

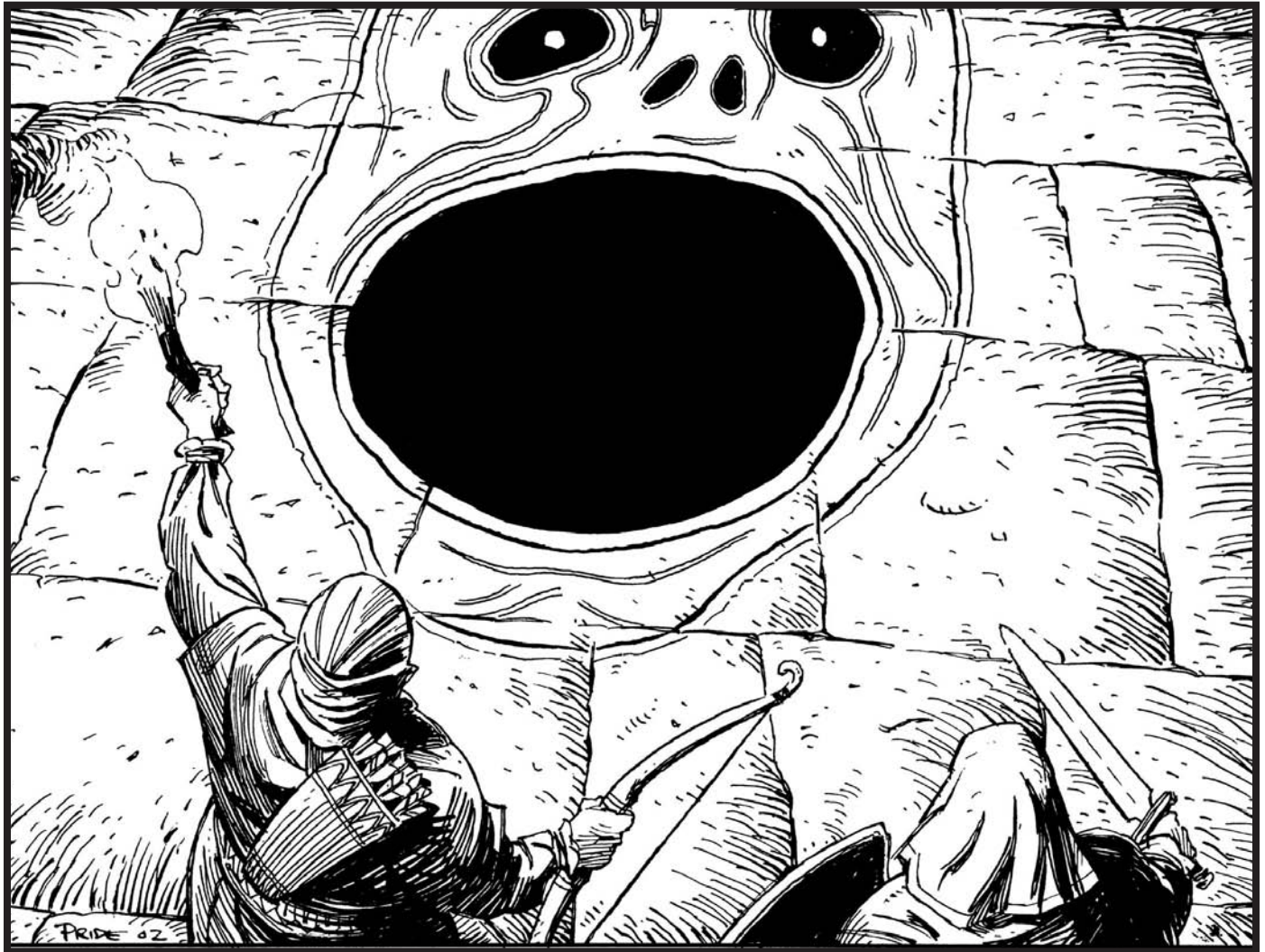
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Third Edition,
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Necropolis

Set's Daughters

by Jay Barnson



Set's Daughters is an adventure for 10th level characters. It is designed as an introduction to the *Necropolis* epic-adventure by Gary Gygax, published by **Necromancer Games**. As such, this module references creatures and notes from *Necropolis*. This adventure takes characters from a more traditional fantasy world to the mysterious, ancient land of Khemit in search of a murderous trio and a mystery from the past.

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Necropolis

Set's Daughters

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Introduction

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The DM should be familiar with this module, and the basic flavor and style of Khemit, detailed in *Necropolis*.

Text presented in *italics* can be read-aloud or paraphrased to the PCs.

Setup

The players begin this scenario in the town of **Kasharma**, a medium-sized town with a seaport. Its small size and distance from major seaport cities make it a perfect place to import or export "discreet cargo." The docks are a haven for smugglers, and have a reputation for being a wild and lawless place, particularly after dark.

Very little of this town is detailed here; the DM is free to elaborate upon it, or substitute his own coastal port town.

Character Hooks

Ideally, the players should have been in town long enough to make something of a name for themselves. The plundering of a well known, well-feared local dungeon should do the trick. The party may have a (possibly incorrect) reputation for being capable, competent, able to get things done... and are presumably reasonably honorable. When a powerful cleric goes missing, the party is sought out and engaged to discover what really happened.

Alternately, if the party is of a more dishonorable bent, they may learn through the grapevine about the disappearance of "Crafty" Crodwell, and have heard tale of his treasures obtained through adventures and smuggling operations, and go to "investigate" on their own. The DM may need to provide a bit more motivation to encourage the PCs to actually invest in a long sea-voyage to chase Crodwell and his traveling companions down in this case, as

simply struggling against evil may not provide enough incentive. The Blemmyish Tribesman's Account (found in Crodwell's estate, Room 6) may help, suggesting vast fortunes that await intrepid explorers willing to seek out a "Great Tomb" filled with burial treasures.

The adventurers might also have a relationship with Terrik Fass or the other priests of the temple of Demeter, who might directly commission the adventure.

Background

Approximately three hundred years ago, **Babat** and **Shefa** served Set and the undead Rahotep. They performed vile rituals to expedite his return, and assassinated guardians who remained to prevent Rahotep's ascension (see the history documented in *Necropolis*). Eventually, priests of Thoth discovered them and slew them. However, their allies stole their bodies, preserved them with the spell *sleep of the mummy* (see spell description at the end of this module), and hid them in the crypt of the Set-worshipping hero of an older age, Kholan. They also worked dark magic that would *geas* any who intruded upon their burial chamber to protect the bodies and get the two sisters resurrected, that they might continue their plans unmolested, forgotten over the years. Finally, they planted some obscure rumors for treasure-seekers and tomb-defilers, to make certain that the two sisters were eventually discovered and raised from the dead.

The plan worked. The sisters were forgotten. The clues left as to the treasure of the Crypt of Kholan eventually made their way across the ocean, into the hands of an adventurer and smuggler named Wilhem "Crafty" Crodwell and his companions.

Crafty had already been to Khemit a few times, bringing back embellished tales of adventure and not an insubstantial amount of loot. He also ran a small smuggling operation, avoiding high tariffs on some items, or in some cases bringing actual contraband over the ocean between Kasharma and the Khemit city of Rosetta.

The trip to Kholan's tomb was the last adventure for Crafty's companions. Crafty, something of a coward, avoided the doom of his companions. Under the effect of the *Geas* spell, he slowly dragged three coffins (of Babat, Shefa, and their living, sleeping companion,

Emmereth) out of the tomb. He loaded them onto the wagons, hid them under tarps along with treasures he'd stolen from the tomb, and smuggled them to his waiting ship.

Upon Crafty's return to Kasharma, he hired the priest Terrik Fass to raise the two mummified women. Terrik was originally hesitant, but Wilhem insisted, and offered a hefty price for the service. Terrik, a chaotic neutral cleric always looking out for the best interest of the church and his own taste in wine, relented. Much to his surprise, he succeeded, and Babat and Shefa were brought back to the world of the living. To his even greater surprise, they thanked him by murdering him, his death a sacrifice to the kyton devil Emmereth to secure his service.

Babat also dominated poor Crafty, convincing him that Terrik had intended harm to her, and took him as a traveling companion and guide in the new world.

The women raided Crodwell's house, taking what they might need and leaving the rest. They fled, Crodwell in tow, to the docks where they chartered a boat to Khemit. They left Emmereth behind to foil pursuit.

For the purposes of timekeeping, the following occurs as the players enter the scenario:

Day 1, afternoon: Crodwell brings Terrik Fass to his home. Babat and Shefa are resurrected. Fass is murdered. Emmereth is awakened.

Day 1, evening: Crodwell goes with his three new "friends" to secure passage back to Khemit. They pay Bruchard Fhegan, captain of the "Chaste Maiden," great sums of money to leave within 12 hours. While Fhegan hastily gathers up his crew and provisions, Crodwell and the women return to his home to eat dinner. The women continue to sweet-talk Crodwell, so that as their charm spells fade, he will remain loyal. Emmereth, in the meantime, is commanded to stay behind, hire informants, and prevent or slow down pursuit of the three.

Day 2, very early morning: Crodwell, Babat, and Shefa depart aboard the "Chaste Maiden" for Rosetta, Khemit. Meanwhile, the priests of Demeter, concerned about Terrik Fass, prepare divination spells to find out what has happened. By noon, they have learned that Fass is dead, but they do not know the details.

Day 2, evening: Gregor Alpers, constable of Kasharma, contacts the player characters for

help investigating Crodwell's estate, based upon the warnings of the priests of Demeter. And so the adventure begins...

Adventure Synopsis

The following is a suggestion of how the adventure is likely to progress, linking the events and areas for the DM's benefit in understanding the module. In no way should the DM feel that events must unfold in this manner. The DM is of course free to modify this as he/she sees fit. The players, of course, make their own paths through things.

The players investigate Crodwell's estate, supervised by Gregor. There they discover the building has been looted and that three mummy cases are open and empty. After facing boobytraps and some strange guardians left by Crafty, they discover where the caskets were obtained, and clues that Crafty may be returning to their origin—a mysterious tomb in upper Khemit, across the sea.

The obvious means of passage to Khemit is by ship, and the party should eventually try to either intercept or give chase there. Unfortunately, the ship with Crafty and the two women was chartered and out to sea before the players had even begun to investigate Crafty's home. Inquiries about their departure—and attempts to charter another ship—eventually bear fruit. Their attempts to pursue the trio are hampered by Emmereth. He hires thugs to harass the crew, which provides a diversion for him to stow away under the ship. Later, a few days out to sea, he attacks, attempting to damage the ship (forcing it to return to Kasharma for repairs) and kill the adventurers if possible.

Eventually, the players make it to their destination, and with a bit of asking around the town they find the way to the old tomb. They also attract the attention of Tehi-neken, Superior Priest of Thoth. Eventually, if the player characters are victorious against their foes, he offers them a "holy mission" documented in *Necropolis*.

In the tomb, the players discover the true destination of the sisters—an old temple of Set where they once presided in their efforts to aid in Rahotep's ascension. The players follow them to the temple, and do battle against them in a climactic battle against evil.

Player Background

The PCs are first contacted by Gregor Alpers, the constable of Kasharma. He is not very comfortable talking to the adventurers, but he hides this behind professionalism. He explains:

My name is Gregor Alpers. I'm the constable here in Kasharma. I'm working on a strange complaint, and I thought I might come to you for assistance. It's surrounding a local adventurer, a fortune hunter, which I understand is something along your own line of work. It seems that the high priest of the church of Demeter here in town, Terrik Fass, has gone missing, and the other priests claim they have divined his death. While I tend to believe their revelations, we don't have proof. Yesterday he left to pay a visit to Crafty... er, Wilhem Crodwell. We don't know if he arrived. There doesn't appear to be anyone at the house. Our initial investigation has revealed that Crodwell did have a guest, possibly more than one. But I haven't searched the house too thoroughly yet. Crodwell had a reputation for hiding—and booby-trapping—a lot of secrets in his home, and I'd rather get professional assistance in my investigation. If this is something you feel you could help me with, the Church of Demeter has promised a small reward for information as to Terrik Fass's fate—and for the return of his body and possessions if he is truly dead.

If the players choose not to take the hook, they may still try to visit the (now vacant) Crodwell estate in hopes of doing their own research or acquiring some loot of their own. With luck, they'll find enough hints as to the wealth and glory of Khemit to follow the trail there.

Part 1: The Crodwell Estate

This building is an elegant, older estate, purchased by Crodwell with his fortune made from smuggling. He has since made many custom enhancements to the home, largely to protect what is left of his small fortune. Unfortunately for treasure-hunting players, Crodwell and the two raised mummies (Babat and Shefa) have left with the bulk of Crodwell's treasures, leaving little of great value behind.

If the players have come at Constable Alpers' request, he "supervises" their investigation, and he keeps an eye on them to help make sure they do not steal anything—but from a safe distance. Attempting to take anything from the room with Alpers or his deputy requires a Pick-pocket check. Otherwise, Hide checks may be needed to conceal stolen items on one's person, and Move Silently checks are needed to remove anything that could make noise in its "liberation" (opening up cases, etc.)

If the players attempt to sneak into the estate without Alpers, they must escape detection by the two deputies who are keeping watch on the estate at all times. They are always alert, expecting either Crafty or an agent in Crafty's employ to return. Hide checks versus Spot checks and Move Silently checks versus Listen checks determine whether the PCs successfully bypass the deputies. The exterior doors and windows are well protected. The locks require a successful Open Lock check (DC 28) to open. Otherwise, the doors are normal heavy reinforced wood doors (Hardness 6, hp 20, Break [DC 25]).

Because of the speed of his flight and his condition, Crodwell neglected to lock any interior doors (Hardness 5, hp 15, Break [DC18], not locked), other than what is noted in the key. Most of the house is kept immaculately clean—Crodwell is something of a tidiness freak. However, some clues (noted in the key) reveal not only the haste of his departure, but perhaps a clue that his state of mind was not altogether normal at the time of his flight.

Key

1. Main Foyer

This large, open foyer has a marble floor in a simple black, red, and white pattern of stones. The two staircases flank the room, leading up to the balcony above (room 10). Two benches with thick feather cushions provide comfortable seating.

2. Den

Crodwell rarely uses this. It contains a somewhat valuable carpet (50 gp value) in pristine condition, an empty desk, a chair, a comfortable couch, and a shelf with ink, quills, and writing paper. On one wall, however, is a large-scale map. It shows certain known parts of Khemit, identifying the major cities of Rosetta, Alexandria, Tanis, Elephantine, Thebes, Innu, and Memphis. It also shows a dotted line from Rosetta across the ocean to the north, with the caption "To Kasharma".

3. Gallery (EL Variable)

This room is almost a museum—a display for Crodwell to show off his findings and ill-gotten gains. In each alcove stands a suit of armor, held up on wooden dummies. Five of the eight are extremely well-crafted, adorned masterwork suits of chainmail, full plate, half-plate, hide armor, and studded leather. The value of these armors to a collector would be easily 50% more than their standard masterwork price.

The other three suits of armor are from Khemit, and may give players a glimpse into where Crafty has been having his recent adventures. The first is crocodile-hide leather armor, of masterwork quality. Its value is approximately 350 gold pieces outside of Khemit, due to its unusual nature, but otherwise functions as masterwork leather armor. Likewise, the boiled hippo-hide armor was once of masterwork quality, but its extreme age resulted in some decay that had to be repaired by less-than-masterful hands. It was recovered from a visit to the Crypt of Kholan. It would sell for 100 gold outside of Khemit, and functions as standard hide armor. The third suit is made of hippo hide and bone

plates, not unlike masterwork studded leather. However, it is also magical, enhanced with a +1 enhancement bonus. This magic also preserved it quite well in spite of its age. It was also recovered from the Crypt of Kholan.

Additionally, there are four display cases here with recovered treasures—one each on the North Wall (#1), East Wall (#2), South Wall (#3), and West Wall (#4). Each display case is locked (Open Lock [DC 23]), and caged, making retrieval difficult without breaking the cage or unlocking it.

#1 contains a beautiful headdress with jewels. Most of the jewels are fake, however replaced deliberately by Crodwell just in case someone should steal it. Were the jewels real, it would be worth over 10,000 gp. With the fake gems, its value is a mere 240 gp.

#2 holds a *circlet of persuasion*. The bars of the cage here have tiny threadlike tubes in them through which a nasty contact poison is pumped when the *circlet of persuasion* is lifted from the stand. The poison drips out of the bars through holes the size of needle pricks onto the arm and hand of the thief.

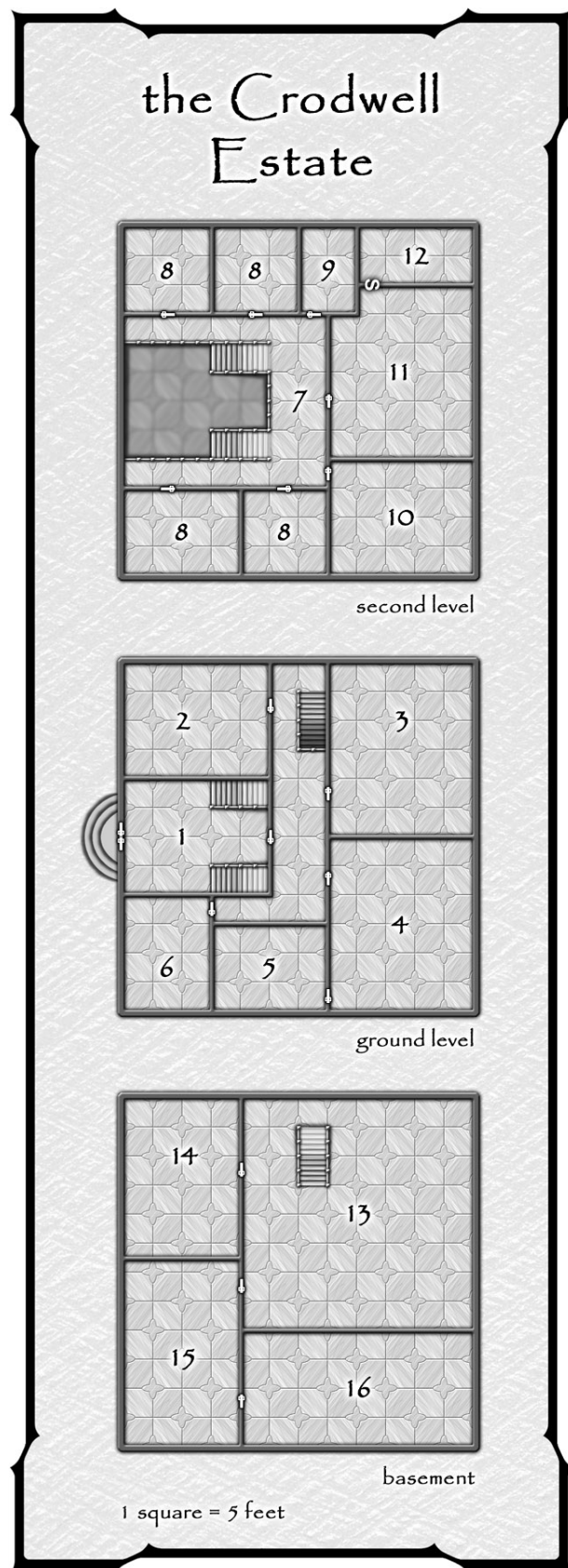
Trapped Bars: CR 4; no attack roll necessary (Terinav root poison); Fortitude save (DC 16); 1d6/2d6 temp. Dex damage; Search (DC 20); Disarm Device (DC 20).

#3 is empty and unlocked. This particular treasure was taken by Crafty to help fund the rapid departure of himself and his two new friends.

#4 contains another trap of a sort. It contains two bracers of wonderful quality, expertly crafted, of finest leather and steel plates, lined with silk for soft wear. They are most certainly magical, and appear to be +5 *bracers of defense*, but are actually *bracers of defenselessness*. Crafty wore them once upon a time, and had to have them magically removed. Now he keeps them here as a reminder to be careful around unknown magic (advice he should have remembered in his latest expedition), and as a trick upon any would-be thieves.

4. Dining Room

This room contains a single long table with a total of twelve chairs around it. Three places are set with the uncleared remnants of meals. Since Crafty was only supposed to have one guest—Terrik Fass—this should be something of a clue to players. The meal was eaten a mere hour before they left on the ship to Khemit in the pre-dawn hours.



5. Kitchen

Crodwell is normally a superb housekeeper, but the haste of their departure prevented him from cleaning up after their last meal in the house. Like the Dining Room, it shows the

remains of a hastily prepared meal. Unfortunately, it is not so messy as to reveal footprints in flour or anything of the sort.

6. Study (Locked)

The study is kept extremely tidy and well-ordered. A bookcase against the north wall has several scrolls and books of Khemit lore and language. No doubt, these cost a great deal. Most of these books are written in Khemit, which Crodwell partially understood.

One important document to be found on the bookshelf is the Blemmyish Tribesman's Account, along with the translation and translation notes. This document can be found in Chapter 10 of *Necropolis* (also available at the **Necromancer Games** website, <http://www.necromancergames.com>).

Crodwell's translations of important bits for his last quest lay locked in a desk drawer (Open Locks [DC 19], Break [DC 18]). Searching through the desk, the party finds three hand-drawn maps that have been copied from books or constructed from legends. The maps contain several notes, instructions, and commentaries, with landmarks such as "Cleft Rock," "One day in direction of the setting sun (West) (8 hours?)," and so forth. Using these three maps together, the players can get a good idea of the location of this "Crypt of Kholan"—at least enough to for navigation.

7. Balcony

This large, spacious balcony overlooks the main foyer (Room 1).

8. Guest Bedrooms

Crodwell rarely had guests, let alone houseguests who would stay overnight, so these rooms are all very bland but kept extremely clean (and extremely easy to search).

9. Storage Room (Locked)

This room contains cleaning supplies (brooms, mops, old rags, buckets, and soaps) and several shelves of fresh linen. There is nothing else of interest.

10. Master Bedroom

Like most of the house, this room is kept immaculately clean, with the bed and shelves arranged in a perfect, rectilinear fashion. There

is a slight indentation in the bedcovers, roughly the size of a backpack, which Crodwell hastily filled with clothing in preparation to leave his home.

11. Library

Crodwell is only a studious fellow when it comes to preparing for a particular task. This library contains many a volume of popular lore, along with some relics of old adventures, which he holds some vague intention of actually reading at some point in the future. It also contains a number of false books—covers with no pages within, to prevent the shelves from appearing too empty. For the most part, the library simply allows Crodwell to put on airs in front of guests of being a well-educated man, or serves as a retreat for those moments when he is truly bored enough to read but not bored enough to go get into trouble.

All the bookshelves are heavy oak monstrosities, solidly attached to the walls. Of course, one of them actually serves as a secret door. Crodwell installed it himself, and is quite proud of this time-honored tradition. Discovering the secret door is requires a Search check (DC 20), unless the players actively state that they are attempting to find secret doors behind or through the bookshelves, in which case they receive a +4 insight bonus to discover the secret door and the trigger that opens the doorway. The bookshelf and the door behind swing freely, extremely well balanced, so it only requires a light touch to pull open the door to Room 12.

12. Secret Room (EL 4)

This is not the most well-guarded secret of Crafty's home—if anything, it's his "public secret," a place he shows favored guests to impress them with his cleverness and a show of the treasures he doesn't fear being caught with.

The room currently holds three gilded caskets, where Emmereth and the mummified bodies of Babat and Shefa were stored. All valuable contents of the containers have been removed.

The coffins have now been trapped and "re-stocked" with undead to throw the hounds off the scent. The center coffin contains a **ghoul**, and the other two have a total of **2 zombies**. The zombies and ghoul spring out from all three coffins as soon as one is opened. The middle casket has a *glyph of warding* upon it with a triggered *desecrate* spell, which goes off whether the coffin is triggered by the ghoul itself, or by



an outsider. The zombies have been wrapped in the very burial wrappings that Babat and Shefa wore. They appear as mummies to those who don't know any better. The masquerade can be detected with a Knowledge (religion) check (DC 13) or a Spot check (DC 18). If the PCs have had encounters with mummies before, the players may simply recognize that the encounter is going differently from what they would expect.

The ghoul was created using a scroll of *create undead* that Babat had been buried with—she had scribed it herself before being killed long ago. The two zombies were beggars killed and brought back as zombies via *animate dead*. The ghoul is actually none other than Terrik Fass, slain via death magic as a sacrifice to appease Emmereth. Babat proceeded to cast *speak with dead* on the corpse, to make further use of that spell impossible for another week. She then turned him into a ghoul, to hopefully throw all the hounds off the scent. He has also been stripped of all his clothing and equipment, which has been hidden in the Treasure Room (Room 16) in the basement.

Careful examination of the gilded caskets reveals further secrets. The inscriptions are understood with a Decipher Script check (DC 25) or with magical aid. They refer to the interred bodies as “**Babat**,” “**Shefa**,” and “**Emmereth the Chained**.” They are described as “*Servants of Rahotep, Chosen of Set*,” and that they were buried “*Under the protection of Kholan, high priest of Set*” until such time as they shall “*rise again to serve the master*.” This should be a major clue to the party.

Glyph of Warding Trap: no attack roll necessary (desecrate); Search (DC 28); Disable Device (DC 28).

Ghoul: CR 2; hp 16; see the *MM*.

Zombies (2): CR 1/2; hp 16 each; see the *MM*.

XP Awards: Discovering the identity of the ghoul and bringing his remains back to the temple of Demeter awards a 500 XP story bonus for *each* PC. The PCs also receive a small reward of 500 GP and a scroll of *raise dead* from the temple. Finally, Terrik Fass is *resurrected* (via scroll), and offers curative (and *resurrection*) spellcasting free of charge to the players while they continue their investigation (and, obviously, remain in town).

13. Basement Entrance

This room is simple and well-kept. It acts as another storage room and wine cellar. A rack

with 30 bottles of wine stands against the northern wall. The total value of the wine is approximately 1,200 gold. Aside from this, there are some trunks of spare clothing, a neatly piled stack of firewood, and assorted building/carpentry materials. It is all neatly stacked and arranged to avoid the appearance of clutter.

14. Workshop (Locked)

This room contains many tools and items for Crodwell's trade. It is tidy and organized, with every item placed neatly on various racks. Nothing out of the ordinary can be found here, but the following items can be found: 10 empty vials, 3 oil flasks, 2 alchemist's fire, 2 sets of thieves' tools, 1 set of masterwork thieves' tools, 1 flask of acid, a fully stocked alchemist's lab, a climber's kit, 2 disguise kits, a magnifying glass, and several tools for the construction of snares and traps.

15. Secondary Storage

This room has been recently depleted of its stock, however its door remains locked. It contains some casks of wine and water, bags of grain, a stock of healing potions (the rack is empty save for 2 *potions of cure light wounds* now), several empty sacks, a masterwork rapier and matching masterwork dagger, extra clothing, and an empty chest.

16. Treasury (EL 6) (Locked & Trapped)

The door to this room is heavy wood reinforced with metal (Hardness 5, Hit Points 20, Break [DC 23], Open Lock [DC 28]), and is locked with one of the best locks money can buy. In addition, opening the door without disabling the trap (Search [DC 21], Disarm [DC 21]) causes a hatch above the door to drop open, dumping (and automatically disturbing) a substantially weighty patch of yellow mold onto the floor (see “Hazards” in the *DMG*).

Unfortunately for greedy PCs, Crodwell and his two guests have already looted the treasury of any portable valuables at this point. There is a heavy brass statue (weighing 300 pounds) of Ra that could fetch two thousand gold from an interested collector, but it would take significant effort to steal. There are six chests in the room; four are open and emptied of their contents. A fifth is unopened but unlocked, containing 1,830 cp loose and a bent-up silver brooch worth around 6 gold. The second chest is locked

(Hardness 5, hp 15, Break [DC 20], Open Lock [DC 18]), and contains four small sacks with exactly 100 sp each.

Another treasure of less intrinsic value but of useful information to the party is an ornate bronze short sword from Khemit. The script inscribed upon the blade is short and simple (Decipher Script [DC 20]), and identifies itself as “Jackal, blade of Kholan, High Priest of Set, city of Rosetta.” This is another clue to the player characters as to where their destination lay.

Finally, the clothing and personal effects of Terrik Fass can be found here. Babat stole anything of real value from the body, but his robe, holy symbol, prayer book, boots, and hat lay discarded in the corner—another sign that it was not Crodwell in his right mind who is responsible for the murder. If these personal effects are returned to Terrik’s temple, the party nets a story award of 100 XP per participant, and a reward of 100 gp. This is in addition to the reward they may receive for returning Terrik’s body to the temple.

Yellow Mold: CR 6. The mold fills a 10’ wide area with its deadly spores. Those within must make two Fortitude saves (DC 15). Those that fail the first save take 1d6 temporary Constitution damage. Those that fail the second save, one minute after they were exposed to the spores, take 2d6 temporary Constitution damage even if they made the first save.



Part 2: The Docks

From the clues picked up in the Crodwell Estate, the players should have some idea of where Crodwell and the former-mummies were heading—back to Khemit, to the city of Rosetta, and the ancient crypt.

The next step the player characters (hopefully) undertake is to try to stop Crodwell and his companions from leaving the city of Kasharma. Barring that (and they are unlikely to be successful), they should find out the exact time and destination of their ship, and do what they can to give chase. To this end, a native of Khemit, a strange serpent-like merchant named Rhiopsis, can render assistance.

Unfortunately, Emmereth is also watching Rhiopsis. This devil has recruited, with gold and fear, several toughs to waylay the crew as they prepare to board the ship. But he launches his true attack later. During the fight, he sneaks onto (or, rather, underneath) the ship. There he remains lashed to the ship for three days, until he attacks...

Gathering Information

This can be a slow and tedious process, so it is best to move this along quickly. The players can eventually come up with several tidbits of information. This can be gleaned over the course of a day or two with successful Gather Information checks, Diplomacy checks, and role-playing. (In any case, good role-playing should at least give the players a bonus to their skill rolls). The following tidbits of information may be picked up:

- Wilhem Crodwell has done quite well for himself. He's an adventurer, but he's gained much of his wealth through smuggling.
- Ol' Crafty has always been paranoid—he's worried about thieves like him helping themselves to his cash.
- Crafty Crodwell has lately been visiting some strange land across the sea. He's returned

fabulously wealthy (true, depending upon one's definition of "fabulously").

- There's a mysterious merchant named Rhiopsis who hails from the land across the sea.
- On the evening of day 1, Crafty showed up with three friends—two beautiful women, and one spooky fellow covered in a heavy cloak.
- Crafty left in the wee hours of day 2 with two women aboard the ship, the "Chaste Maiden." He was in the company of two beautiful ladies. (There is no mention of the robed figure.)
- The "Chaste Maiden" is a ship owned by Bruchard Fhegan, an independent captain whom Crafty has worked with on numerous occasions.
- Bruchard Fhegan and Crafty have been at odds this year against a certain enigmatic foreign merchant named Rhiopsis, attempting to undercut his sales with similar merchandise (but rumored to have been acquired through less scrupulous means).
- (If asking about Khemit or the destination of the Chaste Maiden) Rhiopsis maintains two ships that sometimes travel to this distant land.
- (On a Gather Information or Diplomacy Roll of 20+) Someone else was interested in people asking about Khemit. You should be careful with whom you speak concerning this matter.
- One of Rhiopsis's ships is currently in dock, having just arrived less than a week ago. The name of the ship is "The Lion of Scarra."

The Mermaid's Fork

This tavern is where many of the sailors and dock workers hang out. It doubles as an employment office, with many "unscheduled" ships arriving and departing due to Kasharma's loose customs procedures. The drink is watered down, which is often to the advantage of the patrons—those who pass out in a drunken stupor sometimes wake up on a ship out to sea.

This is a perfect place to gather information about Crafty and recent happenings, but rumor eventually gets around to some people in

Emmereth's employ unless the players are especially cagey or use some secret means of obtaining information (such as reading the minds of patrons). The most effective means of persuasion is either alcohol or coin. Any attempt to get information willingly out of a patron that doesn't include either drink or coin incurs an automatic -4 circumstance penalty to any skill rolls.

Currently, there is no crew in the tavern who have been to Khemit—most shipped out with their captain, Bruchard Fhegan. Those who work for Rhiopsis are often met with suspicion here, so they don't often patronize this place. However several patrons know about Rhiopsis, and know how he can be contacted (mainly through the captain of "The Lion of Scarra").

"The Lion of Scarra"

This ship is the property of a rich merchant, Rhiopsis, a native of Khemit. The captain is named Parthi (Exp4; hp 34; Profession [Navigation] +9, Profession [Seafaring] +9).

The players may find this ship via rumors. Parthi doesn't negotiate with the party directly for passage, but instead directs them to Rhiopsis. If the player characters try to take this or any other ship by force, they are likely to meet stiff resistance from not only the ship's crew, but nearly the entire population of the docks—easily 100 people over the course of ten rounds (mostly low-level commoners and warriors, with a few fighters and rogues sprinkled in at the DM's discretion). More subtle means of forcing a ship and her crew out to sea may be possible, but unless the PCs are very skilled in seafaring themselves, they soon find themselves at the mercy of the sea and the ship's disgruntled crew.

Negotiations with Parthi are short and simple. He's a native of Khemit, and fiercely loyal to Rhiopsis. Any inquiries are directed directly to Rhiopsis. The players must first convince Parthi that they are serious and mean Rhiopsis no harm. This can be done with a Diplomacy check (DC 15). Bribes of 10-50 gp lower the DC by 1, and a bribe of more than 50 gp lowers the DC by 2. Convincing arguments during role-play-

ing can drop the DC by up to 4 (or raise it, if the players do a terrible job). Once convinced, he takes them to Rhiopsis personally.

The next time the players visit the Lion of Scarra, it will probably be as passengers. Unbeknownst to them, the ship has picked up a stowaway—Emmereth, the kyton devil, serving Babat and Shefa. He secretly lashes himself to the bottom of the ship with barbed chains. This will probably be unnoticed, but very suspicious PCs may have some small chance (dictated by the DM and circumstances) of discovering the intruder. If they discover him, play out the battle early.

Rhiopsis

Rhiopsis can be found in an apartment over a warehouse in the docks district. He's a Khemit native, and an unusual one at that. In public, he's only seen heavily cloaked (if players hear rumor of this, they may assume incorrectly that he's the same one who was with Crodwell and the two women when they came to secure passage to Khemit from Captain Fhegan). This is to conceal his features, for he is not human, but a Menynoka—a serpent-man.

Rhiopsis is a tough merchant, but a fair and honorable being. The "Lion of Scarra" is scheduled to depart in 5 days' time for Khemit, and for a charge of 200 gold per head, passengers can be taken. If the players wish to expedite the launch, that costs a great deal more—an extra 2,000 gold (total) to depart within 12 hours' time, or an additional 800 gold to leave in two days. This is how much it costs Rhiopsis to gather the crew together prematurely, and leave some cargo behind for the next ship.

These prices are, of course, subject to haggling and possible bartering of services or other goods in exchange for all or part of the price. Very good Diplomacy checks and role-playing can convince Rhiopsis to drop his prices by up to 20%, and can convince him to accept in trade items for as much as 75% of their market value—though under no circumstances does he actually pay the characters money for their items. He'd rather provide something else in trade—say, a note allowing them passage

back from Khemit on one of his ships, redeemable at any time.

Rhiopsis may be convinced to translate Khemit writing. If it gives him an angle in the negotiations, he'll do it for free; otherwise he'll charge a nominal fee for such services. Any mention of Set (such as from the caskets) cause him to become extremely nervous, and he will warn of "great evil". He doesn't know anything more, but he's heard enough vague rumors in the past to be very concerned about this kind of news.

Theoretically, Rhiopsis could be convinced (for a price) to describe the city of Rosetta in great detail for the players to use as a destination for a teleport spell. However, as the distance is over 600 miles over sea (depending upon the campaign), with much of the surrounding land a featureless desert, the price of mishaps is very high. However, if the players gamble and succeed, they may take Shefa, Babat, and Crafty completely by surprise as they step off their own ship. This makes for a short adventure, but will still attract Tehi-neken's attention and respect.

Continuing the Murder Investigation

If the players take their information back to Gregor Alpers, and he realizes that Crodwell has fled with two unknown women, he thanks the players and offer them a token reward for their time (50 gp). He apologizes that he can offer no more, but if the suspects have left the country he cannot afford to give chase. Crafty Crodwell is now a wanted suspect in the land, and that is all that can be done.

If the players return with Crafty, Babat, and/or Shefa to stand trial, Gregor can offer significantly more as a reward, but still not enough to reimburse the price of their passage to Khemit.

The temple of Demeter in Kasharma will pay handsomely for bringing justice to Crodwell and the mysterious women—closer to 1000 gold. If consulted, they also confide that they feel the death of their high priest was only a small part of a much greater evil rising somewhere across the sea. They do not understand the specifics of their own sense of foreboding, but their omi-

nous warnings should help motivate the player characters to continue their hunt.

Labor Difficulties (EL 9)

When Emmereth learns of the party's intent to follow Babat and Shefa to Khemit, he sends some street toughs (paid for with some of Crafty Crodwell's treasures) to prevent the crew of "The Lion of Scarra" from boarding and loading the ship for as long as possible. His thugs are eighteen men, detailed below.

These men are detaining several members of the crew to delay the departure of the ship. More importantly, they provide a distraction to allow Emmereth to get under the Lion of Scarra and lash himself to the bottom of the ship with barbed, hooked chains. He doesn't so much swim as simply walk underwater—his chains make him anything but buoyant.

The thugs are using non-lethal means to detain the crew. They are threatening violence and theft of the cargo to be loaded onto the ship, but are armed primarily with saps and clubs besides their bare fists. They also have a total of four tanglefoot bags between them, two of which they've used on crewmen who were carrying the cargo to the ship. For the most part, it's a stand-off. After a half an hour the town guardsmen finally show up, break up the stand-off, and cart the thugs to jail for a couple of days. The players can expedite things if they do not resort to lethal force. If they do end up killing some of the thugs, they will be facing the wrath of the town and the guard, and Rhiopsis refuses to assist murderers in leaving the country. The PCs may be stalled for several days, perhaps even weeks, defending themselves in court (or escaping the city). The DM should handle this situation carefully, reminding the players that this does not appear to be a life-or-death situation, and responding with lethal force may be considered murder.

In this particular case, the best options for the players are to either leave this problem to the town guard, or to leave someone to guard

the ship (and potentially spot Emmereth's mischievous). The half-hour standoff in the alleyway is nothing to the delays Emmereth attempts to impose upon the trip.

Thug Leader, Male Human War5 (1): CR 4; SZ M; HD 5d8+10; hp 39; Init +3 (+3 Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 studded leather armor); Atk +8 melee (1d6+3 subdual, sap) or +8 melee (1d6+3, short sword, crit 19-20) or +8 ranged (1d4+3, dagger, crit 19-20, range 10 ft.); AL CN; SV Fort +6, Ref +4, Will +0; Str 16, Dex 17, Con 15, Int 12, Wis 8, Cha 13.

Skills: Balance +5, Climb +6, Forgery +3, Intimidate +7, Jump +9, Listen -1, Ride (horse) +11, Spot -1. *Feats:* Cleave, Dodge, Power Attack.

Possessions: Sap, short sword, tanglefoot bag, studded leather armor, 3 daggers.

Thug Rogue, Male Human Rog3 (3): CR 3; SZ M; HD 3d6+3; hp 14 each; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 Leather Armor); Atk +3 melee (1d6+1 subdual, sap) or +3 melee (1d4+1, dagger, crit. 19-20) or +4 ranged (1d4+1, dagger, crit 19-20, range 10 ft.); SA sneak attack (+2d6); SQ evasion, uncanny dodge (Dex bonus to AC); AL CN; SV Fort +4, Ref +5, Will +2; Str 12, Dex 15, Con 12, Int 14, Wis 12, Cha 11.

Skills: Bluff +2, Climb +6, Concentration +3, Decipher Script +8, Diplomacy +6, Disable Device +7, Escape Artist +7, Forgery +8, Gather Information +5, Heal +3, Hide +5, Jump +3, Listen +3, Move Silently +5, Pick Pocket +6, Sense Motive +9, Spot +3, Tumble +8. *Feats:* Alertness, Great Fortitude, Improved Initiative.

Possessions: sap, 3 daggers, leather armor, tanglefoot bag.

Thug Warriors, Male Human War1 (14): CR 1; SZ M; HD 1d8+3; hp 9 each; Init +6 (+2 Dex, +4 Improved initiative); Spd 30 ft.; AC 12 (+2 Dex); Atk +2 melee (1d6+1 subdual, sap); AL CN; SV Fort +2, Ref +2, Will +1; Str 13, Dex 14, Con 10, Int 9, Wis 12, Cha 7.

Skills: Jump +5, Listen +1, Ride (horse) +6, Spot +1. *Feats:* Improved Initiative, Toughness.

Possessions: sap.



Part 3: Passage to Khemit

If the players managed to detect or prevent Emmereth from stowing away underneath the ship before leaving Kasharma, their passage to Khemit is swift and uneventful. If they worked hastily and paid extra to expedite their departure, they arrive in the city of Rosetta only two to four days behind their quarry.

If Emmereth has not been discovered, the following occurs:

Emmereth's Assault (EL 7)

Emmereth hides, lashed to the bottom of the ship via barbed chains, for three days. His outsider's physiology allows him to survive for long periods of time in such a condition. Unfortunately, his chain-wrapped body isn't naturally buoyant by any stretch of the imagination, so his swim checks are horribly reduced. He moves about under the ship very slowly, using his Climb skill. His intent is to either kill the PCs (and use the ship for passage back to Khemit), or to force the ship back to Kasharma for repairs and buy his mistress more time.

His first attack is to damage the rudder of the ship. Extremely perceptive characters might, with a Listen check (DC 24), hear the banging occurring beneath the ship as he dashes the rudder with his chains. This causes immediate difficulty for the ship, slowing travel to a crawl until the rudder can be repaired (which can be done from spare parts on the ship, over the course of several hours). If a sailor or PC goes to investigate, Emmereth attacks him. If it's a sailor, the poor fool will likely be dead a full minute before anyone knows something is the matter.

After damaging the rudder, Emmereth gets even nastier. He climbs closer to the bow of the ship and animates the anchor chain. The chain detaches from the rest of the ship, and flails about randomly for three rounds (if Emmereth

is allowed to continue). He is still partially beneath the ship at this point, and can't see anyone on the deck, so his attacks are wildly inaccurate. His initial attack is against the mainsail. Once that is damaged, he lashes out at sailors or PCs on the top deck, but his attacks are made as if they have full concealment (50% miss chance).

After this, Emmereth climbs up onto the main deck to engage in more personal combat. He tosses the chain (and anchor) overboard to the bottom of the sea. (Note: The ship does have a spare, so this causes no major problems).

Once on the deck, Emmereth seeks to kill or toss overboard any adventurers, or sailors if the PCs fail to engage him. As he'd like to use the ship himself to get back to Khemit, he avoids killing anyone he perceives as necessary personnel. Kytons are not known for their brilliance, however, and even though Emmereth is brighter than most of his brood mates, it is entirely possible he may misidentify personnel. An Intelligence check (DC 5) should be enough for Emmereth to tell the difference between an officer, a sailor, and a passenger.

If Emmereth is tossed overboard, he uses his barbed chains in an attempt to grapple the ship and reel himself back in. For ease of play, assume a simple Reflex save (DC 16) will do the trick for his barbed, extending chains. He can only make one such attempt per round, so players who can quickly sever or yank free his chains before he has time to act finds their enemy sinking rapidly to the bottom of the sea. It's a long, long walk back to Khemit on the bottom of the sea, but over the course of many weeks of tireless travel he'll eventually return. If Babat is slain, however, the binding on him is lost, and he may not necessarily pursue the adventurers out of any feeling of revenge. It is more than likely he'll simply wander the world causing destruction and mayhem wherever he goes.

If Emmereth finds himself losing the battle,

low on hit points (less than 15 hit points left), and able to act, he simply jumps overboard. If he survives the escape, the results are as if he had been tossed overboard (minus the attempt to save himself).

Interlude

Captain Parthi becomes far more amiable to the party after witnessing their valor against Emmereth. If they also assist in repairing any damage to the ship, through use of skills or spells, he responds with favor and respect. At the DM's discretion, he may suggest that they seek out a wise man he knows of who may assist them in their noble quest. Unbeknownst to either Parthi or the party, this man will also be seeking them out, seeking foreigners of heroic stature and ability. The man's name is Tehi-neken (Clr12), and even Parthi doesn't realize that he is actually a Superior Priest of Thoth.



Part 4: Khemit

The players are likely to arrive in Rosetta some time after Shefa, Babat, and Crafty. If they managed to dispatch or thwart Emmereth without damage or delay to the ship, and if they paid extra to expedite departure, they may only be two days behind their quarry. Otherwise, they are delayed by as many days as the extra time required by their journey. The preparations Babat, Shefa, and Crafty have made to protect themselves in their new hideout (the old tomb) increase as more time passes.

City of Rosetta

Detailing the layout of the city of Rosetta is beyond the scope of this module. It is a coastal city built about one branch of the Nylle River as it empties into sea to the north. It has a population of approximately 150,000 people, and is the first seat of the Temple of Hapy. As a major coastal city, it has trade with kingdoms to the north, and foreigners are not uncommon. Most merchants, innkeepers, sailors, and freemen in Rosetta speak Common fluently, and many peasants and tradesmen within the city can speak a smattering of it. Whether or not there is a language barrier is up to the DM, but if properly played it can add flavor to the adventure without becoming frustrating to the players and yourself.

Purchasing and Selling

For foreigners, prices in Rosetta are 150% to 200% of the prices in the *PHB*. However, if players take time to learn enough of the language to get by, and use Khemit currency, they find merchants selling goods for more standard prices. Imported equipment not native to Khemit always sells for 125% to 200% of book price if it is available at all.

The citizens and clergy of Khemit, as a rule, are very serious about tomb raiding. Attempting to sell any objects that have obviously been liberated from a tomb may be met with con-

tempt and legal action. This is why Crafty Crodwell had to take some of his findings back to Kasharma for further study and sales—and had to exercise the utmost secrecy and smuggling techniques to do so. Marching through town with a wagon full of gilded sarcophagi is not the way to further one's career or life in the streets of Rosetta!

Tehi-neken

The players' arrival in Rosetta does not go unnoticed. A superior priest of Thoth, named Tehi-neken, is currently looking for "adventurers" of foreign blood to aid the triple-nation of Khemit—and indeed, the entire world—against a rising evil. He knows of Crafty Crodwell, and in fact very nearly solicited the rogue's aid based upon his previous exploits when he noticed Crafty's companions. Filled with distrust, he hesitated. He did, however, note their departure, and is filled with misgivings concerning their mission.

His own mission, however, is to find likely candidates for his cause, documented in *Necropolis* (Chapter 2, the "Direct Mission"). To this end, he watches as ships come in. He takes note of the players, and follows them, though he doesn't reveal his true mission at this time. It is an easy Spot check (DC 10) to spot him after the first few hours—he wants to be noticed. When confronted, he simply states, "I make it my job to keep an eye on newcomers to this city. A wise and noble task, wouldn't you agree? I am sure you would want to know should possibly dangerous strangers arrived in your beloved city?" He offers the party aid in finding Crafty Crodwell, as he did observe the arrival of the earlier ship. He also suggests to them that they come see him when their current quest is at an end.

Under no circumstances does he leave the city, however. His job is to find agents, and should the party never return from their current quest, he's busy finding others. If the party does return

successful, however, he realizes that they may be up to the task at hand.

If asked about Crafty, Tehi-neken says:

"I am familiar with this man, though I have never been introduced. The last time he was here, he departed into the wilderness with four friends. Only he returned, under cover of darkness, laden with treasure and—other things. I have my suspicions as to where he may have gone. Crafty arrived just days ago, with two women. They purchased four donkeys and a cart for supplies, a large quantity of food, but little wine or water, and set off immediately for the wilderness. I think he left to rob our sacred tombs."

He may even give directions to this sacred tomb, the Crypt of Kholan, where he expects the PCs catch up to Wilhem "Crafty" Crodwell and the two women who make him uneasy.

Travel to the Crypt

The players may learn of the crypt by either through their investigation of Crafty's home (including the maps found in room 6), or through interviewing Tehi-neken.

It is a three-day journey to the Crypt of Kholan by foot. Those wearing heavy armor may feel the results of fatigue and heat exhaustion (See "Heat Dangers" in the *DMG*). Those riding mounts can get to the crypt in just over a day. The DM should roll wandering monster checks according to the rules in *Necropolis*, pp. 251-252.



Part 5: The Crypt of Kholan

Crafty and his party raided the Crypt of Kholan with partial success many weeks ago. However, the defenses got the better of the party, and Crafty was the only one to make it out alive. He returned with great treasures, and the sarcophagi of Emmereth and the sisters in tow, as he was compelled to do by the force of a *geas* spell.

The sisters returned here after getting supplies in town, to get some items they needed for their mission. Anticipating trouble, they reset many of the traps on their way out, and restored some of the guardians that Crafty and his friends had defeated. They had to make haste, however, and left behind some vital clues that help the players find the temple of Set.

This part of the adventure can theoretically be bypassed if the players are successful in tracking the sisters. However, venturing into the crypt gives the players some vital clues as to what the sisters are attempting, and how to defeat them. Also, in “walking in the footsteps” of a party skilled in raiding the tombs of Khemit, the players may gain some insight as to how to approach the more deadly threats that await them should they push on to stop Set Rahotep’s plans in *Necropolis*.

Key

1. Entrance

The stone seal of the tomb has been pushed aside with the use of a lever. Brush has been pulled closer to the entrance to hide the fact that about three feet of the entrance is now exposed and accessible.

2. Hall of Memory

This entry hall has hieroglyphics throughout, praising the bravery of Kholan in protecting the city of Rosetta against a scorpion-snake, and against raiding tribesmen.

3. Barrier (EL 0)

This simple trap is simply an 8-ton stone block

that was dropped from the ceiling to block the hallway when the tomb was completed. Crodwell’s party raised the block again, through the use of magic. After Crodwell, Babat, and Shefa returned, they pulled the lever that again dropped the block, sealing the temple beyond.

The barrier can be raised or tunneled through over the course of several days, with proper mining equipment. Otherwise, it can be removed or bypassed through various spells, such as *disintegrate*, *stone shape*, *passwall*, or similar spells.

4. Roller trap (EL 6)

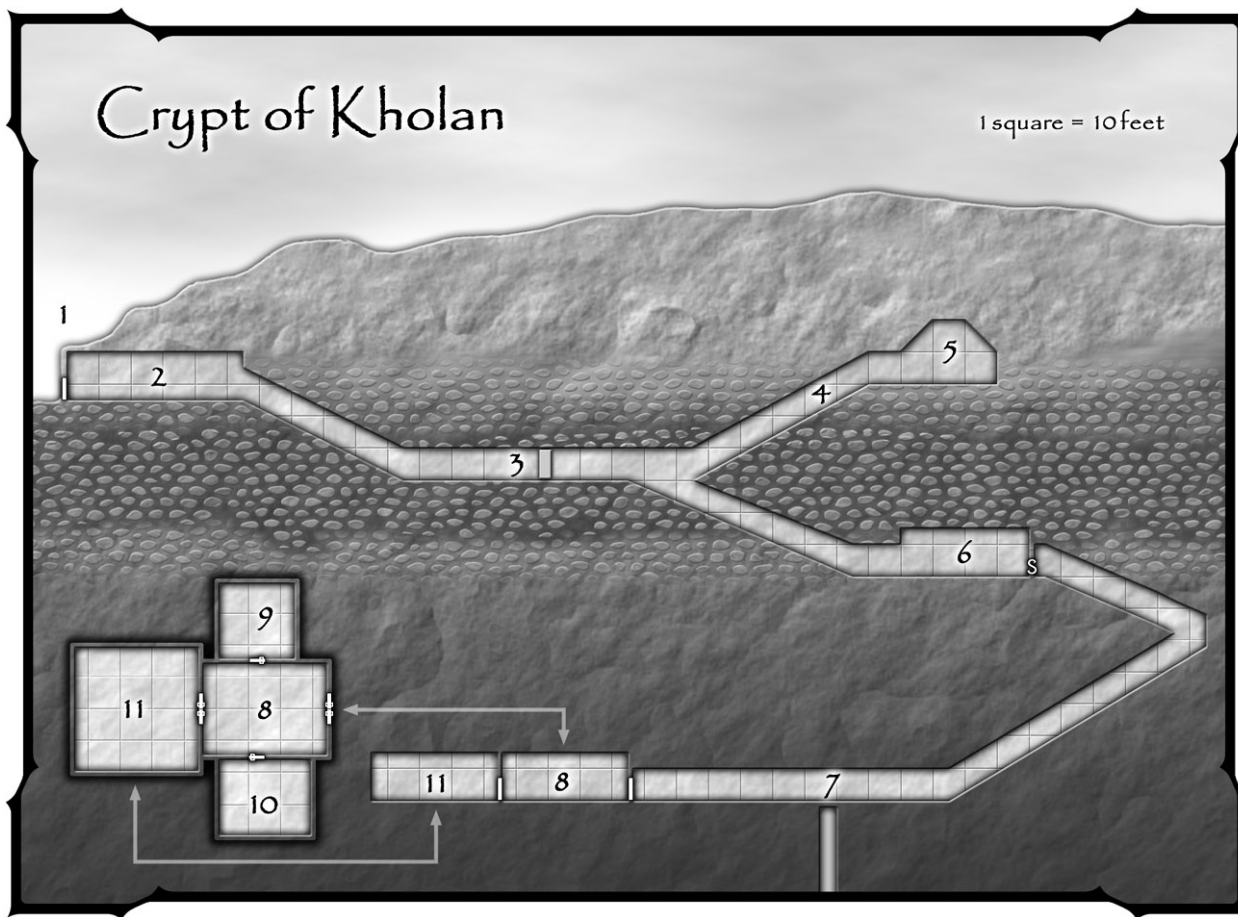
This trap managed to seriously injure one of Crodwell’s original party. It was replaced by the trio when they came here to retrieve their equipment from Room 10 en route to the temple. A Spot check (DC 18) note some stained blood streaks on the floor. This should be a hint to someone to begin searching for traps.

If someone steps on the pressure plate at point 4, this releases a nearby catch in the hidden panel in the ceiling at point 4t. Out from this hatch drops a nasty, bladed “roller”. It resembles two metal wagon wheels connected by an axle wheel from which protrude several blades. This device extends nearly wall to wall, and quickly gathers velocity. Everyone in the hallway is attacked by 1d4+1 blades (1d8+2 damage—the +2 is for the mass and impact of the metal roller, which weighs several hundred pounds) at a +20 Attack Bonus.

Bladed Roller Trap: CR 6; +20 melee (1d4+1 blades for 1d6+2 points of damage per successful hit to all in hallway); Search (DC 21); Disable Device (DC 22).

5. Shrine of Set

This room contains a statue of a serpent, with two missing fangs. On the far wall is a carved map and etched hymns of praise to Set, Lord of Serpents. The map should be of particular interest, because it shows the location of this tomb, Rosetta, and the Temple of Set. Using this map, the PCs should be easily able to find the



temple.

If the serpent statue is investigated, it is an easy Search check (DC 10) to note that the two fangs were actually not part of the statue, but were detachable. The fangs were actually keys used to open the back area of the Temple of Set, and were retrieved by the trio upon their visit here.

6. False Tomb

This room contains a large sarcophagus, a dead mummy (now little more than dust), and two empty coffers that once contained a token amount of treasure. False tombs are frequently used to defeat tomb-robbers. Upon discovering the false tomb, robbers assume they have seen all there is to see, and depart. However, the rest of the tomb lay behind a secret door blocked off by a sliding statue of Set. This statue has not been fully returned to its original position, and the secret door is still visible (no search check necessary).

Crodwell's original party were experienced tomb explorers, and knew very well that greater treasures were likely to be buried deeper

within.

When the party moves past this room, they notice the air becoming more stale and oppressive. With the barrier (Area 3) removed, the party is in no danger from foul air—but the players don't need to know this.

7. Pit Trap (EL 5)

Crodwell disarmed this pit on his team's first visit, but re-activated it after his visit with Babat and Shefa. This is a simple mechanical trap, with a drop-away hinged floor section dropping whoever triggers the trap into an 80-foot deep spiked pit trap. The pit is auto-rearming, through the use of counterweights under the floor. The pit lid slowly closes itself again in 4 rounds. Anyone still alive within the pit at this point must somehow find leverage and try to smash the pit lid (Hardness 12, Hit Points 40, Break DC 25) mechanism to escape.

For the second visit, Crodwell brought wooden planks to safely cross the pit. The planks have since been moved to the far side of the pit, laying possibly unnoticed in the shadows; a Search or Spot check (DC 15) is required to

notice them. The planks may give the players a clue that they should begin searching for traps, but if they instead walk over to investigate the planks themselves, they are sure to trigger the trap.

Spiked Pit Trap (80 feet deep): CR 5; no attack roll necessary (8d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex Save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

8. Mourning Hall

Ornate wall-carvings decorate this room, depicting Set and his “heroic” minions in their act of worship and slaughter. This stands in stark contrast to the “Hall of Memory” (Room 2) which depicts the more “socially conscious” act of Kholan. The Hall of Memory is a bit of public relations work on the part of the builders of this tomb (including Kholan himself). But this place was for only the true followers of Kholan.

Originally, two clay golems guarded this room. Their remains lay destroyed on the floor, as well as the crumpled, months-old remains of Palban the Pious, the priest of Crodwell’s original party.

The doors to Rooms 9 and 10 are far less ornate than the one to room 11. It is obvious that the western door is the one that hides someone or something of great importance.

Special: This room, Room 9, Room 10, and Room 11 are all protected by a permanent *desecrate* effect (Caster level 14). The effect is doubled in Room 11, due to the statue of Set. The effects in each room are independent and must be dispelled independently.

9. Tomb of the Guardians (EL 9)

This plain stone room contains six unadorned stone coffins, all of which lie open with their lids on the floor. The room is foul smelling and streaked with blood near the horrendously mauled and gory remains of two dead humans—or at least, they may have been two humans. Four mummies, their wrappings soaked in blood, stand near the corpses. Two more piles of wrappings, dust, and bone lay demolished

upon the sandy floor.

This room was the doom of Edwin the sorcerer and Fitzhugh McCleod, the fighter of Crodwell’s original party. Crodwell was already under the effect of the *geas* when this room was entered, and he quietly shut and re-locked the doors behind them. Both individuals are long dead by now—but they were slain in combat, not by disease, so their corpses remain.

Currently remaining are **4 advanced mummies** out of the original six remain as sentries over the room. Crodwell’s compatriots got lucky before they died.

The mummies attack any who enter this room, or Room 11, or any who attack them. They continue to attack even those who flee, until no intruders remain with the tomb. At that point, they return to their “post” here, serving forever as Kholan’s bodyguards.

Note that this room, like the other rooms nearby, is under the effect of a permanent *desecrate* effect (caster level 14). This grants the undead in this room a +1 profane bonus to attack rolls, saving throws, and damage, and also causes a -3 to Charisma rolls for any turn undead checks.

Advanced Mummies (4): CR 5; SZ M Undead; HD 12d12; hp 81 each; Init -1 (Dex -1); Speed 20 ft.; AC 17 (-1 Dex, +8 Natural); Atk +9 melee (1d6+4, slam plus mummy rot); SA despair, mummy rot; SQ undead, resistant to blows, damage reduction (5/+1), fire vulnerability; AL LE; SV Fort +4, Ref +3, Will +10; Str 17, Dex 8, Con —, Int 6, Wis 14, Cha 15.

Skills: Hide +9, Listen +12, Move Silently +9, Spot +12. *Feats:* Alertness, Toughness, Power Attack.

10. Tomb of the Followers

This tomb looks like it has been already been plundered. The far wall displays a hieroglyphic message that fills the entirety of the wall. There are three large, open stone sarcophagi in the room, which may have once held caskets. There are also two open stone coffers, one against each side wall.

This tomb was the resting place of Babat, Shefa, and Emmereth. When Crodwell and his (surviving) companions first entered this place, Crodwell was hit with magical traps that

deluded his mind, made him jealous of his companions, and forced him to get the coffins of Babat, Shefa, and Emmereth to a safe place and get the two women resurrected—at any cost.

When the party later went into Room 9, Crodwell took no chances. He knew instinctively that entering the room would be deadly, and chose not to follow or assist his two companions. Without a healer to assist them, and without the extra firepower from Crodwell, they were quickly overwhelmed and slain.

The trio (Crodwell, Babat, and Shefa) later returned here in order for the women to gain a clearer idea of their purpose. This is scrawled into the wall in code, but can be deciphered with a successful Decipher Script roll (DC 30). If the reader already understands the written hieroglyphic language of Khemit (through a language skill or the use of *comprehend languages* or similar magic), the DC is reduced to only 23.

The “secret” message of the hieroglyphs tells Babat and Shefa to return to the nearby temple of Set and to “prepare for the Master’s ascension.” It also explains that the “serpent’s fangs are the key”, and that “Ylric, Gax, and Thax shall obey the old words.”

This message refers to several things that Babat and Shefa understand, but the casual tomb raider would not—and the PCs might only come to understand in time. The “Master” is Raho-tep, whose ascension may be expedited by the spells and efforts the sisters intend to provide. The “Serpent’s Fangs” are the fangs of the serpent statue in room 5, which allow access to the forgotten part of the old temple. Ylric is the old iron-mummy guardian used in the temple of Set, and Gax and Thax are the flesh golems that have remained in the temple to this day, ready to serve their masters.

Crodwell single-handedly emptied this room of any valuables he could find, as well as the three caskets.

Note: Though there are no undead in this room, it is under the effect of a *desecrate* spell. See the listing for Area 8 for details.

II. Tomb of Kholan (EL 12 and up)

This room contains a large, ornate stone sarcophagus in the center of the room. Against the two side walls are stone coffers, each with a metal statuette of some creature resembling a demonic crocodile. The back wall is covered with runes and hieroglyphics. Between the sarcophagus and the back wall stands a statue of a cobra-headed deity, standing watch over the room.

This is the resting place of **Kholan**, champion of Set. Kholan is now a mummy of Khemit (see *Necropolis*, pp. 225-226 for details). While he has lost most of the memories of his humanity, he does retain remnants of his skills as a warrior and fights with the bastard sword he wielded in life.

Kholan was buried with a small treasure, valuables he possessed in life. He wields a +2 *keen bastard sword* in combat against the PCs. He also wears a beautiful (if cleaned) jewel-encrusted golden bracer worth 1800 gold.


Kholan, Mummy of Khemit: CR 8; HD 14d12+3; hp 94; Init +0; AC 19 (+9 natural); Atk +12 melee (1d6+7 plus Wisdom damage, slam) or +15/+10 melee (1d10+7 [1d10+9 if used two-handed], +2 *keen bastard sword*, crit 17-20); SA despair, wisdom damage; SQ undead, DR (10/+1), spell absorption and reflection, resistant to blows, fire vulnerability; AL LE; SV Fort +4, Ref +4, Will +10; Str 20, Dex 10, Con —, Int 6, Wis 12, Cha 15.

Skills: Hide +11, Listen +14, Move Silently +11, Spot +14. *Feats:* Alertness, Exotic Weapon Proficiency (bastard sword), Toughness, Weapon Focus (bastard sword).

Possessions: +2 keen bastard sword.

Note: The Mummy of Khemit is detailed in the Monster appendix of *Necropolis*.

Tactics: Kholan immediately emerges from his sarcophagus when any intruder enters this room, and relentlessly attacks and pursues intruders until they flee beyond the pit (area 7). If any of the mummies from room 9 still exist, they join him in the fight, taking 1 round to enter this room (plus one round for each door they must open). Kholan no longer maintains the intelligence to carefully choose his attacks or



strategy. He alternates between attacking with his bastard sword, and making slam attacks from round to round.

Treasure: Two coffers (one on the north end of the room, and one to the south) contain the other treasure Kholan was buried with: 137 gold Atens (worth 10 gold coins each), 1800 Tekes (each equal to 2 silver pieces), and 452 crescents (silver coins worth 5 sp each). On top of each coffer stands a menacing silver crocodile figurine. While they may appear dangerous and part of a trap, they are actually harmless and worth 200 gp apiece.

This room, like the other three rooms nearby, is under the effect of a permanent *desecrate* effect, as if cast by a 15th-level caster. This gives Kholan, and the other mummies bonuses in combat. Due to the presence of the statue of Set (the cobra-headed deity), the *desecrate* effects are increased: All Charisma checks to turn undead are made at a -6 penalty, and the undead gain a +2 profane bonus to attack, damage, and saving throw rolls.

The statue (Hardness 5, hp 20 [cease functioning], hp 90 [destroyed]) ceases to double the bonus from *desecrate* if it is significantly damaged. Of course, the *desecrate* spell can be dispelled with *consecrate* or *dispel magic*.

Part 6: The Temple of Set

The old Temple of Set, long forgotten and waiting desolate, has been turned into an active headquarters for Babat and Shefa, as they do their part to further the plans of Rahotep after an extended slumber. The defenses listed here assume the party has arrived at the Crypt only 2-3 days after the trio. If they somehow arrived earlier, adjust the defenses appropriately. If the party is delayed further (due to delaying their passage and/or Emmereth's success in slowing them down), there are additional defenses as noted in the text.

Key

I. Entrance (EL II)

If the players arrive four days or more behind Babat and Shefa, the entrance to the Temple of Set is being watched carefully by **11 bandits** and their leader. Babat *charmed* their leader, **Ardeth-Beh**, and offered him a nice bribe at their first encounter, with the promise of another 50 gold per head of any intruder to the temple that they bring to her (in addition to looting rights). The party represents his first attempt to cash in on her promise.

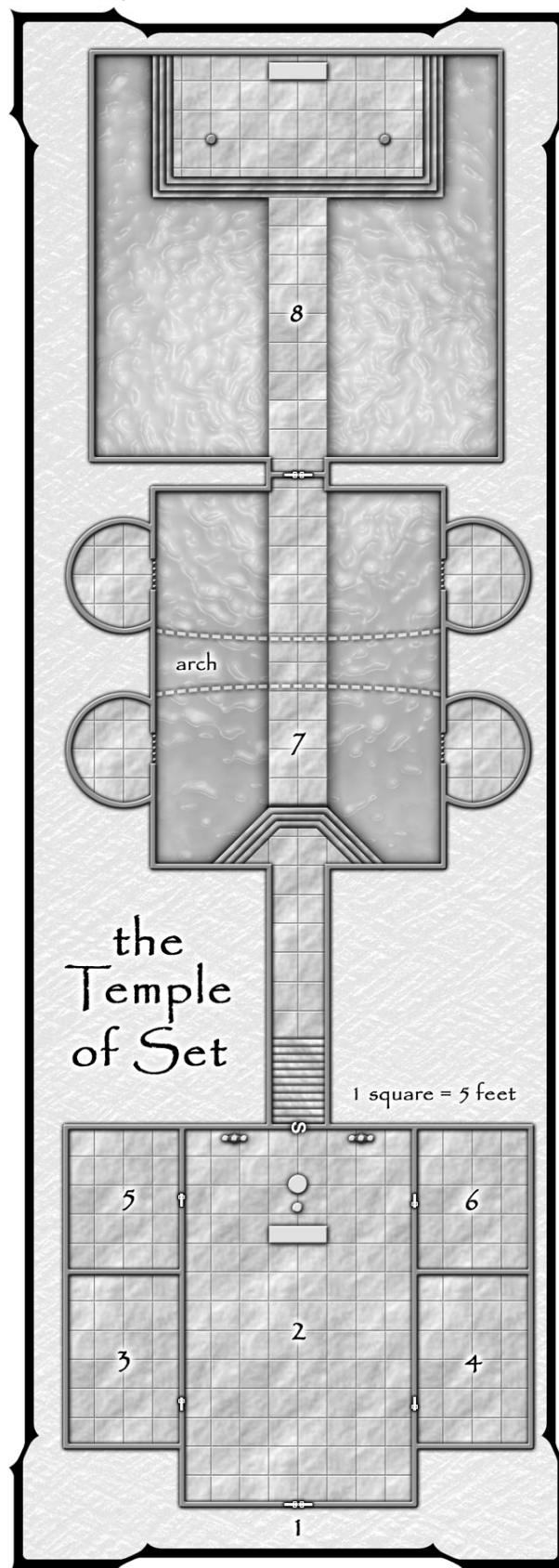
Bandits, Male Human War3 (11): CR 2; SZ M; HD 3d8+6; hp 26; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +2 leather, +1 shield); Atk +5 melee (1d6+2, scimitar, crit 18-20) or +4 ranged (1d8, longbow, crit x3, range 100 ft.); AL CE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 11.

Skills: Handle Animal +6, Intimidate +6, Ride (horse) +9. **Feats:** Improved Initiative, Power Attack, Toughness.

Possessions: Leather armor, small steel shield, longbow, 20 arrows, scimitar, pouch with 18 sp.

Ardeth-Beh, Bandit Leader, Male Human Ftr5/Clr5 (Set): CR 10; SZ M; HD 5d10+10 plus 5d8+10; hp 73; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (+2 Dex, +4 armor, +2 shield); Atk +12/+7 melee (1d6+4, +1 scimitar, crit 18-20); SA death touch (5d6), spells; SQ spontaneous casting; rebuke undead; AL CE; SV Fort +10, Ref +4, Will +7; Str 16, Dex 14 (12 w/gloves), Con 15, Int 11, Wis 14, Cha 13.

Skills: Climb +9, Concentration +7, Handle Animal +7, Heal +7, Jump +9, Knowledge (religion) +5, Ride (horses) +4, Swim +6. **Feats:**



Cleave, Combat Casting, Dodge, Improved Initiative, Mobility, Power Attack.

Unholy Spells Prepared (5/4/2/1; base DC 12 + spell level) 0—create water (x3), cure minor wounds, detect poison; 1st—bane, cure light wounds (x2), entropic shield; 2nd—bull's strength, spiritual weapon; 3rd—dispel magic, (cure serious wounds).

Domain Spells (Death, Evil): 1st—protection from good; 2nd—desecrate; 3rd—animate dead.

Possessions: +1 studded leather armor, +1 scimitar, longbow, 20 arrows, +1 cloak of resistance, +2 gloves of dexterity, *potion of invisibility*, 3 *potions of cure moderate wounds*, large shield, pouch with 25 Atens (worth 10 gp each).

Tactics: When the players are spotted, the Ardeth-Beh first casts *bull's strength* on himself (hopefully outside of earshot of the players). Once the party is close enough, he will order his troops to attack first while he casts (in order) *entropic shield* and *protection from good* on himself before wading in. If the players have dispatched his troops with ease, he flees back to his cave, ordering the remainder of his troops to flee as well. If 8 or more of his troops have been slain, the leader orders the retreat, drinking the *potion of invisibility* to secure his own escape. If Ardeth-Beh and four (or more) bandits have been slain, the others flee to their cave.

Treasure: If the party tracks the bandits back to their cave (approximately a half mile away), they find additional treasures, contained in jars: 114 Atens, 4 amethysts worth 100 gp each, an ornamental silver skullcap with gold inlaid runes and a jet stone set above the brow (worth 750 gp), a carved bone statuette worth 20 gp, and a scroll of *magic missile* (caster level 1) that none of the bandits could cast. They also find the cart and four donkeys originally purchased by Wilhem. These were traded to the bandits in exchange for their services protecting the temple.

If the players arrive here less than four days behind the trio, they may still see signs of bandit activity, and be able to track them back to their cave (and catch the bandits off guard). But then the players have the option to do this at their leisure.

2. Main Temple Floor (EL 8)

This room contains a statue of Set against the north wall, with a brazier (currently unlit) in front of it, used for sacrifices. An altar also stands in front of the brazier. Behind the statue is a secret door (Search [DC 20] to find).

Ylric, the iron mummy, has been commis-

sioned with the task of slaying anyone entering the temple except Wilhem, Babat, Shefa, the bandit leader, or anyone escorted by one of those parties.

Ylric, Iron Mummy: CR 8; SZ M Construct; HD 10d10; hp 55, Init -1 (Dex), Speed 30 ft. (can't run); AC 25 (-1 Dex, +16 natural); Atk +13 melee (2d8+6 [x2], slam) and +8 melee (1d2 [x2], snakes plus poison); SA poison (Fortitude DC 15, 1d6/2d6 temp. Str damage); SQ construct, DR (20/+2), magic immunity, rust vulnerability; AL N; SV Fort +3, Ref +2, Will +3; Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1.

Note: The iron mummy is detailed in the monster appendix of *Necropolis*.

3. Babat and Shefa's Room (EL 5)

This room's door is protected by two *glyph of wardings*. The room contains some comfortable bedrolls and basic supplies bought in Rosetta (sleeping pallets, wine, blankets, food and drink), and the unspent remains of Wilhem's treasure brought all the way from Kasharma. The treasure is otherwise unprotected.

Treasure: 294 platinum coins, 18 Atens (worth 10 gold each), 76 crescents (worth one-half gold each), a yellow spinel gem (worth 650 gold), two emeralds (worth 1200 gold each), a black pearl (worth 400 gold), a diamond pendant on a gold chain (worth 8,000 gold), a silver comb inlaid with four bloodstones (worth 350 gold), a scroll of *resurrection*, a scroll of *raise dead*, and a scroll of *mummy's sleep* (see the "New Spells" section for a description).

Glyph of Warding (blast): CR 3; 5d8 blast damage (negative energy); Reflex save (DC 15) for half damage; Search (DC 28); Disable Device (DC 28).

4. Wilhem's Room

Wilhem, unfortunately, is lacking many of his treasures as they have been "donated" to Babat and Shefa. His room is left unlocked and unprotected, as he has few possessions to protect. His room is as neat and as tidy as he can make it—his clothing is neatly folded and stacked, his pack is tucked in the corner, and his bedroll looks almost pressed.

5. Temple Storage

There are some very old robes here that disintegrate at a touch, as well as some old chains, man-

acles, and empty sacks that were once filled with grains that have been long devoured by rats.

6. Priest Preparation Room

A font here has been filled with clean water (unlike the water down below) used for bathing before performing ceremonies for Set.

7. Prison/Fane Approach (EL 9)

This is the “real” temple of Set. While the more public ceremonies could be performed in the temple above, any rituals involving the more atrocious and criminal acts, including blood sacrifice, were handled down here.

The bottom of the room is actually a pool of poisonous water. Even before it was polluted, the groundwater here at the desert's edge was tainted and vile. The priests of Set, capable of meeting their own water needs through spells, further defiled the water to serve as an additional barrier to their prisoners and slaves. Any prisoner managing to escape the prison chambers would face a swim that would very likely kill them—or prevent them from getting very far. Normally planks are extended to the prison alcoves to allow escorted movement to and from the center walkway. There is also a winch up above attached to a thick, rusty chain with a large 6 ft. by 6 ft. by 6 ft. cage dangling down which can be used to hold or move prisoners around.

Significant contact with the poison water requires a Fortitude Save (DC 16), failure resulting in 1d6/1d6 temp. Dex damage. Full immersion in, or consumption of the water results in a “double-dose” of the poison, which requires two sets of independent saves.

This area is protected by **2 flesh golems**. Gax and Thax, as they were fondly known by in the old days of the temple's operation, were perfect guards over the prisoners kept in this room—inhuman, impossible to bribe, and incapable of confessing what they knew to the authorities. **Wilhem** also stands watch over this room, hidden with his crossbow in a crow's-nest style perch in the upper archway over the bridge. The perch grants a full field-of-fire along all but the center-most part of the bridge across the river. The vantage point gives him 75% cover (for a +7 bonus to AC), and also gives him a +4 circumstance bonus to his Hide check (roll to see how well he is hidden when the players enter the room). Once he begins firing on the characters, of course, his

hiding place will be quickly discovered.

Gax and Thax, Flesh Golems: CR 7; hp 49; see the *MM*.

Tactics: Gax and Thax will attempt to bull-rush people off the bridge, if given the chance (pushing diagonally). While the PCs are so engaged, **Wilhem** attacks from his perch. If **Gax** and **Thax** are destroyed and things are looking dangerous for him, **Wilhem** surrenders—and may even offer to aid the PCs against Babat and Shefa. He sings like a canary, but he will also (figuratively) backstab the players and attempt to escape at the earliest opportunity. While he harbors some feelings for the two women, he's not exactly the picture of faithfulness or loyalty. He's more concerned about his own skin, and trusts neither the players nor his traveling companions.

8. The Fane of Set (EL 12)

The door to this room was unlocked with the two fangs of the serpent (but are normal Open Lock [DC 20]). The room is likewise submerged by poisonous water.

Babat and Shefa practically live in this room, returning to their quarters and the preparation room only long enough to eat, sleep, bathe, and occasionally sweet-talk Wilhem to try to retain his loyalty.

Tactics: **Babat** uses her *control water* spell to raise the water level to nearly waist-height for anyone attacking them at range along the bridge. This will also raise the water level in Room 7. This is only a partial submersion for medium or larger sized characters (resulting in only a single dose of the poison), but it is nearly full immersion for small characters (a double dose of poison). The only safe place to stand in this room is on the raised area by Babat and Shefa.

Shefa focuses on defensive casting for the first 2-4 rounds. Babat will move to her to protect her physically, while Shefa will focus on using readied actions and her Spellcraft checks to counter the initial volley of spells from players, on the theory that the attackers will open with their most powerful and dangerous spells. Once exposed to direct physical attack, however, she attempts to charm the more physical fighters (on the assumption they have lower resistance to magic [i.e. Will saves]) and convince them to “subdue” their companions—particularly spellcasters—so they can “cease this pointless fighting.” She uses *charm monster* when possible, as the more difficult spell to save against.

Conclusion

Defeating Babat and Shefa is a small strike against the minions of Rahotep, but it won't have a direct effect on any of the events transpiring in *Necropolis*. However, the success of the player characters in this quest attracts the attention of Tehi-neken. Assuming the players return to Rosetta, he seeks them out if they do not return to see him immediately.

Defeating the two sisters results in a 5,000 XP story award for the party (divided amongst the party).

Learning about the ascension of the "Master" (either through deciphering the instructions in the sisters' burial chamber, or through interrogating Wilhem) is worth an additional 2,000 XP story award.

Tehi-neken actively seeks out the party following their success against the sisters. He has gained some knowledge of their victory through the use of divination spells of various kinds, and believes that they are capable of succeeding in a dangerous holy mission that he only partially understands. He then invites them to

undertake a great and noble adventure, outlined in *Necropolis*, Chapter 2 (the "Direct Mission" approach).

Even if the party refuses to accept Tehi-neken's offer, or simply avoid him altogether, they may find themselves drawn into the drama of the return of Rahotep. The Blemmyish Tribesman's Account found in Wilhem's estate may entice them to delve deeper into the lands and riches of Khemit. Even if they missed this particular document in Wilhem's estate, it was not the only copy. The party may find the document for sale in Rosetta, having passed through the hands of many foreigners who lacked the skill, desire, or money to take advantage of it themselves. Even without this document, if the party chooses to continue their adventures in this ancient and mysterious land, they uncover rumors and legends that may gradually lead them towards the Gorge of Osiris, and the village of Aartuat (see *Necropolis*, Chapter 2, the "Casual Approach").

Allies and Contacts

Gregor Alpers, Constable, Male Human Exp6: CR 5; SZ M; HD 6d6; hp 24; Init +0; Spd 30 ft.; AC 12 (+2 Dex); Atk +5 melee, or +4 ranged; AL N; SV Fort +2, Ref +2, Will +7; Str 12, Dex 10, Con 10, Int 12, Wis 14, Cha 12.

Skills: Appraise +7, Bluff +7, Diplomacy +11, Forgery +7, Gather Information +10, Intimidate +12, Listen +10, Search +12, Sense Motive +13, Spot +10. *Feats:* Alertness, Skill Focus (Sense Motive), Skill Focus (Search), Toughness.

Languages: Common, Elf.

Gregor is in all ways a professional. He understands crime, but also holds the opinion that crime is impossible to stamp out, only minimize. If he rounded up all the known smugglers, he'd risk men and waste money, only to have new ones take the place of the ones he arrested. He'd rather keep working with a known quantity, and "crack down" only when things start to

get out of hand. He focuses his efforts on keeping the peace, and keeping people safe.

Captain Parthi, Male Human Exp5: CR 4; SZ M; HD 5d6; hp 28; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +4 melee or +4 ranged; AL LN; SV Fort +2, Ref +2, Will +5; Str 12, Dex 12, Con 12, Int 10, Wis 12, Cha 12.

Skills: Appraise +5, Balance +6, Intimidate +6, Intuit Direction +7, Knowledge (geography) +6, Profession (ship's captain) +9, Spot +8, Swim +8, Tumble +3, Use Rope +8. *Feats:* Great Fortitude, Run, Toughness.

Languages: Khemit, Common

Captain Parthi is a soft-spoken man who only raises his voice to bellow orders to his crew. He's fiercely loyal to Rhiopsis, who helped him acquire his ship and make a small fortune over the years.

Enemies

Babat, Female Human Clr10 (Set): CR 10; SZ M; HD 10d8+9; hp 72; Init +1 (Dex); Spd 30 ft.; AC 21 (+7 *chainmail*, +3 *large shield*, +1 Dex); Atk +9/+4 melee (1d6+3, +1 *half-spear*, crit x3) or +8/+3 ranged (1d4, sling, range 50 ft.); SQ rebuke undead, domain abilities; AL NE; SV Fort +9, Ref +4, Will +11; Str 14, Dex 13, Con 14, Int 12, Wis 18, Cha 15.

Skills: Concentration +12, Diplomacy +10, Heal +10, Spellcraft +10, Knowledge (religion) +10, Spot +9. *Feats:* Combat Casting, Dodge, Extend Spell, Extra Turning, Mobility.

Unholy Spells Prepared (6/5/5/4/4/2; base DC 14 + spell level): 0—create water, detect magic (x2), light, mending, purify food and drink; 1st—bane, endure elements, magic stone, obscuring mist, protection from good; 2nd—bull's strength, enthrall, hold person, sound burst, spiritual weapon; 3rd—blindness, invisibility purge, magic vestment, searing light; 4th—control water, divine power, poison, spell immunity; 5th—flame strike, insect plague.

Domain Spells (Death, Serpents): 1st—cause fear; 2nd—summon swarm (serpents); 3rd—poison; 4th—sticks to snakes; 5th—slay living.

Domain Abilities (Death, Serpents): Death touch once per day, may spontaneously cast *summon nature's ally* (serpent only) of the appropriate level in addition to spontaneous casting of harm. Spits poison once per day (effect as the poison spell).

Possessions: +2 *chainmail*, +1 *large steel shield*, +1 *halfspear of spell storing* (currently loaded with the *blindness* spell), *potion of cure serious wounds*, *potion of cure moderate wounds*, *potion of wisdom*, divine scroll with 3 spells (*cure light wounds*, *darkness*, and *remove fear*), divine scroll with 2 spells (*command*, *remove fear*), divine scroll with 2 spells (*remove curse*, *remove disease*), divine scroll with 3 spells (3x *animate dead*).

Babat, though younger than Shefa, is nevertheless the more dominant of the two. Babat is a raven-haired, dark-skinned beauty who delights in exerting her will over others—including her sister. She is a master at toying with emotions, and telling people what they

want to hear. Her ambition is to become Rahotep's favored lieutenant, and ride his coattails to glory. Her last attempts failed, thwarted over two hundred years ago by priests who still remembered Rahotep's evil. She and her sister were slain, but priests of Set managed to steal the bodies and protect them with the spell of *mummy's sleep*, that they could be resurrected once sufficient time had passed.

Few now remember the evil of so many hundreds of years ago, and Babat is back now to exploit this.

Shefa, Female Human Sor10: CR 10; SZ M; HD 10d4+20; hp 48; Init +3 (Dex); Spd 30 ft.; AC 16 (+2 *padded armor*, +1 *amulet of natural armor*, Dex +3); Atk +5 melee (1d8-1, masterwork shortspear, crit x3) or +8 ranged (1d6-1, javelin, 30 ft.); AL NE; SV Fort +5, Ref +6, Will +6; Str 9, Dex 16, Con 14, Int 13, Wis 10, Cha 17.

Skills: Alchemy +10, Concentration +15, Knowledge (arcana) +9, Listen +3, Scry +6, Spellcraft +12. *Feats:* Combat Casting, Empower Spell, Heighten Spell, Scribe Scroll, Spell Focus (Enchantment).

Sorcerer Spells Known (Cast per Day: 6/7/7/7/5/3; base DC 13 + spell level; Enchantment base DC 15 + spell level; Arcane Spell Failure 5% in padded leather armor): 0—dancing lights, detect magic, detect poison, ghost sound, light, mage hand, open/close, read magic, resistance; 1st—charm person, hypnotism, magic missile, protection from good, silent image; 2nd—blur, protection from arrows, resist elements, Tashaa's hideous laughter; 3rd—dispel magic, hold person, suggestion; 4th—charm monster, confusion, stonewall; 5th—mind fog.

Possessions: +2 *padded armor*, +1 *amulet of natural armor*, masterwork shortspear, javelins (x6), *wand of acid arrow* (18 charges remaining), *wand of dispel magic* (8 charges remaining), scroll with 3 arcane spells (*shield*, *burning hands*, *fly*); scroll with 2 arcane spells (*ice storm*, *fireball*); scroll with 3 arcane spells (*detect thoughts* [x3]), *potion of cure serious wounds*, *potion of cure moderate wounds*, *potion of fly*.

Shefa is dark-skinned and dark-haired like her sister Babat. She is fiercely devoted to her

younger sister, to the point of self-sacrifice. Other than her sister, however, there's little that she cares about. She's quiet, but can be vicious and even sadistic when the opportunity presents itself.

In combat, she tends to focus first on defensive spells, particularly counterspells. She spends the first two of three rounds negating what is likely to be the most powerful spells thrown at her. After this, she switches to more conventional offensive spells—particularly *charm monster* and other spells to disrupt the ranks.

Wilhem “Crafty” Crowell, Male Human Rog8: CR 8; SZ M; HD 8d6 +8; hp 38; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (+2 leather armor, +3 Dex, +1 ring, +1 shield); Atk +10/+5 melee (1d6+3, 18-20/x2, rapier); or +10/+5 ranged (1d6+1, composite shortbow w/ +1 arrows, crit x3, range 70 ft.); SA sneak attack (+4d6); SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +3, Ref +9, Will +2; Str 15 (17), Dex 17, Con 13, Int 11, Wis 10, Cha 8.

Skills: Appraise +10, Balance +13, Bluff +4, Climb +12, Craft (trap making) +10, Decipher Script +10, Diplomacy +1, Disable Device +10, Hide +13, Intimidate +1, Listen +8, Move Silently +11, Pick Pocket +5, Search +8, Spot +2. **Feats:** Alertness, Improved Initiative, Point Blank Shot, Shield Proficiency.

Possessions: +1 leather armor, masterwork small shield, +1 ring of protection, gauntlets of ogre power, masterwork rapier, composite shortbow, 20 +1 arrows, *potion of invisibility*, *potion of cure moderate wounds*, *potion of endure elements*.

Crafty is a neatness freak and something of an overweight fop—or at least he used to be overweight, before going out into the desert with Babat and Shefa. However, as time went on he decided that there was some value to being in the company of two beautiful women with access to great treasures.

However, Crafty is also something of a coward. And while he's easy to manipulate, he's not stupid. He suspects that Babat and Shefa will eventually kill him when it suits their purposes, and he is seeking a means of avoiding that fate.

Emmereth, Advanced Kyton (devil): CR 7; SZ M Outsider (Evil, Lawful); HD 13d8+26; hp 86; Init +4 (Improved Initiative); Spd 30

ft.; AC 18 (+8 natural); Atk +16 melee (1d8+3 [x2], chain rakes, crit 19-20); Reach 10 ft.; SA dancing chains, unnerving gaze; SQ DR (20/+2), cold immunity, regeneration (2); SR (17); AL LE; SV Fort +10, Ref +8, Will +8; Str 16, Dex 11, Con 14, Int 8, Wis 10, Cha 12.

Skills: Climb +17, Craft (blacksmithing) +11, Diplomacy +6, Escape Artist +16, Gather Information +6, Hide +7, Listen +18, Spot +18. **Feats:** Alertness, Improved Critical (chain), Improved Initiative, Power Attack.

Emmereth is an exceptionally strong, tough advanced kyton. He is bound to Babat and Shefa through an ancient ritual, and is pledged to obey their commands—provided they pay for such services with the shedding of blood. He doesn't mind the service—even though the last two hundred years saw him extremely bored cooped up within a coffin. He's used to Hell, so such minor indignities are nothing to him.

Tactics: if he can't get nearby chains to do the work for him, Emmereth often uses Power Attack of around +2 to +4 points to land blows with more forceful damage. His unnerving gaze ability (DC 17) is always in operation, affecting any in front of him within 30'.

New Spells

Mummy's Sleep

Necromancy

Level: Clr 3, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 5 hours

Range: Touch

Target: Corpse touched

Duration: Special

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell works is something of a more powerful version of gentle repose, preserving the corpse (or the remnants thereof) in its current state indefinitely. The remains of the dead under the influence of this spell don't count against the time limit for the purposes of raising or resurrecting the creature (see the spell descriptions for *raise dead*, *resurrection*, and *true resurrection*). Theoretically, a body preserved with this spell could be resurrected hundreds, even thousands, of years later.

The body must remain within an expensive



coffin or other container for the entire duration of the spell. Whenever this container is opened or the body otherwise removed, the spell is cancelled, and from that point forward the time begins to accrue towards the *resurrection* limits. For this reason, most such coffins are encased within sealed and locked sarcophagi and often protected by traps and other protective measures until such time as the body can be properly released and restored.

The container holding the corpse must be of highest quality, costing no less than 5,000 gold pieces in materials alone. An appropriate Craft skill check (DC 25) is required to construct the coffin. Use of an inadequate container for this spell results in a subtle spell failure, undetectable except through the use

of augury spells. On failure, there is a 50% chance that the entombed body will be transformed into a mummy (unbeknownst to the caster, and completely uncontrolled) within the 2d6 weeks. The mummy is likely unable to escape their prison until some point months, years, or even centuries later, when some unsuspecting individual frees it.

The usual use of this spell is to preserve a creature until an appropriately leveled cleric can be found to raise or resurrect the corpse. Sometimes a very powerful individual will voluntarily commit suicide, entrusting their servants to take care of their remains with this spell, in an effort to “skip” a few decades or centuries (perhaps until their enemies have passed away and forgotten about them).

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