

This adventure has been designed for use with the D&D®, AD&D® and DRAGONQUEST® roleplaying game systems. It is intended for characters with some experience but who are not too powerful — in D&D and AD&D game terms, characters of 2nd - 4th levels.

If you intend to play in this adventure, please stop reading here. The rest of the information is for the Games Master (GM) alone.

The inspiration for this scenario comes from the history and mythology of Ancient Egypt. However, it is not intended to be a reconstruction of any historical or mythological event, nor to be set rigidly in any historical context. The aim has been to create a role-playing adventure with an Egyptian atmosphere. It is therefore possible to use characters who have not existed in this kind of milieu before, but who have moved into an area of a fantasy world comparable to Ancient Egypt.

Most of the adventure description consists of information which is applicable to all the game systems. Information which is specific to one system is prefaced with 'B' for the Basic DUNGEONS & DRAGONS® game, 'A' for the ADVANCED D&D game or 'DQ' for the DRAGONQUEST game. Where the notation (*Spot Hidden*) appears in the text, the chance of a character noticing the feature referred to is equal to the chance of finding secret doors (B/A) or a Perception Roll with a difficulty factor of 3 (DQ rule 4.1, p5).

This mini-module is divided into four sections:

Part 1 (this section) is an introduction to the adventure, with background information for the GM and players.

Part 2 deals with the preliminary enquiries which the players may make, and leads them to the Lost Oasis.

Part 3 is the detailed key for the Lost Oasis.

Part 4 gives details of the NPCs and monsters in the adventure for the three game systems used; page 27 for the D&D game, page 30 for the AD&D game and page 32 for DQ.

Games Master's Introduction

Some of the background of this mini-module depends upon the Egyptian myths of Osiris, Horus and Seth, and the GM may find it useful to read through the article on Egyptian Mythology in this issue before running the adventure.

From the beginning of Egyptian history, Seth was the chief god of Upper Egypt — Lord of the Desert, its animals and its storms. With the unification of the Upper and Lower Kingdoms his place was usurped by Osiris of the Lower Kingdom. The ensuing struggle, while leaving Osiris dead, resulted in the destruction of Seth's temples and the scattering of his followers by those of Horus. This adventure revolves around one of Seth's followers who survived the persecutions.

This man, Sethotep (as he now called himself), hid in the desert after the destruction of the temple where he served as an acolyte, relying on the protection of Seth, Lord of the Wilderness, until he encountered and befriended a group of desert nomads. These nomads lived as bandits, preying upon merchant caravans from a stronghold in a hidden oasis.

At the oasis Sethotep found a long-forgotten and partially ruined temple to Seth and his ally Sobek, the Lord of Marshes and Crocodiles. He deciphered the hieroglyphs in the inner sanctuary of the temple and learned that the site was once a marsh where the narrow gorge sheltered the oasis. Here Sobek had concealed Seth (in the form of a crocodile) from the minions of Horus. The temple had been built by the later kings of Upper Egypt to honour their chief god and his ally.

Inspired by this great discovery, Sethotep was able to convert the nomads to the worship of Seth. Certain magical items in the temple and its tombs have enabled him to carry out daring murders in the very temples of his enemies. He has begun a campaign of terror against the Osiris-worshippers on the fringes of the desert to reinstate his god as the rightful Lord of the Upper Kingdom.

While sacking one small temple, he inadvertently discovered a hint of an important papyrus in the Temple of Thoth at Heiracopolis — a long forgotten document which may indicate the whereabouts of the true tomb of Osiris. Sethotep has recently stolen this papyrus and is working to decipher it — for with his rival's body in his power, Seth must surely be able to regain his old mastery.

Players' Introduction

Hiocropolis is not big as cities go, but then cities are few and far between, so close to the desert. Founded on the site of the final battle in which Horus defeated Seth, the city grew up around the temples and the marketplace. Here the eastern caravan route brings in spices, silks, incense and other exotic goods.

Next to the marketplace stands the Temple of Thoth, and there you have been summoned to attend the Chief Scribe and High Priest Nebertehut. A supercilious acolyte leads you through the temple precinct to the audience chamber of the High Priest, who bids you be seated and offers you refreshment.

Nebertehut is an ascetic man in late middle age, and his gaunt profile reminds you impudently of the sacred ibises that wander the temple grounds. Despite his tranquil priestly facade, it is obvious that he is deeply troubled and has not slept for some time. After bidding you welcome in the name of the Lord of Truth, he speaks as follows:

'You will, no doubt, have heard stories in the marketplace of desert bandits, raiding caravans and sacking our temples in the desert settlements. Normally bandits are no more than a nuisance for the local guard to chase back into the desert. I suspect that these raiders are more than bandits, which is why I have invited you here.

'Two nights ago, Nefer-kheb the Master Librarian was found dead on a reading bench, stung by a scorpion. Clasped in his hand was a slip of papyrus bearing one word: 'Sethotep'. This word may have two meanings — as a statement 'Seth is satisfied' or as a name 'the Approved of Seth'. Whatever it is, an abominable murder and desecration has been perpetrated — and robbery too. A section of the shelves where some of our oldest papyri are kept was disturbed, and a scroll-case left on a table held nothing.

'To our shame, we do not know what was taken, since the catalogue for that section is incomplete, but some of our earliest scrolls are said to have been written by the Lord of Truth himself, and their value is incalculable.

'That same night two other priests died by the scorpion. One was prominent in the house of Osiris, and the other was a servant of Horus. In all cases the murderer passed unseen, brazenly leaving the token of his heresy — this 'Sethotep' — to taunt us. That such holds one of our documents in the service of the vile Lord of the Waste makes me fearful, doubly so since we have no way of knowing the document's content or what may be done with it.

'But to return to the bandits. The raiders from the desert are said to fly the scorpion banner of the same foul god, and the same tokens have been left in the dead hands of the priests of the temples they have sacked. All this evil would seem to have but one root, and that root must be cut out.

'That is why I have called you — in the name of Truth I ask you to seek out and destroy this evil, and let the Giver of Wisdom grant you do so before the stolen document can be used. Whatever its nature, it can mean nothing but ill in the hands of a heretic.'

Nebertehut will offer to equip the party with mounts, supplies, a guide to lead them through the desert and a reasonable amount of standard equipment. The GM should not permit the adventurers to make unreasonable or extortionate demands. Ostensibly, the adventurers are to be doing no more than hunting bandits. The news of the temple murders is to be kept from the general public to avoid causing panic and loss of confidence in the temples.

Part 2 — The Trail to Khuf-thanat

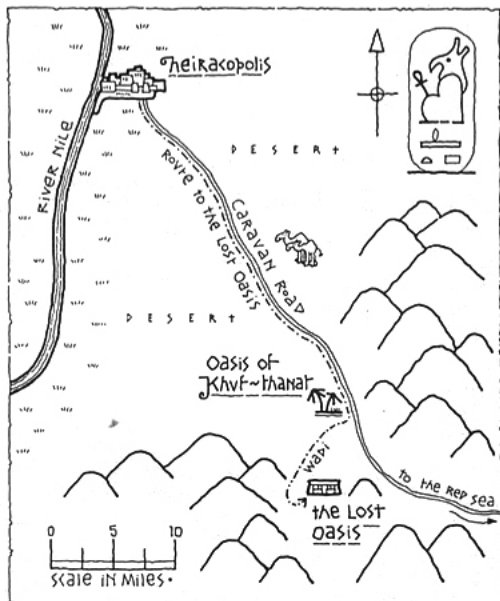
Enquiries at the guild-houses or in the marketplace will lead the adventurers to one or more survivors of the bandits' raids. The GM should handle these interviews with care, and remember that if the adventurers are not 'Egyptian' they will be regarded with deep suspicion and probably with a degree of contempt — the Egyptians were a chauvinistic race, and regarded all foreigners as barbarians. In addition to this, there will be a 5% chance that any survivor will be an 'inside man' who is in league with the bandits. Such an individual will deliberately feed the characters misleading information, and may try to send them into a trap or ambush. Every time a reliable survivor is interviewed, the adventurers will gain 1-3 rumours, taken from the list below. (F) indicates that the information is false.

1. The bandits fly a black banner with a golden scorpion.

2. There are about two dozen bandits. They seem to be ordinary desert nomads from their apparel and equipment.
3. The bandit leader is more than ten feet tall and wields a black sword as long as a man (F).
4. They have struck near the oasis of Khuf-thanat more than once, ambushing caravans as they pitched camp for the night.
5. They attacked one caravan at night in the oasis of Khuf-thanat, killing the guards silently so that the rest awoke too late to do anything but run.
6. One of them keeps a pet scorpion in a box, with which he tortures bound prisoners.
7. They have a crystal ball which tells them when a caravan is travelling and what it is carrying (F).
8. When repulsed they retreated south from the oasis along the caravan trail.
9. When repulsed they retreated south-west across the desert.
10. They can call forth scorpions from the empty sand to attack their victims.
11. Their leader's face and hands are never seen. His eyes glow red and his feet end in claws (F).
12. The bandits can appear and disappear at will. The desert hides their approach and swallows their retreat (F).

If the adventurers investigate the area of Khuf-thanat, they will find a wadi (dry water course) about a mile south of the oasis. This runs into a dry river bed followed by the caravan route. If they have taken a guide to lead them to Khuf-thanat, he will notice a few faint tracks leading towards the mountains. If the adventurers do not have a guide or some other character familiar with desert terrain, any character may (*Spot Hidden*) notice the tracks.

Eventually, the GM should allow the party to notice the tracks, or encourage them in some way to follow the wadi. This is only a preliminary to the main adventure for which they must locate the Lost Oasis.



Part 3 — The Lost Oasis

After following the wadi for about 8 miles (half a day's ride in desert conditions), the adventurers will come to the edge of the mountains, where the wadi runs through a narrow gorge into the Lost Oasis.

Area A — The Buildings

These consist of a number of ruined and semi-ruined buildings most of them once the dwellings of the temple priests.

A1 is used by Sethotep's followers, 20 nomads. A combination of the surviving masonry and tent fabric has made most of the building habitable, and one room which is completely intact is used as a strongroom for loot taken in raids — herbs, spices, silks, gold brocade, salt, small items of jewellery, some blank scrolls, perfumed oils in

DUNGEONS & DRAGONS® Game

Animal Skeletons (mummified crocodiles): Encounter Area G21b.

AC 7; HD 1/2; hp 2 each; MV 60; #AT 1 bite; D 1-4; Save NM; Morale 12; AL C; 5xp each.

These skeletons may be turned by a cleric as a though humanoid skeletons. The cleric receives a +1 bonus to the turning dice roll and 1d6+6 individuals will be turned.

Crocodiles: Encounter Area C2.

AC 5; HD 2; hp 13 each; MV 90; #AT 1 bite; D 1-8; Save F1; AL N; Morale 7; AL N; 35xp each.

Crocodile (Large): Encounter Area C2.

AC 3; HD 6; hp 38; MV 90; #AT 1 bite; D 2-16; Save F3; AL N; Morale 7; AL N; 275xp.

Ghouls: Encounter Areas H2, H4, H7, H10 and H11.

AC 6; HD 2; hp 9 each; MV 90; #AT 2 claws/1 bite; D 1-4/1-4/1-6 plus paralysis; Save F2; Morale 9; AL C; immune to sleep and charm spells; 25 each.

Nomads: Encounter Area — 30% chance of being out on a raid, otherwise areas A1-A3.

AC 7; HD 1; hp 4 each; MV 90; #AT 1 weapon; D 1-6 (short bow), 1-6 (scimitar) or 1-4 (dagger); Save Thief 1; Morale 8; AL C; 10xp each.

Poltergeist: Encounter Area G12.

AC 9; HD 1/2; 3 hp; MV 60; #AT 1; D special; Save F2; Morale 12; AL C; 7xp.

The poltergeist is the equivalent of a ghoul when turned by a cleric. It is naturally invisible and may be damaged only by silver or magical weapons. It does not attack in the normal way, but throws nearby objects (as a 5HD monster for hit determination). Any character struck by one of its missiles must save vs. Spells or flee in a random direction for 2-24 melee rounds.

Sandling: Encounter Area G27.

AC 3; HD 4; hp 20; MV 120; in sand, otherwise 60; #AT 1 pseudopod; D 2-16; Save F4; AL N; 75xp.

The sandling is a shapeless entity of living sand. It is highly aggressive and will attack anything intruding into its territory by lashing out with a coarse, abrasive pseudopod. A large quantity of water (10 gallons or more) will halve its movement rate and the damage caused by its attack. Sandlings are immune to sleep, charm, hold and mind influencing spells.

Scorpions: Encounter Area H14.

AC 8; HD 1hp each; MV 40; #AT 1 sting; D nil plus poison; Save NM; AL N; 6xp each.

Scorpions (large): Encounter Areas H6 and H12.

AC 5; HD 2+2; hp 12 each; MV 90; #AT 2 claws/1 bite; D 1-4/1-4/1 plus poison; Save F2; AL N; 35xp each.

Sethote: Encounter Area initially H5.

AC 7; Cleric 8; hp 20; MV 90; #AT 1; D by weapon; MV 90; Save C5; Morale 9; AL C; Str 12, Int 13, Wis 17, Dex 10, Con 12, Cha 11; 1200xp.

Spells: cause light wounds (x2), cause fear, hold person (x3), continual darkness, curse, animate dead.

Equipment: leather armour, flail, dagger +1, ring of invisibility, ring of animal control for all scorpions.

* Sethote, as a cleric of Seth, is allowed to draw blood for sacrificial purposes only, despite the fact that clerics cannot normally carry edged weaponry.

Skeletons: Encounter Areas B2 and B4b.

AC 7; HD 1; hp 3 each; MV 60; #AT 1; D by weapon; Save F1; Morale 12; AL C; immune to sleep and charm spells; 10xp each.

Yellow Mold: Encounter Area G6.

AC may always be hit; HD 1; hp 4; MV nil; #AT 1; D Special; Save Special; AL N; 6xp.

Instead of inflicting normal damage, this yellow mold will release a cloud of spores in a 10 foot diameter sphere if it is disturbed. Any creature caught in the cloud of spores must save vs Poison or die unless they receive a cure disease within 36 hours.

Zombies: Encounter Areas F, G10, G15, G28, H5 and H10.

AC 8; HD 2; MV 90; hp 10 each; #AT 1 claw (or by weapon); D 1-8; Save F1; Morale 12; AL C; immune to sleep, charm spells; 20xp each.



stopped jars, glassware, three camel and two horse saddles etc, some 20 camel loads in all, worth 1150gp (B/A) or 3800sp (DQ). This room is guarded by two men at all times unless the whole group is on a raid.

A2 is used as a makeshift corral. At present there are 18 camels penned in here — in due course they will be sold.

A3 has been converted into a stables for the nomads' horses (31 in total). They are housed in stalls crudely built of rubble within the building.

Area B — Main Entrance and the Pylons

The main entrance of the temple enclosure is flanked by a pair of 75-foot-high stone pylons. Carved on the face of each is a huge relief of Seth and Sobek rampaging through the armies of Lower Egypt.

B1. Empty Room: This chamber shows signs of recent clearance. It was once a guard room.

B2. Staircase: This leads to the roof of the pylon. Stationed on the roof are two skeletons, each equipped with a short bow and a quiver of twenty arrows. There is also a large gong, which one of the skeletons will sound if intruders are sighted.

B3. Minor Shrine: At the western end of this chamber stands a 12-foot-high basalt statue of Sobek. The rest of the room is taken up by bronze cages — cells where victims were held before being sacrificed to the sacred crocodiles in the pool at C2. If the statue is investigated closely (*Spot Hidden*), a spyhole will be found in its chest, allowing this room to be watched from B4a.

B4. Staircase and Spyhole: The passage at B4a leads inside the statue of Sobek in B3. That room may be watched through a spyhole at eye height, and by shouting in this chamber the statue can be made to 'speak' in a muffled, booming voice. The passage at B4b leads to the roof of the western pylon, where another two skeletons are stationed, again armed with short bows.

Area C — Main Spring and Crocodile Pool

C1. The Spring: The main spring of the oasis issues from the rock face into a carved stone trough measuring 20 feet by 10 feet. It is from this trough that the water supply of the whole temple is drawn. The water is pure and drinkable, but a little cloudy. An overflow channel set into the floor feeds the crocodile pool (C2).

C2. Crocodile Pool: Set around with a stone wall 4 feet high, this sunken pool is used by the sacred crocodiles of Sobek. An island has been constructed in the middle of the pool, where the crocodiles bask and on which stands a small shrine to Sobek. If the adventurers look carefully they will see the unfinished remains of the crocodiles' last meal floating in the pool — human remains as befits sacred crocodiles. In the reeds and the water are four crocodiles 10-15 feet long, and on the island basks a monstrous specimen, a large crocodile 25 feet from nose to tail.

The crocodiles are used to seeing humans moving about on the other side of the wall, but will regard anyone entering the pool area as a meal. They will prevent any character from entering the small shrine (C3) on the island.

C3. Small Shrine: This is miniature copy a small temple to Sobek, with a carved and colonnaded facade. The floor of the shrine is littered with dried reeds and sand. A clutch of eleven crocodile eggs is partially buried in one corner. In the centre of the shrine, also partially covered, is a wooden trapdoor into the secret passage from the antechamber of Sobek's tomb (G21b).

Area D — Private Shrines

The walls of these rooms have crumbled in places, although the wall marking out the temple enclosure shows signs of recent repair. Once private shrines owned by some of the richer patrons of the temple, each of these rooms contains a small altar and a stone idol of either Seth or Sobek.

Area E — Side Entrance

A little less grand than the main entrance to the temple enclosure, this was the entrance used by the priests in their everyday business. A corroded bronze gate hangs on one hinge across the inner gateway, its bottom edge lost in an accumulation of sand and debris.

Area F — The Quarry

On the south-eastern side of the temple enclosure, a number of figures are working to extract rock from the steep valley side. As the adventurers approach they will see the figures are actually 11 zombies, tirelessly carving out material for the repair of the temple. Their orders are merely to quarry rock and they will ignore any intruders unless attacked. They are victims of the raids, and many have crudely stitched wounds in their chests.

Area G — The Temple

G1. Facade: The temple is fronted by six 40-foot-high pillars, linked by a wall 20 feet high. The two entrance pillars are carved to resemble reeds, while others are desert palms — symbolising the position of the oasis surrounded by the desert. This pattern is repeated in the pillars of the Hypostyle halls. The scene carved on the wall shows a King of Upper Egypt, priests and acolytes, making offerings to Seth and Sobek.

G2. Outer Hypostyle Hall: The pillars in this immense chamber are identical to those of the facade. The roof is missing in places, allowing daylight to filter in from above, but the rubble from the collapses has been cleared away. The inner walls carvings show the King directing the building of the Temple while Seth and Sobek watch with approval.

G3. Inner Hypostyle Hall: The roof of this chamber is 25 feet high, and like the outer hypostyle, it is missing in places. The rubble has been cleared away. The walls show scenes of the Temple dedication — offerings being made to Seth, Sobek and other gods, including Seth's 72 conspirators in the murder of Osiris.

G4. Laboratory: This chamber's roof is intact, and light enters through an opening high in the outside wall. Two iron torch-holders set either side of the doorway provided further illumination. Once a small laboratory for the manufacture of incense and similar substances used in the temple, the room has not been cleared of debris, among which are several whole and broken mortars and a small bronze scale pan. A stone bench runs down each long wall, and the end wall is taken up by a large, stained stone trough. The outlet funnel is just above floor level, but the wooden bung which would once have sealed it is missing.

Beneath the workbench are several large jars of aromatic powders used in the manufacture of incense. Most are now stale and worthless, but 1-3 jars are still sealed, and their contents may have some commercial value (B/A: 1-3gp; DQ: 1-10sp). Behind the jars is a tripod incense burner of much-tarnished silver (B/A: 15gp; DQ: 50sp).

The walls are carved with reliefs of the King grinding a number of substances in a large mortar, mixing powders and precious oils, and finally offering incense and perfumes to Seth and Sobek.

G5. Desert Chapel: This room, like G4, is lit by a high window. A small altar stands in the middle of the room with a statue of Seth behind it. He is depicted, holding a date-laden palm branch, as the Lord of the Desert. The wall carvings show the King hunting in the desert, and offering desert riches — water, dates, cooked joints of camel and wild ass, etc — to Seth.

G6. Offering Room: A low altar, bearing a few old and withered offerings, stands in front of a statue of Seth, shown holding a loaf of bread and a joint of meat. A patch of yellow mold has grown over the offerings. The carvings in this room show worshippers offering agricultural produce to Seth, who rewards them by ensuring the continuation of the water supply to their farmsteads on the desert fringes.

G7. Offering Room: The doors to this room stand open, and behind an altar stands an idol of Seth, depicted with both hands full of gems. The adventurers may (*Spot Hidden*) notice a small lapis lazuli pendant in the form of a crocodile (B/A: 20gp; DQ: 65sp) on the floor by the altar. The wall carvings show Kings and Princes offering caskets of jewels, precious oils, rich silks and other valuable objects to Seth.

G8. Room of Libations: This room does not have an altar, but the idol of Seth holds a shallow dish in its outstretched hand to receive liquid offerings.

On the floor are two small pitchers made of faience, a bright blue semi-precious glass-paste material. Each pitcher is worth 10gp (B/A) or 30sp (DQ), and one still contains a small amount of water consecrated to Seth for the purpose of libations (B/A: unholly water, sufficient for 5 vials; DQ: the water is sufficient for 5 vials). Each vial will have the effect of a grenade on entities which are harmed by magical or consecrated objects. However the water has been consecrated according to the rites of an evil cult, and this may modify its effects on certain entities).

The wall carvings show offerings of wine, precious oils and perfumes being poured into similar dishes and being offered up before Seth.

G9. Silver Room: The room door has been forced open, and lies just inside the room. The wall carvings in the chamber show gold and silver coins being taken into Seth's temples on long caravans. A statue of Seth sits against the back wall, with an abacus in one hand and a roll of papyrus in the other. The huge piles of gold and silver have, however, long since gone.

G10. Altar Hall: In the centre of this chamber stands the high altar to Seth and Sobek, carved from a single block of black basalt, and inscribed with prayers of dedication and praise.

At each corner of the high altar stands a mummified figure holding a flail, and as any intruders enter the hall, two will move to attack. Despite appearances, these are **four zombies** — dead priests whom Sethotep has re-animated to serve the temple once more. Their main purpose is to discourage inquisitive nomads from exploring in Sethotep's absence. If the first pair meet determined resistance the second pair will make their way to G24 and thence via the secret passage to the tomb to raise the alarm.

The altar is caked with dried blood, but the presence of three hearts on it testifies to more recent use.

The doorway into G14 is flanked by 12-foot-high basalt statues, one of Seth and the other of Sobek. Each holds a Pharaoh's symbolic flail in one hand and an ankh (a looped cross symbolising Life) in the other. The wall carvings show rites in honour of Seth and Sobek, including the sacrifice of bound captives.

G11. Passage: This narrow side chamber opens onto a sloping passage leading to room G21b. It is choked with rubble from a roof collapse at the point marked on the map, and will require at least 30 minutes work by four people to clear sufficient rubble to squeeze through.

G12. Preparation Chamber: A bronze bowl, mounted on a thin-legged tripod that is green with age, stands in the main part of this room. The far end of the chamber is caged off by equally corroded bronze bars. Inside the cage is a human skeleton, the decayed mortal remains of a forgotten prisoner. The anguished soul of this poor unfortunate now haunts the chamber as a **poltergeist**, and will harass any intruders by throwing any loose object — even its own bones as a last resort. It is completely bound to the place of its death and cannot pursue intruders who leave the chamber.

If the bowl is closely inspected, it will be found to have an inlay of silver, amber and lapis lazuli (B/A: 25gp; DQ: 50sp). Lying on the floor amongst the dust and debris are a bronze holy water sprinkler and a small copper incense burner.

The reliefs on the walls of this chamber show terrified captives being bound and ritually prepared for sacrifice. Clearly, this was the room's function.

G13. Sacred Pool: Two flights of steps lead down to a platform above the sacred pool, which is fed from below by a secondary spring of the oasis. In the centre of the pool is a plinth bearing a basalt statue of Sobek and the three walls facing the platform are decorated with carvings of reeds and other aquatic plants.

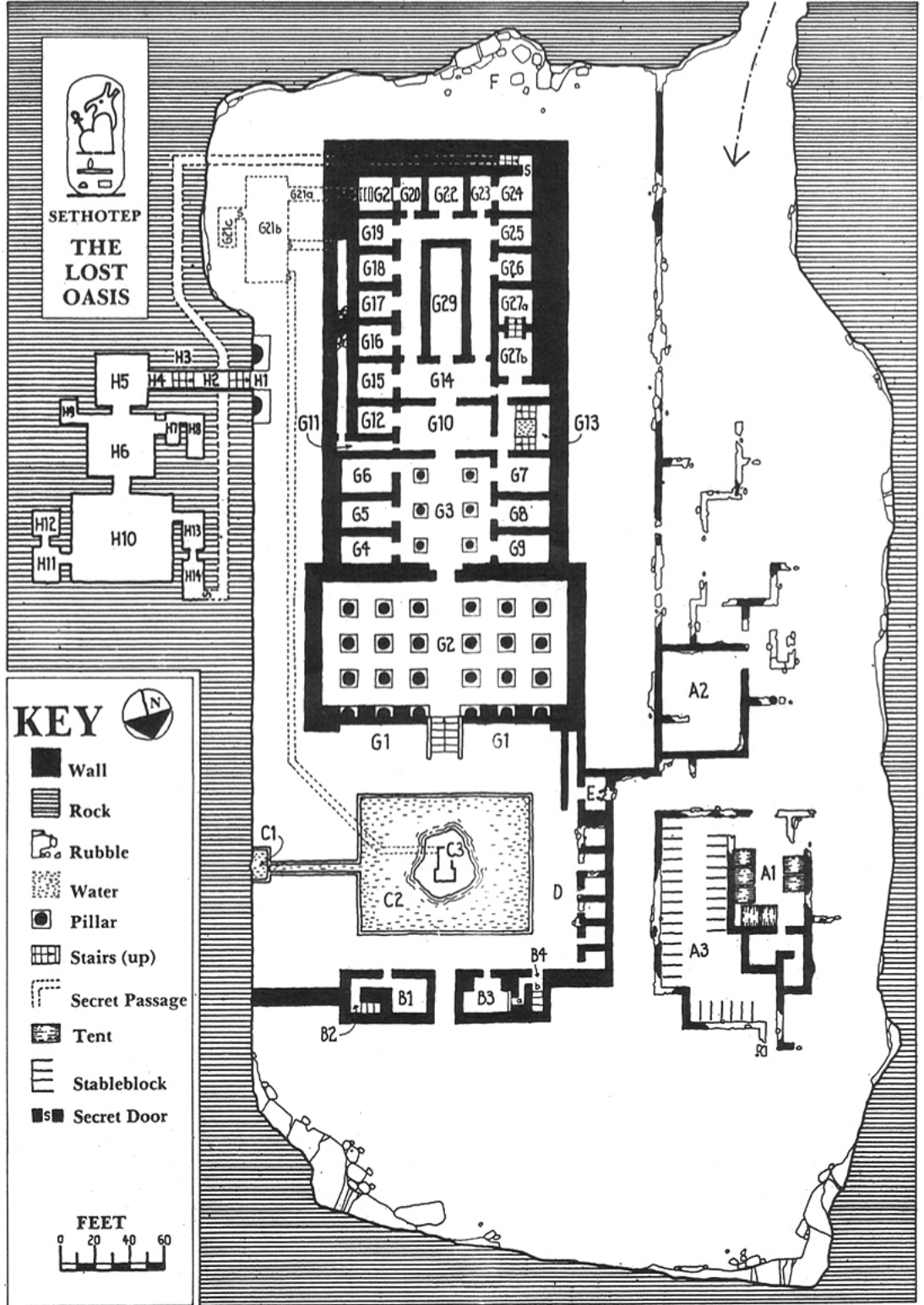
G14. Vestibule: The ceiling of this room has fallen down in places, and the all rubble has not been cleared away. The walls are carved with scenes of the worship of Seth and Sobek, and carved figures of each in low relief flank the doorway into G28.

G15. Storeroom: The door of this room has been forced open, and hangs on one twisted hinge. A mummified figure — a **zombie** — is occupied in gathering fragments of cloth that are strewn across the floor and replacing them in the various chests and coffers in the room. It will ignore intruders unless attacked.

Four chests have not been opened and these still contain two fine robes and one jewelled leopard skin (B/A: 45gp; DQ: 150sp) among the other rotted and useless fragments. Thorough robbers should be able to extract gold and silver thread worth 30gp (B/A) or 100sp (DQ) from the other robes.

The room was a kind of vestry for the priests of the temple, and the chests contained ceremonial robes and banners — one of which is now the nomad's scorpion banner — although most are damaged or badly preserved.

G16. Chapel of the Dispossessed: This chilly room is dedicated to Seth as the patron and protector of the usurped or dispossessed. A tall statue of Seth stands behind an altar, holding the Crown of Upper Egypt in one hand, and with the other hand outstretched in a gesture of warding. On the altar are two slightly damp hearts. The carvings on the four walls tell the story of Seth's rule of Upper Egypt, how the region prospered during this time, and how his throne was usurped by Osiris — depicted as an envious brother who became a bloodthirsty tyrant — and include hymns and prayers for protection against tyranny and the envy of others.

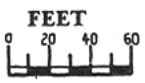


SETHOTEP
THE
LOST
OASIS

KEY



- Wall
- Rock
- Rubble
- Water
- Pillar
- Stairs (up)
- Secret Passage
- Tent
- Stableblock
- Secret Door



ADVANCED DUNGEONS & DRAGONS® Game

Animal Skeletons (mummified crocodiles): Encounter Area G21b.

AC 8; MV 6"; HD 1-1; hp 2 each; #AT 1; D 1-4; SD immune to sleep, charm, hold and cold-based attacks; 12xp each; AL N; S; M; MM2.

Crocodiles: Encounter Area C2.

AC 5; MV 6"/12"; HD 3; hp 13 each; #AT 2; D 2-8/1-12; 112xp each; AL N; S; L; MM.

Crocodile (Large): Encounter Area C2.

AC 4; MV 6"/12"; HD 7; hp 38; #AT 2; D 3-18/2-20; xp 704; AL N; S; L; MM - giant crocodile.

Ghouls: Encounter Areas H2, H4, H7, H10 and H11.

AC 6; MV 9"; HD 2; hp 8 each; #AT 3; D 1-3/1-3/1-6; SA Paralyzation; SD immune to sleep and charm; 81xp each; AL CE; S; M; MM.

Nomads: Encounter Area: 30% chance out on a raid; otherwise areas A1-A3.

AC 8; MV 12"; HD 1-6 hp; hp 4 each; #AT 1; D 1-6 (short bow), 1-8 (scimitar) or 1-4 (dagger); 11xp each; AL LE(N); S; M; MM - dervishes, nomads.

Poltergeist: Encounter Area G12.

AC 10; MV 6"; HD 1/2; hp 2; #AT nil; D nil; SA Fear; SD Invisibility, silver or magical weapons to hit; xp 36; AL LE; S; M; FF.

Sandling: Encounter Area G27.

AC 3; MV 12" (6"); HD 4; hp 20; #AT 1; D 2-16; SD immune to mind influencing spells, vulnerable to water; xp 165; AL N; S; L; MM2.

Scorpions: Encounter Area H14.

AC 9; MV 3"; HD 1hp; hp 1 each; #AT 1; D nil; SA Poison; 31xp each; AL N; S; S (2 inches long). New monster.

Scorpions (Large): Encounter Areas H6 and H12.

AC 5; MV 9"; HD 2+2; hp 13 each; #AT 3; D 1-3/1-3/1; SA Poison sting; 129xp each; AL N; S; S; MM2.

Sethotep: Encounter Area initially H5.

AC 7; MV 9"; Cleric 5; hp 28; #AT 1; D by weapon; SA Spells; S 12, I 13, W 17, D 10, C 12, Ch 11; xp 583; AL LE; S; M.

Spells: **cause light wounds** (x2), **detect magic** (x2), **sanctuary**, **hold person** (x3), **speak with animals** (x2), **animate dead**, **continual darkness**.

Equipment: Studded leather armor, flail, dagger +1*, ring of invisibility, ring of animal control for all scorpions.

* Sethotep, as a cleric of Seth, is allowed to draw blood for sacrificial purposes only, despite the fact that clerics cannot normally carry edged weaponry.

Skeletons: Encounter Areas B2 and B4b.

AC 7; MV 12"; HD 1; 5 hp each; #AT 1; D 1-6; SD immune to sleep, charm, hold and cold-based attacks, edged weapons do half damage; 19xp each; AL N; S; M; MM.

Yellow Mold: Encounter Area G6.

AC 9; MV 0"; HD n/a; hp n/a; #AT nil; D nil; SA spores; SD Only affected by fire; xp nil; AL N; S; S; MM.

This particular yellow mold is too small to have an effective enzyme attack, but if it is disturbed it will release a cloud of spores in a 10 foot diameter sphere. Any creature caught in the cloud of spores must save vs Poison or die unless they receive a cure disease within 36 hours.

Zombies: Encounter Areas: F, G10, G15, G28, H5 and H10.

AC 8; MV 6"; HD 2; hp 9 each; #AT 1; D 1-8; SD immune to sleep, charm, hold and cold-based attacks; 38xp each; AL N; S; M; MM.

G17. Chapel of the Stratagems: In this chamber Seth is venerated as the patron of conspirators and those who plan vengeance. The statue of Seth holds a model of the casket in which Osiris was trapped, finely crafted of silver inlaid with garnet and lapis lazuli (B/A: 250gp; DQ: 830sp). It is magically protected against theft:

B: Any character attempting to steal the model must save vs Spells or suffer the effects of a **blight** (the reverse of the second level cleric spell **bleed**) for 6 turns.



A: A **glyph of warding** has been placed on the casket, invoking the first level cleric spell **curse** (the reverse of **bleed**) on any character removing it from the statue's hand, unless a saving throw vs Spells is made.

DQ: A **Ward** (cast at Rank 6) has been placed on the casket, which will cause any character removing it from the statue's hand to suffer the effects of the **Evil Eye Spell** (S-9 of the College of Black Magics).

The wall carvings show Seth and his 72 conspirators in the murder of Osiris — represented as a brilliant and stylish revenge — along with prayers to Seth as the divine inspiration of ruses and stratagems and the hope of those with insurmountable problems.

G18. Chapel of Refuge from Sorcery: This chapel is dedicated to Seth as the protector of those assailed by magic. The statue of Seth is shown making a protective gesture to warn off hostile magic:

B: Magic from any source will not function within the chapel and monsters of an enchanted nature cannot enter.

A: The entire chapel is covered by a permanent **anti-magic shell**, which is treated as though cast by an 18th level magic user.

DQ: The chapel has been completely insulated from mana. No spell or invested magical item will function inside the room, and no creature of a magical nature will be able to enter. At the GM's discretion the general counterspell of the College of Enspellments and Enchantments, cast at Rank 7 or higher, may negate this effect, although the chance of success is reduced by 40%.

The wall carvings tell the story (from Seth's viewpoint) of how, after he had regained his throne, he was thwarted by Isis — depicted as a witch

of demonic aspect, performing horrifying acts of necromancy in order to raise a zombie-like Osiris — and hymns and prayers for protection against foul sorcery are carved into the wall behind the statue.

G19. Chapel of Refuge from Violence: The statue of Seth is armored in scale mail but unarmed and making a placatory gesture. It stands behind an altar which bears the remains of a falcon, sacrificed to symbolise Seth's revenge over Horus. The carvings in this chapel tell of Horus, depicted as an evil ogre-like figure, his rebellion against Seth and of Seth's expulsion from the throne for a second time. Prayers for protection against barbaric aggressors are inscribed behind the statue. The Chapel contains nothing else of interest or value.

G20. Antechamber to the Chapel of Sobek: The antechamber is empty except for a small altar, bearing dedicatory inscriptions to Sobek and caked with dried blood. A figure of Sobek is carved into the back wall of the antechamber, his arms outstretched in a protective gesture. The other walls bear scenes of Seth's flight to the swamp, Sobek rising to receive him, the two gods killing falcons with their arrows and rampaging victoriously through the armies of the Lower Kingdom.

G21. Chapel of Sobek: A 15-foot-high basalt statue of Sobek stands behind a bloodstained altar, flanked by a pair of old and rusted iron braziers.

The **adventurers** may (*Spot Hidden*) notice that a series of shallow channels on top of the altar run into a concealed cavity in the altar itself. When a certain quantity of blood (B/A: 1hp; DQ: 1DP) or an equivalent amount of some other liquid has been poured into this cavity, a delicate counterweight mechanism will be activated. One face of the altar will slide down into the floor revealing a flight of steps down to the crypt (rooms G21a-c).

G21a. Hallway: This passage, decorated with funeral scenes, symbolises the transition from this world to the next as viewed by the cult of Sobek. Souls are shown in various stages of judgement — those found wanting are fed to a hideous crocodile-headed demon with the forequarters and mane of a lion and the hindquarters of a hippopotamus, while those judged favourably are shown crouching in adoration before a huge figure of Sobek, then transformed into crocodile-headed beings like Sobek before entering a fertile marshy paradise.

G21b. Antechamber: The two long walls of this chamber are lined with richly decorated mummy cases and shelves, upon which rest the mummified remains of a number of crocodiles. If anyone enters the chamber without first uttering a short prayer to Sobek, 1-4 of these **animal skeleton** crocodiles will burst free of their wrappings and slither to the attack. A further 1-4 animal skeletons will animate each round during which there are intruders in the chamber, until twenty are active. They will pursue intruders to the foot of the stairs, but will not attempt to leave the crypt.

A small altar to Sobek stands in the centre of the chamber and a concealed catch in the altar (*Spot Hidden*) will cause a section of the

shelving to swing back, revealing the end of the sloping passage at G11.

The mummy cases will yield 50-200gp (B/A)/160-660sp (DQ) in jewellery and small gems. Two have concealed caches (*Spot Hidden*) allowing them to swing open, revealing the main burial chamber and a passage leading to the shrine in the Crocodile Pool (C3).

G21c. Main Burial Chamber: At the centre of the chamber stands a massive black basalt sarcophagus. The walls are painted with temple and funeral scenes, similar to those on the walls of the Hallway (G21a).

The lid of the sarcophagus is connected to a trap mechanism (DQ: Rank 5), and unless the trap is successfully removed, raising the lid will cause the shaded area of the floor to fall away. Any characters standing on this area will drop down a shaft into a sinkhole, fed by the waters of the oasis (treat as quicksand). Inside the sarcophagus is a wooden mummy case, inlaid with rich woods and small stones (B/A: 30gp; DQ: 100sp). The mummy case is not trapped, and the mummy is wearing a pair of gold bracelets, a jade crocodile amulet, and a heavy gold ring (B/A: 50gp each, 25gp, 40gp; DQ: 160sp each, 80sp, 130sp).

G22. Chapel of the Justice of Seth: This chapel is dedicated to Seth as the giver of justice and restitution. A statue of Seth holds the Crown of Upper Egypt in one hand and brandishes a war flail in the other.

A small vial of clear viscous liquid stands on the altar, which is inscribed with prayers to Seth the Avenger. The liquid is scorpion venom, which is highly poisonous if drunk (B/A: save vs Poison or die instantly; DQ: nerve agent — see 50.8 Alchemist skill — which causes 4DP/Pulse for 5 pulses or until an antidote is given).

Wall carvings show the body of Osiris being burnt, Isis being drowned for witchcraft, Horus bound, tortured and finally beheaded, and the temples of all three being destroyed and the sites ritually cleansed.

G23. Antechamber to the Chapel of the Allies: The antechamber is empty. The walls are carved with figures of the 72 minor deities and others who assisted in the murder of Osiris. Each is named and praised as a friend of justice and an ally beloved of Seth.

G24. The Chapel of the Allies: In the centre of the room stands a small altar and a bronze tripod holding a libation dish. The walls of this chamber are lined with niches, each containing a stone statuette of one of the conspirators. Close investigation will reveal (*Spot Hidden*) that twisting the hand of one of the statuettes causes the marked section of the wall to swing outwards, giving access to the steps and a secret passage linking the Chapel with H14 in the Tombs.

G25. Chapel of the Scorpion: Seth is venerated here as the lord of desert creatures, and a statue of him holds a jewelled silver scorpion (B/A: 350gp; DQ: 1170sp). Any attempt to remove the scorpion from the statue's hand will activate a poison needle trap (DQ: Rank 7) loaded with an identical poison to that in G22.

G26. Treasury: The walls are lined with coffers which have been forced open. All that remains is one gold ring set with a garnet (B/A: 120gp; DQ 400sp), which is half hidden in the dust. The wall carvings show offerings of gold, silver and gems being made to Seth.

G27. Chapel of Dedication: In the upper part of the chamber (G27a) stands a statue of Seth dressed as a priest. In front of this is a tank full of fine desert sand (once used as part of a dedication ritual) set into the floor of the chapel. This is covered in a layer of dust and there is a chance that the tank may not be noticed (*Spot Hidden*) until an adventurer stumbles into it. Since the desertion of the temple, it has become the home of a rare mineral entity (B/A: sandling; DQ: sand golem)

In the sand of the tank are a jewelled golden armband and a faience amulet in the form of a scorpion (B/A: 130gp, 10gp; DQ: 430sp, 30sp).

The walls of this chapel show scenes of the training and consecration of priests of Seth, and the walls of G27b are inscribed with prayers to Seth.

G28. Inner Sanctuary: This great chamber is dominated by a huge seated statue of Seth. It wears the double crown of Upper and Lower Egypt, and sits on the Throne of the Gods. The statue is dressed in rich robes and adorned with jewellery — it wears a pair of golden armlets and a collar of gold worked in lapis lazuli and emerald (B/A: 300gp each, 1200gp; DQ 1000sp each, 4000sp). The jewellery has obviously been made specifically for the statue, as it is too big to be worn by any humanoid smaller than a storm giant.

Carvings on the walls tell the same story of Seth as in G16-22. In front of the statue is an altar, upon which are signs of a recent sacrifice. Before the altar stand two zombies with crudely stitched chest wounds.

Area H — The Tombs

Between two colossal seated statues of Seth is the entrance to the tombs hewn out of the valley side for the temple priests. Sethotep now uses this underground construction for his arcane activities.

H1. Staircase: The staircase has broad, shallow steps and an iron handrail to either side.

H2. Hall: This hall is guarded by two ghouls, placed here to scare away all of inquisitive nomads. They will advance, in a threatening fashion, as soon as any intruders reach the bottom of the stairs, but as soon as the first blow is struck they will try to disengage and flee to H5.

H3. Staircase: This flight of stairs is similar to those at H1.

H4. Hall: The entrance to antechamber (H5) is guarded by two ghouls, with the same purpose and behaviour as those in the other hall (H2).

H5. Antechamber: Sethotep will be in here, animating the occupant of a mummy case which lies on the floor amidst empty mummy cases and other debris, which the ghouls from H2 and H4 will use to construct a barricade if given sufficient time. Sethotep will order the undead to fight and he will then withdraw into H6 to ready his large scorpions.

Propped against the back wall are four closed mummy cases. Four freshly animated zombies will burst from the cases and attack any intruders once Sethotep has left the chamber or before, if he manages to order them to do so.

H6. Main Chamber: The only occupants of this painted burial chamber are two large scorpions — almost 4 feet in length. They are held in separate pens built of mummy cases and other tomb fittings. It is these that Sethotep will use against the party if given the chance.

H7. Guardroom: This tomb antechamber is occupied by four ghouls, who will be gazing at the merchants in H8 through a barricade of mummy cases and other debris unless the alarm has been raised. If the alarm has been raised they will be waiting to attack any intruders.

H8. Tomb: Huddled around the empty stone sarcophagus in the centre of the chamber are three extremely frightened merchants, the survivors of the last caravan to be attacked by the nomads. Watching their fellow merchants being fed to crocodiles, ghouls and scorpions, sacrificed on the altars of Seth and re-animated as zombies has left them somewhat apprehensive about the future.

H9. Storeroom: This tomb is used to store items for refitting the temple and seven bodies Sethotep was unable to re-animate as zombies — now to be used to feed the ghouls and other monsters. The items are: a portable shrine of lacquered wood containing a jade statuette of Seth (B/A: 150gp; DQ 500sp), a small altar of wood and ivory representing the chest in which Osiris was confined (B/A: 50gp; DQ: 160sp), a small casket containing a pair of silver armlets in the form of a coiled cobra (B/A: 50gp each; DQ: 166sp each), a small chest containing three leopardskin stoles and two robes in good condition, two stoppered earthenware jars of powdered incense, two large iron braziers, a pair of bronze tripod incense burners and a bronze sprinkler for holy water.

H10. Burial Chamber: This is the main chamber for the former priests, whom Sethotep is now using to reconstruct the temple. The walls are lined with mummy cases, all open and mostly empty. Three zombies will be in here moving the mummy cases which are still occupied into H6 so that Sethotep can re-animate the bodies. Two ghouls are posted at all times outside the doorway to H13.

H11. Antechamber: Two ghouls occupy this room, along with an empty stone sarcophagus lying against one wall. The doorway to H12 is blocked by its stone lid, which has been reinforced by magical means (B: equivalent of a cause light wounds spell; A: a glyph of warding causing 10 points of fire damage; DQ: Ward of the Fire and Brimstone Spell, invested by Sethotep at rank 4), which will be triggered by any creature crossing the threshold or touching the slab without first uttering a short prayer to Seth.

H12. Hatchery: This tomb has been cleared and is occupied by a large scorpion, which has just given birth to a brood of twelve young. The young scorpions are clinging to their mother's back, giving her some additional protection (B/A: AC improved by one; DQ: absorbs an extra 2DP — they will be scattered by the first blow, negating this bonus). The young cannot attack, and each can be killed with one blow.

H13. Sethotep's Quarters: This antechamber has been taken over by Sethotep. A pile of rich fabrics and silk cushions, looted from various caravans, lies in one corner and serves as a bed.

DRAGONQUEST® Game

Animal Skeletons (mummified crocodiles): Encounter Area G21b.

Average statistics:

PS 9	MD 6	AG 8	MA none
EN 8	FT 8	WP 23	PC 16
PB 1	TMR 3	NA None	

The skeletal crocodiles can attack only in close combat, with bite only (Base chance of 10%, +1 damage no Rank). They are invulnerable to weapons that inflict A type damage.

Crocodiles: Encounter Area C2.

PS 17	MD 5	AG 7	MA none
EN 7	FT 15	WP 7	PC 8
PB 7	TMR 1/3	NA Scales absorb 6DP	

Crocodile (Large): Encounter Area C2.

PS 30	MD 5	AG 7	MA none
EN 15	FT 30	WP 7	PC 8
PB 5	TMR 1	NA Scales absorb 6DP	

This gigantic individual attacks as a normal crocodile except that its bite causes +3 damage.

Ghouls: Encounter Areas H2, H4, H7, H10 and H11.

PS 14	MD 8	AG 6	MA none
EN 18	FT 25	WP 18	PC 10
PB 1	TMR 3	NA None	

The ghouls fight unarmed.

Nomads: Encounter Area: 30% chance of being out on a raid, otherwise areas A1-A3.

Average statistics:

PS 17	MD 17	AG 18	MA 5
EN 17	FT 23	WP 15	PC 10
PB 10	TMR 6	NA None	

They are armed with scimitars (Rank 1-2), daggers (Rank 0-3) and short bows (Rank 0-2). They have the following skills: Ranger Rank 2-5, Unarmed Combat Rank 0-1, Horsemanship Rank 2-5.

Pottergeist: Encounter Area G12.

Treat the pottergeist as a ghost which cannot become visible, but can throw small objects (small enough to be thrown by a normal human) as if with an MD of 25. Any character struck by one of these missiles must make a will power roll (with a difficulty factor of 3) to avoid panicking as though meeting a normal ghost.

Sand Golem: Encounter Area G27.

PS 23	MD none	AG 10	MA none
EN 13	FT 21	WP 10	PC 6
PB 6	TMR 6/4	NA 4DP due to composition	

This monster is from the introductory module 'The Camp of Alla-Akabar', which is included in the 2nd edition rulebook.

Scorpions: Encounter Area H14.

PS 1	MD none	AG 18	MA none
EN 1	FT 1	WP 8	PC 11
PB 4	TMR 3	NA none	

Scorpions (Large): Encounter Areas H6 and H12.

PS 15	MD 19	AG 18	MA none
EN 10	FT 18	WP 8	PC 11
PB 3	TMR 5	NA chitin absorbs 3DP	

Weapons: Large scorpions attack in melee and close combat with two claws (Base chance of 45%, -1 damage, no Rank) and its tail sting (Base chance of 30%, nerve poison 3DP/Pulse until an antidote is applied).

Sethotep Encounter Area: initially H5.

PS 16	MD 13	AG 11	MA 20
EN 15	FT 20	WP 18	PC 11
PB 15	TMR none	NA none	

He wears leather armour and is armed with a flail (Rank 3) and a dagger (Rank 5) which is enchanted to give its user one additional rank when fighting with it.

He is an Adept of the College of Necromantic Conjurings, with the following spells (spell code/rank achieved): T-1/5, G-1/5, G-2/4, Q-1/3, Q-2/2, S-1/4, S-3/2, S-7/2. The GM may add to this list if desired, but these are the bare minimum to make the scenario work. He is a Rank 1 Astrologer, Rank 2 Healer and a Rank 3 Ranger (specialising in deserts).

He wears a ring which has been invested with the Spell of Invisibility (G-8 of the College of Celestial Magics), at Rank 7 with a 96% chance of success (four charges remain), and a ring which has been invested with the Spell of Controlling Animals (G-6 of the College of Sorceries of the Mind). This enchantment is such that it may only be used to control scorpions — up to 20 normal scorpions and two of the larger variety.

Skeletons: Encounter Areas B2 and B4b.

PS 10	MD 14	AG 12	MA none
EN 8	FT 10	WP 20	PC 14
PB 1	TMR 3	NA none	

Skeletons are immune to damage from weapons rated as inflicting A type damage.

Yellow Mold: Encounter Area G6.

None of the attributes usually used to describe monsters are applicable here. The mold exists on organic matter in dark, fairly cool places, and if disturbed will release a choking cloud of spores in a 10-foot diameter sphere. Any creature caught in the cloud must make a successful endurance roll (difficulty factor of 3) or become infested with mold, dying within 36 hours unless a Healer can Cure Infection and Repair Tissues and Organs within that time. The mold may be destroyed by normal or magical fire, but is impervious to any other form of attack.

Zombies: Encounter Areas F, G10, G15, G28, H5 and H10.

PS 10	MD 6	AG 4	MA none
EN 16	FT 20	WP 18	PC 8
PB 1	TMR 3	NA none	

The zombies in G10 use their flails at Rank 1. The rest fight unarmed.

Against one wall is an apparently undisturbed sarcophagus. It actually contains a large quantity of mixed coins, small gems and pieces of jewellery, worth in total 3500gp (B/A) or 11,000sp (DQ) — the former temple treasury with which Sethotep hopes to repair the sanctuary.

H14. Scorpion Nursery: This chamber is empty save for two upturned mummy cases used as workbenches. The cases are covered in an assortment of glass bottles and jars and on one is a small stack of papyrus and other writing materials. This is where Sethotep breeds the scorpions used to murder the priests of other religions. The bottles and jars contain a total of **28 normal scorpions**, some with young.

The scroll from the temple of Thoth is with the others in the stack. The rest are notes Sethotep has made while trying to decipher it. The archaic language, complex allegories and priestly content of the document, as well as its great age, mean that while the adventurers will recognise this as the object of their quest, it is impossible for them to decipher its true meaning. A **comprehend languages** spell will not decipher the scroll.

The concealed door leads to the passage to the Chapel of the Allies (G24).

Ending the Adventure

The defeat of the bandits will earn the adventurers the goodwill of the priests and people of Heiracopolis. The merchant class, while grateful, will demand the return of their merchandise, a sum several times greater than the treasure from the bandits' lair. It should be possible to reach a compromise if Nebertehut is asked to exert his influence on the party's behalf. If Sethotep is killed or captured, the party will be given a reward (B/A: 2000gp; DQ: 7000sp) by the priesthood, and allowed to keep any equipment given to them at the start of the adventure.

In addition:

B/A: Any cleric or magic user of good alignment will be given a scroll of 1-4 spells of 4th level or below, manufactured to order by the priests.

DQ: Any member of the party with sufficient experience points will be given free training — Rank 1 in up to four spells or rituals of the Colleges of Enforcements and Enchantments, Naming Incantations or Celestial Magics or an advance of one Rank in either Alchemist, Astrologer or Healer skill. All living expenses will be paid during the period of tuition. Experience points should be awarded for this mini-module as if for a five-hour game session. The GM may consider a bonus for killing or capturing Sethotep appropriate.

Part 4 - Monsters and NPCs

Boxed sections on pages 27 (B), 30 (A) and 32 (DQ) give all the details of monsters and NPCs for the entire adventure, in alphabetical order. The camels (A2), horses (A3), and merchants (H8) are all average for their types, so no statistics have been provided for them.

Sethotep, regardless of the game system used, wears a pendant of finely-worked gold in the shape of a cartouche bearing the name of Seth and his title as the Lord of the South (B/A: 75gp; DQ: 250sp). Each nomad has a personal treasure of 3-30gp (B/A) or 10-100sp (DQ), and has a 5% chance of possessing one or two low value gems.

Credits

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Development:
Art:
Cartography:

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