridor runs east to west. In the exact center of the hall, two dark figures stand hunched over in robes, blocking the passage. A wooden door leads out of the corridor to the north of the figures. Another hallway opens to the south of the figures.

PLAY: This hall is 70 feet long. The Monsters must be fought for the Treasure.

WRAITHS: Two wraiths are bent over something in the middle of the corridor.

TREASURE: They are bending over a canvas bag containing 500 pp.

L39. East Hall:

A 10-foot wide arched corridor runs east to west. A wooden door leads out of the corridor in the center of the north wall. Another hallway leads off to the south from the center of the south wall.

PLAY: This hall is 70 feet long

L40. Mar-keshel (West Kitchen):

This is a room, 30 feet wide east to west, and 20 feet deep north to south. The walls are 10 feet tall, and the ceiling is flat. In the center of the room, a heavy wooden block stands with a cleaving knife stuck in to it. Large copper kettles hang on the walls. A door leads from each end of the north wall. A single door is set in the center of the south wall.

L41. Mar-keshinel (West Pantry):

This room is 30 feet wide and the 30-foot high ceiling is dome-shaped. The great frescos that once covered the walls have collapsed leaving the bare stonework of the walls. Paintings of harvest grains and cattle are visible on a few of the larger fresco pieces. The walls are cracked. A wooden door is set in each end of the south wall.

PLAY: This room is 50 feet in length north to south.

L42. Mar-keshtah (East Kitchen):

This is a room 30 feet wide east to west, and 20 feet deep north to south. The walls are 10 feet tall and the ceiling is flat. A dwarf skeleton with a cleaver through its chest is lying on a large wooden table in the center of the room. A wooden door leads from each end of the north wall. A single wooden door is set in the center of the south wall.

L43. Mar-keshintah (East Pantry):

This room is 30 feet wide, and its 30-foot tall ceiling is dome-shaped. Piles of plaster line the walls where the frescos have been shattered, but there are no readable pieces left. Empty flour sacks litter the floor everywhere. The dome is cracked wide in several places at the north end. A wooden door is set into each end of the south wall. There is another wooden door in the center of the west wall.

PLAY: Any character that looks closely at the cracks in the dome will see a rough-hewn tunnel rising upward from one of the larger cracks. This tunnel winds its way to room L64 in THE GAUNTLET.

L44. March of the True Faith:

You enter a 10-foot wide passage that is 20 feet tall. Writings cover the walls and ceilings. There are two verses on the ceiling, and another eight on the walls.

PLAY: The runes are explained in Lore. The passage is 60 feet long. There is a wooden plank door on either side of the passage, 10 feet from the north end. There is a similar set of doors 10 feet from the south end. The north entrance is blocked by a thundering waterfall. The southern end of this corridor opens into a room L52.

LORE: There is a chance of understanding each verse with a decipher script check DC 15, with each success the DC is lessened by 1.

Ceiling Verses:

Above our thoughts / now master sleeps
 In dreamy realms / and sky so deep
 The high priest worked / a wonder great
 And sealed him up / unto his fate
 Great Munafik / the priest most high
 Studies his tomes / that he might ply
 That water path / where all the great
 Leave death behind / and loose their fate

Wall Verses:

-Munafik was high priest of Amun-Re and leader of his rites and religion.
 -Munafik, priest, was keeper of the tomes of Terbakar, the greatest library in all lands of the golden age.

- Munafik searched, too, for life eternal and some say that he sought to rob the pharaohs of their right to that life.
- But through his study of all the books of secret lore, he only sought to serve.
- In truth, Munafik's search was rewarded, for the books showed him the way of eternal life here.
- Now, terrible and great in his power, he acts as the voice of Amun-Re to us.
- He cannot die, for his life lies elsewhere.
- Munafik now is second only to Osiris himself, and he has claim on the rule of Amun-Re.

DM Note: A priest who served Munafik wrote these verses long ago. Although written to please Munafik, they also tell of his evil designs. Munafik read old and wicked books to prolong his life, but the books turned him undead. In his quest to prolong the lives of the priests, he turned them into wights and wraiths. Finally, he magically placed his heart into a special jar so that he would be protected from all harm.

L45. Priesthood Cells:

You are in a 40-foot long corridor with a wooden door at each end of the corridor. Ancient, rotting black drapes hide the entrance to four rooms on each side of the corridor.

PLAY: Each cell-room is 10 feet square, and full of dirt and broken cots, nothing else.

L46. Priest Closet:

Two large sarcophagi stand facing each other across the path between two doors. Their features seem dark and blurred by time.

PLAY: The sarcophagi are empty.

L47. West Cell of the High Priest:

This is an octagonal room, 30 feet across. There is a wooden plank door in the center of the north, south, east and west walls. The din of battle rises from this room. A single bright figure is valiantly swinging a flashing sword at eight dark robed figures encircling it.

PHAROAH 3.5

2004THOR-1

PALADIN: A female Celestial Paladin, *Terra Goldheart*, needs rescue from 8 Shadows.

CHARACTER: The paladin will gladly join any party that has no evilly aligned people. She does not know the way out of the tomb. She entered here at the command of a desert spirit who begged her to plunder his tomb for him while she was on quest for a magic amulet. She knows the following:

"Since the lands dried up, none of the faithful were left to bring food or offerings to the temple. Soon the stored foods were gone and the priests turned to their High Priest for the answer. He taught them the dark arts, telling them that it was the way to eternal life. It turned out, however, only to be the way to eternal undeath. The priests soon turned into wraiths, wights, ghouls, and shadows feeding on the hapless adventurers that entered the tomb."

The paladin had managed to corner the High Priest by a waterfall not far from here. Though she made a good solid hit with her sword, it passed right through him.

He laughed and said, *"Fool! My life is too precious a thing to carry it with me!"* He then uttered a few words and flew through the air, disappearing into the dome above.

She does know the way to the waterfall (room L33) from here.

L48. Priest Catacombs:

A huge room expands into the darkness before you. A giant block of black stone sits in the center of the room. It is covered with upright sarcophagi. The faces that were carved into the coffin lids have been gouged out by deep claw marks. Four wooden doors lead into this room, two on the east wall, and two on the west wall. Each door is 10 feet from the nearest corner.

PLAY: This room is 60 feet long north to south and 40 feet wide east to west. The stone block is 20 feet wide by 40 feet long. There are 12 sarcophagi lining its walls. There are two on both the north and south ends and four on either side. Each sarcophagus opens into the hollow center of the block where the Monsters live. They will attack as soon as any sarcophagus lid is opened.

GHOULS and a GHAST: Six Ghouls all leap from their tomb. They will attack at the first sign of anything, or anyone, to eat.

L49. Priest Closet:

This is 10-foot wide, 20-foot long room. There is a sarcophagus at each end of the room, facing the center of the room. Their features seem dark and terrible. Two wooden doors face each other from the centers of the east and west walls.

PLAY: The southern sarcophagus conceals a secret door that leads to a 10-foot wide by 20-foot long dead end. The other one contains a skeleton that will fall out of the sarcophagus when it is opened.

L50. East High Priest's Cell:

This is an octagonal room, 30 feet across. There is a wooden plank door in the center of the north, south, east and west walls. Three robed figures are squatting in a circle muttering to themselves in the center of the room.

PLAY: The Monsters are blocking the characters from seeing the Treasure.

WRAITHS: Three Wraiths are surrounding an object on the floor.

TREASURE: Lying on the floor in the midst of the wraiths is a sword that shines and hums softly. It is *Bar-ethel* (True Death) +1 longsword that is +4 against undead.

L51. Priesthood Cells:

You are in a 40-foot long corridor with a wooden door at each end. Ancient, rotting black drapes hide the entrances to four rooms on each side of the corridor. There are two small vials in the center of the corridor.

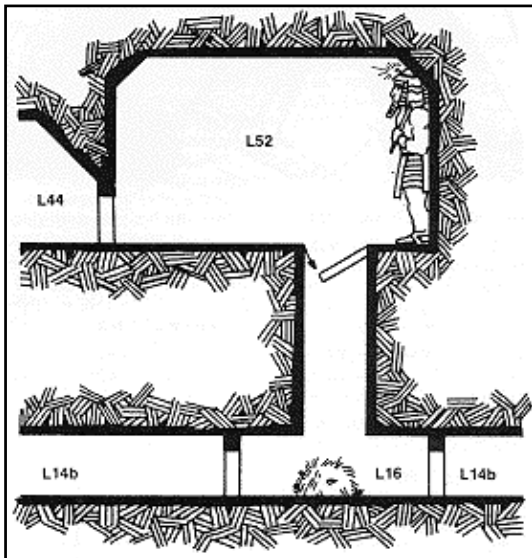
PLAY: Each cell-room is 10 feet square and full of dust and broken cots, nothing else. The vials are Treasure.

TREASURE: The vials have labels on them that read, "Wight." They are potions of undead control against wights.

L52. Prayer Temple of the Priesthood:

A vast room extends all about you. The 30-foot tall room measures 30 feet wide east to west. A corridor enters the center of the north wall. Old worn prayer rugs, their patterns faded and the cloth moth-eaten, are neatly placed about the room. In the center of the south wall is a 30-foot tall statue of Amun-Re, a giant gemstone glimmering from his forehead. A compass rose is carved into the floor in front of the statue, clearly pointing out the direction of north.

PLAY: In front of the statue is Trap/Trick #1 (see the diagram below). The gem-stone is fixed with Trap/Trick #2 and is described in Treasure. There are secret doors at the north ends of the east and west walls.



Trap/Trick #1: just in front of the statue. there is a trap door that opens suddenly into a 10-foot diameter shaft falling 30 feet straight down The shaft opens into a room with an additional 10-foot drop Into a haystack on the floor Falling characters take d10 points of damage from the fall and find themselves in room L16 in KORDAN'S MASTER MAZE.

Trap/Trick #2: If the gemstone is taken from its place, the statue will make a horrendous noise like a foghorn until the gem is put back If the statue receives 50 points of damage, the noise will stop. Roll for random encounters every round that the statue is making noise.

TREASURE: The gemstone is glass and only worth 1 cp.

L53. Observation Domes:

The concealed door is set into a 30-foot wide dome with a 3-foot wide walkway running around its base.

PLAY: Dark, dusty corridors and concealed doors lead to these domes. There is a compass rose carved into the floor in front of each door, clearly giving the direction of north. These domes open over the trap rooms of KORDAN'S MASTER MAZE:

- Dome L53a opens over room L20
- Dome L53b opens over room L21
- Dome L53c opens over room L22
- Dome L53d opens over room L26
- Dome L53e opens over room L27
- Dome L53f opens over room L28

LORE: These domes were used by the priests to pass the idle hours by watching the deaths of grave robbers.

RUNNING THE GAUNTLET

GAUNTLET PROLOGUE:

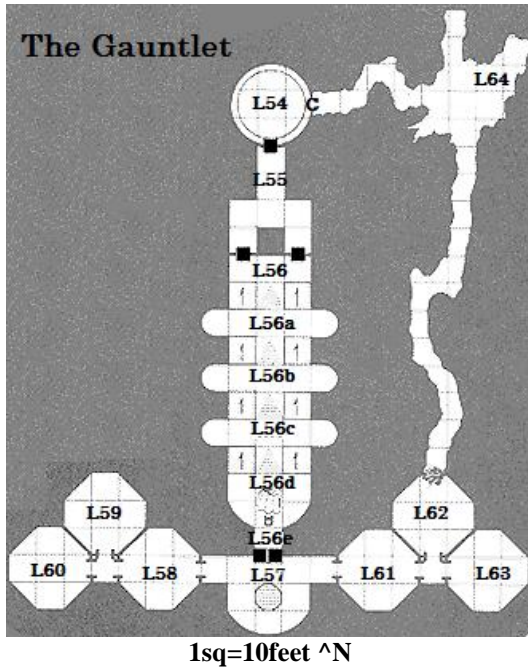
BACKGROUND: The water column and rapids in this section contain waters or Athis.

RANDOM ENCOUNTERS: Run random encounters in the GAUNTLET with the RANDOM ENCOUNTER TABLE for the HALLS OF THE UPPER PRIESTHOOD.



GAUNTLET ENCOUNTERS

Use the GAUNTLET MAP below.



L54. High Dome:

Water gushes from the mouth of a gigantic carved lion's head just beneath the 3-foot wide ledge that runs around the base of the dome. The water falls 30 feet down into an octagonal garden room. Palm trees with pineapples hanging from their leafy tops grow up toward the dome from around the pool below. There is a door in the south wall directly above the lion's head. Faint, but steady rapping noises can be heard from behind a large cut stone in the wall on the east side of the dome. The rapping is in series of threes. The tops of the palm trees are easily reached from this walkway, their pineapples easily picked.

PLAY: This dome-room overlooks the Dome of Flight garden (room L33 in the HALLS OF UPPER PRIESTHOOD). Characters enter this area by using the Trap/Trick in room L33. Characters who tap on the large cut stone will always be answered with like taps from the other side. The stone is 4 feet square by 2 feet deep and is easily pulled aside. Only if the stone is moved is the Monster encountered.

PRIT THE GNOME: When the stone is moved, Prit, Gnome Sor10 AL CN will appear, a squirrely little gnome with a spoon in his hand. He speaks with a lisp.

CHARACTER: Prit has been happily busy, tunneling through these ruins with his spoon for many years, and will tell you that down the rough-hewn corridor behind him there is a small statue with a big treasure. He is rather simple-minded and knows little more than the unsung history of spoons in architecture.

L55. Entry Corridor:

A 20-foot long corridor runs south from a door and up at a 25 degree angle. There the corridor splits into two 20-foot long corridors 10 feet apart. Both of these corridors end in heavy wooden plank doors with bronze bands. There is writing carved in glowing gold letters into each of the doors.

LORE: Decipher script DC 18. Both doors carry the same runes, which read:

Beyond these doors lie the tests of the pharaoh. Turn now from this doom of power and evil from a heartless man. Great and awful is the horror beyond these doors - yet if you turn away, what lies beyond ye shall never know.

L56. Grand Hall of the Pharaohs (Gauntlet of the True Way):

The well-lit hall before you is vast and majestic, 100 feet long, 30 feet tall and 30 feet wide. It rises at roughly a 25-degree angle toward the south. Torches attached to the walls light this hallway. Four flights of stairs connect three 50-foot wide by 10-foot deep landings. Water thunders in torrents past both sides of the stairs and under the landings. At the top of the stairs, there is a semi-circular platform. A gigantic bronze fist is clasped on top of a bronze forearm, upraised in the center of the platform.

PLAY: Show the picture of this room to the players. Anyone jumping or falling into the water will be swept through a duct down the waterfall into room L54 and go down the waterfall into the pool in room L33. If the players have destroyed Munafik's heart (see area L64), all of the Monsters here will be dead.

Otherwise. The Monster, Munafik, will attack magically from the top platform, in addition to the attacks that come from encounters on each of the landings approaching that platform.

MUNAFIK: Munafik stands beside the Giant Fist. Cutting hits will slice right through him with no effect and thrusts will impale him but do no damage for his "heart isn't in it" (see Treasure in room L64). Munafik can use these spells as a tenth level Sorcerer: protection from good, magic missile, push, comprehend languages, forget, levitate, web, fireball, lightning, slow, fumble, polymorph self, animate dead, and distance distortion. When the party first enters the room Munafik will cast the comprehend languages so that he can understand what the party is saying. Spells will affect him as they would being a 10th level Sorcerer except that damaging attacks will have no effect. For example, a hold person spell will hold Munafik, but a magic missile can hit him but will cause no damage.

LORE: This was to be the last stronghold of the pharaoh's tomb. Originally, the only entrance to the TRUE TOMB was through this hall, but ground disturbances and a spoon have made other entrances. The Gauntlets of the Pharaoh still work through the will and powers of the ex-High Priest Munafik, who has now turned to evil sorcery.

L56a. Chabang Men:

The 10-foot wide stairs run up to a landing 10 feet deep and 30 feet wide. There is a 10-foot deep alcove at each end of the landing. There are 50 spears in each alcove.

PLAY: As soon as any member of the party steps onto the stairway, the Monsters will appear.

CHABANG MEN: Two Chabang men appear, looking thin and drawn, holding swords. The Chabang men are magical creations of Munafik and will die when Munafik dies. When any slashing blow hits them, it will cut clear through. The severed part and the original body will dissolve into a pile of mud, and then suddenly spring up as two Chabang men, exactly like the original. The Chabang men can be stuck to the walls with spears or other stabbing weapons.

L56b. Fire Wall:

PLAY: If any member of the party steps onto the platform. Trap/Trick #1 will fall before them. Trap/Trick #2 will be encountered after passing Trap/Trick #1.

Trap/Trick #1: A wall of fire suddenly descends from the ceiling, roaring and heating the room unbearably. Neither cold nor water will lessen this flame because it is an illusion. The searing heat will do 3d10 points of damage to anyone who believes the flame is real and attempts to cross it. DC 18 Will save will be normal if the character is unsuspecting, or add +4 to the roll if the character has verbally raised any doubts. Wood will not burn in this illusion. Ten feet behind the wall of fire is Trap/Trick #2.

Trap/Trick #2: Passing through the fire, the players are confronted with a solid stone wall that runs from one side of the vast hall to the other. It rises the full height to the ceiling. It is also an illusion with the same modifiers to disbelieve as noted above. Those who run into the wall believing that it is there will take 1-6 points damage.

L56c. Mirror, Mirror:

PLAY: As each member steps onto the access stairway, a Monster will appear.

FACE YOURSELF: An exact likeness of each character that steps onto the platform will appear on the landing before them. Each will be armed as the character is armed except that magical weapons, magical armor and other magical items that the party may have will work only as non-magical items of the same kind. All of the characters' magical items will work. The likenesses of Magic User and Clerical characters will not know of, or be able to use, any spells. Otherwise, these likenesses are the same as the characters in hit points, Hit Dice, etc. The likenesses will only have as many hit points as the characters have remaining, not the characters' normal number of hit points. When killed, the likenesses change to a featureless clay humanoid form and will not move again. They are mindless creatures that want only the destruction of the souls in whose likenesses they appear. They will immediately attack and continue to fight until either the party or they are dead.

L56d. Pet Fist:

The final flight of steps leads up past the rapid waters to a semi-circular area 30 feet wide by 20 feet deep. There is a bronze arm with its hand formed into a fist in the center of the area. Behind this can be seen a throne.

PET FIST: The pet fist will strike at anything that moves within its 15 foot reach.

L56e. Exit At Last:

Behind the throne there is a set of bronze double doors.

Play: These doors lead to room L57. They open easily and quietly.

L57. Pillar of Athis:

This is a 30-foot wide semi-circular room with 10-foot wide corridors leading to the east and west. The whole room shakes with the roar of falling water. In the center of the curved area, a column of water thunders down from a circular opening in the ceiling into a matching opening in the floor. The column of water is 10 feet in diameter. The common speech symbol for "?" is engraved in the floor in front of the opening in the floor.

PLAY: Anyone verbally asking a question will trigger the Trap/ Trick. A person stepping into the rushing water will take 1-6 points of damage and be abruptly carried through a duct to the rapids in room L56. From there they will be swept to the dome in room L54 and fall into the pool in room L33.

Trap/Trick: If a question is asked a deep, watery voice will speak from the pillar and ask three questions. If any of the questions is answered with a lie, the character answering will be struck by lightning for 1d8 points of damage and the pillar will begin again with the first question. If a question is answered truthfully, the column will proceed to the next question as below until all three are answered. The first question it will ask is:

"What is your name ?"

If the PC's name is given truthfully then the voice will ask:

"What is your quest ?"

If the answer is truthfully given, the voice will ask:

"On whose hallowed ground stand ye ?"

If the answer "Amun-Re" is given, then the column will instruct:

"Put thy hand in mine" and a white impression of a hand will appear in the floor in front of the column.

Anyone of good or neutral alignment who places his hand into this will cause the water pillar to run backwards (from the floor to the ceiling) Anyone stepping into the water during the next five minutes will be swept upward 30 feet to room L65 in the TOMB OF AMUN-RE, with no danger of drowning. Evil aligned people may safely enter the water if a good aligned person has reversed the column of water. If an evil person tries to put his hand into the impression, a lightning bolt will gently knock him to the floor for 1d8 points of damage.

L58. Reading Room:

An octagonal white marble room 30 feet across lies before you with a 10-foot wide archway in the east wall. An old book lies on a marble slab in the center of the room. Another archway leads out to the west.

TREASURE: The book is *Libram of Ineffable Damnation*. Any evil Magic User who reads this book will advance to the midpoint of the next highest experience level. The book takes one week to read. Any good or neutral person who reads even one word of the book will drop to the mid-point of the next lower level of experience.

L59. Waterbed:

You enter an octagonal white marble room, 30 feet across. In the center of the room there is a 10-foot wide by 15-foot long pool of water. A large bed with satin sheets rides in the middle of the pool on pontoons, tied to the pool's edges with ropes.

L60. Sitting Room:

This is an octagonal white marble room with a rug covering the floor. A chair and a bench stand against the west wall.

L61. Dining Room:

The octagonal room 30 feet across appears empty. Archways in the east and west walls will lead out of the room.

L62. Storage Room:

The north wall of this octagonal room has been broken through, with rubble and dirt piled on the floor. There is a 4-foot wide by 5-foot tall rough-hewn tunnel that appears to twist its way down and to the north. A 10-foot wide archway is set in the center of the south wall.

L63. Rumpus Room:

The north wall of this octagonal room displays chains and open manacles, the pins missing.

L64. Heart's Lair:

This is a rough cavern made more by force than grace from the fitted stones of the pyramid. Jumbled blocks are strewn about the floor. The cavern measures roughly 30 feet north to south and 40 feet east to west. Something can be seen glittering in a small cave in the northeast corner. A huge dark shape stands in front of the cave in stony silence.

PLAY: The Monster is guarding the Treasure and must be overcome first. The Monster will only attack if the characters approach within five feet of it.

CLAY GOLEM: A Clay Golem guards a glittering object.

HEART: Behind the golem in the cove is a glass jar that glints through the dust and soot that covers it. The jar is sealed to the base and the glass will break before the base will loosen. Within the jar a beating human heart can be seen. After the jar is broken, the heart will die. The heart is Munafik's: *the heart's death alone will kill the evil priest of the pyramid.*



The Clay Golem

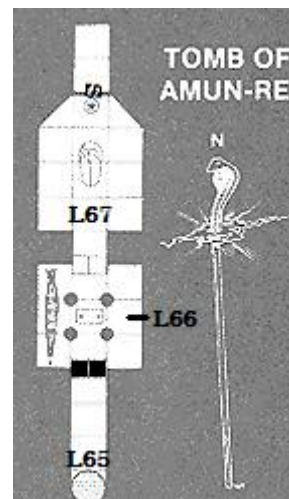
THE TOMB OF AMUN-RE

TOMB OF AMUN-RE PROLOGUE:

BACKGROUND: The water column contains waters of Athis.

RANDOM ENCOUNTERS: No random encounters take place in these rooms.

TOMB OF AMUN-RE ENCOUNTERS Use the TOMB OF AMUN-RE MAP



L65. The Pharaoh's True Way:

The water flows up the shaft and splashes around approximately 3 feet above the level of a corridor. The corridor is 30 feet long, ending in a set of bronze double doors.

PLAY: Characters can splash their way to the stone floor of the corridor. Unless the characters have taken great care, light may be a problem because of wet torches. After five minutes the water will change, running down the shaft instead of up. The water enters the shaft from a hole just below the floor of the corridor. Characters *cannot* safely enter the water column from here.

L66. Treasury of the Pharaohs:

Bronze double doors open in the center of the south wall of a 30-foot square room. Four pillars rise up to the ceiling. On the west side of the room, running the full length of the wall, is a reed boat, its mast lashed to the bottom of the boat. There are several jars inside the boat. There is a post in the boat's bow with what appears to be an empty setting for a huge gem on it. On the east wall, there is a large painting of the same boat that is on the west side of the room, as though it were sailing high above the clouds, carrying a large and beautiful gemstone in its bow. In the center of the room is a stand with a plaque on it, which reads plainly, "Let him who knows our god speak his name." There is another set of bronze double doors in the center of the north wall.

PLAY: The jars contain Treasure. The painting is a Trap/Trick. The plaque is meaningless.

Trap/Trick: Anyone who tries to touch the painting will find his hand passing right into it. If a character sticks his head through it, he will find himself looking out over the clouds, as if from a window that is 10,000 feet in the air. Thirty feet beyond this window, an exact copy of the reed boat in the treasure room is anchored to a cloud. There is one important difference: the Star of Mo-pelar is in the bow of this boat (See TREASURES AND TOMES). This gem is one of the two treasures the characters need to fulfill their quest.

Anyone who lust steps through the magical window will fall 10,000 feet onto the pyramid, killing them. The characters will need to find some way of crossing the distance between the painting window and where the boat is anchored in the sky. No amount of effort will move the boat from its position in the sky. The boat is at the same height as the window. The characters might try to grapple the boat and cross on a rope. Note that spells such as fly and teleport will operate through this painting/window. The window is located 10,000 feet directly above the pyramid.

TREASURE: There are 10 large ornate vases inside the boat. Each contains 1000 pp.

L67. Tomb of Amun-Re:

Through the double doors and down a 10-foot long corridor, you now enter the burial room that is 30 feet wide by 40 feet long. The great sarcophagus is in the center of the room, the golden staff lying across it. In the center of the north wall stands a statue of Amun-Re with a carved copy of the Star of Mo-pelar held out in its right hand and the staff held across its body with its left hand. A phrase is written on both the east and west walls.

PLAY: The players may proceed with Treasure and Trap/Trick as well as the runes in Lore.

MUMMY: If the sarcophagus is opened, the Mummy will attack. Not until then.

TREASURE: Lying across the sarcophagus is the Pharaoh's Staff of Ruling. This is one of the two treasures that players need to fulfill their quest. It can be easily and safely taken from the top of the sarcophagus. See TREASURES AND TOMES for its magical powers.

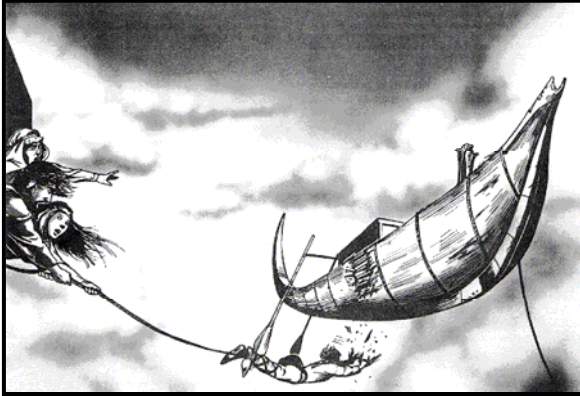
Trap/Trick: The statue is a secret door that leads to a 10-foot wide by 20-foot deep alcove. If a character holds the Star of Mo-pelar in his right hand and the staff in the left (as the statue holds them), he and whoever is touching him, will be able to teleport to the area behind the statue in room K4 in the TEMPLE. By holding these items this way a passage can be made back and forth between the two-teleport alcoves. To use the teleports in either direction, the whole party must leave the alcove and then re-enter as described above.

PHAROAH 3.5

2004THOR-1

LORE: There is a chance of each character correctly reading the writings say by rolling Decipher Script, DC 16:

A passage was always provided between the tomb of the King and his likeness, whereby the spirit may pass into his ordained statue and live within the stone we worship in the outer world.



ENDING

To be used if the party has succeeded in leaving the tomb with both the ruling staff and the Star Gem of Mo-pelar:

Stretching under the sun to the sharp and distant horizon, a silence hangs heavy in the still dry air. Time itself seems to be stopped in its flight, holding the entire world in the balance. You see a lone figure, unmoving in the distance. As you ponder those pitiful robes, a change begins to take place. The roll of distant thunder comes gently across the far-flung sands. The horizon blurs in the distance and shifts to the left at all the compass points and starts to spin around the massive pyramid. As it tightens its circle, the wind comes closer, blocking your sight of everything beyond it. That endless track and the lone figure have vanished. The tightening whirlwind rises to a jarring crescendo as the sand and wind crash in upon the temple and tomb. Whirling winds and sand sing past you, a chorus of a thousand voices: the hopes and cries of a land long dead, and the name of a hapless pharaoh--Amun-Re. Only the awesome pyramid itself can be seen. Its forbidding form stands in dark majesty through the winds. The sandstorm turns to a spiral above the tomb, rising in its rage to glorious heights, bends westward--and takes flight. And all is still once more. The sand in the air drifts slowly to the earth below in silence and all is as it was. Yet not quite, for the silence is not complete. Down below, as yet unseen through the settling dust lifts the cool sound of running water. The clearing air soon reveals a cracked pool, now overflowing with spring-clear water, and a long dead channel, taking, at each step, its own parched drink before passing the flowing river on. It will take time to heal this land, but there will be blossoms in the spring, for Athis has returned from her exile--and with her comes life.

CREDITS

DESIGN: Tracy and Laura Hickman

EDITING: Curtis Smith

3.5 Conversion: Thorgrim Toolbearer

MONSTER, CREATURES AND MEN

Bandits:

Male Human Rog3; Medium Humanoid

Hit Dice: 3d6+3, hp 15

Initiative: +8

Speed: 30

Armor Class: 17 (Flatfooted:13 Touch:14)

Base Attack/Grapple: +2/+4

Attack: Dagger +6 melee (1d4+1)

Full Attack: Dagger +6 melee (1d4+1)

Space/Reach: 5ft./5ft.

Saves: Fort +2, Ref +7, Will +2;

Abilities: STR 12, DEX 18, CON 12, INT 10, WIS 12, CHA 8

Skills: Search +7, Sense Motive +7, Spot +7. Listen +7.

Feats: Armor Proficiency: light, Improved Initiative, Rogue Weapon Proficiency, weapon finesse.

Possessions: Dagger, Leather, large Steel Shield, 5gp

Special Attacks: Sneak Attack 2d6

Environment: anywhere

Organization: any

Challenge Rating: 1

Alignment: CN

Giant (Dire) Rat:

Small Animal

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/-4

Attack: Bite +4 melee (1d4 plus disease)

Full Attack: Bite +4 melee (1d4 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +5, Will +3

Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Feats: Alertness, Weapon FinesseB

Environment: Any

Organization: Solitary or pack (11-20)

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Small); 4-6 HD (Medium)

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

COMBAT

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

Dustdiggers:

Large Aberration

Hit Dice: 4d8+8 (24hp)

Initiative: +7

Speed: (on Pegasus) 60ft. (12 squares) fly 120 (average)

Armor Class: read text below

Base Attack/Grapple: +4/+12

Attack: Toothy maw (1d8+4)

Full Attack: Toothy maw +7 melee (1d8+4)

Space/Reach: 10ft./5ft.

Special Attacks: Illusion/Mirage (see below)

Saves: Fort +5, Ref +6, Will +1

Abilities: Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4

Skills: Listen +7, Hide +14

Feats: Alertness, Improved Initiative, Improved Grab

Environment: Sandy Deserts

Organization: 1-2

Challenge Rating: 2

Alignment: N

The Dustdiggers inhabit arid areas that have loosely packed, sandy conditions, such as desert dunes. Dustdiggers look like giant starfish with five arms around a central maw. They travel above ground only at night and never for longer

PHAROAH 3.5

2004THOR-1

than a few minutes at a time. They often travel in groups.

COMBAT:

Illusion/Mirage: 20% of Dustdiggers have a born talent for illusion. They will typically project a pool of bubbling water in the desert sands when those approaching come within striking range.

Improved Grab: A dustdigger will typically dig a hole, cover itself with a layer of sand, and then inflate itself to fill up the hole it made, leaving the ground above level with the surrounding terrain. When an animal walks on top of it, the dustdigger deflates, looking very much like a sinkhole, and uses the sands shifting towards its mouth to slow the escape of its prey. A Dex or ride check (DC 16) allows a potential victim to escape, failure meaning the dustdigger uses his Improved Grab ability. Upon a successful grapple check the victim can only fight using a light weapon against AC 13. After it has fully deflated, it folds its arms up around the victim and attempts to kill it before digestion. The dustdigger's back is AC 16 but its front side is only AC 13, though once it is folded up, its prey is caught and cannot attack without a light weapon. Thus, the best strategy is to recognize a dustdigger before it folds.

Giant Spiders :

Large Vermin

Hit Dice: 4d8+4 (22 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11

Base Attack/Grapple: +3/+9

Attack: Bite +4 melee (1d8+3 plus poison)

Full Attack: Bite +4 melee (1d8+3 plus poison)

Space/Reach: 10 ft./5 ft.

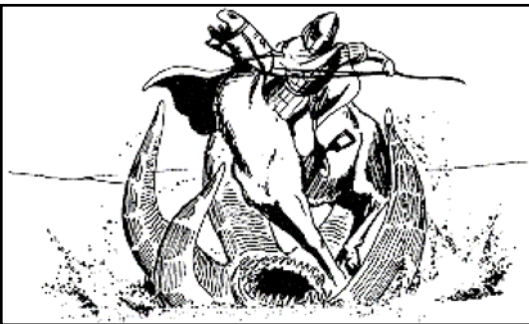
Special Attacks: Poison, web

Special Qualities: Darkvision 60 ft.,

tremor-sense 60 ft., vermin traits

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2



Skills: Climb +11, Hide +3*, Jump +2*, Spot +4*

Environment: Any non-cold

Organization: Solitary or colony (2-5)

Challenge Rating: 2

COMBAT:

Poison (Ex): A large monstrous spider has a poisonous bite that inflicts 1d6 initial and secondary Strength damage. A fortitude save DC13 negates.

Web: Web spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check (DC13) or burst it with a Strength check (DC17). Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 12 hit points, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened.

Giant Bombardier Beetle:

Medium Vermin

PHAROAH 3.5

2004THOR-1

Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +1/+2
Attack: Bite +2 melee (1d4+1)
Full Attack: Bite +2 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid spray
Special Qualities: Darkvision 60 ft., vermin traits
Saves: Fort +5, Ref +0, Will +0
Abilities: Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 9
Organization: Cluster (2–5) or clik (6–11)
Challenge Rating: 2
Advancement: 3–4 HD (Medium); 5–6 HD (Large)

COMBAT:

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

Acid Spray (Ex): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

Sandman:

Medium Magical Creature
Hit Dice: 2d8+10 (27 hp)
Initiative: +4
Speed: 40 (8 squares), 40 Burrow (sand only)
Armor Class: 20 (+4 Dex +6 natural)
Base Attack/Grapple: +2/+7
Attack: Slam +8 (1d3+5 non lethal)
Full Attack: 2 Slams +8 (1d3+5 non lethal)
Space/Reach: 5ft./5ft.
Special Attack: Sleep Strike (Fort save (DC14) negates), Suffocate.
Saves: Fort +7, Ref +6, Will +2
Abilities: Str 20, Dex 18, Con 20, Int 14, Wis 14, Cha 4
Skills: Listen +2, Spot +2, Tumble +10, Escape Artist +30
Feats: Improved Unarmed Strike, Weapon Focus (unarmed strike)
Environment: Sandy Deserts

Organization: (solitary or group 2-10)
Alignment: CE

Sandmen appear to be humanoid but consist solely of sand. They stand from 5-7 feet in height and weigh about 300-400 pounds. They enjoy killing creatures just because they can.

COMBAT:

Sleep Strike: Sandmen consist of sleeping sand. Each unarmed slam that hits causes sleep sand to be inhaled by the PC. PC's cannot tell the difference from normal sand unless Detect Magic is casted. A Fortitude save (DC14) negates this effect. The sand can be collected to make one bag of sleeping sand. When inhaled by a subject they must save or sleep for 2 hours. Each sandman can make 1 bag, and each bag has 5 uses.

Suffocate: Once the sandman has put a victim to sleep, he sends a column of sand into their throat, causing death in a number of rounds equal to the victim's constitution modifier +2.

Symbayan:

Medium Humanoid (Human)
Hit Dice: 3d8+6 (19hp)
Initiative: +3
Speed: (on Pegasus) 60ft. (12 squares) fly 120 (average)
Armor Class: 20 (+3 Dex, +1 chainmail, +2 large steel shield) touch 13, flat footed 15
Base Attack/Grapple: +3/+7
Attack: Longsword +7 melee (1d8+4)
Full Attack: Longsword +7 melee (1d8+4)
Space/Reach: 10ft./5ft. (on Pegasi)
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills: Listen +5 Spot +5, Ride +5
Feats: Alertness, Endurance
Environment: Deserts
Organization: Party (6-36)
Challenge Rating: 5

Symbayans are a group of semi-nomadic tribesmen who deal mainly in trade across the deserts. While they often go on trading missions they prefer to remain at home, usually at an oasis fortress and trade center. They were once brother tribesmen with the Thunes many centuries ago but were converted to the "True Faith," as they call it, and now their commitment to destroying all idols is equal to the Thunes fervor for

PHAROAH 3.5

preserving them. Symbayans are generally more civilized, less honest, and more cunning than the Thunes. Their main interest now is trade rather than war.

Pegasus:

Hit Dice: 4d10+12 (34 hp)

Initiative: +2

Speed: 60 ft. (12 squares), fly 120 ft. (average)

AC: 14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +4/+12

Attack: Hoof +7 melee (1d6+4)

Full Attack: 2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2)

Space/Reach: 10 ft./5 ft.

Special Qualities: Darkvision 60 ft., low-light vision, scent, spell-like abilities

Saves: Fort +7, Ref +6, Will +4

Abilities: Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13

Skills: Diplomacy +3, Listen +8, Sense Motive +9, Spot +8

Feats: Flyby Attack, Iron Will

Environment: Temperate forests

Organization: Solitary, pair, or herd (6–10)

Challenge Rating: 3

Alignment: Usually chaotic good

Advancement: 5–8 HD (Large)

Level Adjustment: +2 (cohort)

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common.

COMBAT

Spell-Like Abilities: At will—detect good and detect evil within a 60-foot radius. Caster level 5th. **Skills:** Pegasi have a +4 racial bonus on Listen and Spot checks.

TRAINING A PEGASUS

These pegasi cannot be trained.

Carrying Capacity: A light load for a pegasus is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Pasha of the Efreet, Vizier of the Fire Sultan:

Huge Outsider (Extraplanar, Fire)

2004THOR-1

Hit Dice: 16d8+26 (120 hp)

Initiative: +8

Speed: 20 ft. (4 squares), fly 40 ft. (perfect)

Armor Class: 20 (–2 size, +4 Dex, +8 natural), touch 12, flat-footed 16

Base Attack/Grapple: +10/+20

Attack: Slam +27 melee (1d8+6 plus 1d6 fire)

Full Attack: 2 slams +27 melee (1d8+6 plus 1d6 fire)

Space/Reach: 20 ft./15 ft.

Special Attacks: Change size, heat, spell-like abilities

Special Qualities: Darkvision 60 ft., immunity to fire, plane shift, telepathy 100 ft., vulnerability to cold

Saves: Fort +9, Ref +10, Will +9

Abilities: Str 24, Dex 18, Con 14, Int 12, Wis 15, Cha 15

Skills: Bluff +21, Craft (any one) +14, Concentration +21, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +23, Listen +21, Move Silently +28, Sense Motive +21, Spellcraft +20, Spot +21

Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative B, Quicken Spell-Like Ability (scorching ray)

Environment: Elemental Plane of Fire

Organization: Solitary

Challenge Rating: 12

Treasure: Standard coins; double goods; standard items

Alignment: Always lawful evil

The efreet (singular efreeti) are genies from the Elemental Plane of Fire. An normal efreeti stands about 12 feet tall and weighs about 2,000 pounds. Efreet speak Auran, Common, Ignan, and Infernal.

There are only six Pashas to the Sultan of the Efreet, each with its own dominion and wealth. They are Viziers to the Sultan and rarely leave the plane of fire except at his command. Nevertheless, they have a great deal of freedom of action and use that freedom by rampaging through the other planes of the universe from time to time. The Pasha in this module will not grant a wish. The Pashas of the Efreet may also teleport at will to any of the planes known to them, unless they are somehow held back.

COMBAT

Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

PHAROAH 3.5

2004THOR-1

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Spell-Like Abilities: At will—detect magic, produce flame, pyrotechnics (DC 14), scorching ray (1 ray only); 3/day—invisibility, wall of fire (DC 16); 1/day—grant up to three wishes (to non-genies only), gaseous form, permanent image (DC 18), polymorph (self only). Caster level 18th. The save DCs are Charisma-based.

Purple Worm:

Gargantuan Vermin

Hit Dice: 12d8+12 (66 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 18 (−4 size, +2 Dex, +10 natural), touch 8, flat-footed 16

Base Attack/Grapple: +9/+27

Attack: Bite +11 melee (2d8+9 plus poison)

Full Attack: Bite +11 melee (2d8+9 plus poison)

Space/Reach: 20 ft./15 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +9, Ref +6, Will +4

Abilities: Str 23, Dex 15, Con 12, Int —, Wis 10, Cha 2

Skills: Climb +14, Hide −2, Spot +4

Feats: —

Environment: Underground

Organization: Solitary

Challenge Rating: 6

Advancement: 17–23 HD (Gargantuan)

Poison (Ex): A monstrous centipede has a poisonous bite. PC's bitten must pass a Fortitude save (DC 17) or take 1d8 Dex damage. The save DCs are Constitution-based. The indicated damage is both initial and secondary damage.

Skills: Purple Worms have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and

Hide checks. They can take 10 on Climb checks, even if threatened or distracted.

Thunderherd:

Organization: Herd (100's)

Thunderherders are distant cousins to the Purple Worm, but are not aggressive. These creatures travel in vast herds just a few feet under the ground. They are inoffensive creatures ranging from 3-5 feet wide and 5-10 feet long. The main dangers from Thunderherders are the incidental earthquakes and the terrible trumpeting that they create as the stampede underground. They do no real damage, but do generate a great deal of confusion, knock over tents, and panic all pack animals.

Thune Dervishes:

Male Human War1; Medium Humanoid

Hit Dice: 1d8+4(Warrior) ; hp 15

Initiative: +7

Spd: 30

Armor Class: 17 (Flatfooted:14 Touch:13)

Base Attack/Grapple: +1/+4

Attack: Scimitar +4 melee (1d6+3)

Full Attack: Scimitar +4 melee (1d6+3)

Space/Reach: 5ft./5ft.

Saves: Fort +6, Ref +3, Will +2;

Abilities: STR 16, DEX 16, CON 18, INT 11, WIS 15, CHA 13

Skills: Search +2, Sense Motive +4, Spot +4.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Toughness.

Possessions: Weapons: Scimitar, Leather, Shield, large, steel, 5gp

Special Attacks: Bloodquest (read text)

Environment: anywhere

Organization: Party (6-36)

Challenge Rating: 1

Alignment: LN

The most common group of native folk encountered in this adventure is the Nomad Dervishes. These strange Nomads range in age from 15-60 years. They are a dark people, rough from the desert winds and sand. Wherever they go, they roam the desert on an eternal holy mission. Their mission in life is to protect the religious freedoms and holy shrines of all nations--regardless of what the specific beliefs of those nations or shrines might be. If the people hold them as sacred, that's enough for the Nomad

Dervishes. They hate robbers of graves and tombs, and have come to this pyramid/tomb to protect it from such infidels. They are fanatical, somber, pessimistic and almost always bad mannered. A hot-tempered, emotional people, they generally don't care about outsiders. They are scrupulously honest, and fearless in a fight. Their only outside interests are gambling, wine and sports. If a character steals or damages a holy item under the eye of one of these Dervishes, the entire clan will mark that character for *Bloodquest*. This holy rite, carried out under the trembling, vibrating scream of any Dervishes at hand, means a fight to the death. If the Dervishes find any shrine damaged, they will use their considerable tracking powers to hunt down and destroy the evil one. One to six Dervishes will typically carry out this function. Thune Dervishes have the tracking abilities of Rangers.

UNDEAD

Ghoul:

Medium Undead

Hit Dice: 2d12 (13 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +2 melee (1d6+1 plus paralysis)

Full Attack: Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance

Saves: Fort +0, Ref +2, Will +5

Abilities: Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12

Skills: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

Feats: Multiattack

Environment: Any

Organization: Solitary, gang (2–4), or pack (7–12)

Challenge Rating: 1

Treasure: None

Alignment: Always chaotic evil

Advancement: 3 HD (Medium)

COMBAT

Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid that becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Ghast:

Medium Undead

Hit Dice: 4d12+3 (29 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 17 (+3 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+5

Attack: Bite +5 melee (1d8+3 plus paralysis)

Full Attack: Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis, stench

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance

Saves: Fort +1, Ref +4, Will +6

Abilities: Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16

Skills: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

Feats: Multiattack, Toughness

Environment: Any

Organization: Solitary, gang (2–4), or pack (2–4 plus 7–12 ghouls)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 5–8 HD (Medium)

PHAROAH 3.5

2004THOR-1

Although these creatures look just like their lesser kin, they are far more deadly and cunning.

Combat

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghaſt's bite or claw attack muſt ſucceed on a DC 15 Fortitude ſave or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The ſave DC is Charisma-based.

Stench (Ex): The ſtink of death and corruption ſurrounding theſe creatures is overwhelming. Living creatures within 10 feet muſt ſucceed on a DC 15 Fortitude ſave or be ſickened for 1d6+4 minutes. A creature that ſuſſeſſfully ſaves cannot be affected again by the ſame ghaſt's ſtENCH for 24 hours. A *delay poiſon* or *neutralize poiſon* ſpell removes the effect from a ſickened creature. Creatures with immunity to poiſon are unaffected, and creatures reſiſtant to poiſon receive their normal bonus on their ſaving throws. The ſave DC is Charisma-based.

Shadow:

Medium Undead (Incorporeal)

Hit Dice: 3d12 (19 hp)

Initiative: +2

Speed: Fly 40 ft. (good) (8 ſquares)

Armor Class: 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11

Base Attack/Grapple: +1/—

Attack: Incorporeal touch +3 melee (1d6 Str)

Full Attack: Incorporeal touch +3 melee (1d6 Str)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create ſpawn, ſtrength damage

Special Qualities: Darkviſion 60 ft., incorporeal traits, +2 turn reſiſtance, undead traits

Saves: Fort +1, Ref +3, Will +4

Abilities: Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13

Skills: Hide +8*, Liſten +7, Search +4, Spot +7

Feats: Alertneſs, Dodge

Environment: Any

Organization: Solitary, gang (2–5), or ſwarm (6–11)

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 4–9 HD (Medium)

A ſhadow can be difficult to ſee in dark or gloomy areas but ſtands out ſtarkly in brightly illuminated places.

A ſhadow is 5 to 6 feet tall and is weightleſs. Shadows cannot ſpeak intelligibly.

COMBAT

Shadows lurk in dark places, waiting for living prey to happen by.

Strength Damage (Su): The touch of a ſhadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a ſhadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a ſhadow becomes a ſhadow under the control of its killer within 1d4 rounds.

Skills: Shadows have a +2 racial bonus on Liſten and Spot checks and a +4 racial bonus on Search checks. *A ſhadow gains a +4 racial bonus on Hide checks in areas of ſhadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

Skeletal Knight:

Medium Undead

Hit Dice: 1d12 (6 hp)

Initiative: +5

Speed: 30 ft. (6 ſquares)

Armor Class: 15 (+1 Dex, +2 natural, +2 heavy ſteel ſhield), touch 11, flat-footed 14

Base Attack/Grapple: +0/+1

Attack: Scimitar +1 melee (1d6+1/18–20) or claw +1 melee (1d4+1)

Full Attack: Scimitar +1 melee (1d6+1/18–20) or 2 claws +1 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Qualities: Damage reduction 5/bludg. darkviſion 60 ft., immunity to cold, undead traits.

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1

Feats: Improved Initiative

Environment: Temperate plains

Organization: Any

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral evil

Wight:

Medium Undead

Hit Dice: 4d12 (26 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+3

Attack: Slam +3 melee (1d4+1 plus energy drain)

Full Attack: Slam +3 melee (1d4+1 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, energy drain

Special Qualities: Darkvision 60 ft., undead traits

Saves: Fort +1, Ref +2, Will +5

Abilities: Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Skills: Hide +8, Listen +7, Move Silently +16, Spot +7

Feats: Alertness, Blind-Fight

Environment: Any

Organization: Solitary, pair, gang (3–5), or pack (6–11)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful evil

Advancement: 5–8 HD (Medium)

A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human.

Wights speak Common.

COMBAT

Wights attack by hammering with their fists.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

Wraith:

Medium Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: Fly 60 ft. (good) (12 squares)

Armor Class: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +2/—

Attack: Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)

Full Attack: Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Constitution drain, create spawn

Special Qualities: Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura

Saves: Fort +1, Ref +4, Will +6

Abilities: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Feats: Alertness B, Blind-Fight, Combat Reflexes, Improved Initiative B.

Environment: Any

Organization: Solitary, gang (2–5), or pack (6–11)

Challenge Rating: 5

Treasure: None

Alignment: Always lawful evil

Advancement: 6–10 HD (Medium)

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities but only reflects the shape it had in life.

A wraith is about as tall as a human, while a dread wraith is roughly the size of an ogre. Since both are incorporeal, they are weightless.

Wraiths speak Common and Infernal.

COMBAT

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Magical Items and The Tome of Amun-Re

The Tome of Amun-Re is an ancient work that is written in the Common Speech, but with an alphabet that has not been used for many centuries and is quite difficult to read. There are two chapters within the tome: the BOOK OF AMUN-RE and the TALE OF YEARS. Characters trying to read the tome must first tell the DM which chapter they want to read. There is a base 20% for each character to correctly read each verse. Only one verse may be read per turn. Thieves may add their read languages score to the base 20% chance for every verse, but in only one chapter. Characters using a comprehend languages spell will always be able to correctly read a verse. When a percentile roll indicates that a character correctly reads a verse, the DM should roll 1d6 (for the BOOK OF AMUN-RE) or 1d10 (for the TALE OF YEARS) to determine which verse was read. If the DM rolls a verse that has already been read successfully, another roll should be made. Remember that no one translates an ancient work while fighting, walking or doing anything except studying the book.

BOOK OF AMUN-RE:

Verse 1

I, Amun-Re, do set forth a record of myself and of my dealings with this world. The years fold back in my mind. There were green and fertile fields in my youth throughout the land flowers

grew in abundance in the thick and lush forests, filling the air with pure fragrance and well-being. Traders in their sand ships would travel a year and more to come to our oasis on the borderlands and bid a high price for our sweet perfumes. Fruits and sweet meats came from our fields, while within the city of Terbakar, the mills turned out a secretly woven cloth, fine enough for kings and queens."

Verse 2

"The river of Athis was the mother of our land, giving life itself with its waters. Springing forth from the courtyard of the Old Palace, Athis blossomed all that she touched, even in the harsh Borderlands, and gave strength and health to her children. My father would sit with me beside the spring and tell me the stories of her wonderful power and her blessing to the land; the very gift of Isis. There, by the raging torrents of Athis, I grow strong in the love of my father, as we played and learned of life and its living."

Verse 3

"But not by him alone was I instructed. Daily was I taught by the priests and wise men of my country about the order of kings and the heavens. I learned of the passing of the kings and how they, after death, journey to Heaven Westward, making the long passage in their burial ships, sailing across the River of Death until they reach the Farthest Shore. There, they are admitted to their separate estates by Osiris, God of Death, According to the riches they have brought with them. I also .tamed of wicked men whose minds had darkened and forgotten the old ways, who plundered the Old One's tombs and took their riches, thus robbing them of their place in Heaven Westward. As a boy, I would often cry in the night at such thoughts--and the fear of judgment of Osiris lodged in my heart."

Verse 4

"My father had built a tomb for himself to guard against just such wickedness. Yet, only a few years after my father's death, there were whisperings that even his great burial place had been desecrated. I was tortured by thoughts of his spirit wandering forever, alone. Cloaked in the darkness of deepest night, I went to my father's tomb. No priest followed me to witness my trespass upon the world of the dead. I carefully slipped past the traps that barred the way when, suddenly, I came upon his sarcophagus."

Verse 5

"I gazed through watery eyes at the broken clay pots that had contained the gold. The once jewel-encrusted hull of my father's ship was barren and

scarred with gouges. I knew with certainty that he could not have approached the great Osiris in that mockery of a boat, without so much as a humble clay token."

Verse 6

"In weakness and horror, I fell upon my father's sarcophagus and stared at the scarred wooden image of my father's face. It had once been covered with the purest of gold leaf. His golden Staff of Ruling was nowhere to be found. I lay myself upon the scarred surface to hide its imperfections, weeping great tears of fury. My torch went out as, too, did the light within my soul. I emerged from the tomb as the sun arose. Clutching my own staff, I swore by all the gods that I would not be cheated of my place in Heaven Westward."

TALE OF THE YEARS:

Verse 1

"But it was said throughout the land that from that time forth, those who entered the tomb either came forth saying that its riches were already plundered or else they never returned at all."

Verse 2

"The fact that no treasure has ever been brought out from the tomb is emphasized by the fact that the curse is still in effect."

Verse 3

"Munafik, the Chief High Priest of Amun-Re, was also something of a sage--a lover of book-lore and of learning."

Verse 4

"it was said later that Munafik may have had a hand in the curse, for of all the books he read, many were of the black arts, and the prophets that passed this way avoided him as a beggar would a good bath."

Verse 5

"Though there had been much bad talk about Amun-Re, It was generally known by the people and priests alike that he was the greatest of the gods in Heaven Westward, for he alone manifested his power in his own temple."

Verse 6

"Sacrifices of food and gold were brought daily to lay on the altars before the statues in the small worship temples left and right from the stair entrance to the tomb."

Verse 7

"it is our priesthood rite that whatsoever Osiris accepts he will take from the altar and that which he wishes the priests to have. he leaves on the altar. This profited the priests greatly, except that all offerings left in the East Temple would disappear and never be found again."

Verse 8

"Several priests, upset to see their assets disappearing, searched the room carefully, and they, too, disappeared. The temple became a most hallowed spot, so that all who wished to give offerings came to that temple only. The priesthood then became unprofitable and our doctrine had to be changed tourism turned the trick."

Verse 9

"Offerings were often made, for a passage was always provided between the tomb of the king and his likeness, whereby his spirit might pass into his ordained statue and live within the stone we worship here. Such a passage was always provided for the kings that they might live among us once more."

Verse 10

"The phrases of our priesthood are always to be said in their order. I once tried to say the prayer: "Cleanse our feet and live in our land once again," but got the order confused and, so, cried out, "Cleanse our land and live in our feet once again." It rained for three weeks during which time the priests could do nothing but dance the wala-tamba night and day."

PHARAOH'S RULING STAFF:

The staff is worth 50,000 gp and, in the hands of one who knows how to use it, is capable of three types of magical acts:

1. Striking the tip to the ground three times will cause the staff to polymorph itself into a large venomous snake with slaying poison. The snake will not attack the wielder of the staff. Grasping the snake by the tail firmly, polymorphs the snake back to a golden staff.

2. Striking the ground twice and then spinning the tip in the air will create a globular ball of lightning which, for every round it is spun before released at its target, will develop 1d10 points damage potential. Note, however, that the person spinning the lightning must concentrate both on its spinning and on its direction for detonation. If the spinner is disturbed during his spinning (e.g. he moves, is hit or is distracted) then the ball detonates on the spot with as much damage as had been spun to that point.

3. Striking the ground once and then pointing it skyward will produce a clap of thunder of such volume that all exposed creatures within 1,000 feet must make a will save DC 20 or be struck with fear for 1-10 rounds. The staff holds only

PHAROAH 3.5

2004THOR-1

five charges of each type. Only a sage (and his fee) will extract the above information-- or a little lucky experimentation.

THE STAR OF MO-PELAR:

This relic can be used as a gem of true seeing. It appears as an opalescent large gem, 5 inches in diameter.

Advanced Dungeons & Dragons[®]

Pharaoh

by Tracy and Laura Hickman

Your skin was blistered all day before the hot desert sun sank slowly below the horizon. Now, the deep blue mists of the desert night swirl about you in the wind. The cool night air seems to soak up the heat of the endless desert sands.

You shiver as you and your friends huddle around your campfire, glancing nervously at the giant pyramid in the distance. There is an eerie and mysterious feeling about that place.

Gradually, the winds change direction, carrying a thin streak of white mist that swirls into the shape of a faceless man dressed in ancient robes. The moonlight seems to shine through him as he raises his arms toward the pyramid and speaks.

"I am Pharaoh Amun-re, son of Takosh-re of the House of Mo-pelar. I am now only a shadow who has walked these sands for a thousand years in search of wise and mighty warriors to break into my pyramid and plunder my tomb."

The winds shift again; his robes begin to swirl about him and he fades back into the mists and winds. Why does this desert spirit want you to plunder his tomb? Can you survive the challenges of a pyramid that has stood for a thousand years? Or are you being led into a trap?

This module can be played by itself or as the 1st part of the DESERT OF DESOLATION Series.

ADVANCED DUNGEONS & DRAGONS is a registered trademark owned by TSR Hobbies, Inc.

© 1982 TSR Hobbies, Inc. All Rights Reserved. Printed in U.S.A.

TSR Hobbies, Inc.
PO Box 716
Lake Geneva
WI 53147

TSR Hobbies (UK) Ltd.
The N.E. Watlington Road
Cambridge CB1 1ND
England, England

ISBN 0-88038-007-1
394-53130-6TSR0600