

MYTHMAGICA™

The Curse of Merneptah

for use with Mythmagica Beta 11.0

A Mythmagica™ Dungeon Crawl
for 4 to 6 Characters
of Levels 7 to 14

by Whitson John Kirk III

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The Curse of Merneptah

Warning

This module contains an adventure for the Mythmagica Role-Playing Game. Read no further unless you are the Overlord (Game Master), as the following pages contain information only intended for that role. If you are not the Overlord and continue reading, you will spoil much of the potential fun.

Introduction

This module is intended to be a drop-in dungeon crawl for a Mythmagica campaign in an Egyptian setting.

The adventure explores the Egyptian belief that every person had both a physical form and a soul, and that the soul had four parts: the Ba (personality), Ka (life force), Ren (name), and Shuyet (shadow). Further, when the deceased was ready to face the judgment of the gods, the Ba and Ka would reunite to form a person's Akh, a spiritual supplicant hoping to be found worthy of eternal life. Those fearing judgment would delay this reunion for as long as possible, though, choosing instead to haunt the mortal realm. Eventually, though, their fate would catch up to them.

The tomb also highlights the Egyptian funerary practice of placing the deceased's organs in vessels known as Canopic Jars. There were four such vessels, each of which represented one of the four sons of Horus, who were minor gods in their own right. The jar lids were carved in the shape of the heads of each of these gods: Duamutef (jackal-headed), Hapi (baboon-headed), Imsety (human-headed), and Qebehsunef (falcon-headed). However, to avoid taking the players too far into the weeds of Egyptian mythology, the various descriptions in the adventure avoid mentioning these minor deities, and instead emphasize the major gods they resemble: Anubis (jackal-headed), Thoth (baboon-headed), Osiris (human-headed), and Horus (falcon-headed). Being the Overlord, though, having this tidbit of knowledge in your back pocket may prove useful.

Note: Because the Ren represents a person's name, Merneptah's Ren is the only creature in the tomb granted the privilege of Guts points. A Ren is a spirit that can possess other creatures without names, though. While it possesses a creature, that creature can draw from the Ren's Guts points. If at all possible, Merneptah's Ren will reserve this ability

for use in possessing Merneptah's Mummy in the final climactic battle.

Conventions

Normal text, like this, denotes background information to give you, the Overlord, a better view of the scenario.

Boxed text, like this, is intended for you to read aloud to the players.

Italicized text, like this, are instructions intended for you to carry out.

Picking the Difficulty Level

For flexibility, this module provides four Difficulty Levels of monster stats: Easy for Avatars of Levels 7-8, Moderate for Levels 9-10, Hard for Levels 11-12, and Extreme for Levels 13-14. Monster stats for each of these Difficulty Levels are provided at the end of the module. If, after playing the adventure for a while, you find that the group is having a particularly difficult or easy time, feel free to switch to a different Difficulty Level appropriately.

In the module, we use the term "Comparable" to refer to a Level at the upper end of the range of the chosen Difficulty Level (8 for Easy, 10 for Moderate, 12 for Hard, and 14 for Extreme). The term "Superior" refers to a Level two higher than Comparable, and the term "Inferior" refers to a Level two lower. So, a Superior Level at a Moderate Difficulty would be 12.

Sometimes, a Threshold is given as a Comparable, Superior, or Inferior Threshold. When this is done, it refers to a value equal to 10 plus the corresponding Level. So, a Superior Threshold at a Moderate Difficulty would be 10 + 12, or 22.

Ciphers

There are a number of places in this module where the Avatars will encounter arcane glyphs in various scripts, such as Cuneiform Script, Occult Script, and others. They act as simple puzzles that provide clues in a fun way that helps bring to life the cultural context of the story. You are encouraged to hand out these ciphers to the players, so that they can have the fun of deciphering them, using the various cipher tables found in [The Codex of Cultures](#) and [The Oculus of Occultism](#).

Starting the Adventure

Provide the Starting Handouts

Before starting the adventure, provide the Rosetta Scroll handout (later in the module) to any players whose Avatars can read Egyptian Hieroglyphics. Further, provide the map handouts (both the front and back) to the party, possibly as a hint or bit of treasure in a prior adventure.

The map is that of Egypt (known as Kemet in the author's world of Mythia). The red dot indicates a place known as the Necropolis.

The text on the front of the map translates as:

*Stand on the head
of Pharaoh
And peer thru the arch of Nut
to gaze on Merneptah*

The text on the back of the map translates as:

*The treasure
of Merneptah
lies beneath
the riverbed.*

Finding the Tomb

If the characters travel to the Necropolis:

You have reached a remote place out in the desert littered with monuments, crypts, and tombs, most of which were looted long ago. The Necropolis sits in a valley surrounded by plateaus riddled with caves and natural rock formations.

If the characters look for a Pharaoh's head in the valley:

One of the larger monuments in the valley is a stone lion with a human's head. It wears a pharaoh's headdress.

If someone stands on the sphinx's head:

You get a good vantage point from here. You can pretty much see the whole valley.

If someone looks for an arch while standing on the sphinx's head:

There are a number of arches acting as doorways and decorations to the various edifices around you. However, one arch stands out. It is a natural rock formation about a quarter of a mile to the east.

If someone specifically looks through the natural arch while standing on the sphinx's head:

About another quarter mile beyond the natural arch, you can see the side of a plateau having a scattering of a dozen or so caves. But, you can see only one cave through the arch.

The tomb is in that cave.

Tomb Description

Upper Level

U.1 Entrance

The tomb's entrance is carved into the back wall of a deep limestone overhang.

Upon First Observing the Entrance:

The entrance passageway apparently used to be blocked by a large stone slab, which has been moved aside. Next to it lie a few scattered bones, including a human skull.

Hieroglyphics are written on the stone slab.

Give the U.1 handout to the players to let them see the writings.

The Hieroglyphics translate as:

*All who enter will suffer
The teeth of Anubis
The talons of Horus
The curses of Thoth
The judgment of Osiris
And the wrath of Merneptah*

U.2 Entry Hall***Upon First Observing the Room:***

Upon entering, your eyes first fall upon a large black stone statue of a jackal in the center of the room. It is surrounded by four square pillars. The walls and pillars are painted with the figures of humanoids with the heads of jackals. The eastern wall contains hieroglyphics. On the western wall is an alcove shelf in which rests artwork of some sort. Your view of the alcove is obstructed from the entryway, but it is illuminated somehow. The only other exit from the room is a broad staircase leading down into the darkness. Humanoid bones are scattered across the floor.

Give the U.2 handout to the players to let them see the hieroglyphics. They translate as:

*Cringe before
Merneptah
the Destroyer*

Upon Approaching the Western Alcove:

The alcove is a recess carved into the wall about waist high. At the rear of the alcove, is an Egyptian Ank painted on the wall, which glows with a constant golden light. On the alcove shelf an ivory-colored alabaster jar lies on its side. The base of the jar is smooth, but its top is carved in the form of a jackal's head. The top is inlaid with gold to accentuate the jackal head's features. You can see that the lid is also sealed to its base with a band of gold.

If the canopic jar is disturbed:

The jackal statue animates and attacks.

The animated statue is a Large Jackal Statue, whose stats are provided at the end of the module along with those of all the tomb's other occupants.

Treasure:

Jackal-headed Canopic Jar (worth 1,000 s.oz.). If opened, it contains a mummified stomach organ wrapped in linen.

U.3 Entry Staircase***Upon First Observing the Staircase:***

You see a broad staircase. It is, in fact, a pair of 5-foot wide staircases on either side of a 5-foot wide ramp. The walls of the staircase are painted with murals of writhing cobras. The staircase leads down a short distance to a dark room. All you can make out of the room from the top of the stairs is that it has a stone floor and contains some square pillars.

The staircase provides no barriers, treasure, traps, or foes. Nothing but a wary sense for the players that they may have missed something important, and that they should be wary about when those cobras are going to attack.

U.4 Antechamber***Upon First Observing the Room:***

The lower portion of the walls of this chamber are painted blue, obviously depicting the waters of the Nile. Cranes stand within fields of reeds on the riverbanks. On the pillars placed throughout the room are painted depictions of crocodiles and hippos. There are two exits on the north wall, one of

which is a staircase leading down. Between them are some hieroglyphics.

Give the U.4 handout to the players to let them see the hieroglyphics. They translate as:

Litany of Ra Beware the River of Sand

Upon Entering the Room:

Some of the paintings on the columns animate and step out into the room. Crocodiles and a monster that is apparently a hybrid of a Crocodile and a Hippo approach aggressively.

The Crocs are Inferior Crocodiles. The Crocodile/Hippo hybrid is a Superior Tawaret.

U.5 Afterlife Pantry

Upon First Observing the Room:

The walls of this room are decorated with paintings of farmers tending fields, harvesting crops, brewing beer, and going about the lives of the peasant class. Various farming tools lean against the walls: flails, pitchforks, shovels, hoes, and even a plow. Boxes, chests, and jars sit on the floor in front of them. The lid of one of the smaller chests on the far side of the room is open. In the middle of the room stand myriad tiny statues of human peasants made from wood and ceramic.

The miniature sculptures of various servants are Shabti, which are traditionally buried with the dead to perform menial labor for the deceased in the afterlife. They will animate and form an Inferior Shabti Swarm, with five swarm batches.

Also lurking in the shadows among the containers is a Superior Shuyet (MoM). The Shuyet is the shadow of Merneptah. He will command the Shabti to animate and attack anyone meddling with the various containers in the room.

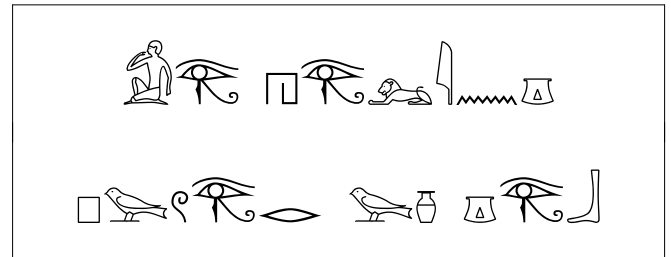
Treasure: The containers hold all of the food and tools the deceased will need in the afterlife. The jars contain a variety of grains and beer. The boxes hold bolts of cloth and a

variety of tools. The open chest contains eight bundles of linen wrapped around herbs and wrapped with twine. The total value of the room's contents other than the balms is 2,000 s.oz. Each of the magical balms is worth 1,280 s.oz. Each bundle is a magical balm:

Geb's Potent Balm

Each of the magical balms is an 8th Quality Level Geb's Potent Balm (as the Pagan Nature spell – see The Codex of Cultures for details.) Each is worth 880 s.oz.

Hieroglyphs are carved into the lid of the chest containing the balms, as shown below:



Anyone who can read Hieroglyphics can determine that they say, "The Healing power of Geb".

Occupant Strategies

Shuyet Strategies

The Shuyet will cower in the dark shadows, hiding from and avoiding the party to the best of its ability. It will use guerrilla warfare tactics and try to attack only when the party is otherwise engaged. It will focus its attacks on the back-line spell-casters and other foes using range weapons.

If the Shuyet drops below half Hit Points, it will flee and continue with its guerrilla warfare tactics in other rooms of the tomb until defeated.

U.6 Second Stairway (Sand Trap)

Upon First Observing the Stairway:

The riverbank motif extends down the walls of this stairway. As in the previous room, white cranes stand above the blue waters. Here, though, they stand on sandy beaches. The long stairway fades into darkness.

At the "X" marked on the map toward the bottom of the staircase is a stair that acts as a pressure plate. When someone steps on it, a Sand Trap is activated. Sand will pour

out of the ceiling at the top of the stairs at a tremendous rate. As there are no handrails or other protrusions or depressions to grab hold of, anyone on the staircase is in danger of being swept down the stairs into the shaft at the stairs' end.

Sand will pour for 3 Rounds. Every Round, everyone on the stairs must make Brawn Checks against a Superior Threshold. These Conflict Rolls must be rolled in a sequence starting at the top of the stairs, and proceeding downward in reverse marching order. If a character fails this roll, the sand will push him forward into the character in front of him. That character will then have to make his Conflict Roll with a Drawback. If he fails, then both of the characters will be pushed forward into the next character, who will suffer from a Drawback for each of the characters careening into him, etc. If a character succeeds, though, he stands firm against the sand's pressure for the current Round, and prevents those behind him from moving past him during that period, and prevents himself and his comrades from imposing Drawbacks on those in front of him. Further, he may Creep back up the stairway (Speed of 5), if desired.

Anyone swept into the shaft on the first Round will suffer from a 20 foot fall onto sand. Those swept in on the second Round suffer from a 10 foot fall, while those swept in on the third Round suffer from no fall at all, as the shaft will be full. (See Falling from Heights in The Overlord's Omnibus for details.) Unless the character's fall to 0 Hit Points from the ordeal, assume they fight their way to the sand's surface. If they do fall to 0 Hit Points, their depth of burial is commensurate to what their Glory Status allows.

U.7 Shaft

If the sand trap was not triggered:

A deep shaft lies before you. It is about 15 feet across, 15 feet wide, and 20 feet deep. Its walls are painted with the same riverbank motif as the stairway. The walls of the shaft below your level are a uniform blue, except for some hieroglyphics that you can barely see on the west wall at the pit's bottom. On the far side of the shaft at your level is another short passage that leads to a dimly lit room. You can see some painted pillars in the room and the glint of gold, but little else. Unfortunately, there does not seem to be any way to cross over to the far passage.

If the Sand Trap was not triggered, the shaft will be 20 feet deep, with a large pile of sand in the middle of a stone floor. The sand pile is actually a type of Liquid Earth Elemental known as a Sandman. (See The Tome of Terrors for details.) It will not attack the party, although it will defend itself. Its primary concern is in maintaining the sand trap.

The shaft is carved from the limestone bedrock. Its walls are blank, aside from some hieroglyphics on the west wall (20 feet down). The hieroglyphics are actually written on a secret door that leads to main part of Merneptah's tomb.

The secret door pivots on a central axis (clockwise when viewed from above). It can be opened merely by pushing on its southern half. (When the shaft is filled with sand, the sand pushes on both sides, which keeps the door shut.)

Hieroglyphics are written on the shaft's west wall.

If the hieroglyphs at the bottom of the pit are examined:

Give the U.7 handout to the players to let them see the writings. They translate as:

*Beware to all
who disturb Merneptah
Crushing death awaits*

If the sand trap was triggered:

The torrent of sand apparently poured into a large pit, which you see is about 15 feet across and 15 feet wide. The pit is nearly full, requiring a step down from the stairs of only a couple of feet to the sand. The walls of this room are painted with the same riverbank motif as the stairway. On the far side of the small room is another short passageway that leads to a dimly lit room. You can see some painted pillars in the room and the glint of gold, but little else.

If the Sand Trap was triggered, the shaft will be full and the secret door at the bottom will be buried. In this case, the sandman at the bottom of the trap will wait for 24 hours before causing a tremendous whirlwind to stream the sand back up the shaft and to the top of the stairs to reset the trap. This action will restore the shaft to its earlier 20 foot depth.

U.8 Upper Burial Chamber

This is a faux burial chamber intended to throw off tomb robbers.

Upon First Observing the Room:

This is a large rectangular room with eight pillars, the closest of which are obstructing your view of most of the room. You can discern that four pillars line the north wall and four line the south wall. Golden light is coming from the eastern wall, but its source is out of sight at the moment. The dim golden illumination reveals that the pillars are painted with human soldiers engaged in combat.

Despite your poor view, you can see polished wooden chests between the pillars and the walls, along with the glint of gold.

Upon Entering the Room:

As you move past the pillars, you get a better view of the room. You see that the soldiers depicted on the pillars swing their swords at unarmed people lying at their feet, who hold their bloodied arms up as their only defense. The light comes from an illuminated alcove to your right on the eastern wall, in which rests a sculpture of some sort. To your left is a sarcophagus of black stone whose lid is carved in the form of a man wearing a pharaoh's headdress. It stands upright in the middle of the western wall. You can see that glazed jars and

chests of polished wood are stacked behind the pillars of the north and south walls. Treasures of all sorts are haphazardly set on top of the chests. Statuettes of gold and piles of gemstones are scattered about. The ceiling is painted with hieroglyphics.

Give the U.8 handout to the players to let them see the hieroglyphics. They translate as:

***Kneel before
Merneptah
the Enslaver***

Upon Approaching the Eastern Alcove:

There is an alcove recessed into the eastern wall. It is similar to the one in the entry chamber, with a glowing Egyptian Ank painted on back wall. On the shelf is another ivory-colored alabaster jar standing upright, similar to the one you found earlier, except its top is carved in the form of a man's head wearing a pharaoh's headdress. Similar to the jackal headed jar, this jar is inlaid with gold to accentuate the head's eyes and headgear. Once again, its lid is sealed to its base with a band of gold.

If anything in the room is disturbed:

You hear a low grinding sound of stone on stone from the sarcophagus. The lid falls forward with a resounding boom. Within the sarcophagus, you can see a humanoid figure wrapped in cloth strips and wearing a pharaoh's headdress. It holds a kopesesh sword and a golden crook. The mummy steps forward out of the coffin and approaches with surprising speed. Its manner does not appear friendly.

The "mummy" is actually a Superior Ghastly Skeleton with a Guise cast on it to appear mummy-like. Its wrappings, crook, and headdress are illusory. However, the sword it wields is real. It is a Medium Khopesh of Superior Quality Level. If the Ghastly Skeleton is defeated, its Guise will fade, revealing its corpse to be that of a skeleton.

Treasure:

The golden statuettes are gold-plated lead figures. The gemstones are glass. The chests and jars are all empty. All of the treasure in this room is essentially worthless, except for the alabaster Canopic Jar in the east alcove.

The human-headed Canopic Jar is worth 1,000 s.oz. If opened, it contains a mummified liver organ wrapped in linen.

Lower Level

L.1 Scriptorium

This room is where the pharaoh's scrolls are stored.

Upon First Observing the Room:

The room is dimly lit by golden light coming from your right. In the center of the northern wall stands a man-sized golden statue of a humanoid with a baboon's head holding a quarterstaff of black ebony topped with a golden glowing ank symbol, which is the source of the light.

An alcove is carved into the southern wall, in which you can see a jar of alabaster whose lid is carved in the shape of a baboon's head. Gold inlay highlights the jar's features, much like the jars you have encountered before. Hieroglyphics are painted on the wall of the alcove behind the jar.

On the north wall on either side of the statue are criss-crossing planks of polished wood, giving the overall appearance of wine racks. In each cubbyhole of these two structures is a rolled-up scroll.

Characters may pass through the room unhindered if they don't touch anything. (*Right. Like that's going to happen!*)

The statue is actually a Superior Wooden Anthropomorph covered in gold leaf. The first time anyone strikes the statue with a weapon, its wooden nature will become apparent. It will animate and attack anyone disturbing anything in the room with the staff it holds, which is magical.

The scrolls in the room are cursed. Every time someone removes a scroll from its resting place, a shiver will go down their spine. Each time this happens, they must make an Avoidance Roll with Willpower adjustments against a Superior Threshold. Failure indicates they are afflicted with the Curse of Insomnia (see Spiritual Curses in The Rules

Reference for details). A person cannot be doubly cursed, though. Once they are afflicted with the curse, further Conflict Rolls are unnecessary. In effect, a cursed individual may safely remove the remainder of the scrolls without further incident. The curse drives those afflicted with a passion for reading and thoroughly studying any and all written text they encounter, leaving them unable to get much sleep.

If the hieroglyphs in the alcove are examined:

Give the L.1 handout to the players to let them see the writings. They translate as:

*May the writings of Thoth
Compel all who read them*

Treasure:

Baboon-headed Canopic Jar (worth 1,000 s.oz.). If opened, the Canopic Jar contains mummified lungs wrapped in linen.

The scrolls in the room contain complete collections of Necromancy and Sorcery spells up to Lore ranks of 8. Each scroll contains one spell. Necromancer spells are to the left of the statue. Sorcery spells are to the right. The higher the shelf on which it rests, the higher the lore ranks needed to learn the spell.

Ptah's Divine Staff

The staff wielded by the statue is magical, is 12th Quality Level, and delivers an additional +3 damage when it strikes (value of 27647 s.oz.). It is enchanted with the Pagan spell Ptah's Divine Staff (see The Codex of Cultures for details).

L.2 Vestibule

This room is a well disguised Crushing Wall Trap (see The Overlord's Omnibus for details). If the pressure plate at L.2.a is triggered, Sliding Gates will drop down at the locations marked L.2.b on the map (again, see The Overlord's Omnibus for details). The next round, the southern wall (marked L.2.c on the map) will begin moving north at a rate of 5 feet per Round. The southern wall is uneven, though, with the middle portion protruding out 5 feet. What this means is that the middle portion will be flush with the north wall 1 Round before the rest of the south wall is.

The central portion of the north wall is illusory, though. The middle portion of the creeping south wall fits neatly into the passage behind the illusory north wall. If the characters realize the middle part of the northern wall is illusory, or if they just touch it, they can pass through it without hindrance. Otherwise, they are likely to stand in the parts of the room

where they will be crushed, hoping to find one more Round of safety. If this is done, they will have to stop the Crushing Wall Trap by brute force, which may prove disappointing.

If the lever at L.2.d is pulled, the southern wall will grind to a stop, and then move south to its original position. Once there, the sliding gates at L.2.b will raise, and the trap will be reset.

Upon First Observing the Room:

The west walls of this room depict lines of humans facing a pharaoh sitting on a throne in the central portion of the southern wall. The pharaoh is wrapped tightly in linens. To his right and behind him is a standing winged woman dressed in a white gown and wearing a golden crown with a cobra head on it. To the pharaoh's left and behind is a dog-headed man placing a heart upon a set of balance scales, apparently weighing the heart against a feather. On the other side of the scales on the west wall is a monster with a crocodile's head and tail, a lion's mane and fore-quarters, and a hippo's hind quarters. Its mouth is wide open, in eager anticipation. The north wall is blank.

Those knowledgeable in Egyptian mythology will recognize the pharaoh as Osiris, the woman as Isis, and the dog-headed man as Anubis. They are judging the dead, to determine if they are worthy of entering the afterlife. If their heart is pure, it will be lighter than a feather, and they will be allowed entry. Otherwise, their heart will be thrown to Ammut, who will consume them utterly.

Upon Entering the Room:

As you enter, a ghostly apparition of a bird with a man's head and arms fades into view in the center of the room. The ghostly avian-man glances toward you. An uneasy feeling rises in you, and a chill runs down your spines.

The ghostly avian is a Ba, personifying Merneptah's emotional energy.

The Ba is an important character in the tomb. Be sure to read through its Goals / Strategies to make sure you understand how it plans to handle intruders.

Occupant Strategies

Ba Strategies

The Ba won't engage in melee unless it is attacked directly. However, it will attack using its magical powers if given the chance. It has no Hit Points, and cannot be

Ba Strategies

damaged. But, if it sustains any Setback from the party, it will flee out the west passage, hoping to draw its attackers into pursuing it and triggering the pressure plate at L.2.a. (Being weightless, the Ba won't trigger the trap itself.)

If anyone manages to follow the Ba into the Arena (L.4), it will run to the hierosphinx statue and stand beside it, hoping its pursuers will trigger the Sokar fighters to animate and attack.

If the party does not follow and does not trigger the Crushing Wall Trap, the Ba will attack with its spells from the western corridor until someone pursues it.

If the Ba is defeated, you should assess how well the party is doing. If they are in need of a respite, have the Ba flee down the southern staircase to L.6 into the darkness. Otherwise, have the Ka (of L.6) charge up the staircase to continue the fight in defending its escape.

The Ba and the Ka are both defeated, they will attempt to merge into a single spirit (the Akh of L.6).

L.3 Gallery

The Gallery is a raised area adjacent to the Arena. If the murals are triggered to animate as Sokar fighters, the Sokar archers on the walls of this room will animate at the same time. Inferior Sokar archers will step out of the walls and fire at the intruders below with Short Bows and Arrows. They also carry Khopesh swords which they will use to defend themselves if attacked directly.

If the Sokar fighters of Room L.4 step out of the walls, the archers of this room will do likewise and open fire on the party below.

Upon Approaching the Northern Alcove:

There is an alcove recessed into the northern wall. It is similar to the ones you have encountered before, containing another ivory-colored alabaster jar. This one's top is carved in the form of a falcon's head with gold inlay.

Treasure:

Falcon-headed Canopic Jar (worth 1,000 s.oz.) If opened, the Canopic Jar contains mummified intestines wrapped in linen.

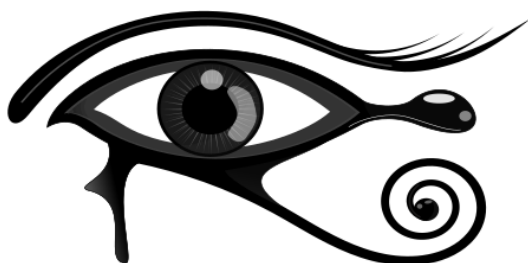
L.4 Arena

The Arena is a large open room, with a 20 foot tall ceiling. The north wall has an opening into the adjacent Gallery (L.3). The opening starts 10 feet above the floor and extend to the ceiling, and allows the archers in the Gallery to fire arrows into the Arena, and even down the broad stairs to the south (L.5).

Upon First Observing the Room:

This is a large room with a 20 foot high ceiling. On the far side of the room, in the middle of the west wall, is a statue of a raptor-headed sphinx. Painted on the floor in front of the statue is a large glowing eye symbol, which gives ample illumination to the room. The southern and eastern walls of this room are lined with paintings of falcon-headed soldiers murdering unarmed humans lying at their feet while arrows rain down from above. The warriors are armed with bloody Khopesh swords. Above the sphinx on the western wall is painted the figure of a man wearing a pharaoh's headdress pointing a golden crook toward the falcon soldiers, as if directing them. Hieroglyphics appear next to this figure. Halfway up the northern wall is an opening to a spacious gallery which overlooks this room. A broad stairway on the southern wall leads down into darkness.

The glowing Egyptian eye symbol is the Eye of Horus.



Give the L.4 handout to the players to let them see the hieroglyphics. They translate as:

*Grovel before
Merneptah
the Bloodthirsty*

If the party comes within 10 feet of the statue:

The paintings of the raptor-headed men animate and step out of the wall, becoming real soldiers. They approach aggressively.

They are Inferior Sokar Fighters (MoM) wielding Medium Kopesh swords who will attack the party without further provocation.

Sokar archers simultaneously step out of walls to the north in the Gallery. They will open fire when the Sokar fighters attack.

L.5 Third Staircase

Upon First Observing the Room:

This chamber is primarily made up of a wide staircase. But, on either side of the stairs is a five-foot wide level floor, at the same level as the previous room. On the walls of this chamber are painted men having the upper torsos, arms, and heads of men, and the lower torsos of scorpions. They stand at attention, holding halberds. The ceiling contains hieroglyphics.

The men depicted on the walls are Ta-Bitjet. They will animate if the mummy in Merneptah's Burial Chamber (area L.6) rises to attack.

Give the L.5 handout to the players to let them see the hieroglyphics. They translate as:

*Prostrate before
Merneptah
the Doombringer*

L.6 Merneptah Burial Chamber

This is the room where the tomb's final climax is likely to take place. You should familiarize yourself with the entire room and its contents before proceeding, to make sure you understand the general gist of how things are set up here.

Upon First Observing the Room:

This is obviously a burial chamber, as a great golden sarcophagus lies in the middle of the room between four great pillars. The sarcophagus is highlighted by golden light coming from a passage to the east. The floor the sarcophagus rests on is at a slightly lower elevation than that of the entrance. Short stairs lead down to the lower level between the pillars, and another set of short stairs lead back up on the far side of the sarcophagus.

Large black stone humanoid statues stand in the four corners of this room. To the northwest is a falcon-headed statue armed with a large bow. The northeast statue has a jackal's head armed with a large Khopesh sword. The southeast statue is human armed with crook and flail, while the southwest statue has the head of a baboon armed with a staff whose tip is fashioned into the form of a cobra's head.

A painting of a monster with the body of a hippo and the head of a crocodile appears on the west wall. Next to this beast is a painting of a balance scale having a feather on one scale and a heart on the other.

Finally, you also see hieroglyphics on the south wall.

If the Party has not yet encountered the Ka in its chariot:

To the right of the entrance is a golden chariot.

Upon Entering the Room, if they haven't encountered the Ka before:

You hear the sudden loud crack of a whip. A swirl of dust appears in front of the chariot and rapidly expands in a complex vortex outlining the form of an ethereal stallion with a long mane blowing in the wind. A ghostly man wearing a pharaoh's headdress appears in the chariot itself. He wields a ghostly whip in one hand and holds the chariot's reins in the other. He wears Egyptian armor and has a large Khopesh sword strapped to his back. The chariot turns to attack.

The ethereal horse is a Comparable Large Anemoui (Large Gas Elemental). The ghostly pharaoh is a Superior Ka (specifically, Merneptah's Superior Ka).

If the Ba and Ka merge into an Akh:

The ghostly avian-man you encountered earlier appears from of a wall and flies to the ghostly pharaoh. The two embrace each other and morph into an apparition of a crane emanating a blackish aura.

The ghostly crane is a Superior Akh (specifically, Merneptah's Superior Akh).

If the party disturbs the sarcophagus:

The Mummy animates.

If the Mummy animates:

The lid of the sarcophagus suddenly explodes upward in a display of fire and thunder, pulverizing itself against the ceiling. Shrapnel of wood shards covered in gold leaf pepper the surrounding area.

Treat this as the Occult spell Invoke Great Grim Entrance cast at a Superior spell rank (see The Oculus of Occultism for details).

A humanoid figure wrapped in linens sits up, and turns its face toward you. It wears a fabulous golden headdress and mask, adorned with lapis lazuli. He grips the sarcophagus with one hand to steady himself as he stands. The other hand holds a golden crook.

The humanoid figure is the Superior Mummy of Merneptah. He is not pleased that his rest has been disturbed, and will

Akh Strategies

If the party is good to go:

The Akh will look around as if considering its options. If will then fly to the large jackal-headed statue (in L.6) and land in front of it. It will use its Mental Arm power (as the Mystic spell), to retrieve and wield the statue's Khopesh sword. The sword will rise into the air from the statue's grasp, and descend next to the crane. As the sword does so, the crane will tap it against the statue, which will cause the sword to begin ringing like a tuning fork. After that is accomplished, the Akh will attack. The party will be able to see that the sword is made of crystal. It will also be evident by the sword's movement that it is somehow wielded by the spectral crane, even though the spirit has no arms.

If the Akh is defeated:

The ghostly Akh will flee and fly into the sarcophagus, disappearing from view completely.

Again, you need to make a call about how the party is doing. Are they good to go for more or do they need a break? If they need a break, just wait and see what the players do next to determine your next move. Otherwise, have the Mummy animate within the sarcophagus, buff itself with its spells (before exiting the sarcophagus), blow the lid of the sarcophagus, and attack.

Ka Strategies

If the Ba (of L.2) calls for assistance, the Ka will charge up the staircase on its chariot, which is drawn by an Anemoui (Gas Elemental in the form of a horse).

If the Ka is defeated, it will try to merge with the Ba to form an Akh (L.6).

Royal Mummy Strategies

If the Ba (of L.2) calls for assistance, the Ka will charge up the staircase on its chariot, which is drawn by an Anemoui (Gas Elemental in the form of a horse).

If the Mummy falls to half Hit Points:

It will call out "Merneptah!!!", in a loud voice, in an effort to call for the assistance of his Ren in L.7.

If the Mummy is defeated:

The mummy falls to the ground, and you hear it give out a terrified yell. A chill fills the room, and

Royal Mummy Strategies

everything goes dark, save for the outline of the hybrid Crocodile-headed monster painted on the west wall of the burial chamber. You see the balance scales next to the beast tip. The heart is heavier than the feather. A low vibration fills the room, and the monster animates. One gigantic lion's paw reaches out from the wall and hits the ground with a booming rumble. As if having to push its way through, the Crocodile head swings out into the room with a loud hiss that leaves you all standing in rapt awe. The other fore-claw frees itself next, and the creature pulls itself completely into the room. It lumbers slowly toward the fallen pharaoh, and the best you can all manage is to back away slowly, inch by inch. When it gets to the mummy, its teeth clamp down hard on the corpse with the sound of snaps and crunches. The pharaoh's mask falls aside, revealing a look of horror in his eyes. The pharaoh's mouth opens as if to scream again, but the beast jerks its head back and the pharaoh's broken corpse slides down its throat. The monster turns as its tail casually pulverizes what's left of the sarcophagus and takes a chunk out of one of the nearby columns. It then slowly lumbers back to the wall from which it came. As it climbs back into the mural, it pauses briefly, looks back in your direction, and shudders. Some kind of sparkling wave expands out from its body, passing through the entire room and beyond. The beast then proceeds to climb back into the painting and stops moving. The light returns, and the room appears much as it did before.

As a "thank-you" for finally bringing the pharaoh to judgment, the great goddess Ammut dispelled any curses that the party may be suffering via the magical wave that emanated from her body. Or, at your discretion, Ammut may have provided some kind of magical blessing of your choosing instead (such as mending bones, healing maims, etc.) Don't go overboard, though. She's not that generous.

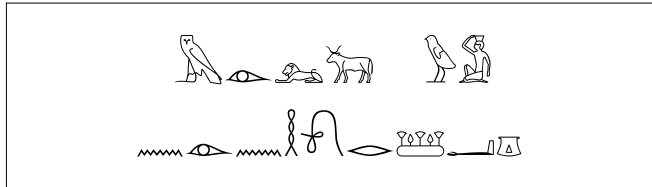
Statue Strategies

These statues will only animate, one at a time, if the characters unsuccessfully attempt to solve the puzzle in room L.7, or if they are attacked directly.

Coffer of Ninhursag's Milk

This small golden coffer contains 4 vials of a milky liquid. Each vial is a tonic of Ninkhursag's Nourishing Milk (as the Pagan Harmony spell). Each vial has 4 doses, and is worth 13311 s.oz.

Hieroglyphics are engraved on the coffer's top, which say, "Milk of Ninhursag":



Rapping up

If the group defeats Merneptah's mummy and gets back to town with the treasure they sought, give them an Objective Reward. If you ran the adventure using the creature examples of Level 7-8, give each Avatar a flat 160 XP. If you ran it at Levels 9-10, give each Avatar a flat 640 XP. If you ran it using the Level 11-12 examples, give each Avatar a flat 2,560 XP. For Levels 13-14, give each Avatar a flat 10,240 XP. (These rewards are *not* multiplied by the Avatars' current Glory Status.)

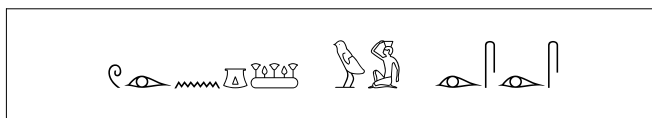
Cippus of Horus

This is a golden cippus, a Tiny statuette depicting the falcon-headed god Horus. It is 12th Quality Level (value of 40675 s.oz.). The statuette is charmed with the spell Horus's Cippus (see [The Codex of Cultures](#) for details).

Cloak of Isis

This cloak of Egyptian golden silk is 12th Quality Level (value of 27647 s.oz.).

When the wearer says, "Wings of Isis", the cloak draws 4 Setback from them and casts the spell Wings of Isis on them (as the Pagan Harmony spell). Its command phrase is embroidered on its neck's inner lining in Hieroglyphics as follows:



Golden Ankh

This is a golden holy symbol of 12th Quality Level (value of 26071 s.oz.). The symbol is charmed with the spell Egyptian Ankh (see [The Codex of Cultures](#) for details).

Lapis Scarab

This is a lapis lazuli carving of a scarab. It is 12th Quality Level, and is worth of 35372 s.oz. The scarab is charmed with the spell Khepri's Scarab (see [The Codex of Cultures](#) for details).

This room is also an ideal place to put a portal into the Astral Realm or a magical transporter to another location as an introduction to the next adventure.

Creature Examples

Easy Difficulty (Levels 7-8)

Desert Wilderness Creatures

Antlion, Comparable Large (Level 8)

Large insect that buries itself in the sand for a surprise attack.

TN=5;ST=4;AG=1;CR=2;PC=-2;HT=-3;IN=-6

HP=70; FP=20; Ward=2; SP=45 / 25; Ref=ToT

Att | Dam | Def | Stab: mandibles=+17 | 9 | 28 | 25

Blemmyes, Comparable (Level 8)

Headless tribal humanoid.

TN=3; ST=2; AG=0; CR=-1; PC=1; HT=1; IN=2

HP=49; FP=38; Ward=1; SP=35; Ref=MoM

Att | Dam | Def | Stab: punch/kick=+14 | 7 | 22 | 23

Centipede, Comparable Large (Level 8)

Big many-legged bug.

TN=9;ST=8;AG=-6;CR=4;PC=-2;HT=-4;IN=-8

HP=140; FP=19; Ward=5; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+14 | 16 | 25 | 29

Centipede, Inferior Medium (Level 8)

Man-sized many-legged bug.

TN=7;ST=2;AG=0;CR=6;PC=-2;HT=-4;IN=-8

HP=70; FP=19; Ward=3; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+14 | 7 | 29 | 27

Griffin, Large Vulture (Level 8)

Griffin with a vulture head.

TN=4;ST=6;AG=1;CR=-2;PC=5;HT=-1;IN=-5

HP=76; FP=45; Ward=2; SP=80 / 120 / 90; Ref=ToT

Att | Dam | Def | Stab: beak/claw=+19 | 16 | 27 | 31

Jackal, Comparable (Level 8)

Small canine.

TN=-2;ST=-3;AG=8;CR=1;PC=2;HT=1;IN=-6

HP=21; FP=41; Ward=0; SP=55; Ref=MoM

Att | Dam | Def | Stab: bite=+17 | 3 | 28 | 22

Lizardman, Comparable (Level 8)

Lizard-like humanoid.

TN=5;ST=4;AG=1;CR=-1;PC=1;HT=-1;IN=-1

HP=70; FP=32; Ward=2; SP=40; Ref=ToT

Att | Dam | Def | Stab: spear=+17 | 7 | 28 | 28

Lizardman, Inferior (Level 6)

Lizard-like humanoid.

TN=5;ST=3;AG=1;CR=-1;PC=0;HT=-1;IN=-1

HP=64; FP=29; Ward=2; SP=40; Ref=ToT

Att | Dam | Def | Stab: spear=+14 | 6 | 26 | 25

Vulture, Comparable (Level 8)

Carrion eating bird.

TN=3; ST=1; AG=1; CR=0; PC=3; HT=-1; IN=-6

HP=45; FP=38; Ward=1; SP=30 / 70; Ref=MoM

Att | Dam | Def | Stab: beak=+14 | 6 | 26 | 28

Worm, Large Mongolian Death (Level 8)

Large acid-spitting worm.

TN=2;ST=9;AG=-17;CR=-2;PC=2;HT=1;IN=-8

HP=83; FP=41; Ward=1; SP=10; Ref=ToT

Att | Dam | Def | Stab: acid spit=+12 | 7 | 3 | 22

Tomb Creatures**Akh, Superior** (Level 10)

Small ghostly crane surrounded by a dark aura. Has Mystic Power of Mental Arm, which it may use to wield a weapon. The stats here are for wielding a Large Khopesh. It may cast the following Occult spells: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear.

TN=--; ST=--; AG=8; CR=5; PC=0; HT=0; IN=3

HP=19; FP=32; Ward=0; SP=35 / 65; Ref=MoM

Att | Dam | Def | Stab: khopesh=+15 | 7 | 33 | 25

Anemoi, Comparable (Level 8)

Air elemental in the form of a horse.

TN=3; ST=6; AG=-3; CR=0; PC=1; HT=1; IN=0

HP=70; FP=38; Ward=1; SP=70 / 50; Ref=ToT

Att | Dam | Def | Stab: sonic blast=+15 | 10 | 22 | 26

Anthropomorph, Superior Wooden (Level 10)

Wooden statue of a baboon-headed man, covered in gold leaf, and wielding a staff.

TN=4; ST=3; AG=-2; CR=-1; PC=3; HT=1; IN=2

HP=59; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: staff=+15 | 7 | 28 | 33

Ba, Superior (Level 8)

Ghostly man-headed bird, which may cast the following Occult spells: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear.

TN=--; ST=--; AG=1; CR=1; PC=2; HT=1; IN=3

HP=--; FP=41; Ward=N/A; SP=35; Ref=MoM

Att | Dam | Def | Stab: special=na | special | 19 | 20

Cobra, Comparable Large (Level 8)

Bite injects a Deadly Killing Venom.

TN=5; ST=5; AG=-2; CR=0; PC=3; HT=-2; IN=-8

HP=76; FP=34; Ward=2; SP=40 / 40; Ref=MoM

Att | Dam | Def | Stab: bite=+15 | 9 +poison | 25 | 30

Cobra, Inferior Medium (Level 8)

Bite injects a Deadly Killing Venom.

TN=3; ST=-1; AG=4; CR=2; PC=3; HT=-2; IN=-8

HP=38; FP=34; Ward=1; SP=40 / 40; Ref=MoM

Att | Dam | Def | Stab: bite=+15 | 3 +poison | 29 | 28

Crocodile, Comparable (Level 8)

Latches on when it bites and Grapples its prey.

TN=6; ST=4; AG=-1; CR=2; PC=-2; HT=-1; IN=-7

HP=76; FP=24; Ward=3; SP=20 / 45 / 30; Ref=ToT

Att | Dam | Def | Stab: bite=+15 | 9 | 27 | 26

Ka, Superior (Level 10)

Humanoid specter whose touch acts as the Occult spell Manifest Dire Siphoning Touch. It may also use the Occult spells Invoke Dire Despair and Invoke Grim Vitality Siphon.

TN=--; ST=--; AG=2; CR=2; PC=3; HT=0; IN=3

HP=32; FP=41; Ward=0; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+19 | special | 26 | 27

Mummy, Royal (Merneptah) (Level 10)

The mummy of the pharaoh whose tomb this is. As royalty, Merneptah has the Gift of Divine Right. Further, the mummy may cast the following Pagan spells:

Battle: Battle Rage, Blow Back, Exalt Brawling, Repair Armor, Stone Fist.

Divination: Bastet's Cat Eyes, Magic Sight, Reveal Invisibility.

Nature: Call Great Freezing Rain, Cooling Fog, Geb's Potent Balm, Sobek's Beloved Pet, Fell Stinging Swarm.

Pandemonium: Babble, Delay Curse, Dolorous Stroke, Double Vision, Grim Rot, Staff to Serpent.

The stats below are for him wielding his crook.

TN=6; ST=5; AG=2; CR=1; PC=2; HT=3; IN=5

HP=83; FP=49; Ward=3; SP=50; Ref=MoM

Att | Dam | Def | Stab: mace=+20 | 10 | 33 | 33

Ren, Superior (Level 10)

Specter similar in appearance to a candle-flame or will-o'-wisp.. Its touch acts as Pagan Pandemonium spell Grim Rot.

TN=--; ST=--; AG=2; CR=1; PC=3; HT=1; IN=3

HP=32; FP=45; Ward=0; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+18 | special | 26 | 27

Sandman, Large Comparable (Level 8)

Liquid earth elemental comprised of flowing sand, which can cast the following Occult spells: Invoke Dire Slumber,

Invoke Dire Emotional Siphon, Disguise Creature, Fascinate with Doubly Deft Brittle Ecstasy, Field Bold Spying Eye, Generate Many Sandstone Blocks, Invoke Great Cone of Grim Sand, Offer Apt Serendipity of Luna, Provide Apt Muffling, Provide Pain Numbing, and Place Sand Castle with a Few Large Rooms.

TN=5; ST=8; AG=-5; CR=-2; PC=1; HT=1; IN=0

HP=99; FP=38; Ward=2; SP=40 / 50; Ref=ToT

Att | Dam | Def | Stab: pseudopod(×2)=+15 | 17 | 22 | 28

Shabti Swarm, Inferior (Level 6)

Swarm of miniature animated statuettes.

TN=5; ST=6; AG=-4; CR=0; PC=0; HT=-1; IN=0

HP=83; FP=29; Ward=2; SP=35; Ref=MoM

Att | Dam | Def | Stab: punch=+12 | 8 | 18 | 22

Shuyet, Superior (Level 10)

Shadow undead whose touch acts as the Occult spell Manifest Dire Tormenting Touch.

TN=-; ST=-; AG=4; CR=0; PC=1; HT=1; IN=0

HP=41; FP=38; Ward=1; SP=40 / 30; Ref=MoM

Att | Dam | Def | Stab: touch=+15 | special | 31 | 28

Skeleton, Superior Ghastly (Level 10)

Skeleton wielding a Medium Khopesh sword. Has the Eldritch illusory ability of Guise, which it uses to appear like a royal mummy.

TN=6; ST=1; AG=4; CR=1; PC=1; HT=1; IN=2

HP=59; FP=38; Ward=3; SP=40; Ref=ToT

Att | Dam | Def | Stab: khopesh=+19 | 6 | 33 | 30

Sokar, Inferior Fighter (Level 6)

Falcon-headed man.

TN=0; ST=0; AG=3; CR=0; PC=5; HT=0; IN=-2

HP=32; FP=49; Ward=0; SP=50; Ref=MoM

Att | Dam | Def | Stab: khopesh=+13 | 5 | 22 | 24

Sokar, Inferior Marksman (Level 6)

Falcon-headed man.

TN=-2; ST=0; AG=1; CR=2; PC=7; HT=0; IN=-2

HP=27; FP=58; Ward=0; SP=50; Ref=MoM

Att | Dam | Def | Stab: bow=+19 | 5 | 15 | 21

Statue, Large Humanoid (Level 10)

Large statue of a humanoid, which may have the head of a man, falcon, jackal, or baboon.

TN=8; ST=10; AG=-7; CR=0; PC=1; HT=1; IN=-3

HP=152; FP=38; Ward=4; SP=30; Ref=ToT

Att | Dam | Def | Stab: punch=+17 | 14 | 22 | 30

Statue, Jackal (Level 8)

Large statue of a sleek canine.

TN=10; ST=16; AG=-14; CR=-3; PC=1; HT=1; IN=-3

HP=304; FP=38; Ward=6; SP=25; Ref=ToT

Att | Dam | Def | Stab: chomp=+14 | 21 | 18 | 33

Ta-Bitjet, Inferior Fighter (Level 6)

Man/scorpion hybrid.

TN=4; ST=1; AG=2; CR=-2; PC=3; HT=-1; IN=-1

HP=49; FP=38; Ward=2; SP=50 / 30; Ref=MoM

Att | Dam | Def | Stab: poleaxe=+12 | 8 | 26 | 27

Tawaret, Superior Large (Level 8)

Hippo / crocodile hybrid creature.

TN=8; ST=11; AG=-8; CR=2; PC=3; HT=2; IN=-3

HP=166; FP=49; Ward=4; SP=30 / 50; Ref=MoM

Att | Dam | Def | Stab: bite/punch=+15 | 18 | 22 | 33

Wadjyt, Superior (Level 10)

Large serpent with lion's head. Its bite injects a Typical Killing Venom. Its roar acts as the Occult spell Invoke Great Fell Roar.

TN=6; ST=8; AG=1; CR=1; PC=3; HT=4; IN=-6

HP=108; FP=58; Ward=3; SP=60; Ref=MoM

Att | Dam | Def | Stab: bite=+23 | 15 +poison | 31 | 33

Moderate Diff (Levels 9-10)**Desert Wilderness Creatures**Antlion, Comparable Large (Level 10)

Large insect that buries itself in the sand for a surprise attack.

TN=5;ST=5;AG=1;CR=3;PC=-2;HT=-3;IN=-6

HP=76; FP=20; Ward=2; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: mandibles=+20 | 10 | 30 | 27

Blemmyes, Comparable (Level 10)

Headless tribal humanoid.

TN=4; ST=2; AG=0; CR=-1; PC=2; HT=1; IN=2

HP=54; FP=41; Ward=2; SP=40; Ref=MoM

Att | Dam | Def | Stab: punch/kick=+16 | 7 | 25 | 27

Centipede, Comparable Large (Level 10)

Big many-legged bug.

TN=9;ST=9;AG=-6;CR=4;PC=-2;HT=-4;IN=-8

HP=152; FP=19; Ward=5; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+17 | 17 | 27 | 31

Centipede, Inferior Medium (Level 10)

Man-sized many-legged bug.

TN=7;ST=3;AG=0;CR=6;PC=-2;HT=-4;IN=-8

HP=76; FP=19; Ward=3; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+17 | 8 | 31 | 29

Griffin, Large Vulture (Level 10)

Griffin with a vulture head.

TN=4;ST=7;AG=2;CR=-2;PC=5;HT=-1;IN=-5

HP=83; FP=45; Ward=2; SP=85 / 125 / 95; Ref=ToT

Att | Dam | Def | Stab: beak/claw=+23 | 17 | 30 | 33

Jackal, Comparable (Level 10)

Small canine.

TN=-2;ST=-3;AG=9;CR=1;PC=3;HT=1;IN=-6

HP=21; FP=45; Ward=0; SP=60; Ref=MoM

Att | Dam | Def | Stab: bite=+20 | 3 | 31 | 25

Lizardman, Comparable (Level 10)

Lizard-like humanoid.

TN=5;ST=5;AG=2;CR=-1;PC=1;HT=-1;IN=-1

HP=76; FP=32; Ward=2; SP=50; Ref=ToT

Att | Dam | Def | Stab: spear=+21 | 8 | 31 | 30

Lizardman, Inferior (Level 8)

Lizard-like humanoid.

TN=5;ST=4;AG=1;CR=-1;PC=1;HT=-1;IN=-1

HP=70; FP=32; Ward=2; SP=40; Ref=ToT

Att | Dam | Def | Stab: spear=+17 | 7 | 28 | 28

Vulture, Comparable (Level 10)

Carrion eating bird.

TN=4; ST=1; AG=1; CR=0; PC=4; HT=-1; IN=-6

HP=49; FP=41; Ward=2; SP=30 / 70; Ref=MoM

Att | Dam | Def | Stab: beak=+16 | 6 | 29 | 32

Worm, Large Mongolian Death (Level 10)

Large acid-spitting worm.

TN=3;ST=9;AG=-17;CR=-2;PC=3;HT=1;IN=-8

HP=91; FP=45; Ward=1; SP=10; Ref=ToT

Att | Dam | Def | Stab: acid spit=+15 | 7 | 6 | 26

Tomb CreaturesAkh, Superior (Level 12)

Small ghostly crane surrounded by a dark aura. Has Mystic Power of Mental Arm, which it may use to wield a weapon.

The stats here are for wielding a Large Khopesh. It may cast the following Occult spells: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear.

TN=-; ST=-; AG=8; CR=5; PC=1; HT=1; IN=3

HP=19; FP=38; Ward=0; SP=35 / 65; Ref=MoM

Att | Dam | Def | Stab: khopesh=+17 | 7 | 35 | 28

Anemoui, Comparable (Level 10)

Air elemental in the form of a horse.

TN=3; ST=7; AG=-2; CR=0; PC=1; HT=1; IN=0

HP=76; FP=38; Ward=1; SP=70 / 50; Ref=ToT

Att | Dam | Def | Stab: sonic blast=+19 | 11 | 25 | 28

Anthropomorph, Superior Wooden (Level 12)

Wooden statue of a baboon-headed man, covered in gold leaf, and wielding a staff.

TN=4; ST=3; AG=-2; CR=0; PC=3; HT=1; IN=3

HP=59; FP=45; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: staff=+17 | 7 | 30 | 35

Ba, Superior (Level 10)

Ghostly man-headed bird, which may cast the following Occult spells: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear.

TN=-; ST=-; AG=1; CR=2; PC=2; HT=1; IN=3

HP=-; FP=41; Ward=N/A; SP=35; Ref=MoM

Att | Dam | Def | Stab: special=na | special | 21 | 22

Cobra, Comparable Large (Level 10)

Bite injects a Deadly Killing Venom.

TN=5; ST=5; AG=-1; CR=0; PC=4; HT=-2; IN=-8

HP=76; FP=38; Ward=2; SP=50 / 50; Ref=MoM

Att | Dam | Def | Stab: bite=+18 | 9 +poison | 28 | 33

Cobra, Inferior Medium (Level 10)

Bite injects a Deadly Killing Venom.

TN=3; ST=-1; AG=5; CR=2; PC=4; HT=-2; IN=-8

HP=38; FP=38; Ward=1; SP=50 / 50; Ref=MoM

Att | Dam | Def | Stab: bite=+18 | 3 +poison | 32 | 31

Crocodile, Comparable (Level 10)

Latches on when it bites and Grapples its prey.

TN=6; ST=4; AG=0; CR=2; PC=-2; HT=-1; IN=-7

HP=76; FP=24; Ward=3; SP=25 / 50 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+18 | 9 | 30 | 28

Ka, Superior (Level 12)

Humanoid specter whose touch acts as the Occult spell Manifest Dire Siphoning Touch. It may also use the Occult spells Invoke Dire Despair and Invoke Grim Vitality Siphon.

TN=-; ST=-; AG=3; CR=2; PC=3; HT=0; IN=3

HP=35; FP=41; Ward=1; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+21 | special | 30 | 30

Mummy, Royal (Merneptah) (Level 12)

The mummy of the pharaoh whose tomb this is. As royalty, Merneptah has the Gift of Divine Right. Further, the mummy may cast the following Pagan spells:

Battle: Battle Rage, Blow Back, Exalt Brawling, Repair Armor, Stone Fist.

Divination: Bastet's Cat Eyes, Magic Sight, Reveal Invisibility.

Nature: Call Great Freezing Rain, Cooling Fog, Geb's Potent Balm, Sobek's Beloved Pet, Fell Stinging Swarm.

Pandemonium: Babble, Delay Curse, Dolorous Stroke, Double Vision, Grim Rot, Staff to Serpent.

The stats below are for him wielding his crook.

TN=6; ST=5; AG=2; CR=1; PC=2; HT=5; IN=5

HP=83; FP=58; Ward=3; SP=50; Ref=MoM

Att | Dam | Def | Stab: mace=+22 | 10 | 35 | 35

Ren, Superior (Level 12)

Specter similar in appearance to a candle-flame or will-o'-wisp.. Its touch acts as Pagan Pandemonium spell Grim Rot.

TN=-; ST=-; AG=3; CR=2; PC=3; HT=1; IN=3

HP=32; FP=45; Ward=0; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+21 | special | 29 | 29

Sandman, Large Comparable (Level 10)

Liquid earth elemental comprised of flowing sand, which can cast the following Occult spells: Invoke Dire Slumber, Invoke Dire Emotional Siphon, Disguise Creature, Fascinate with Doubly Deft Brittle Ecstasy, Field Bold Spying Eye, Generate Many Sandstone Blocks, Invoke Great Cone of Grim Sand, Offer Apt Serendipity of Luna, Provide Apt Muffling, Provide Pain Numbing, and Place Sand Castle with a Few Large Rooms.

TN=5; ST=9; AG=-4; CR=-2; PC=1; HT=1; IN=0

HP=108; FP=38; Ward=2; SP=40 / 50; Ref=ToT

Att | Dam | Def | Stab: pseudopod(×2)=+19 | 18 | 25 | 30

Shabti Swarm, Inferior (Level 8)

Swarm of miniature animated statuettes.

TN=6; ST=6; AG=-3; CR=0; PC=0; HT=-1; IN=0

HP=91; FP=29; Ward=3; SP=35; Ref=MoM

Att | Dam | Def | Stab: punch=+15 | 8 | 22 | 25

Shuyet, Superior (Level 12)

Shadow undead whose touch acts as the Occult spell Manifest Dire Tormenting Touch.

TN=-; ST=-; AG=4; CR=0; PC=2; HT=1; IN=0

HP=45; FP=41; Ward=1; SP=45 / 35; Ref=MoM

Att | Dam | Def | Stab: touch=+18 | special | 33 | 31

Skeleton, Superior Ghastly (Level 12)

Skeleton wielding a Medium Khopesh sword. Has the Eldritch illusory ability of Guise, which it uses to appear like a royal mummy.

TN=6; ST=1; AG=5; CR=2; PC=1; HT=1; IN=2

HP=59; FP=38; Ward=3; SP=45; Ref=ToT

Att | Dam | Def | Stab: khopesh=+22 | 6 | 36 | 32

Sokar, Inferior Fighter (Level 8)

Falcon-headed man.

TN=0; ST=1; AG=3; CR=0; PC=6; HT=0; IN=-2

HP=35; FP=53; Ward=0; SP=55; Ref=MoM

Att | Dam | Def | Stab: khopesh=+16 | 6 | 24 | 27

Sokar, Inferior Marksman (Level 8)

Falcon-headed man.

TN=-2; ST=0; AG=1; CR=3; PC=7; HT=0; IN=-1

HP=27; FP=58; Ward=0; SP=50; Ref=MoM

Att | Dam | Def | Stab: bow=+22 | 5 | 17 | 23

Statue, Large Humanoid (Level 12)

Large statue of a humanoid, which may have the head of a man, falcon, jackal, or baboon.

TN=8; ST=10; AG=-7; CR=1; PC=1; HT=2; IN=-3

HP=152; FP=41; Ward=4; SP=30; Ref=ToT

Att | Dam | Def | Stab: punch=+19 | 14 | 24 | 32

Statue, Jackal (Level 10)

Large statue of a sleek canine.

TN=10; ST=16; AG=-13; CR=-2; PC=1; HT=1; IN=-3

HP=304; FP=38; Ward=6; SP=30; Ref=ToT

Att | Dam | Def | Stab: chomp=+17 | 21 | 21 | 35

Ta-Bitjet, Inferior Fighter (Level 8)

Man/scorpion hybrid.

TN=4; ST=2; AG=2; CR=-2; PC=4; HT=-1; IN=-1

HP=54; FP=41; Ward=2; SP=60 / 40; Ref=MoM

Att | Dam | Def | Stab: poleaxe=+15 | 9 | 28 | 30

Tawaret, Superior Large (Level 10)

Hippo / crocodile hybrid creature.

TN=8; ST=12; AG=-7; CR=2; PC=3; HT=2; IN=-3

HP=181; FP=49; Ward=4; SP=40 / 60; Ref=MoM

Att | Dam | Def | Stab: bite/punch=+19 | 19 | 25 | 35

Wadjyt, Superior (Level 12)

Large serpent with lion's head. Its bite injects a Typical Killing Venom. Its roar acts as the Occult spell Invoke Great Fell Roar.

TN=7; ST=8; AG=1; CR=2; PC=3; HT=4; IN=-6

HP=117; FP=58; Ward=3; SP=60; Ref=MoM

Att | Dam | Def | Stab: bite=+25 | 15 +poison | 34 | 36

Hard Difficulty (Levels 11-12)

Desert Wilderness Creatures

Antlion, Comparable Large (Level 12)

Large insect that buries itself in the sand for a surprise attack.

TN=5;ST=5;AG=2;CR=3;PC=-2;HT=-3;IN=-5

HP=76; FP=20; Ward=2; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: mandibles=+23 | 10 | 33 | 29

Blemmyes, Comparable (Level 12)

Headless tribal humanoid.

TN=4; ST=2; AG=1; CR=-1; PC=2; HT=2; IN=2

HP=54; FP=45; Ward=2; SP=40; Ref=MoM

Att | Dam | Def | Stab: punch/kick=+19 | 7 | 28 | 29

Centipede, Comparable Large (Level 12)

Big many-legged bug.

TN=10;ST=9;AG=-6;CR=4;PC=-2;HT=-3;IN=-8

HP=166; FP=20; Ward=6; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+19 | 17 | 30 | 34

Centipede, Inferior Medium (Level 12)

Man-sized many-legged bug.

TN=8;ST=3;AG=0;CR=6;PC=-2;HT=-3;IN=-8

HP=83; FP=20; Ward=4; SP=40 / 20; Ref=ToT

Att | Dam | Def | Stab: mandibles=+19 | 8 | 34 | 32

Griffin, Large Vulture (Level 12)

Griffin with a vulture head.

TN=4; ST=7; AG=2; CR=-1; PC=5; HT=0; IN=-5

HP=83; FP=49; Ward=2; SP=85 / 125 / 95; Ref=ToT

Att | Dam | Def | Stab: beak/claw=+25 | 17 | 32 | 35

Jackal, Comparable (Level 12)

Small canine.

TN=-2;ST=-3;AG=9;CR=2;PC=3;HT=1;IN=-5

HP=21; FP=45; Ward=0; SP=60; Ref=MoM

Att | Dam | Def | Stab: bite=+22 | 3 | 33 | 27

Lizardman, Comparable (Level 12)

Lizard-like humanoid.

TN=5; ST=5; AG=2; CR=0; PC=1; HT=0; IN=-1

HP=76; FP=34; Ward=2; SP=50; Ref=ToT

Att | Dam | Def | Stab: spear=+23 | 8 | 33 | 32

Lizardman, Inferior (Level 10)

Lizard-like humanoid.

TN=5;ST=5;AG=2;CR=-1;PC=1;HT=-1;IN=-1

HP=76; FP=32; Ward=2; SP=50; Ref=ToT

Att | Dam | Def | Stab: spear=+21 | 8 | 31 | 30

Vulture, Comparable (Level 12)

Carrion eating bird.

TN=4; ST=1; AG=1; CR=0; PC=5; HT=-1; IN=-6

HP=49; FP=45; Ward=2; SP=35 / 75; Ref=MoM

Att | Dam | Def | Stab: beak=+18 | 6 | 31 | 35

Worm, Large Mongolian Death (Level 12)

Large acid-spitting worm.

TN=5;ST=9;AG=-17;CR=-2;PC=3;HT=1;IN=-8

HP=108; FP=45; Ward=2; SP=10; Ref=ToT

Att | Dam | Def | Stab: acid spit=+17 | 7 | 10 | 30

Tomb Creatures

Akh, Superior (Level 14)

Small ghostly crane surrounded by a dark aura. Has Mystic Power of Mental Arm, which it may use to wield a weapon. The stats here are for wielding a Large Khopesh. It may cast the following Occult spells: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear.

TN=-; ST=-; AG=8; CR=5; PC=2; HT=1; IN=3

HP=21; FP=41; Ward=1; SP=40 / 70; Ref=MoM

Att | Dam | Def | Stab: khopesh=+19 | 7 | 38 | 32

The Curse of Merneptah

Anemoi, Comparable (Level 12)

Air elemental in the form of a horse.

TN=3; ST=7; AG=-2; CR=1; PC=1; HT=2; IN=0

HP=76; FP=41; Ward=1; SP=70 / 50; Ref=ToT

Att | Dam | Def | Stab: sonic blast=+21 | 11 | 27 | 30

Anthropomorph, Superior Wooden (Level 14)

Wooden statue of a baboon-headed man, covered in gold leaf, and wielding a staff.

TN=5; ST=3; AG=-2; CR=0; PC=3; HT=2; IN=3

HP=64; FP=49; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: staff=+19 | 7 | 33 | 38

Ba, Superior (Level 12)

Ghostly man-headed bird, which may cast the following Occult spells: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear.

TN=---; ST=---; AG=1; CR=2; PC=3; HT=1; IN=4

HP=---; FP=45; Ward=N/A; SP=40; Ref=MoM

Att | Dam | Def | Stab: special=na | special | 23 | 25

Cobra, Comparable Large (Level 12)

Bite injects a Deadly Killing Venom.

TN=5; ST=7; AG=-1; CR=0; PC=4; HT=-2; IN=-8

HP=91; FP=38; Ward=2; SP=55 / 55; Ref=MoM

Att | Dam | Def | Stab: bite=+22 | 11 +poison | 30 | 35

Cobra, Inferior Medium (Level 12)

Bite injects a Deadly Killing Venom.

TN=3; ST=1; AG=5; CR=2; PC=4; HT=-2; IN=-8

HP=45; FP=38; Ward=1; SP=55 / 55; Ref=MoM

Att | Dam | Def | Stab: bite=+22 | 4 +poison | 34 | 33

Crocodile, Comparable (Level 12)

Latches on when it bites and Grapples its prey.

TN=6; ST=4; AG=1; CR=3; PC=-2; HT=-1; IN=-7

HP=76; FP=24; Ward=3; SP=25 / 50 / 35; Ref=ToT

Att | Dam | Def | Stab: bite=+21 | 9 | 33 | 30

Ka, Superior (Level 14)

Humanoid specter whose touch acts as the Occult spell Manifest Dire Siphoning Touch. It may also use the Occult spells Invoke Dire Despair and Invoke Grim Vitality Siphon.

TN=---; ST=---; AG=3; CR=2; PC=3; HT=0; IN=4

HP=35; FP=41; Ward=1; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+23 | special | 32 | 32

Mummy, Royal (Merneptah) (Level 14)

The mummy of the pharaoh whose tomb this is. As royalty, Merneptah has the Gift of Divine Right. Further, the mummy may cast the following Pagan spells:

Battle: Battle Rage, Blow Back, Exalt Brawling, Repair Armor, Stone Fist.

Divination: Bastet's Cat Eyes, Magic Sight, Reveal Invisibility.

Nature: Call Great Freezing Rain, Cooling Fog, Geb's Potent Balm, Sobek's Beloved Pet, Fell Stinging Swarm.

Pandemonium: Babble, Delay Curse, Dolorous Stroke, Double Vision, Grim Rot, Staff to Serpent.

The stats below are for him wielding his crook.

TN=6; ST=5; AG=2; CR=1; PC=2; HT=5; IN=6

HP=83; FP=58; Ward=3; SP=50; Ref=MoM

Att | Dam | Def | Stab: mace=+24 | 10 | 37 | 37

Ren, Superior (Level 14)

Specter similar in appearance to a candle-flame or will-o'-wisp.. Its touch acts as Pagan Pandemonium spell Grim Rot.

TN=---; ST=---; AG=3; CR=2; PC=3; HT=1; IN=4

HP=32; FP=45; Ward=0; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+23 | special | 31 | 31

Sandman, Large Comparable (Level 12)

Liquid earth elemental comprised of flowing sand, which can cast the following Occult spells: Invoke Dire Slumber, Invoke Dire Emotional Siphon, Disguise Creature, Fascinate with Doubly Deft Brittle Ecstasy, Field Bold Spying Eye, Generate Many Sandstone Blocks, Invoke Great Cone of Grim Sand, Offer Apt Serendipity of Luna, Provide Apt Muffling, Provide Pain Numbing, and Place Sand Castle with a Few Large Rooms.

TN=5; ST=9; AG=-4; CR=-1; PC=1; HT=2; IN=0

HP=108; FP=41; Ward=2; SP=40 / 50; Ref=ToT

Att | Dam | Def | Stab: pseudopod(×2)=+21 | 18 | 27 | 32

Shabti Swarm, Inferior (Level 10)

Swarm of miniature animated statuettes.

TN=6; ST=6; AG=-2; CR=0; PC=1; HT=-1; IN=0

HP=91; FP=32; Ward=3; SP=40; Ref=MoM

Att | Dam | Def | Stab: punch=+18 | 8 | 25 | 28

Shuyet, Superior (Level 14)

Shadow undead whose touch acts as the Occult spell Manifest Dire Tormenting Touch.

TN=-; ST=-; AG=4; CR=0; PC=2; HT=2; IN=1

HP=45; FP=45; Ward=1; SP=45 / 35; Ref=MoM

Att | Dam | Def | Stab: touch=+20 | special | 35 | 33

Skeleton, Superior Ghastly (Level 14)

Skeleton wielding a Medium Khopesh sword. Has the Eldritch illusory ability of Guisse, which it uses to appear like a royal mummy.

TN=7; ST=1; AG=5; CR=2; PC=1; HT=1; IN=2

HP=64; FP=38; Ward=3; SP=45; Ref=ToT

Att | Dam | Def | Stab: khopesh=+24 | 6 | 39 | 35

Sokar, Inferior Fighter (Level 10)

Falcon-headed man.

TN=0; ST=2; AG=4; CR=0; PC=6; HT=0; IN=-2

HP=38; FP=53; Ward=0; SP=60; Ref=MoM

Att | Dam | Def | Stab: khopesh=+20 | 7 | 27 | 29

Sokar, Inferior Marksman (Level 10)

Falcon-headed man.

TN=-2; ST=0; AG=1; CR=4; PC=7; HT=0; IN=-1

HP=27; FP=58; Ward=0; SP=50; Ref=MoM

Att | Dam | Def | Stab: bow=+25 | 5 | 19 | 25

Statue, Large Humanoid (Level 14)

Large statue of a humanoid, which may have the head of a man, falcon, jackal, or baboon.

TN=9; ST=10; AG=-7; CR=1; PC=1; HT=3; IN=-3

HP=166; FP=45; Ward=5; SP=30; Ref=ToT

Att | Dam | Def | Stab: punch=+21 | 14 | 27 | 35

Statue, Jackal (Level 12)

Large statue of a sleek canine.

TN=10; ST=16; AG=-13; CR=-1; PC=1; HT=2; IN=-3

HP=304; FP=41; Ward=6; SP=30; Ref=ToT

Att | Dam | Def | Stab: chomp=+19 | 21 | 23 | 37

Ta-Bitjet, Inferior Fighter (Level 10)

Man/scorpion hybrid.

TN=4; ST=3; AG=3; CR=-2; PC=4; HT=-1; IN=-1

HP=59; FP=41; Ward=2; SP=65 / 45; Ref=MoM

Att | Dam | Def | Stab: poleaxe=+19 | 10 | 31 | 32

Tawaret, Superior Large (Level 12)

Hippo / crocodile hybrid creature.

TN=8; ST=12; AG=-7; CR=2; PC=3; HT=4; IN=-3

HP=181; FP=58; Ward=4; SP=40 / 60; Ref=MoM

Att | Dam | Def | Stab: bite/punch=+21 | 19 | 27 | 37

Wadjyt, Superior (Level 14)

Large serpent with lion's head. Its bite injects a Typical Killing Venom. Its roar acts as the Occult spell Invoke Great Fell Roar.

TN=7; ST=8; AG=1; CR=3; PC=3; HT=4; IN=-5

HP=117; FP=58; Ward=3; SP=60; Ref=MoM

Att | Dam | Def | Stab: bite=+27 | 15 +poison | 36 | 38

Extreme Diff (Levels 13-14)

Desert Wilderness Creatures

Antlion, Comparable Large (Level 14)

Large insect that buries itself in the sand for a surprise attack.

TN=5;ST=5;AG=2;CR=3;PC=-1;HT=-3;IN=-5

HP=76; FP=22; Ward=2; SP=50 / 30; Ref=ToT

Att | Dam | Def | Stab: mandibles=+25 | 10 | 35 | 32

Blemmyes, Comparable (Level 14)

Headless tribal humanoid.

TN=4; ST=2; AG=2; CR=-1; PC=3; HT=2; IN=2

HP=54; FP=49; Ward=2; SP=45; Ref=MoM

Att | Dam | Def | Stab: punch/kick=+22 | 7 | 31 | 32

Centipede, Comparable Large (Level 14)

Big many-legged bug.

TN=10;ST=10;AG=-6;CR=4;PC=-2;HT=-3;IN=-8

HP=181; FP=20; Ward=6; SP=45 / 25; Ref=ToT

Att | Dam | Def | Stab: mandibles=+22 | 18 | 32 | 36

Centipede, Inferior Medium (Level 14)

Man-sized many-legged bug.

TN=8;ST=4;AG=0;CR=6;PC=-2;HT=-3;IN=-8

HP=91; FP=20; Ward=4; SP=45 / 25; Ref=ToT

Att | Dam | Def | Stab: mandibles=+22 | 9 | 36 | 34

Griffin, Large Vulture (Level 14)

Griffin with a vulture head.

TN=5; ST=7; AG=2; CR=-1; PC=6; HT=0; IN=-5

HP=91; FP=53; Ward=2; SP=90 / 130 / 100; Ref=ToT

Att | Dam | Def | Stab: beak/claw=+27 | 17 | 35 | 39

Jackal, Comparable (Level 14)

Small canine.

TN=-2;ST=-3;AG=9;CR=2;PC=4;HT=2;IN=-5

HP=21; FP=53; Ward=0; SP=65; Ref=MoM

Att | Dam | Def | Stab: bite=+24 | 3 | 35 | 30

Lizardman, Comparable (Level 14)

Lizard-like humanoid.

TN=6; ST=5; AG=2; CR=0; PC=2; HT=0; IN=-1

HP=83; FP=38; Ward=3; SP=50; Ref=ToT

Att | Dam | Def | Stab: spear=+25 | 8 | 36 | 36

Lizardman, Inferior (Level 12)

Lizard-like humanoid.

TN=5; ST=5; AG=2; CR=0; PC=1; HT=0; IN=-1

HP=76; FP=34; Ward=2; SP=50; Ref=ToT

Att | Dam | Def | Stab: spear=+23 | 8 | 33 | 32

Vulture, Comparable (Level 14)

Carrion eating bird.

TN=4; ST=2; AG=1; CR=0; PC=6; HT=-1; IN=-6

HP=54; FP=49; Ward=2; SP=40 / 80; Ref=MoM

Att | Dam | Def | Stab: beak=+21 | 7 | 33 | 38

Worm, Large Mongolian Death (Level 14)

Large acid-spitting worm.

TN=5;ST=9;AG=-16;CR=-2;PC=3;HT=2;IN=-8

HP=108; FP=49; Ward=2; SP=15; Ref=ToT

Att | Dam | Def | Stab: acid spit=+19 | 7 | 13 | 32

Tomb Creatures

Akh, Superior (Level 16)

Small ghostly crane surrounded by a dark aura. Has Mystic Power of Mental Arm, which it may use to wield a weapon.

The stats here are for wielding a Large Khopesh. It may cast the following Occult spells: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear.

TN=-; ST=-; AG=8; CR=5; PC=2; HT=2; IN=3

HP=23; FP=45; Ward=1; SP=40 / 70; Ref=MoM

Att | Dam | Def | Stab: khopesh=+22 | 7 | 40 | 34

Anemoui, Comparable (Level 14)

Air elemental in the form of a horse.

TN=3; ST=7; AG=-2; CR=1; PC=2; HT=2; IN=0

HP=76; FP=45; Ward=1; SP=75 / 55; Ref=ToT

Att | Dam | Def | Stab: sonic blast=+23 | 11 | 29 | 33

Anthropomorph, Superior Wooden (Level 16)

Wooden statue of a baboon-headed man, covered in gold leaf, and wielding a staff.

TN=5; ST=3; AG=-1; CR=0; PC=3; HT=3; IN=3

HP=64; FP=53; Ward=2; SP=30 / 30 / 30; Ref=ToT

Att | Dam | Def | Stab: staff=+22 | 7 | 36 | 40

Ba, Superior (Level 14)

Ghostly man-headed bird, which may cast the following Occult spells: Concoct Philter of Love, Devise Deft Dire Phantasmal Tickling, Fascinate with Doubly Deft Brittle Ecstasy, Invoke Brief Fell Rage, Invoke Dire Fatigue, Invoke Dire Slumber, and Manifest Great Aura of Dire Fear.

TN=-; ST=-; AG=1; CR=3; PC=3; HT=1; IN=4

HP=-; FP=45; Ward=N/A; SP=40; Ref=MoM

Att | Dam | Def | Stab: special=na | special | 26 | 28

Cobra, Comparable Large (Level 14)

Bite injects a Deadly Killing Venom.

TN=5; ST=7; AG=-1; CR=0; PC=4; HT=-1; IN=-8

HP=91; FP=41; Ward=2; SP=55 / 55; Ref=MoM

Att | Dam | Def | Stab: bite=+24 | 11 +poison | 32 | 37

Cobra, Inferior Medium (Level 14)

Bite injects a Deadly Killing Venom.

TN=3; ST=1; AG=5; CR=2; PC=4; HT=-1; IN=-8

HP=45; FP=41; Ward=1; SP=55 / 55; Ref=MoM

Att | Dam | Def | Stab: bite=+24 | 4 +poison | 36 | 35

Crocodile, Comparable (Level 14)

Latches on when it bites and Grapples its prey.

TN=6; ST=4; AG=1; CR=3; PC=0; HT=-1; IN=-7

HP=76; FP=29; Ward=3; SP=30 / 55 / 40; Ref=ToT

Att | Dam | Def | Stab: bite=+23 | 9 | 35 | 34

Ka, Superior (Level 16)

Humanoid specter whose touch acts as the Occult spell Manifest Dire Siphoning Touch. It may also use the Occult spells Invoke Dire Despair and Invoke Grim Vitality Siphon.

TN=-; ST=-; AG=3; CR=3; PC=3; HT=1; IN=4

HP=35; FP=45; Ward=1; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+26 | special | 34 | 34

Mummy, Royal (Merneptah) (Level 16)

The mummy of the pharaoh whose tomb this is. As royalty, Merneptah has the Gift of Divine Right. Further, the mummy may cast the following Pagan spells:

Battle: Battle Rage, Blow Back, Exalt Brawling, Repair Armor, Stone Fist.

Divination: Bastet's Cat Eyes, Magic Sight, Reveal Invisibility.

Nature: Call Great Freezing Rain, Cooling Fog, Geb's Potent Balm, Sobek's Beloved Pet, Fell Stinging Swarm.

Pandemonium: Babble, Delay Curse, Dolorous Stroke, Double Vision, Grim Rot, Staff to Serpent.

The stats below are for him wielding his crook.

TN=6; ST=6; AG=2; CR=1; PC=3; HT=5; IN=6

HP=91; FP=64; Ward=3; SP=55; Ref=MoM

Att | Dam | Def | Stab: mace=+27 | 11 | 39 | 40

Ren, Superior (Level 16)

Specter similar in appearance to a candle-flame or will-o'-wisp.. Its touch acts as Pagan Pandemonium spell Grim Rot.

TN=-; ST=-; AG=3; CR=3; PC=3; HT=1; IN=4

HP=32; FP=45; Ward=0; SP=40; Ref=MoM

Att | Dam | Def | Stab: touch=+26 | special | 33 | 33

Sandman, Large Comparable (Level 14)

Liquid earth elemental comprised of flowing sand, which can cast the following Occult spells: Invoke Dire Slumber, Invoke Dire Emotional Siphon, Disguise Creature, Fascinate with Doubly Deft Brittle Ecstasy, Field Bold Spying Eye, Generate Many Sandstone Blocks, Invoke Great Cone of Grim Sand, Offer Apt Serendipity of Luna, Provide Apt Muffling, Provide Pain Numbing, and Place Sand Castle with a Few Large Rooms.

TN=5; ST=9; AG=-4; CR=-1; PC=2; HT=2; IN=0

HP=108; FP=45; Ward=2; SP=45 / 55; Ref=ToT

Att | Dam | Def | Stab: pseudopod(×2)=+23 | 18 | 29 | 35

Shabti Swarm, Inferior (Level 12)

Swarm of miniature animated statuettes.

TN=7; ST=6; AG=-2; CR=0; PC=2; HT=-1; IN=0

HP=99; FP=34; Ward=3; SP=40; Ref=MoM

Att | Dam | Def | Stab: punch=+20 | 8 | 28 | 32

Shuyet, Superior (Level 16)

Shadow undead whose touch acts as the Occult spell Manifest Dire Tormenting Touch.

TN=-; ST=-; AG=4; CR=0; PC=3; HT=3; IN=1

HP=45; FP=53; Ward=1; SP=50 / 40; Ref=MoM

Att | Dam | Def | Stab: touch=+23 | special | 37 | 36

Skeleton, Superior Ghastly (Level 16)

Skeleton wielding a Medium Khopesh sword. Has the Eldritch illusory ability of Guise, which it uses to appear like a royal mummy.

TN=7; ST=3; AG=5; CR=2; PC=1; HT=1; IN=2

HP=76; FP=38; Ward=3; SP=50; Ref=ToT

Att | Dam | Def | Stab: khopesh=+28 | 8 | 41 | 37

Sokar, Inferior Fighter (Level 12)

Falcon-headed man.

TN=0; ST=2; AG=4; CR=1; PC=6; HT=1; IN=-2

HP=38; FP=58; Ward=0; SP=60; Ref=MoM

Att | Dam | Def | Stab: khopesh=+22 | 7 | 29 | 31

Sokar, Inferior Marksman (Level 12)

Falcon-headed man.

TN=-1; ST=0; AG=1; CR=4; PC=7; HT=0; IN=0

HP=29; FP=58; Ward=0; SP=50; Ref=MoM

Att | Dam | Def | Stab: bow=+27 | 5 | 22 | 28

Statue, Large Humanoid (Level 16)

Large statue of a humanoid, which may have the head of a man, falcon, jackal, or baboon.

TN=10; ST=10; AG=-7; CR=1; PC=1; HT=3; IN=-2

HP=181; FP=45; Ward=6; SP=30; Ref=ToT

Att | Dam | Def | Stab: punch=+23 | 14 | 30 | 38

Statue, Jackal (Level 14)

Large statue of a sleek canine.

TN=11; ST=16; AG=-13; CR=-1; PC=1; HT=3; IN=-3

HP=332; FP=45; Ward=7; SP=30; Ref=ToT

Att | Dam | Def | Stab: chomp=+21 | 21 | 26 | 40

Ta-Bitjet, Inferior Fighter (Level 12)

Man/scorpion hybrid.

TN=4; ST=3; AG=3; CR=-1; PC=4; HT=0; IN=-1

HP=59; FP=45; Ward=2; SP=65 / 45; Ref=MoM

Att | Dam | Def | Stab: poleaxe=+21 | 10 | 33 | 34

Tawaret, Superior Large (Level 14)

Hippo / crocodile hybrid creature.

TN=8; ST=12; AG=-5; CR=2; PC=3; HT=4; IN=-3

HP=181; FP=58; Ward=4; SP=45 / 65; Ref=MoM

Att | Dam | Def | Stab: bite/punch=+25 | 19 | 31 | 39

Wadjyt, Superior (Level 16)

Large serpent with lion's head. Its bite injects a Typical Killing Venom. Its roar acts as the Occult spell Invoke Great Fell Roar.

TN=7; ST=9; AG=1; CR=4; PC=3; HT=4; IN=-5

HP=128; FP=58; Ward=3; SP=65; Ref=MoM

Att | Dam | Def | Stab: bite=+30 | 16 +poison | 38 | 40

Handouts

Rosetta Scroll

Before starting the adventure, provide the following to any players whose Avatars can read Egyptian Hieroglyphics.



Map to Tomb (Front)



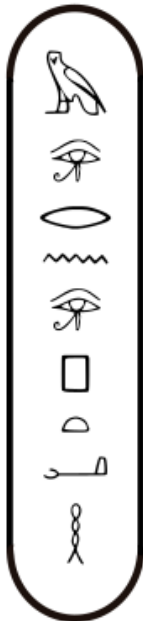
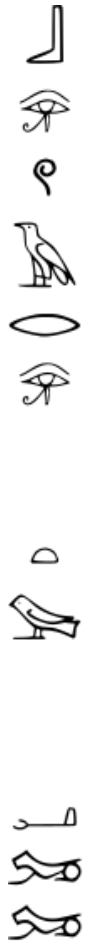
U.1 Entrance Hieroglyphics

Row 1: Bird, Hand, Eye, Bird, Hand
 Row 2: Bird, Eye, Bird, Hand, Hand
 Row 3: Bird, Eye, Bird, Hand, Hand
 Row 4: Bird, Eye, Bird, Hand, Hand
 Row 5: Bird, Eye, Bird, Hand
 Row 6: Bird, Eye, Bird, Hand, Hand

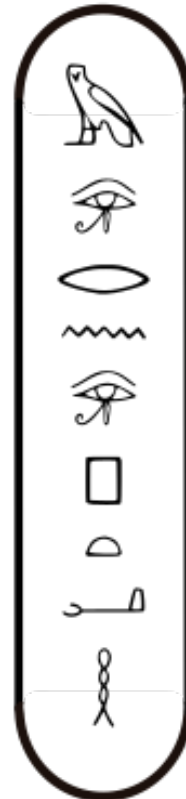
Boxes containing the following hieroglyphs (from top to bottom):

- Row 1, Column 4: Bird, Hand
- Row 2, Column 4: Bird, Hand
- Row 3, Column 4: Bird, Hand
- Row 4, Column 4: Bird, Hand
- Row 5, Column 4: Bird, Hand
- Row 6, Column 4: Bird, Hand

U.7 Hieroglyphics at Bottom of Shaft



U.8 Hieroglyphics in Upper Burial Chamber

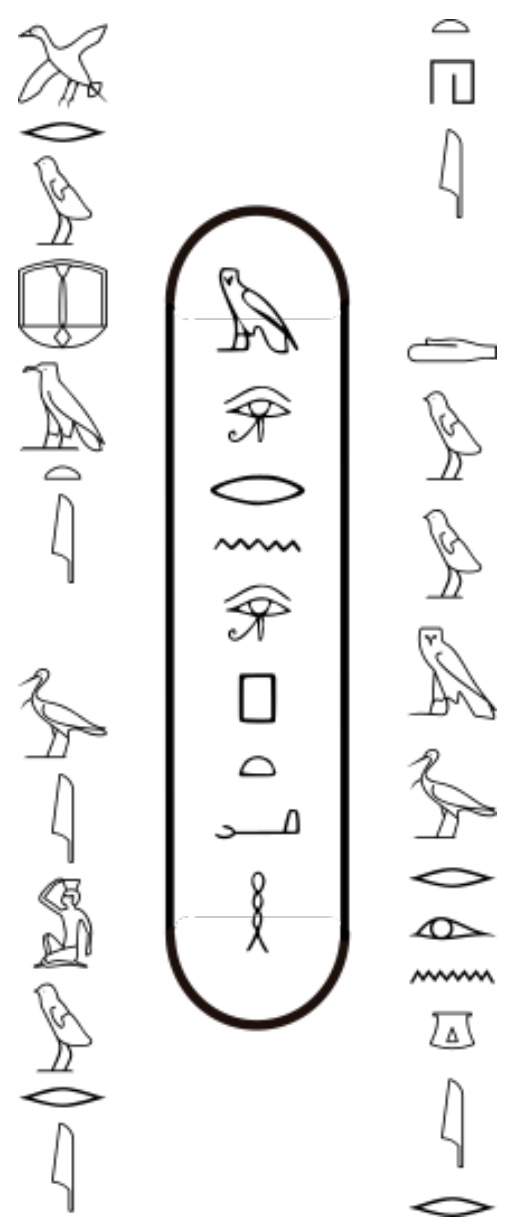
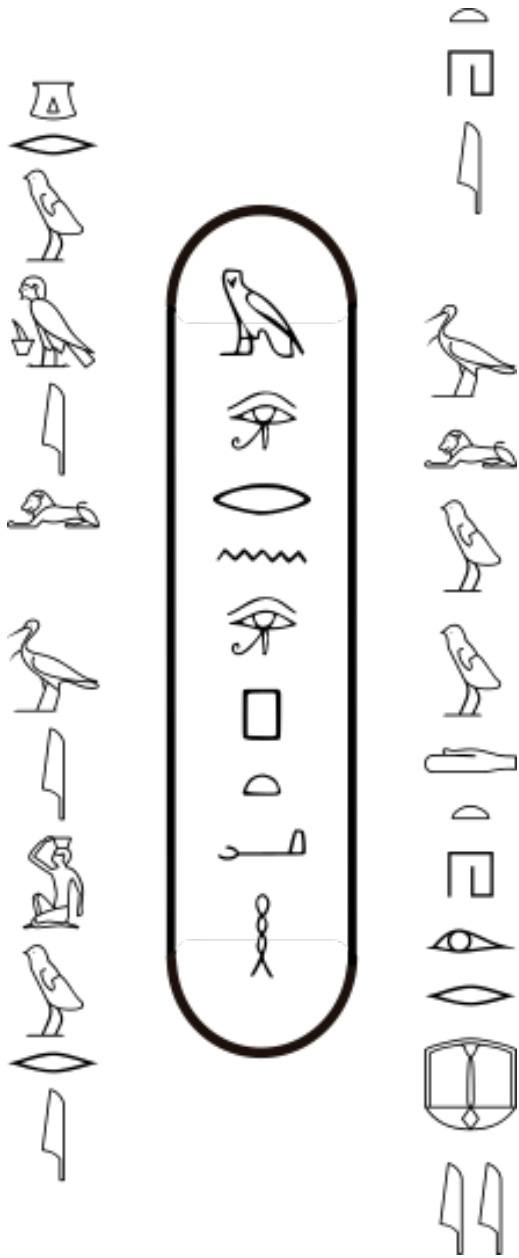


L.1 Hieroglyphics in Scriptorium



L.4 Hieroglyphics in Arena

L.5 Hieroglyphics in Third Staircase

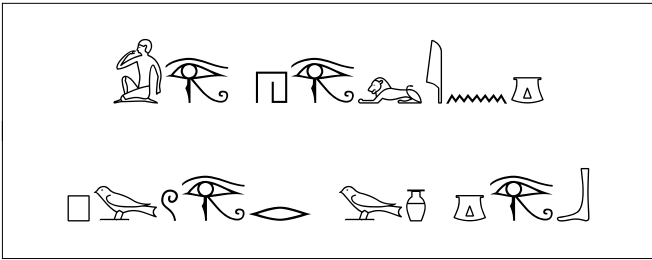


Other Ciphers

The various ciphers found throughout the module are repeated here, so that you can easily print or copy these pages, cut out the illustrations, and hand them out to the players.

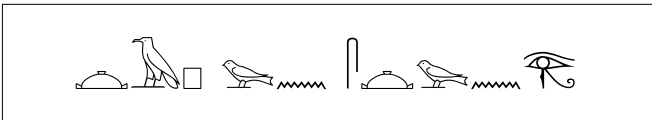
U.5

Balm

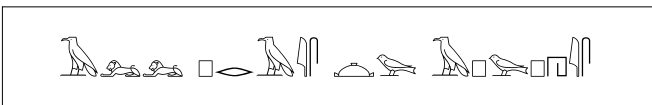


L.6

Crystal Khopesh

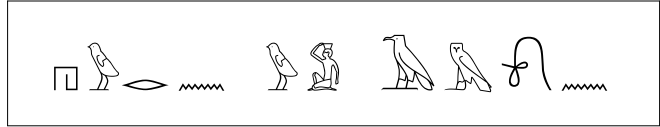


Staff

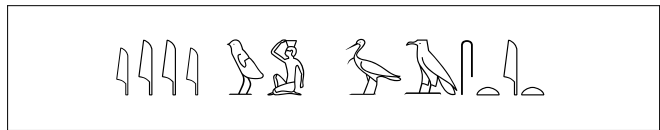


L.8

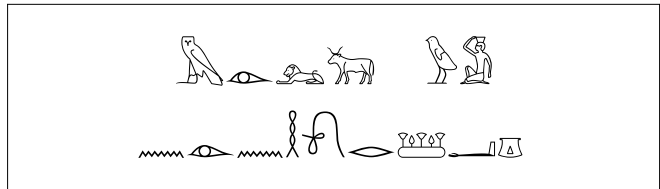
Staff



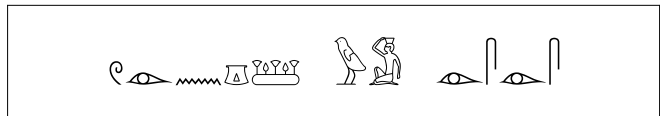
Ring



Coffer



Cloak



Map

