

The Eye of Horus

A One- round Living City Adventure

By Larry Douglas

Recently you have begun to settle into a fairly standard routine due an unusual lack of adventure in the area. However your routine is broken this morning as a pigeon lands upon your shoulder. The bird carries a note from the Mulhorandi embassy requesting assistance with a secret mission. Well it looks like it is time once again to don your adventuring gear! An adventure for tiers 1-5.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

DM Introduction

This adventure begins with the PCs being contacted by an ambassador from Mulhorand who is residing in Ravens Bluff. The ambassador is named Narlotep and he is from the church of Thoth. He will ask the PCs for their assistance in dealing with a serious problem in Mulhorand.

Narlotep will explain that a few members of his clergy have learned that the cult of Set has been causing internal conflict within the empire. He will specifically

cite that over the last year tension between the churches of Horus-Re and Anhur have increased significantly. Narlotep will admit that since the end of the Orcgate Wars tension between the two churches has existed but recently this tension has increased to the point that a civil war could erupt between factions of each church.

Through various divinations, the church of Thoth has learned that the cult of Set has been behind the recent escalation of tension. Through the use of a long-lost artifact that the worshippers of Set discovered, they have been able to subtly influence the thoughts and behaviors of some of the high clergy of Horus-Re. Over the last year under the unknown influence of the cult of Set, the Church of Horus-Re has stripped lands and influence away from the Church of Anhur. These actions combined with threats for further actions have provoked a similar escalation of hostilities on the part of the church of Anhur.

The ambassador will also inform the party that his church is aware that their city has entered into a treaty with the church of Anhur that involves aiding in its defense should the church of Horus-Re attack it. Although Narlotep will state that he understands the reasons why the city entered into this agreement (which was to receive aid in locating the Orb of Protection), he will claim that this was the wrong thing to do. By choosing to enter into a treaty with the church of Anhur, the city has basically taken sides. As a result Ravens Bluff will be perceived as an enemy of Mulhorand by the church of Horus-Re should a conflict occur.

Overall Narlotep will stress the delicate nature of the state of affairs in his empire and request that the PCs aid his church in foiling the plans of the cult of Set. He will state that a few members of his clergy have tried to notify the leaders of the churches of Horus-Re and Anhur. However these emissaries have either not been believed or they have met untimely deaths before they could warn anyone. Further if residents of the city of Ravens Bluff were to avert this crisis, the city would most likely be forgiven for its mistake in signing the treaty with the church of Anhur.

Essentially the PCs are asked to enter the temple of Horus-Re that has been infiltrated by the cult of Set followers, locate The Eye of Horus and expose the plot to the temple leaders. In order to do this the PCs will be provided with some temporary magic items that will disguise them as low ranking priests of Horus-Re. Once in the temple, the PCs will have to locate the followers of Set who are posing as priests of Horus-Re and defeat them.

The initial part of the module involves the briefing of the PCs. After the briefing which is essentially provided above, the PCs are magically transported to Mulhorand inside the temple of Thoth in a major city. Following the directions given to them in Ravens Bluff,

the PCs will locate the temple of Horus-Re and pose as visiting priests. Upon entering they will be greeted and shown to their quarters.

Once inside the temple the PCs will have to decide how to proceed. Several logistical problems will face them in this mission. One of these problems will be how they will go about identifying the followers of Set. Another problem will be locating The Eye of Horus in the temple without getting caught by the temple guards or priests. A final problem will be how the PCs will confront the cultists of Set- will they fight them or will the PCs inform the priests about the plot?

Regardless of what the PCs choose to do, they will not be believed unless they have first secured The Eye of Horus thus ending the magical influence of the cultists of Set over the priests of Horus-Re. Even magic such as the Favor of Torm in the form of a Rose (which allows one to tell the truth and be believed) will not work here since the power of the eye will override such magic.

If the PCs confront the worshippers of Set after seizing the Eye of Horus, the cultists will attempt to flee out a previously hidden magical *gateway* that leads into a hideout for this faction of the cult of Set. If the PCs follow the cultists before the duration of the *gateway* expires, then they will have a fierce fight with the cultists. A clever group of PCs can figure out how to reactivate the *gateway* in order to return to the temple of Horus-Re. Once the PCs return, the awaiting forces of Horus-Re will take them into custody.

If the PCs seize the Eye of Horus from the worshippers of Set, they will have succeeded. The temple of Horus-Re will reward the PCs and forgive the city for its transgression against the empire once the Church of Thoth comes and claims responsibility for the mission. Until the temple of Thoth representatives arrive however, the PCs will be held for questioning.

The Eye of Horus is a magical artifact created by the god Horus before the death of his father and the infusion of Re's essence into his son. Horus created the gem several eons ago for the purpose of providing his high priests with a means of controlling rebellious slaves and those who would oppose the church. Further Horus intended that the artifact would be used to promote change and growth in the empire, traits that he admired at the time. During the Orcgate Wars, the Eye was lost during a fierce skirmish. For many centuries it lay hidden from the world until Set learned of its location through a deal he made with the demon lord Grazz't. In exchange for certain favors, Grazz't informed Set of the location of the eye through his then captive informant Waukeen (who knows the location of all treasures on Faerun).

The Eye of Horus is a fist sized oval-shaped ruby that glows with a brilliant yellow light when in use. It has amazing powers to those who have divined its

proper uses and currently the cult of Set is only aware of a few of the powers of the eye (although the cultists are certainly taking advantage of these powers). One of these powers is the ability to influence the reactions and opinions of people that the wielder knows. The Eye can even charm people that the wielder desires to influence. The most devious part of the effects of the eye is that its influence will not register as a charm or magical effect, thus it is possible to influence individuals with the eye and they will appear as if completely unaffected. Further details of the known powers of the eye that are in use by the cultists of Set in this module are described in DM Handout # 1.

As a judge please ask the players to pick a character amongst their PCs that would most likely be contacted by the Mulhorandi embassy. If the player played the module *The Forgotten Land* and that PC made a good impression on the Mulhorandi people, then recommend that PC to the player. However if the player played a PC who was banned or whom made a negative impression on the Mulhorandi people, then inform the player that they CANNOT play that PC in this module as that PC WILL NOT be contacted (ask them to make up a new PC if necessary).

Player Introduction

This last week has been a rather uneventful one. There have been no incursions of Tanarri to defend the citizens from, no marauding monsters to smite and you certainly haven't received a summons to anything resembling an adventure. Overall it has been a rather lackluster week in the life of the typical Ravens Bluff adventurer.

However a rumor that you overheard last night promised to provide some change in the normal routine that you have begun settling into. Apparently a shipment of rare goods from some faraway lands is on sale in the marketplace today. In fact you even heard one drunken sailor claim that a magic trader from Waterdeep would be selling some magic items!

Whether it was the desire to peruse the wares of foreign lands, to check and see whether there was indeed magic to purchase or just to investigate these strange claims, you arose early in the morning and made your way into the marketplace. It seems that you weren't the only person to arrive early, as the market is crowded with people.

After a few inquiries you learn that the rumors you heard the other night were only partially true. Apparently the shipment of overseas merchandise is arriving next week and when you inquire about the magic trader, you get a few good laughs and a couple of comments like "A magic trader in this city! Ha! That's a good one!"

Just as you prepare to return to your daily routines outside of adventuring, you see a pigeon fly down from above and land on your shoulder. A note is attached to the leg of the pigeon by a string. With a few pecks, the pigeon plucks the note from the string and drops it on your shoulder. Before you can react the pigeon flies off into the sky.

The pigeon is a normal bird that was asked by the Thothian ambassador from Mulhorand to deliver the message. He asked the birds to deliver the notes via the spell speak with birds. Wait for the PCs to say that they are either reading the note or looking for someone who can read it to them. PCs who cannot read/write common can find someone in the crowd who will read the note to them. It will be up to the player whether their PC will pay the NPC for this service. Once the PCs read the note (or have the note read to them) continue:

The note reads: *“Please come to the construction site of the Mulhorandi embassy at three bells this afternoon. Ask to speak with Ambassador Narlotep. Discretion is required in this matter. Share knowledge of this contact with no one.”*

Any PC who has local history can make a check to see whether they know the location of the embassy. Other PCs can eventually obtain directions to the embassy by asking around. Since it is currently nine bells in the morning, the PCs will have about six hours to return to their homes and gather their adventuring equipment.

The Mulhorandi Embassy Construction Site

Make sure to ask all of the PCs if they head to the Mulhorandi embassy construction site at the appointed time. If they do not then the adventure is over for them. When the PCs head to the embassy, read the following:

Making your way through the city you arrive at the massive gates to the foreign district. You are stopped for a short while and reminded that you will be subject to the laws of foreign powers once inside. Then the large gates are slowly opened and the guards allow you to enter.

As you pass through the heavily guarded gates you can see from a distance that construction has begun on what must be the Mulhorandi Embassy. Tents line the perimeter of the property from which you see people moving in and out of. Dozens of workers are crafting massive sandstone blocks and placing them near the foundation of the building. It is too early to tell what the embassy will look like but you can imagine that it will be impressive. The only completed portion of the building is the massive front

gate. On either side of the gate stand immense iron statues of powerful looking Mulhorandi men, one that has the head of a hawk.

Approaching closer you see several foreign-looking stonemasons meticulously placing mortar and bricks. These artisans are dressed in simple white tunics with sandals and black headdresses. Other foreign craftsmen seem to be chiseling small pictures into the brickwork near the entrance. Although the construction seems to have just started, these workers seem to be moving at an almost feverish pace.

While you are examining the construction of the embassy, you notice that other people seem to be gathering around you. Looking around you see that these other figures also have the appearance of being adventurers.

Allow the players some time to describe what their PC looks like to the others. Encourage them to describe obvious equipment, dress, distinguishing features and appearance. After the players have had a brief chance to introduce their PCs, continue:

Before you near the property, a tanned man of average height emerges from a tent. He wears white robes and a necklace that bears the resemblance of an ibis formed into the shape of an ankh. On his forehead are three perfectly drawn blue circles. The man glances around at everyone while the black headdress he wears flaps in the breeze.

“Greetings, I thank you all for responding to my summons” the man says in slightly accented common. “I am Ambassador Narlotep. Please enter into my tent as I have a business proposition to discuss with you” the man states as he turns around and walks into the tent from which he came.

Wait for the PCs to follow Narlotep into the embassy. If they wait more than a few minutes, Narlotep will emerge again and politely ask the PCs to enter. Although Narlotep is of Mulhorandi descent, he speaks the common tongue of the area almost fluently. Any PCs refusing to enter the embassy will miss the adventure. When all the PCs that want to enter the embassy do so, continue:

Upon entering the tent you find yourself standing in an ornately decorated reception room. The strong scent of incense fills the air as smoke wafts up from four lit braziers that sit in the corners. On the walls of the tent you see many expensive tapestries covered with various pictures and symbols. Several pedestals line the walls of the tent upon which rest many golden statuettes of humans with animal heads.

Several flat couches that appear to be carved out of granite fill the center of the room. Narlotep is

sitting on one of the couches and he motions for you to be seated as you enter. "First of all I would like to state that I am representing the church of Thoth in a matter concerning my homeland" the ambassador says as he rings a bell that is lying on the couch next to him. "Although I am not the head ambassador for my church to your city, I have been charged with briefing you on this matter."

After a couple of seconds a young woman in a simple white tunic enters the tent with a large tray. The woman sits the tray down on an unoccupied couch within your reach. On the tray are many pastries, fruits, dried meats and several goblets of wine and ale. "Please help yourself to any refreshments that you would like to indulge in" Narlotep states as he reaches for a goblet of wine.

The ambassador drinks deeply from the goblet and waits for the serving woman to leave the tent before continuing. "My church is aware of the treaty your city has signed with the church of Anhur. Although we understand why your city entered into this agreement, we believe that you were unaware of the unintended consequences of your actions," the ambassador states as a serious look crosses his face.

"Basically by entering into a treaty with the church of Anhur, your city has taken sides in a dispute within our land. Should the churches of Horus-Re and Anhur go to war against one another, your city will be an enemy of Mulhorand since the church of Horus-Re is the ruling religion of my land.

"However I believe that current needs in my land have provided a means through which you can redeem your city in the eyes of the ruling faith should you succeed" Narlotep says while removing his headdress. He rubs his bald head briefly before continuing "So which of you would like to assist Mulhorand with a serious matter and thereby redeem your city in the eyes of the empire?"

At this point Narlotep will request that the PCs swear not to reveal anything discussed in this briefing to anyone outside of this room. He will state that he believes that enemies of his empire have sent agents to the city to monitor the embassy and that this mission is of great importance. Once the PCs have agreed to keep this briefing secret, Narlotep will continue. Any PCs who do not swear to keep this briefing a secret will be asked to leave before any further information is discussed. When all the PCs have either sworn to secrecy or left the room, continue:

"Now that you have been sworn to secrecy, I can tell you how you might assist my land." The ambassador lowers his voice almost to a whisper before continuing. "We need you to stop the foul plans of the church of Set. These vermin are trying to start a civil

war in Mulhorand between the churches of Horus-Re and Anhur."

"My church wants to send you into a main temple of Horus-Re that the followers of Set have infiltrated. In this temple lies an artifact known as The Eye of Horus that the followers of Set have been using to worsen the relations between the churches of Horus-Re and Anhur. You must seize this artifact and then expose the followers of Set for what they are. Will you accept this mission which will aid my people and that should serve as a way to clear the name of your city?"

Wait for all of the PCs to accept the mission. Any PCs that do not accept this mission will be asked to leave and to keep everything discussed at this meeting secret. This adventure will be over for any PCs that do not accept this mission. When all of the remaining PCs agree to help, Narlotep will share the following information with the PCs:

- You will be magically transported into Mulhorand with the spell *mass teleport without error*. We shall send you into the temple of Thoth in this city where you will be equipped with the proper disguises.
- I know very little of the artifact other than its name. It was lost long ago during the Orcgate Wars and must have recently been discovered by the cultists of Set. All I know is that this item can be used to influence the attitudes of people in subtle ways. The temple of Thoth where we are sending you should be able to provide you with further information.
- My superiors have decided that in order to maximize your mobility within the temple, it will be necessary to disguise you as visiting priests of Horus-Re. For those of you not of human descent, you can be disguised as slaves. Normally impersonating a priest is a serious offense but in this instance you should be forgiven once the plot is foiled. Just try not to get caught before you have taken The Eye of Horus from the possession of the priests of Set.
- The city you are being sent to is one of the largest in Mulhorand. You will be informed of the location you are at when you arrive in the temple of Thoth. We do not want to divulge this information before then for security reasons.
- The rest of the details of this mission will be provided to you at the temple of Thoth when you arrive in Mulhorand. Again we cannot divulge any more information before then due to security reasons.
- You have two hours to report back here with your adventuring gear. At half way to the sixth bell the

head Thothian ambassador, Tolremnys, and myself will meet you here in the foyer. At that time Tolremnys will *teleport* you to our temple in Mulhorand.

Narlotep does not know anything else about the mission as even his superiors have kept some details from him. After providing the above information, Narlotep will escort the PCs out of the embassy and then re-enter. Ask the PCs if there were any special preparations they would like to make at this time. Allow them to do anything that they could reasonably do within two hours. Use your best judgement on what is reasonable although keep in mind that the two hour time frame should allow the PCs just enough time to rush to their home, equip themselves and return. When all the PCs have been allowed to equip, proceed to the next section entitled: “Off to Mulhorand!”

Off to Mulhorand!

When you return to the embassy construction site you notice that the masons and artisans that were working outside the building when you first arrived are no longer present. In fact the whole area around the embassy seems to be deserted. A few seconds pass before the familiar form of ambassador Narlotep emerges from the tent in which he greeted you earlier.

“Please follow me” Narlotep says in a hushed tone as he steps into the tent. “The rest of the residents are engaged in various pursuits in your city although we cannot be sure how long these diversions will last so we must hurry!”

Following Narlotep into the tent you see a middle-aged man seated upon one of the couches. He wears a simple white tunic embroidered with various pictures. Unlike ambassador Narlotep, this man wears many golden bracelets, rings and a massive golden pectoral collar covered with precious stones from which many feathers hang.

After a quick glance your way the man speaks: “Greetings I am Ambassador Tolremnys, Lord High Wizard of Thoth. I know who each of you are so introductions are not necessary. Are you ready for me to send you to our temple in Mulhorand?”

Ambassador Tolremnys will refuse to answer any questions of the PCs. He speaks in common although with a bit more of an obvious accent than Narlotep. The only thing he will say is that further information will be given to the party in Mulhorand. Although Tolremnys knows a great deal about this mission, he is immune to any attempts at *ESP*, *mind reading*, or most other divinations due to his *amulet of non-detection* and due

to the *mind blank* spell he cast upon himself earlier in the day.

When the PCs are ready to be transported, Tolremnys will ask them to join hands at which point he will teleport the group to the temple of Thoth in Skuld. The room he will be sending the PCs to is the private quarters of one of the high priests of Thoth. There the high priest and several other Thothians will greet the party. This briefing will take place in the next section entitled “The Temple of Thoth Prepares the Party”.

The Temple of Thoth Prepares the Party

You join hands with your companions while Tolremnys mumbles something in a strange language that you don’t understand. A few seconds later everything shifts into a blurry hue of colors and light. Almost instantly the disorientation subsides and you find yourself standing inside a lavishly decorated room.

Standing in front of you is a man who looks like he is dressed similar to Tolremnys although he appears to be wearing even more expensive items of jewelry. As you look about the room you see that there are ten men on either side of you adorned in simple tunics with headdresses. All of these men wear the symbol of an ankh formed from the outstretched wings of an ibis that is holding its beak down upon its chest.

“You are the ones Tolremnys selected to assist us with our problem?” the richly dressed man before you states in accented common. “I am Helios, third in command at the temple of Thoth here in Skuld. We are here to prepare you for your mission.”

The words spoken by Tolremnys are the verbal components of his spell spoken in the magical language that is taught to Thothians when they learn Thoth-mage script (Southern magic). Helios and the lesser priests will provide the party with disguises, cultural and religious advice for how they can pose as visiting priests of Horus-Re. Further Helios will provide the party with as much information about The Eye of Horus as possible. Helios can provide the party with the following information:

- There are many cultural rules that you should be aware of while here. Some of you might know these rules, although it doesn’t hurt to review them. Here is a copy of the most essential rules to follow: (give the PCs [Player Handout #1](#)).
- Since some of you will be posing as visiting priests of Horus-Re you will need to look the role. We

have the vestments here for you to wear. These consist of kalasiris (white tight-fitting linen skirts stretching from under the arm to the knees or from the waist to the knees), sandals and a headdress. Further we need to shave your heads bald, paint three blue circles on your foreheads, in order to indicate that you are priests, and lend you holy symbols (which are ankhs upon which *continual light* has been cast).

If there are no humans in the party, they also have to polymorph two members into humans. The rest of the members can remain what they are. The polymorph will be dispelled at the end of the adventure. This will be accomplished by use of a *potion of polymorph self*, which has been enchanted to last for a tenday.

- While posing as priests you will need to be equipped with nothing more than the arms and armor of the faith. This means that while you can wear any armor, you can only wield a mace, staff, staff-sling, khopesh or long sword. We can provide you with chain and shield along with any of these weapons should you desire them. I recommend that you do not wear any armor heavier than chain as it is not a normal practice here due to the heat.
- In order to assist your disguises, we have a short duration potion for each of you to consume. These will darken your skin pigmentation, hair color and eye color. In effect these potions will make you appear to be of Mulhorandi descent if you are human and not of unusual height. Further we have two limited-duration *potions of language learning* that you can use so that at least some of you speak Mulhorandi. For those of you who cannot speak the language, we advise that you either pose as foreign slaves or deaf native ones. (The effects of these potions do not last beyond the adventure.)
- For those of you who cannot pose as priests since you are either abnormal in height or not human, we can dress you in slave attire. This will consist of a simple tunic with a headdress and sandals. You will not be allowed to carry any other equipment so you should leave anything that you cannot easily conceal behind.
- In order to familiarize you with the layout of the temple, we have procured the blueprints. Although this temple isn't the one in which the pharaoh resides, it is the second most important temple to Horus-Re in the land (Give the PCs [Player Handouts #2 through #4](#)).
- There are set daily routines and three important daily rituals that will be observed in the temple. If you are posing as priests you should attend these prayer sessions. The daily routines and ceremonies are briefly described in this scroll ([Player Handout #5](#)). At sunrise the clergy greets the return of their

lord with a set of welcoming prayers known as the Greeting of the Lord. The most important ceremony of the day occurs at noon when the sun is directly overhead. Immediately prior to noon, most of the inhabitants of the city will gather in front of the walls of the temple. The priests of Horus-Re then deliver a daily sermon known as the Zenith Aspirant. In the evening the clergy pledge to guard Mulhorand through the nighttime hours in a private ceremony known as the Girding of the Guard which involves the girding of ceremonial weapons.

- We recommend that you locate the artifact that the cult of Set is using and seize it before confronting them or alerting the clergy of Horus-Re to your presence. Unfortunately we do not know how the cultists of Set are disguised although they are probably posing as members of the temple as well.
- The artifact that the cult of Set is using to increase the tension between the churches of Horus-Re and Anhur is called the Eye of Horus. This item is an oval-shaped ruby about the size of a fist. The god Horus created the gem before his father was slain and the essences of the two gods were joined. Although we know little of its powers, we do know that it can be used to subtly influence the attitudes of people without their knowledge. This was the most that we could obtain from our divinatory efforts.
- Whatever you do I strongly recommend not fighting any of the actual clergy of Horus-Re or their guards. Should they wish to take you into custody, allow them to do so. If you have revealed the plans of the cultists of Set and refrained from injuring anyone else, our temple will come and arrange for your release. Remember to only fight the cultists of Set and their allies.

At this point Helios and his followers will lead the PCs into sleeping quarters within the temple. Helios will inform the PCs that they will be woken up at four bells in the morning. This will provide them with enough time to don their disguises with the assistance of the temple priests and make their way to the temple of Horus-Re with the directions that they will be provided with. PCs can sleep and regain some of their spells (whatever they can regain in 90 minutes of study if they go directly to sleep- i.e. 9 spell levels worth- less if the PCs study the papers they were given which is highly recommended).

When the PCs are donning their disguises in the morning, the priests will discourage the PCs from bringing anything that is not easily concealed or that doesn't fit with the disguises. After the PCs are disguised, Helios will provide them with directions to the temple of Horus-Re. He will also remind the PCs to

maintain their cover at all times, to not reveal any written documents they were given and to try and mimic the actions of the other priests during ceremonies (and to mimic the actions of other slaves if any PCs are posing as such). Proceed to the next section entitled “Into the Temple of Horus-Re” when the PCs are ready.

Into the Temple of Horus-Re

Essentially the temple will be described in this section along with the general description of the various areas. General routines and the regular occupants of various areas will be described so that the PCs can devise a way to search the temple grounds. This section will be very open in that what happens will depend on where the PCs go, how they conduct themselves and what they discover. As a judge you should provide some description of the areas that the PCs investigate, role-play out various routines as delineated and adjudicate the actions of the PCs as they carry out their plans to search the temple for the cultists of Set and the Eye of Horus.

Read the following section when the PCs proceed toward the temple of Horus-Re:

Following the directions you were given by the temple of Thoth you wind your way through the narrow streets of the city. The buildings you pass in the early morning darkness rise several stories into the air and for the most part the streets are silent. As you make your way toward the temple you start to see lights appear in an odd window here and there.

Suddenly a sharp turn to the right leads you into a vast open-air market. Although there are a couple of people wandering about it looks like the merchant stalls are closed. In the distance across the marketplace you can make out the enormous walled compound that is your destination. Rising many stories into the air is a pyramid-shaped structure. That must be the Hall of Light, the temple of Horus-Re which you are “visiting”.

As you near the walls of the compound, the guards at the Eastern gate bow and part. When you enter the gate into the courtyard of the compound, an acolyte near the stables sees your group and comes running. “Greetings” the boy says in fluent Mulhorandi. “You are just in time for the morning prayers! Come quickly and follow me into the Hall of Light” the boy states as he turns and walks quickly toward the temple.

Make sure that the PCs follow the acolyte before proceeding. The PCs who are disguised as slaves will be asked to wait outside the temple during these prayers since the noon prayers are the only ones open to the

general populace. These PCs will be allowed to roam the courtyard or enter the stables while the PCs posing as priest attend the morning prayers. Ask these PCs what they plan to do during the half an hour that the PCs posing as priests are engaged in the morning prayers. Proceed to the following prayer section first and then resolve the actions of the other PCs afterward.

You follow the acolyte through the eastern door to the temple. A guard dressed in chain mail with shield wearing a khopesh at his belt steps aside as you enter. On either side of the entrance sit tall statues of a powerfully-build man with the head of a hawk holding an ankh in his left hand and a khopesh in his right. Many other pedestals line the hallway you traverse each holding various statuettes of powerful-looking Mulhorandi men and women, some with human heads and others with the heads of animals.

After travelling a short distance you enter a centrally located circular room in the temple. Unlike the hallway you were in earlier, this room extends through the upper level of the temple and terminates in a pyramid-shaped point far above. The most interesting feature of the room is that the upper 40 feet of the temple appear to be made of a crystalline material.

Looking around you can see that there are over a dozen priests all gathered in a circle preparing to pray. With a quick gesture from one of the more lavishly decorated men in the room the acolyte escorts you to a place that appears to be forming for you in the circle of priests. Just as you enter the circle, all of the priests look upward.

As you look up you can see the first rays of the rising sun reflecting from the upper crystalline portion of the roof high above. Immediately the prayers begin with the richly decorated man leading the congregation in welcoming the return of Horus-Re. As the gathered priests pray, the light seems to grow brighter until it is almost blinding in its radiance.

When the last of the prayers cease and your eyes begin to adjust to the bright light that now fills the room, you see the richly decorated priest standing before you. “Welcome to the Hall of Light. What brings you to our temple?” the priest asks calmly.

Basically the PCs will have to provide some excuse at this point. Some plausible excuses are we have been sent from our temple to learn the latest news from the capitol or we are here to study the impressive architecture so that we might build a similar temple to Horus-Re in our city. Another possible excuses could be that the PCs were sent here to further their knowledge of being priests of Horus-Re, etc. Basically anything that sounds reasonable will work, as this

temple must provide the customary courtesy of lodging visiting priests of the same faith.

After the PCs provide the excuse for their visit, Akhenatyn (the head priest before them) will gesture to some acolytes to escort the PCs to quarters for visiting priests. The acolytes will ask whether the PCs have any slaves with them and if the party indicates as such, those PCs posing as slaves will be escorted into the appropriate slave quarters within the temple.

At this point it will be up to the PCs to explore the temple and discover the location of The Eye of Horus. Each area of the temple will be briefly described in the following section along with the general routines that the occupants their follow. Further information of the occupants of the temple can be found in DM Handouts #2-3. In DM Handout #2 the details of the occupants of the temple will be provided while in DM Handout #3 the details of the important NPC priests of Horus-Re will be provided. When the PCs are settled into their quarters and ready to explore the temple, proceed to the next section entitled Searching for the Eye of Horus.

Searching for the Eye of Horus

In this section the PCs will be allowed to search through the temple. The list of important daily routines can be found in DM Handout #4. Initially in this section the various areas of the temple compound will be described followed by the details of the cult of Set forces and their allies as well as where they are normally located. As a judge you will have to adjust the locations and reactions of the NPCs, both the normal occupants and the villains, based on what the PCs do. Please keep in mind that until the PCs wrest The Eye of Horus from the control of the priest of Set, they will not receive any assistance from the priests of Horus-Re. Only after the PCs obtain the eye can they hope to enlist the aid of the temple forces against the villains should the PCs desire to do so.

Sections of the Temple

The temple compound proper is drawn out in both Player Handouts #2 and #3 and in DM Maps #1 and 2. The main temple is 120 feet high, pyramid-shaped and constructed from white marble blocks. The upper 40-foot section is crafted out of clear quartz crystal blocks that are designed to amplify the sunlight streaming down into the altar room. Surrounding the temple is a 40-foot high wall built of white marble that has a five-foot wide walkway around the top area. Along the wall are battlements and each tower has a short stairway that connects the walkway along the walls to the top of each of the towers. The letters on the temple maps are listed

in Player Handout #4 and are detailed below for the DM to reference:

Level One

A) Outer Towers: These square towers serve as guard posts, Each tower has four stories that are about ten feet tall each. A spiral staircase that leads from the courtyard up to the roof connects the levels. Entrance to the towers is available in one of two ways. One way is through iron doors set into the base of each tower from inside the courtyard. The other way is through the stairs that connects the walkway along the wall to each tower (this is a five-foot climb from the walkway that is 35 feet up to the roof of the tower that is slightly over 40 feet up). Each tower has two arrow slits along every ten feet of wall on the third and fourth story sections.

Occupants: At any given time there are usually two guards in each tower, one on the roof and one in the third level room. The guards in the third level will ring alarm bells if anything seems amiss during their shift.

B) Gate Towers: Although smaller, these towers are pretty much the same as the outer towers. The main differences are that the gate can be opened from these towers and that the only way to enter them is by using the walkway along the wall to reach the roof of the towers.

Occupants: Four guards reside in each of these towers at all times: two in the third level room and two on the roof. The mechanism for opening the gate resides on level 3.

C) Stables: These buildings are made out of white marble and have individual stalls for the horses and an area in which chariots are stored. Eighteen horses can be housed in each building as well as nine chariots.

Occupants: One guard and two slaves live in each stable and can be found there most of the time. In addition each stable has fourteen horses and seven chariots. The individuals care for the horses and will alert the compound by ringing an alarm bell should anyone intrude into the stables that shouldn't be there.

D) Hallways: The hallways are decorated with carvings and statues of Horus-Re. In various locations stories will be written in Mulhorandi about the heroic deeds of pharaohs throughout the days of the empire. Tales of the gods are also written about here.

Occupants: One guard will be positioned at each of the exterior doors of the temple. Other than this, the hallways are absent of any regular occupants.

E) Guards quarters: These rooms are all living quarters for the guards of the temple. Each room has fourteen beds and a small chest at the foot of each. The rooms are plain in appearance and are almost always locked. Two of the guard quarters on the Eastern side of the temple contain stairs up to level 2.

Occupants: Although there are fourteen guards that live in each room, they rotate on the shifts that they serve. Therefore there will only be four to seven guards here at any given time and they will almost always be asleep. The exception is that two guards will always be awake and on guard in each of the Eastern guard quarters that contain stairs.

F) Armory: These rooms contain the weapons and armor to be used in defense of the temple. In each room can be found 40 sets of scale mail armor, 40 shields, 20 khopesh swords, 20 long swords, 40 javelins, 20 spears, 20 maces, 10 staff slings, 100 lead sling bullets, 20 longbows and 100 arrows. Each room is locked at all times by an exceptional quality lock (-30% chance to pick).

Occupants: There are no regular occupants of this room although the guards do visit the room during shift changes to arm themselves or divest themselves of their weapons (depending on whether they are going on or coming off duty). Shift changes occur three times a day: at 1 a.m., at 9 a.m. and at 5 p.m.

G) Slaves quarters: These rooms house the slaves of the temple. Each room has twenty beds with a small chest at the foot of each. The rooms are plainly decorated although some of the slaves have taken to decorating their areas with their own simple crafts. These doors do not lock.

Occupants: Each of the slave quarters has about eighteen occupants. During the day none of these rooms will normally have anyone in them while at night most of the slaves will be here sleeping. The three southernmost rooms house the women while the northernmost rooms house the men. As a judge you will have to decide what rooms to place any PCs who are posing as slaves.

H) Priest Quarters: Each of these rooms is divided into four separate sections by richly decorated tapestries. Each section contains a comfortable bed, a locked chest and a table and chair. Along the walls of these rooms are carvings and statues of Horus-Re as well as tales of epic deeds of the royal family written in Mulhorandi.

Occupants: Each of these rooms houses four lower level priests of Horus-Re. During the day these rooms are usually empty although at night three of the priests will be here sleeping while the fourth patrols the temple. The doors to these rooms are almost always locked.

I) High Priest Quarters: In each of these rooms resides one of the high priests of the temple. Each room contains a large bed, a decorated chest, a wardrobe, a desk and chair and a bookshelf. Golden statuettes of Horus-Re, Isis, Osiris and Thoth sit upon marble pedestals in the room. On either side of a mirror sits a large statue of Horus-Re.

Occupants: Every one of these rooms houses one of the higher level priests of the temple (except the highest two priests who have quarters on level 2). During the day these rooms will be empty although at night the priests will usually be in their rooms sleeping. The doors to these rooms are always locked with exceptional locks (-10% to pick).

J) Food Storage: This is the pantry for the kitchen. When fully stocked, the temple can subsist for two weeks on the supplies that can be stored here. This room contains pickled and smoked meats and fish. Grain, spices, fresh fruits and vegetables are also stored on the shelves of this room. Finally the ale and wine supply of the temple is stored here as well.

Occupants: There are no normal occupants in this room although normally every morning about ten slaves can be found here re-stocking the supplies with goods purchased at the market outside. Also during mealtimes various slaves from the kitchen will be entering this room to obtain food to cook.

K) Kitchen: The kitchen is equipped with many stoves and sinks that have running water. Cooking utensils of all kinds as well as small quantities of spices can be found in this room.

Occupants: The twenty slaves that are responsible for cooking can be found here off and on throughout the day. The chefs start cooking shortly before dawn and usually don't leave the area until after dark (except when they are not on duty). At any given time two to four slaves can be found here although this number can rise as high as ten right before mealtimes.

L) Dining Hall: This room is filled with rows of long tables and benches. Eating usually occurs in shifts with the priests eating first, followed by the guards and then the slaves. This room is decorated with statues of Horus-Re and his allies and the walls contain tales of the great deeds of Horus-Re written in Mulhorandi.

Occupants: There are no regular occupants of this room although the room does fill up during mealtimes. The first breakfast shift begins around 7:00 a.m., the first lunch shift around 1:00 p.m. and the first dinner shift around 8:00 p.m. Slaves from the kitchen are present before and after mealtimes and during normal meal hours dozens of temple residents can be found here eating.

M) Priest Bathing Hall: This is a lavishly decorated room where the priests bath and clean themselves. Two large communal tubs that have running water fill the room and are separated by a decorated tapestry. One side of the room is for men and the other smaller tub is for women. Essentially bathing is a communal activity with the only privacy being the separation of the two different sides of the room.

Occupants: The priests bath first thing in the morning at 4:00 a.m. Young female slaves that wash the priests attend each side. The activity of bathing and dressing is completed by 5:00 a.m. at the latest so that the priests can attend the morning prayers.

N) General Bathing Hall: There are two large tubs in this room similar to the priests bathing facilities although this room is plainly decorated. A simple curtain separates the two sides of the room so that the men and women have a degree of bathing privacy from each other.

Occupants: Bathing occurs throughout the day here, usually when a slave or guard has time off from his or her duties. Usually those slaves who are cooking, cleaning or attending to the priests are the first to bath at about 3:00 a.m. By about 11:00 p.m. the bathing room is locked up for the night. Between these times anywhere from 2-12 slaves and 1-4 guards will be found bathing.

O) Altar Room: This room rises up through the second level (the opening of which is about forty feet up) and continues upward ending at the crystalline top section of the temple. Twenty-foot tall statues of Horus-Re guard each side of the hallways that enter into this room. In the center of the room sits a circular raised dais. Exquisitely crafted hieroglyphs fill the room, which tell of the history of the church of Horus-Re, the great deeds that the god has done and tales of the royal family. Golden gilding covers the floor of this polished white marble room that glitters in the daytime sunlight. Despite the outside weather conditions, the crystal upper portion of the room ensures that bright sunlight is always streaming down into the room during daytime.

Occupants: There are no regular occupants of this room. During the sunrise and sunset prayers the clergy gathers here to pray. The noon services however are held upon the outer walls and towers of the compound in front of a large audience of gathered citizens.

Level Two

O) Altar Room: Essentially this area looks down upon the altar room below. It is a 40-foot drop to the altar room floor and the ledge does not have any railings. This opening also continues upward until it terminates another 80 feet above.

P) Library: In this room are many bookcases containing books and scrolls as well as four reading desks and chairs. This is where the temple keeps its records as well as stores volumes of both a religious and secular nature.

Occupants: The only regular occupant of the room is the temple librarian. He opens the room at 10:00 a.m. and closes it at 9:00 p.m. The library is locked at other times as well as during the three daily prayers that the librarian attends (during which he locks the library up).

Q) Head Priest Quarters: This is the personal quarters of the head priest of this temple. The room contains a large bed, a chest, a table and chair, a bathtub with running water and a small bookcase. Throughout the room are murals depicting the deeds of Horus-Re and the royal family. Several large statues of Horus-Re line the walls and his image is depicted upon a tapestry hanging over a mirror as well.

Occupants: This is where the head priest resides. He is usually here during the night sleeping and gone during the day. This room is locked with a superior quality lock (-30% to pick).

R) Assistant Head Priests Quarters: This room is where the priest who is second-in-command at the temple resides. Although the room is similar to the head priest's room in terms of what it contains, the furnishings are not quite as expensive or lavishly decorative.

Occupants: This is where the assistant head priest resides. During the night he is usually here and he is gone during the day. This room is locked with a quality lock (-10% to pick).

S) Temple Treasury: This room is where the temple keeps its monetary and magical treasures. The room is locked with a superior lock (-30% to pick) and normally warded with several glyphs. Only the four

high priests, the assistant head priest and the head priest have access to this room. Currently the treasury is warded with five different *symbols* (*pain, death, fear, hopelessness and stunning*) and contains a major curse. Should any unauthorized persons enter the room, they will permanently lose 2-8 points each from 1-3 random attributes. This loss can only be rectified via a *wish* spell or a *divine remove curse* that is accompanied by the return of anything stolen from the room.

Occupants: Normally there are no occupants in this room although usually once a day a high priest visits the room to withdraw money to cover temple expenses.

Looking for Clues in the Temple

Essentially it will be up to the PCs to figure out how they want to explore the temple and search for The Eye of Horus and the cultists of Set. Based on the roles that the PCs have assumed they will of course be expected to participate in daily routines as delineated in DM Handout #4.

Please briefly role-play out some of these routines that the PCs will be involved in so that they get a feel for them. The three prayer sessions are detailed in DM Handout #5. If the PCs want to vary from the normal routine, they are likely to get questioned by either the priests or the guards at the temple. Only through some fast talking and exemplary behavior afterward will the PCs avoid drawing attention to themselves. Most of the exploration of the temple will have to occur during the night or during unstructured times of the day (such as breaks, scholarly time and meals). PCs posing as priests will need to ensure that they do not miss the prayers unless they no longer plan on using their cover (ie. the PCs are moving to seize The Eye of Horus and perhaps then attack the base of Set).

A great deal of information can be gleaned from the slaves should the PCs talk with them during the day. Also the PCs can learn a great deal through subterfuge and observation. Many plans are feasible for learning about the plans of the cultists such as:

- *Detect evil*/ detect evil intent on various individuals. The PCs will discover that the guards at the doorways leading into the temple detect as evil. However the priest of Set who is posing as the visiting priest of Horus-Re will not detect as evil due to a permanent *undetectable alignment* granted by Set.
- Carefully scrutinizing the priests assembled at the prayer services. A successful **observation check at -4** will allow the PCs to discern that one of the priests (Hakimset) doesn't seem to be reciting the prayers very well if at all. In fact he sometimes

seems to be making different gestures (anyone with **local history- Mulhorandi** making a successful check will note that he is making rude gestures-mocking the priests leading the services).

- Any PCs wandering about at night whom can sneak past the guards or climb/ fly up from the first level of the altar room to the second level might be able to observe some unusual activity. At around midnight each night, Hakimset leaves his room, enters the guardroom occupied by his fellow cultists and proceeds into the library on the second level. Hakimset remains at the library until about 3:00 a.m. at which point he heads back down into his room.
- The PCs will have to be very careful about what they say to the priests of Horus-Re before they seize the Eye. If the PCs mention their suspicions of the visiting priest or of Set infiltrating the temple, the priests will look at the PCs as if they are insane. Further by the next prayer service, Hakimset will learn of the questions that the PCs asked and will likely mobilize the temple to root out the intruders (which will be very bad news for the PCs).
- If the PCs inquire with the slaves, they will be able to learn that the visiting priest has been at the temple for about a month. The slaves that cook and serve in the dining room can describe him and they will state that he doesn't seem very friendly in that he seldom interacts with the other priests from what they have seen.
- The slaves that clean will report that the visiting priest doesn't let them clean his room like the other priests- in fact he only lets them into the room for cleaning once a week (which is abnormal since the priests usually have their rooms cleaned daily).
- Further the slaves in charge of cleaning will report that the guards in the northeastern guard quarters have been acting odd lately in that they too have been requesting that their rooms not be cleaned.
- If the PCs search the room that Hakimset occupies either while he is away from the room during prayer services, during bathing time or during mealtimes they will be able to find The Eye of Horus located on a top shelf inside his wardrobe. It will be easily found when the wardrobe is opened as the eye glows with a dull reddish light when not actively in use.
- Searching the guards' quarters will be an unwise move for the PCs most of the time. If the PCs do not quietly incapacitate the initial guards they find in the room and then station people here to take out the cultists during the shift changes, the cultists will discover that there are interlopers present in the temple. Hakimset will then be alerted and he

will mobilize the temple forces against the PCs accusing them of being cultists of Set!

The Activities of the Cultists of Set

The cultists of Set have infiltrated the temple, slain some of the guards over the last couple of days and replaced the slain people with their own (the composition and power of these forces will depend on what tier the party is). Further the cult has one of their specialty priests posing as a visiting priest of Horus-Re from Mishtan. This priest of Set is currently occupying the quarters of one of the high priests who is away on business. Essentially the cultists of Set have set up residence in the following areas:

I) High Priest Quarters: In the northeastern priest quarters, Hakimset, a priest of Set posing as the visiting priest of Horus-Re has taken lodging. This room has become a headquarters for the cultists to operate from within the temple. Over the last month this priest and his allies have managed to assist his fellow cultists with infiltrating the temple. They have even set up a hidden *gateway* that leads to their secret headquarters. The *gateway* can only be activated by touching the picture of a solar eclipse (one of many pictures of the sun carved around the mirror). The solar eclipse is engraved on the frame of a mirror in the room (the *gate* appears in front of the mirror on the wall and lasts for only a minute before vanishing again).

E) Guards quarters: The northernmost guard quarters is now occupied by cultists of Set. Although the cultists now fill the roles of the guards that they replaced, there are always cultists on guard here as well. This is where the fighters, lesser priests of Set and whatever other forces that the cultists have in the temple stay. The “guards” from this room guard this room (two of them) and the two temple doors that lead to the outside on each side of the temple.

Basically over the last month, the priest of Set and his allies have infiltrated this temple and used it as a base from which they have used the Eye of Horus to influence the attitudes of the priests of Horus-Re in the city. They decided to use this temple as a headquarters for two reasons: 1) it isn't as heavily trafficked or scrutinized as the Solarium- the main temple to Horus-Re in the city and 2) The library in this temple has books that discuss the history of the Eye of Horus.

If the PCs are careful not to alert the cultists of their presence by acting unusual, they will be assumed to be visiting priests of Horus-Re and as such easily influenced by the eye. During the daytime religious

ceremonies one or more of the PCs can sneak into the room that Hakimset resides in and seize The Eye of Horus (since Hakimset doesn't take the artifact with him to services, as it is rather difficult to conceal due to its size and radiance). Other times that the PCs could plan to seize the eye once they learn of its location would be during a mealtime, at night while Hakimset is asleep or during bathing hours.

As soon as Hakimset discovers the theft of the eye, he will attempt to escape the temple using both a *word of recall* and through breaking a small stick enchanted with *succor* (whichever works). All of the cultists from the guardroom will try and make their way to the *gateway* located in the high priest quarters that Hakimset occupied. Should Hakimset be captured, he will try not to reveal the location of the *gateway* to the PCs. At the first opportunity, Hakimset will try and flee the temple.

Before Hakimset flees the temple, he will try to notify his men in the guardroom that their cover is blown and that they need to flee. Unless the theft is discovered during the night or first thing in the morning, Hakimset will not be able to notify every cultist himself. However one of the fighters (or the *invisible* wizard Sedreth, if present) from the room will calmly walk through the temple and report the news to his fellow cultists who are on duty.

Once all the cultists of Set are notified of the theft, they will proceed to the high priest quarters with the *gateway* and activate it. Adjust these plans as a judge in whatever way makes sense if the PCs try and intervene. Keep in mind that the cultists desperately want to escape the temple to their hideout so they will flee if possible and generally fight only if they are cornered. If the PCs stake out the high priest quarters unseen or chase the cultists to the room, they will likely see the shimmering gateway open up through which the cultists will flee through. Another way that the PCs can discover the existence of the *gateway* is through interrogating any captives (this will require magical intervention as the cultists are fanatical) or through searching the room with a *detect magic* spell or *true seeing* active. At this point it will be up to the PCs whether they are foolish enough to pursue the cultists on their own through the *gateway* or whether they will notify the temple forces of the magical portal so that they can handle the cultists. When the PCs get ready to decide what to do about the gateway if they find it, then proceed to the section titled Final Choices.

The Fangs of the Serpent

In this section the details of the cultists of Set within the temple of Horus-Re are provided. Essentially as a judge you will have to decide which of these forces the PCs

might come into conflict with based on their actions. Keep in mind that the head priest, Hakimset, will follow the regular routine of a priest except at night when he will leave his room and enter the library to read. The fighters will pose as guards and will either be in their room (asleep or guarding) or at their posts (unless they are attempting to flee the temple). The wizard (if present) will be located in the northeastern guard quarters that contains the stairs going up to level two of the temple.

Tier One

Hakimset, hm Sp of Set 5: Int Genius; AL LE; AC 7 (dex, 5 vs. good-aligned attackers); MV 12; hp 33; THACO 18; #AT 1 w/ khopesh; Dmg 2-8 / 1-6 w/ khopesh; SA backstab (+4 hit, x3 damage); SD *protection from good 10' radius, undetectable alignment, immune to poison*; MR nil; SZ M; ML 16.

Equipment: khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal, hold person, silence 15-foot radius*. 3rd level- *protection from fire*.

Cultists (14), hm F1: Int Average; AL LE; AC 5 (scale mail+ shield); MV 12; hp 4; THACO 20; #AT 1 w/ khopesh; Dmg 2-8 / 1-6 w/ khopesh; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, shield, khopesh, clothing.

Tier Two

Hakimset, hm Sp of Set 7: Int Genius; AL LE; AC 7 (dex, 5 vs. good-aligned attackers); MV 12; hp 40; THACO 16; #AT 1 w/ khopesh; Dmg 2-8 / 1-6 w/ khopesh; SA backstab (+4 hit, x3 damage); SD *protection from good 10' radius, undetectable alignment, immune to poison, 60-foot infravision*; MR nil; SZ M; ML 16.

Equipment: khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal, hold person, silence 15-foot radius*. 3rd level- *protection from fire, cause blindness or deafness*. 4th level- *sarcophagus of death* (see appendix A for description).

Cultists (14), hm F2: Int Average; AL LE; AC 5 (scale mail+ shield); MV 12; hp 10; THACO 19; #AT 1 w/ khopesh; Dmg 2-8 / 1-6 w/ khopesh; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, shield, khopesh, clothing.

Tier Three

Hakimset, hm Sp of Set 9: Int Genius; AL LE; AC 6 (dex, 4 vs. good-aligned attackers); MV 12; hp 48; THACO 16; #AT 1 w/ khopesh; Dmg 2-8 / 1-6 w/ khopesh; SA backstab (+4 hit, x4 damage); SD

protection from good 10' radius, undetectable alignment, immune to poison, 60-foot infravision; MR nil; SZ M; ML 16.

Equipment: khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary, darkness, magical stone, cure light wounds*. 2nd level- *heat metal, hold person, silence 15-foot radius, obscurement, speak with animals, spiritual hammer*. 3rd level- *protection from fire, cause blindness or deafness, summon insects, dispel magic*. 4th level- *giant insect, poison, sarcophagus of death* (see appendix A for description). 5th level- *flame strike*.

Sedreth, hm W6: Int Genius; AL LE; AC 3 (*armor + dex*); MV 12; hp 25 (constitution); THACO 19; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD spells; MR nil; SZ M; ML 12.

Equipment: Spell components, dagger, and clothes.

Spells Memorized: 1st level- *armor* (pre-cast), *magic missile, color spray, charm person*; 2nd level- *fist of the adder* (see appendix A for a description), *invisibility* (pre-cast). 3rd level- *lightning bolt, slow*.

Cultists (14), hm F3: Int Average; AL LE; AC 5 (scale mail+ shield); MV 12; hp 20; THACO 17 (strength); #AT 1 w/ khopesh; Dmg 2-8+1 / 1-6+1 w/ khopesh and strength; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, shield, khopesh, clothing.

Tier Four

Hakimset, hm Sp of Set 11: Int Genius; AL LE; AC 6 (dex, 4 vs. good-aligned attackers); MV 12; hp 56; THACO 14; #AT 1 w/ khopesh; Dmg 2-8 / 1-6 w/ khopesh; SA backstab (+4 hit, x4 damage), *summon divine minion* once a day (see appendix A for description); SD *protection from good 10' radius, undetectable alignment, immune to poison, 60-foot infravision*; MR nil; SZ M; ML 16.

Equipment: khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary, darkness, magical stone, cure light wounds* (x2). 2nd level- *heat metal, hold person, silence 15-foot radius, obscurement, charm person or mammal, spiritual hammer*. 3rd level- *protection from fire, cause blindness or deafness, summon insects, dispel magic, prayer*. 4th level- *giant insect, poison, cure serious wounds, sarcophagus of death* (see appendix A for description). 5th level- *flame strike, slay living*. 6th level- *blade barrier*.

Sedreth, hm W8: Int Genius; AL LE; AC 3 (*armor + dex*); MV 12; hp 34 (constitution); THACO 18; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD spells, 6 stonemarks; MR nil; SZ M; ML 12.

Equipment: Spell components, dagger, and clothes.

Spells Memorized: 1st level- *armor* (pre-cast), *magic missile*, *color spray*, *charm person*; 2nd level- *fist of the adder* (see appendix A for a description), *Melf's acid arrow*, *invisibility* (pre-cast). 3rd level- *fly*, *lightning bolt*, *slow*. 4th level- *ice storm*, *stoneskin* (pre-cast).

Cultists (14), hm F4: Int Average; AL LE; AC 5 (scale mail+ shield); MV 12; hp 30; THACO 15 (strength+ specialization); #AT 3/2 w/ khopesh; Dmg 2-8+5 / 1-6+5 w/ khopesh, strength and specialization; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, shield, khopesh, clothing.

Tier Five

Hakimset, hm Sp of Set 13: Int Genius; AL LE; AC 6 (dex, 4 vs. good-aligned attackers); MV 12; hp 64; THACO 12; #AT 1 w/ khopesh; Dmg 2-8 / 1-6 w/ khopesh; SA backstab (+4 hit, x5 damage), *summon divine minion* once a day (see appendix A for description); SD *protection from good 10' radius*, *undetected alignment*, *immune to poison*, *60-foot infravision*; MR nil; SZ M; ML 16.

Equipment: khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary*, *darkness* (x2), *magical stone*, *cure light wounds* (x2). 2nd level- *heat metal*, *hold person* (x2), *silence 15-foot radius*, *obscurement*, *charm person* or *mammal* (x2), *spiritual hammer*. 3rd level- *protection from fire*, *cause blindness or deafness*, *dispel magic*, *meld into stone*, *summon insects*, *glyph of warding*, *prayer*. 4th level- *giant insect*, *poison*, *cure serious wounds*, *sarcophagus of death* (x2- see appendix A for description). 5th level- *flame strike*, *slay living*. 6th level- *blade barrier*, *harm*.

Sedreth, hm W10: Int Genius; AL LE; AC 3 (*armor* + dex); MV 12; hp 39 (constitution); THACO 17; #AT 1 w/ dagger; Dmg 1-4 w/ dagger; SA spells; SD spells, 9 stoneskins; MR nil; SZ M; ML 12.

Equipment: Spell components, dagger, and clothes.

Spells Memorized: 1st level- *armor* (pre-cast), *magic missile*, *color spray*, *charm person*; 2nd level- *fist of the adder* (see appendix A for a description), *Melf's acid arrow*, *stinking cloud*, *invisibility* (pre-cast). 3rd level- *fly*, *lightning bolt*, *slow*. 4th level- *ice storm*, *stoneskins* (pre-cast). 5th level- *chaos*, *teleport*.

Cultists (14), hm F5: Int Average; AL LE; AC 5 (scale mail+ shield); MV 12; hp 40; THACO 13 (strength + specialization); #AT 3/2 w/ khopesh; Dmg 2-8+6 / 1-6+6 w/ khopesh, strength and specialization; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, shield, khopesh, clothing.

Final Choices

This section covers many of the possible results of the temple exploration that can occur. One possible ending is that the PCs chase away the cultists and do not discover the *gateway*. Another possibility is that the PCs have discovered the existence of the *gateway* and then they will have the choice of either informing the church of Horus-Re of its location or pursuing the escaping cultists themselves. Any PC with **local history- Mulhorandhi** or **religion- Mulhorandi** will know that the temple forces will probably arrest the group for impersonating priests (although the PCs should also remember that the temple of Thoth said they would come and straighten things out when the PCs completed their mission). When the PCs make their choice proceed to the appropriate section (Informing the Temple if the PCs inform the church of Horus-Re about the *gateway* or Into the Serpents Lair if the PCs pursue the cultists).

Informing the Temple

This option is used if the PCs decide to tell a member of the clergy of Horus-Re about the *gateway*:

After a short search you encounter a member of the clergy of Horus-Re. When you inform him of your discoveries, he becomes agitated and starts yelling for others. Within a minute you are surrounded by dozens of guards and priests. The assembled followers of Horus-Re eye you warily as one of the high priests emerges from the crowd and yells: "In the name of the pharaoh, you are under arrest! Come peacefully or we will be forced to take drastic actions!"

If the PCs resist arrest, then the temple forces will fight mercilessly. In the eyes of the followers of Horus-Re the PCs are criminals for posing as priests. Use the statistics provided for the high priest, various priests and the guards in the DM Handouts. This is a battle that the PCs will NOT win as eventually more forces from the city will come in and smite the PCs should they overcome the initial temple forces. Continue to throw more forces at the PCs similar to what is provided in the handouts until they flee, surrender or die. Keep in mind that PCs who surrender will be locked up and invariably tried by priests of Osiris and executed if they harmed even one priest.

Should the PCs politely surrender from the onset without a fight, then read the following:

You surrender to the assembled forces of the temple. Quickly the men lead you out of the temple to the West and into one of the stables. Once inside the stables you

are lead into a small room with no windows. The men thoroughly search you and remove all of your possessions except your clothing. Finally the men leave the room locking the door behind them.

Wait and ask whether the PCs are quietly waiting or whether they are going to try something else. When the PCs are ready to sit and wait, proceed on to the section titled “Resolving the Issues”.

Into the Serpents Lair

This option is used if the PCs decide that they would rather pursue the fleeing cultists to their secret base and take them out. This is a difficult fight that shouldn't be pursued by parties that are not sure of themselves. Players will receive a visual warning about the severity of what awaits them should they travel through the *gateway* into the secret base of the cultists. If the PCs enter, they were warned!

As you touch the carving of the solar eclipse a strange shimmering appears before you. Almost instantly you see a ten-foot diameter circular gateway appear on the wall where the mirror stood. Looking through the rift you can see that it leads into a well-lit cavern. From what you can see the cavern appears mostly empty, perhaps too empty. The central feature in this room seems to be an enormous stone statue of a snake in front of a large opening in the floor. A chill wind blows toward you from a lone tunnel that leads off into darkness on the right side of the gateway. And what are those cracks in the far wall?

This scene should warn the PCs that they are probably walking into an ambush. The forces that escaped from the temple will have been slain for failing in their mission (except for Hakimset who has escaped) while the leaders of the cult have fled this base out of the access tunnel. The forces here have prepared an ambush for whoever decides to explore the destination that the *gateway* leads to. While the cultist leaders have fled this base so that they will avoid capture, these loyal fanatics have volunteered to stay behind and stall whoever comes through with a vicious ambush (see [DM Map #3](#) for details of the positions of the opponents and the PCs should they enter).

The details of [DM Map #3](#) are provided below:

- A. **Cult of Set Barracks:** This roughly 30 foot by 120 foot room contains forty beds and chests as well as several tables with chairs. Although many of the cultists have fled the base when the PCs arrive, this is where the archers will be housed. There are two ways to enter this room- one is through the front

iron door (which is barred from the inside and not visible right away because of the snake statue blocking the view from the *gateway*) while the other is through the secret door that leads into passage B.

- B. **Secret Passage:** Essentially this 10 foot square passage is an escape route for the cultists in this room should the fight start going poorly for them. It connects room A with the rough-hewn tunnel that leads to the outside desert.
- C. **Rough-Hewn Tunnel:** This roughly 20 foot wide, twisting tunnel continues for about a mile upward slanting at about a 10-degree angle. It eventually leads into the middle of a massive desert that continues for many days worth of travel in every direction. In this tunnel the chariot and driver will be stationed just out of sight of the *gateway*.
- D. **Central Cavern:** In this enormous 260 foot by 280-foot cavern the cult of Set holds its meetings. A fire pit that is roughly 20 feet in diameter and 20 feet deep lies near the center of the room. The pit is currently filled with water in which the priest of Sebek and the crocodiles he summons will be waiting. On the side of the pit facing the *gateway* entrance is a four-foot in diameter, twenty-foot tall stone statue of a snake which is looking at the *gateway*. Once the fight is done the PCs can search the wall of the cavern where the *gateway* is located and they will be able to find the faint trace of a carving depicting a rising sun. If the PCs touch this engraving they will be able to return to the guards quarters at the temple of Horus-Re where the temple forces will be assembled to apprehend them.

Tactics: The charioteer will charge the party during the first round of combat after the archers have fired. The priest of Set in the main cavern near the *gateway* will try and hamper the party to the best of his ability- initially through backstabbing (if possible) and then through spells. Meanwhile the priest of Sebek in the fire pit (if present in the tier) will try and remain hidden. He will start in human form by first casting sticks to crocodiles and then the monster summoning to conjure giant crocodiles followed by *animal growth* (if he is high enough level for these tactics). Once this is done, the priest of Sebek will change into crocodile form and lead the force out of the pit. The wizard will try and directly attack the party with his spells while hiding behind the snake statue near the pit that directly faces the *gateway* entrance (which gives him 90% hard cover- see the rules for cover as provided below the tiered opponents). Throughout the fight, the archers will

continue to fire upon the party until all of the cultists in the cavern have died. Once the party finishes off the attackers in the cavern, the cultists in the barracks will try and flee out the secret passage in an attempt to escape to the tunnel that leads outside.

Tier One

Tamynsettus, hm Sp of Set 4: Int Above Average; AL LE; AC 4 (chain mail+ shield, 2 vs. good-aligned attackers); MV 12; hp 31 (constitution); THACO 18; #AT 1 w/ khopesh; Dmg 2-8 / 1-6 w/ khopesh; SA backstab (+4 hit, x2 damage); SD *protection from good 10' radius, undetectable alignment*; MR nil; SZ M; ML 16.

Equipment: Chain mail, shield, khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal*, *silence 15-foot radius*.

Cultist Archers (4), hm F1: Int Average; AL LE; AC 6 (scale mail); MV 12; hp 7; THACO 20; #AT 1 w/ khopesh or 2 w/ composite bow; Dmg 2-8 / 1-6 w/ khopesh or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, khopesh, short bow, 24 arrows in a quiver and clothes.

Charioteer (1), hm F1: Int Average; AL LE; AC 5 (chain mail); MV 12; hp 8; THACO 20; #AT 1 w/ khopesh; Dmg 2-8/ 1-6 (khopesh); SA overrun with chariot; SD nil; MR nil; SZ M; ML 16.

Equipment: Chain mail, khopesh, clothing.

Non-weapon proficiency: Charioteering- 11.

Chariot pulled by two light horses:

-Chariot of Horus-Re: This chariot works exactly as described under Appendix B (see the description). It moves at a rate of 18 with the two horses and will stop when either horse is killed. This magical chariot can emit bright light from the outside shell of the car once per day. The blinding radiance of this light is similar to the radiance of the sun. Anyone attacking either the chariot or its occupants suffers an additional –2 penalty to hit. Further any undead within 30 feet of the car suffer 2d6 points of damage (save for half) each round. Any creatures that are especially susceptible to sunlight (ie. vampires, shadows, etc.) suffer 4d6 damage (save for half). Activating this power takes the entire action of an occupant for the round and this power lasts for 3 rounds thereafter. Although the chariot is constructed of oak, it can be destroyed when dealt 75 points of damage.

-Light Horses (2): Int Animal; AL N; AC 7; MV 24 (on its own, 18 pulling the chariot); HD 2; hp 11;

THACO 19; # AT 2 w/ hooves; Dmg 1-4/ 1-4; SA overrun with chariot; SD nil; MR nil; SZ L; ML 7.

Tier Two

Tamynsettus, hm Sp of Set 6: Int Above Average; AL LE; AC 4 (chain mail+ shield, 2 vs. good-aligned attackers); MV 12; hp 42 (constitution); THACO 17 (strength); #AT 1 w/ khopesh; Dmg 2-8+1 / 1-6+1 w/ khopesh and strength; SA backstab (+4 hit, x3 damage); SD *protection from good 10' radius, undetectable alignment, immune to poison*; MR nil; SZ M; ML 16.

Equipment: Chain mail, shield, khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal*, *hold person*, *silence 15-foot radius*. 3rd level- *bestow curse*, *dispel magic*.

Dalkryn, hm W(IN) 6: Int Genius; AL LE; AC 3 (*armor*- cast by another + dex); MV 12; hp 25 (constitution); THACO 19; #AT 1 w/ quarterstaff; Dmg 1-6 w/ quarterstaff; SA spells; SD spells; MR nil; SZ M; ML 12.

Equipment: Spell components, quarterstaff, and clothes.

Spells Memorized: 1st level- *magic missile* (x3), *color spray*, *shield*; 2nd level- *stinking cloud*, *melf's acid arrow*, *ray of enfeeblement*. 3rd level- *melf's minute meteors*, *slow*, *fly*.

Cultist Archers (4), hm F2: Int Average; AL LE; AC 6 (scale mail); MV 12; hp 15; THACO 19; #AT 1 w/ khopesh or 2 w/ composite bow; Dmg 2-8 / 1-6 w/ khopesh or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, khopesh, short bow, 24 arrows in a quiver and clothes.

Charioteer (1), hm F2: Int Average; AL LE; AC 5 (chain mail); MV 12; hp 18; THACO 19; #AT 1 w/ khopesh; Dmg 2-8/ 1-6 (khopesh); SA overrun with chariot; SD nil; MR nil; SZ M; ML 16.

Equipment: Chain mail, khopesh, clothing.

Non-weapon proficiency: Charioteering- 13.

Chariot pulled by two light horses:

-Chariot of Horus-Re: This chariot works exactly as described under Appendix B (see the description). It moves at a rate of 18 with the two horses and will stop when either horse is killed. This magical chariot can emit bright light from the outside shell of the car once per day. The blinding radiance of this light is similar to the radiance of the sun. Anyone attacking either the chariot or its occupants suffers an additional –2 penalty to hit. Further any undead within 30 feet of the car suffer 2d6 points of damage (save for half) each round.

Any creatures that are especially susceptible to sunlight (ie. vampires, shadows, etc.) suffer 4d6 damage (save for half). Activating this power takes the entire action of an occupant for the round and this power lasts for 3 rounds thereafter. Although the chariot is constructed of oak, it can be destroyed when dealt 75 points of damage.

-Light Horses (2): Int Animal; AL N; AC 7; MV 24 (on its own, 18 pulling the chariot); HD 2; hp 11; THACO 19; # AT 2 w/ hooves; Dmg 1-4/ 1-4; SA overrun with chariot; SD nil; MR nil; SZ L; ML 7.

Tier Three

Tamynsettus, hm Sp of Set 8: Int Above Average; AL LE; AC 4 (chain mail+ shield, 2 vs. good-aligned attackers); MV 12; hp 53 (constitution); THACO 15 (strength); #AT 1 w/ khopesh; Dmg 2-8+2 / 1-6+2 w/ khopesh and strength; SA backstab (+4 hit, x3 damage); SD *protection from good 10' radius, undetectable alignment, immune to poison, 60-foot infravision, invisibility* (until attacks); MR nil; SZ M; ML 16.

Equipment: Chain mail, shield, khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary, darkness, cure light wounds*. 2nd level- *charm person or mammal, heat metal, hold person* (x2), *silence 15-foot radius*. 3rd level- *summon insects, dispel magic, protection from fire, glyph of warding*. 4th level- *poison, cloak of fear, sarcophagus of death* (see appendix A for description).

Blood Drinker, werecrocodile Sp of Sebek 6: Int Average; AL NE; AC 1; MV 6, Sw 12; HD 5+5 (+1d4 hp per level if priest); hp 55; THACO 15; #AT 2 or 1 in human form; Dmg 2-12 (bite) and 1-8 (tail) or 2-8+2/ 1-6+2 (with khopesh); SA infection, spells, 18 strength; SD *breath water or air, suggestion* (once a day), *sticks to crocodiles* (once a day- like *sticks to snakes* except it summons crocodiles- see below for statistics), hit only by silver and magical weapons, healing upon form change; MR nil; SZ M (6' human), L (8'-to 12' long crocodile); ML 14.

Equipment: Clothes, khopesh, and 8 sticks.

Spells Memorized: 1st level- *cure light wounds, endure heat, protection from good*. 2nd level- *charm person or mammal, hold person* (x2). 3rd level- *protection from fire, random causality*,

Crocodiles (8) from sticks to crocodiles innate ability: Int Animal; AL N; AC 5; MV 6, Sw 12; HD 3; hp 19; THACO 17; #AT 2; Dmg 2-8/ 1-12; SA Surprise; SD nil; MR nil; SZ L; ML 20 (controlled).

These crocodiles will last 12 rounds after they are summoned. Dalkryn may try and haste them before they attack.

Dalkryn, hm W(IN) 8: Int Genius; AL LE; AC 3 (*armor-* cast by another + dex); MV 12; hp 34 (constitution); THACO 19; #AT 1 w/ quarterstaff; Dmg 1-6 w/ quarterstaff; SA spells; SD spells, 5 *mirror images* (pre-cast); MR nil; SZ M; ML 12.

Equipment: Spell components, quarterstaff, and clothes.

Spells Memorized: 1st level- *magic missile* (x3), *color spray, shield*; 2nd level- *stinking cloud, fist of the adder* (see Appendix A for a description), *invisibility* (pre-cast on Tamynsettus), *mirror images* (pre-cast). 3rd level- *haste, lightning bolt, slow, fly*. 4th level- *ice storm, phantasmal killer, minor globe of invulnerability*.

Cultist Archers (4), hm F3: Int Average; AL LE; AC 6 (scale mail); MV 12; hp 23; THACO 18; #AT 1 w/ khopesh or 2 w/ composite bow; Dmg 2-8 / 1-6 w/ khopesh or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, khopesh, short bow, 24 arrows in a quiver and clothes.

Charioteer (1), hm F3: Int Average; AL LE; AC 5 (chain mail); MV 12; hp 25; THACO 18; #AT 1 w/ khopesh; Dmg 2-8/ 1-6 (khopesh); SA overrun with chariot; SD nil; MR nil; SZ M; ML 16.

Equipment: Chain mail, khopesh, clothing.

Non-weapon proficiency: Charioteering- 15.

Chariot pulled by two light horses:

-Chariot of Horus-Re w/ scythe blades: This chariot works exactly as described under Appendix B (see the description). It moves at a rate of 18 with the two horses and will stop when either horse is killed. This magical chariot can emit bright light from the outside shell of the car once per day. The blinding radiance of this light is similar to the radiance of the sun. Anyone attacking either the chariot or its occupants suffers an additional -2 penalty to hit. Further any undead within 30 feet of the car suffer 2d6 points of damage (save for half) each round. Any creatures that are especially susceptible to sunlight (ie. vampires, shadows, etc.) suffer 4d6 damage (save for half). Activating this power takes the entire action of an occupant for the round and this power lasts for 3 rounds thereafter. Although the chariot is constructed of oak, it can be destroyed when dealt 75 points of damage.

-Light Horses (2): Int Animal; AL N; AC 7; MV 24 (on its own, 18 pulling the chariot); HD 2; hp 11; THACO 19; # AT 2 w/ hooves; Dmg 1-4/ 1-4; SA overrun with chariot; SD nil; MR nil; SZ L; ML 7.

Tier Four

Tamynsetus, hm Sp of Set 10: Int Above Average; AL LE; AC 4 (chain mail+ shield, 2 vs. good-aligned attackers); MV 12; hp 63 (constitution); THACO 13 (strength); #AT 1 w/ khopesh; Dmg 2-8+2 / 1-6+2 w/ khopesh and strength; SA backstab (+4 hit, x4 damage); SD *protection from good 10' radius, undetectable alignment, immune to poison, 60-foot infravision, summon divine minion* (once a day- see appendix A for description), 7 *stoneskins, invisibility* (until attacks); MR nil; SZ M; ML 16.

Equipment: Chain mail, shield, khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary, darkness, cure light wounds, magical stone*. 2nd level- *charm person or mammal, heat metal, hold person* (x2), *silence 15-foot radius, withdraw*. 3rd level- *summon insects, dispel magic, protection from fire, glyph of warding*. 4th level- *poison, cloak of fear, protection from lightning, sarcophagus of death* (see appendix A for description). 5th level- *dispel good, slay living*.

Blood Drinker, werecrocodile Sp of Sebek 8: Int Average; AL NE; AC 1; MV 6, Sw 12; HD 5+5 (+1d4 hp per level if priest); hp 60; THACO 15; #AT 2 or 1 in human form; Dmg 2-12 (bite) and 1-8 (tail) or 2-8+2/ 1-6+2 (with khopesh); SA infection, spells, 18 strength; SD *breath water or air, suggestion* (once a day), *sticks to crocodiles* (once a day- like *sticks to snakes* except it summons crocodiles- see below for statistics), *monster summoning VII* (once a day always gets 2 giant crocodiles- see below), hit only by silver and magical weapons, healing upon form change; MR nil; SZ M (6' human), L (8'-to 12' long crocodile); ML 14.

Equipment: Clothes, khopesh, and 10 sticks.

Spells Memorized: 1st level- *cure light wounds, endure heat, protection from good*. 2nd level- *charm person or mammal, hold person* (x2). 3rd level- *protection from fire, random causality, miscast magic*. 4th level- *cure serious wounds, protection from lightning*.

Crocodiles (10) from sticks to crocodiles innate ability: Int Animal; AL N; AC 5; MV 6, Sw 12; HD 3; hp 19; THACO 17; #AT 2; Dmg 2-8/ 1-12; SA Surprise; SD nil; MR nil; SZ L; ML 20 (controlled).

These crocodiles will last 16 rounds after they are summoned. Dalkryn may try and haste them before they attack.

Giant Crocodiles (2) from monster summoning VII innate ability: Int Animal; AL N; AC 4; MV 6, Sw 12; HD 7; hp 53; THACO 13; #AT 2; Dmg 3-18/ 2-20; SA Surprise; SD nil; MR nil; SZ L; ML 20 (controlled).

These crocodiles will last 16 rounds after they are summoned. Dalkryn may try and haste them before they attack.

Dalkryn, hm W(IN) 10: Int Genius; AL LE; AC 3 (*armor-* cast by another + dex); MV 12; hp 41 (constitution); THACO 19; #AT 1 w/ quarterstaff; Dmg 1-6 w/ quarterstaff; SA spells; SD spells, 8 *stoneskins, invisibility* (until attacks); MR nil; SZ M; ML 12.

Equipment: Spell components, quarterstaff, and clothes.

Spells Memorized: 1st level- *magic missile* (x3), *color spray, shield*; 2nd level- *stinking cloud, fist of the adder* (x2- see Appendix A for a description), *invisibility* (x2-pre-cast on self and Tamynsetus). 3rd level- *haste, lightning bolt, slow, fly*. 4th level- *ice storm, stoneskins* (x2-pre-cast on self and Tamynsetus). 5th level- *animal growth, cone of cold, feblemind*.

Cultist Archers (4), hm F5: Int Average; AL LE; AC 6 (scale mail); MV 12; hp 33; THACO 15 (dexterity w/ bow, specialization w/ khopesh); #AT 3/2 w/ khopesh or 2 w/ composite bow; Dmg 2-8+2 / 1-6+2 w/ khopesh or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, khopesh, short bow, 24 arrows in a quiver and clothes.

Charioteer (1), hm F8: Int Average; AL LE; AC 5 (chain mail); MV 12; hp 74; THACO 10 (strength and specialization); #AT 2/1 w/ khopesh; Dmg 2-8+6/ 1-6+6 (khopesh with specialization and strength); SA overrun with chariot; SD nil; MR nil; SZ M; ML 16.

Equipment: Chain mail, khopesh, clothing.

Non-weapon proficiency: Charioteering- 17.

Chariot pulled by two light horses:

-Chariot of Horus-Re w/ scythe blades: This chariot works exactly as described under Appendix B (see the description). It moves at a rate of 18 with the two horses and will stop when either horse is killed. This magical chariot can emit bright light from the outside shell of the car once per day. The blinding radiance of this light is similar to the radiance of the sun. Anyone attacking either the chariot or its occupants suffers an additional -2 penalty to hit. Further any undead within 30 feet of the car suffer 2d6 points of damage (save for half) each round. Any creatures that are especially susceptible to sunlight (ie. vampires, shadows, etc.) suffer 4d6 damage (save for half). Activating this power takes the entire action of an occupant for the round and this power lasts for 3 rounds thereafter. Although the chariot is constructed of oak, it can be destroyed when dealt 75 points of damage.

-Light Horses (2): Int Animal; AL N; AC 7; MV 24 (on its own, 18 pulling the chariot); HD 2; hp 16; THACO 19; # AT 2 w/ hooves; Dmg 1-4/ 1-4; SA overrun with chariot; SD nil; MR nil; SZ L; ML 7.

Tier Five

Tamynsettus, hm Sp of Set 12: Int Above Average; AL LE; AC 4 (chain mail+ shield, 2 vs. good-aligned attackers); MV 12; hp 67 (constitution); THACO 13 (strength); #AT 1 w/ khopesh; Dmg 2-8+2 / 1-6+2 w/ khopesh and strength; SA backstab (+4 hit, x4 damage); SD *protection from good 10' radius, undetectable alignment, immune to poison, 60-foot infravision, summon divine minion* (once a day- see appendix A for description), 8 *stoneskins, invisibility* (until attacks); MR nil; SZ M; ML 16.

Equipment: Chain mail, shield, khopesh, holy symbol, clothing.

Spells Memorized: 1st level- *command* (x2), *sanctuary, darkness* (x2), *cure light wounds, magical stone* (x2). 2nd level- *charm person or mammal* (x2), *heat metal, hold person* (x2), *silence 15-foot radius, withdraw*. 3rd level- *animate dead, cause blindness or deafness, summon insects, dispel magic, protection from fire, glyph of warding*. 4th level- *poison, cloak of fear, protection from lightning, sarcophagus of death* (see appendix A for description). 5th level- *dispel good, slay living*. 6th level- *anti-animal shell, blade barrier*.

Blood Drinker, werecrocodile Sp of Sebek 10: Int Average; AL NE; AC 1; MV 6, Sw 12; HD 5+5 (+1d4 hp per level if priest); hp 67; THACO 15; #AT 2 or 1 in human form; Dmg 2-12 (bite) and 1-8 (tail) or 2-8+2/ 1-6+2 (with khopesh); SA infection, spells, 18 strength; SD *breath water or air, suggestion* (once a day), *sticks to crocodiles* (once a day- like *sticks to snakes* except it summons crocodiles- see below for statistics), *monster summoning VII* (once a day always gets 2 giant crocodiles- see below), *power word, stun* (once a day), hit only by silver and magical weapons, healing upon form change; MR nil; SZ M (6' human), L (8'-to 12' long crocodile); ML 14.

Equipment: Clothes, khopesh, and 12 sticks.

Spells Memorized: 1st level- *cure light wounds, endure heat, endure cold, protection from good*. 2nd level- *charm person or mammal* (x2), *hold person* (x2). 3rd level- *protection from fire, random causality, miscast magic*. 4th level- *cause serious wounds, cure serious wounds, protection from lightning*. 5th level- *flame strike, transmute rock to mud*.

Crocodiles (12) from sticks to crocodiles innate ability: Int Animal; AL N; AC 5; MV 6, Sw 12; HD 3; hp 19; THACO 17; #AT 2; Dmg 2-8/ 1-12; SA Surprise; SD nil; MR nil; SZ L; ML 20 (controlled).

These crocodiles will last 20 rounds after they are summoned. Dalkryn may try and haste them before they attack.

Giant Crocodiles (2) from monster summoning VII innate ability: Int Animal; AL N; AC 4; MV 6, Sw 12; HD 7; hp 53; THACO 13; #AT 2; Dmg 3-18/ 2-20; SA Surprise; SD nil; MR nil; SZ L; ML 20 (controlled).

These crocodiles will last 18 rounds after they are summoned. Dalkryn may try and haste them before they attack.

Dalkryn, hm W(IN) 12: Int Genius; AL LE; AC 3 (*armor-* cast by another + dex); MV 12; hp 41 (constitution); THACO 19; #AT 1 w/ quarterstaff; Dmg 1-6 w/ quarterstaff; SA spells; SD spells, 9 *stoneskins, invisibility* (until attacks); MR nil; SZ M; ML 12.

Equipment: Spell components, quarterstaff, and clothes.

Spells Memorized: 1st level- *magic missile* (x3), *color spray, shield*; 2nd level- *stinking cloud, fist of the adder* (x2- see Appendix A for a description), *invisibility* (x2-pre-cast on self and Tamynsettus). 3rd level- *fireball, haste, lightning bolt, slow, fly*. 4th level- *ice storm, phantasmal killer, stoneskin* (x2-pre-cast on self and Tamynsettus), *minor globe of invulnerability*. 5th level- *animal growth, cone of cold* (x2), *feeblemind, wall of force*. 6th level- *eyebite, chain lightning*.

Cultist Archers (4), hm F7: Int Average; AL LE; AC 6 (scale mail); MV 12; hp 43; THACO 13 (dexterity w/ bow, specialization w/ khopesh); #AT 2/1 w/ khopesh or 2 w/ composite bow; Dmg 2-8+2 / 1-6+2 w/ khopesh or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: Scale mail, khopesh, short bow, 24 arrows in a quiver and clothes.

Charioteer (1), hm F13: Int Average; AL LE; AC 5 (chain mail); MV 12; hp 95; THACO 6 (strength and specialization); #AT 5/2 w/ khopesh; Dmg 2-8+6/ 1-6+6 (khopesh with specialization and strength); SA overrun with chariot; SD nil; MR nil; SZ M; ML 16.

Equipment: Chain mail, khopesh, clothing.

Non-weapon proficiency: Charioteering- 19.

Chariot pulled by two light horses:

-Chariot of Horus-Re w/ scythe blades: This chariot works exactly as described under Appendix B (see the description). It moves at a rate of 18 with the two horses and will stop when either horse is killed. This magical chariot can emit bright light from the outside shell of the car once per day. The blinding radiance of this light is similar to the radiance of the sun. Anyone attacking either the chariot or its occupants suffers an additional -2 penalty to hit.

Further any undead within 30 feet of the car suffer 2d6 points of damage (save for half) each round. Any creatures that are especially susceptible to sunlight (ie. vampires, shadows, etc.) suffer 4d6 damage (save for half). Activating this power takes the entire action of an occupant for the round and this power lasts for 3 rounds thereafter. Although the chariot is constructed of oak, it can be destroyed when dealt 75 points of damage.

-Light Horses (2): Int Animal; AL N; AC 7; MV 24 (on its own, 18 pulling the chariot); HD 2; hp 16; THACO 19; # AT 2 w/ hooves; Dmg 1-4/ 1-4; SA overrun with chariot; SD nil; MR nil; SZ L; ML 7.

Please keep in mind the following rules during this combat:

- The combat usefulness of the arrow slits are as follows (these cover rules are from the DMG page 88):
- All missile attacks suffer a -10 to hit anyone through the arrow slits (90% cover).
- Arrow slit occupants receive a +10 bonus to saves that cause physical damage.
- Further occupants suffer ½ damage on a failed saving throw and no damage on a successful save versus physically damaging area effect spell

When the party has defeated the cultists and reentered the *gateway*, read the following:

After the grueling battle with the cultists, you locate a carving of a rising sun on the wall of the cavern near where you entered. When you trace the carving on the rock wall, the familiar shimmering of the gateway appears once again. Stepping through you find yourself once again in the high priests quarters back at the temple.

As the last vestiges of the gateway fade behind you the door to the room bursts open! Guards pour into the room in an onrush with weapons drawn! "Surrender or die!" yells one of the guards.

Moments after you hear these words, a priest of Horus-Re makes his way through the crowd. "So what have we here? Imposters posing as priests of our faith! What have you to say for yourselves?"

This is where the PCs have the chance to explain what happened as well as the mission they were on. Although the story will not prevent them from being imprisoned, the priest will listen and contact the temple of Thoth afterward. However after the story the PCs will be led to the stables for imprisonment until the church of Thoth sends it representative. Read the following after the PCs are done providing their explanations:

Although the priest listens to your story he frowns and says "surrender to us while this matter is sorted out".

If the PCs resist arrest, then the temple forces will fight mercilessly. In the eyes of the followers of Horus-Re the PCs are criminals for posing as priests. Use the statistics provided for the high priest, various priests and the guards in the DM Handouts. This is a battle that the PCs will NOT win as eventually more forces from the city will come in and smite the PCs should they overcome the initial temple forces. Continue to throw more forces at the PCs similar to what is provided in the handouts until they flee, surrender or die. Keep in mind that PCs who surrender will be locked up and invariably tried by priests of Osiris and executed if they harmed even one priest).

Should the PCs politely surrender from the onset without a fight, then read the following:

You surrender to the assembled forces of the temple. Quickly the men lead you out of the temple to the West and into one of the stables. Once inside the stables you are lead into a small room with no windows. The men thoroughly search you and remove all of your possessions except your clothing. Finally the men leave the room locking the door behind them.

Wait and ask whether the PCs are quietly waiting or whether they are going to try something else. When the PCs are ready to sit and wait, proceed on to the section titled "Resolving the Issues".

Resolving the Issues

The ending boxed text in this section has two options: one assumes that the PCs turn over the Eye of Horus and that they have at least chased the cultists away or at most defeated them. The other assumes that the PCs failed in their task and were captured by the priests of Horus-Re (which can happen if the PCs are not careful enough when sneaking around). If the PCs went into the hideout of the Settites and lost, they are dead and unrecoverable at this time. Any endings that are less successful in other ways need to be dealt with by you the judge on a case by case basis.

Assuming the PCs have succeeded in at least driving out the priests of Set from the temple and have recovered the eye, read the following:

Hours pass as you wait for something to happen. Finally the door to your cell opens and you see the familiar form of Helios, the high priest of Thoth, before you. "I apologize for any inconvenience that you have experienced. However it has taken my church some time to explain the situation." Helios rubs the sweat from his brow before continuing. "We

also needed to justify the drastic action of having you pose as priests. However things have worked out for the best!”

“Please follow me!” Helios states as he proceeds out of the stables. As you follow him you can see many of the temples residents lined up forming an aisle for you to follow into the temple. When you reach the outer door to the temple itself, it swings open. Slowly Helios leads you down the hallway and into the altar room of the temple.

Gathered about in a circle are all of the priests of the temple.

In the center of the room on the dais is the head priest. Before you can do anything he speaks “I would like to thank you for the great service that you have done for our land. Although you are foreigners, you have selflessly sacrificed much, even risked your lives, in order to help the empire of my people” a smile crosses the priests face before continuing.

“My church has learned of your cities treaty with the church of Anhur. We understand why you entered into this agreement although it did anger us. Now that you have freed the leaders of our church from the influence of the cult of Set, the leaders of my faith have decided to forgive the ignorant actions of your city.”

“Over time my church plans to try and resolve many of the differences between our faith and the church of Anhur.” A large smile again forms on the priests face as he continues: “ For now however my people would like to honor you as friends of Mulhorand, even the pharaoh has recognized your deeds and he sends his approval and gratitude! Let the feast for our friends begin!”

With that declaration a loud cheer erupts around you as the priests break out in song. You spend the next couple of days as honorary guests at a great feast held in your honor. Rare foods are served and exotic entertainment from throughout the land is provided. Finally, after several days, the celebration winds down and you are teleported back to Ravens Bluff as recognized heroes. Before you leave, however, the church of Horus-Re provides you with gifts from their land.

If the PCs do not succeed in retrieving the Eye but are captured by the priests of Horus-Re, read the following:

Your group has been captured and you are led into a small room with no windows or doors. Hours pass until finally the familiar form of Helios enters the room. “I thought we could count on you but I guess we were wrong” he says as a frown crosses his face. “Fortunately for you I was able to convince the temple of Horus-Re to merely banish you from Mulhorand

for impersonating a priest, normally they draw and quarter people for this offense.”

“You must leave now and promise never to come back here,” states Helios in a serious tone.

If the PCs agree to leave, Helios teleports them back to Ravens Bluff inside a tent on the Mulhorandi Embassy property. The PCs are quickly ushered off of the site by the priests of Thoth who are present. These PCs are informed that they can never return to the embassy or Mulhorand (the Thothians were notified via a sending spell of what they should tell the PCs). Please note the banishment status on the PC character logs and DO NOT give them the continual light sunstones from the temple of Horus-Re!

Here Ends *The Eye of Horus*

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party’s tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character’s individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9+

Paying proper respect to the cultural traditions of Mulhorand	50 xp
Obtaining clues from the slaves at the temple of Horus-Re	100 xp
Discovering which rooms contain the cultists of Set inside the temple	100 xp
Seizing the Eye of Horus from Hakimset <u>without alerting the temple forces</u>	200 xp

Discovering the <i>gateway</i> in the northeastern high priest room	100 xp
Defeating the cultists of Set in their hidden base through the <i>gateway</i>	200 xp
Total Experience for Objectives:	750 xp
Roleplaying Experience:	0-500 xp
Total Possible Experience:	1,250 xp
For Tier 2:	2,500 xp
For Tier 3:	3,750 xp
For Tier 4:	5,000 xp
For Tier 5:	6,250 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen, In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Rewards from the temples of Horus-Re and Thoth if the PCs succeed in seizing the Eye of Horus and thereby free the temple of the influence of the cultists of Set:

- *Amulet of Horus-Re.* This golden amulet is in the shape of an ankh and hangs from a reed cord. This amulet functions as an *amulet of protection +1* that works with other items that provide armor class bonuses, but it does not function in conjunction with magical armor or *bracers of defense*. However this item will not function if worn with any other magical amulets, brooches, or scarabs. Further wearing this amulet provides the wearer with a +1 reaction bonus with followers of Horus-Re. This amulet is worth 8,000 gold pieces.
- *Elixir of Horus-Re.* When drunk, this elixir infuses a small essence of the sun into the imbiber. The person consuming this beverage will glow like the 3rd level spell *continual light*. At any point within the next 1-4 turns, the imbiber can release the sunlight once at will. The effect of releasing the light is identical to the 7th level priests spell *sunray* and the potion expires with this release of light. This potion is worth 1,100 gold pieces.
- *Potion of Thoth's fury.* When consumed, this potion allows any spell caster (whether they are a priest or wizard) to focus the magical energies that they unleash in their spells. The next three damaging spells that the imbiber casts within the next turn will do one extra die of damage. In addition 1 extra point of damage will be added to every die of damage caused by the spell (i.e. a 9th level wizard casting *magic missile* will get six missiles, via the effect of the extra die, with each missile doing 1d4+2 points of damage). This potion is worth 1,000 gold pieces.

Everyone in the party who showed the proper respect for the customs of Mulhorand and the churches of Horus-Re and Thoth will be given the following item as a token of appreciation:

- *Sunstone.* This gemstone, sacred to Horus-Re, has been engraved with his image. The engraving is inlaid with gold and enchanted with the 3rd level priest spell *continual light*. The *continual light* has been cast at the 13th level of casting. The wielder of this gem is considered a friend of the temple of Horus-Re and the stone provides a +1 reaction bonus when dealing with his followers. This gem should not be traded, sold or given away. This item does not count as a magical item for character item limits. This gem is worth 200 gold pieces.

If the party defeats the cultists of Set in their hidden base and they manage to avoid destroying the chariot, it

will be given to the PCs IF they have not insulted the church of Horus-Re during the module:

- *Chariot of Horus-Re.* This magnificently carved oaken chariot is decorated with Mulhorandi hieroglyphs. The golden inlaid carvings depict the teachings of the church of Horus-Re and show the god smiting various foes. This light war chariot has scythe blades covering the car, and anyone rolled over (use trampling attack mechanics) takes 2d6 points of damage from the blades. Once a day the chariot can emit bright light from the outside shell of the car. The blinding radiance of this light is similar to the radiance of the sun. Anyone attacking either the chariot or its occupants suffers a –2 penalty to hit. Further any undead within 30 feet of the car suffer 2d6 points of damage each round. Creatures that make their saving throw versus spells suffer half damage and do not suffer the attack penalty. Activating this power takes the entire action of an occupant for the round and this power lasts for 3 rounds. Once it takes 75 points of damage, the chariot is irrevocably destroyed. Damage cannot be repaired. The user must be riding in the chariot to use the sunlight power. This chariot is worth 20,000 gold pieces.

Fame Award

None.

DM Handout #1: The Powers of the Eye of Horus that are known and in use by Hakimset

- **Persuasion:** A possessor of the eye who has researched the proper Mulhorandi activation words, can command the gem to emanate subtle telepathic suggestions. This power can be used to change attitudes, behaviors and ideas of whole groups of individuals slowly over time. With each month of continued use, the attitudes of up to 400 hit dice of people within a five mile radius can be shifted one column in either a positive or negative direction. This power works continuously on a group of designated people who need not be in the same area. In this case, Hakimset has designated the high priests of Horus-Re as the ones to influence- shifting their reactions toward the church of Anhur closer toward the hostile end with each passing month. This power ends when someone grasps the gem other than the originator of the telepathic suggestion.
- **Charm:** The possessor of the eye who has researched the proper Mulhorandi activation gestures can will the gem to *charm* any being that is envisioned in the mind of the gem wielder. This power provides a normal saving throw versus spells but it does not detect as a magical effect on anyone influenced due to the masking power of the eye. This power can be invoked 3 times a day by the wielder of the gem and up to 200 hit dice of people can be charmed at any given time. The *charm* effects of the gem last until either the wielder of the gem wills the influence to end or until another person grasps the gem.
- **Word of Recall:** The wielder of the gem can cast the 6th level priest spell *word of recall* once a month. Once cast, the gem wielder merely needs to say the word he designated at the time of using this power and he will be magically transported to whatever location was envisioned when the spell was cast. Once this power is enacted, it remains in effect until used.
- **Succor:** This power can be used once every three months. Essentially it duplicates the 7th level priest spell of the same name. Once an object has been enchanted with this spell, it remains so until broken at which point the spell is enacted.

At this time these are the only known powers of the Eye of Horus. Only Hakimset and his superiors in the cult of Set know of these powers. Over the last month, Hakimset has used the first two powers in order to charm the guards and priests in the temple (which hasn't been difficult as followers of Horus-Re save vs. spells at a -4 versus the powers of the eye). He has also gradually influenced the reaction of the church of Horus-Re towards a more hostile stance against the church of Anhur (this change was noticed by the church of Thoth when the church of Horus-Re started to take ever increasing hostile actions against the church of Anhur).

Insidiously these influences have gone unnoticed from a magical detection perspective. Only the suspicions of the clergy of Thoth have brought this investigation into being. The final two powers have been used by Hakimset already so that he has two potential methods that he can use to escape the temple and return to the hidden base of Set. Hakimset also believes that the PCs as priests of Horus-Re will follow the orders of their superiors in the temple (who are charmed by him- thus they shouldn't be a threat).

DM Handout #2: General Occupants of the Temple of Horus-Re

This breakdown does not include the statistics for the cultists of Set who have infiltrated the temple. Their statistics can be found in the sections titled "The Fangs of the Serpent". This list details the remaining occupants of the temple who legitimately belong there:

Slaves (90) hm F0: Int Average; AL LN; AC 10; MV 12; hp 2; THACO 20; #AT 1 w/ fist; Dmg 1-2; SA nil; SD nil; MR nil; SZ M; ML 10.

Equipment: clothing.

Description: This is a mixed group of men and women ages 12-50.

Horus-Re Guards (56): hm F3: Int Average; AL LN; AC 5 (scale mail+ shield); MV 12; hp 23; THACO 17 (+1 strength); #AT 1 w/ khopesh; Dmg 2-8+1 / 1-6+1 w/ khopesh and strength; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: scale mail, shield and khopesh.

Priests of Horus-Re (15): hm, P (Sp of Horus-Re) 4: AL LG; AC 9 (dex); MV 12; hp 24; THACO 17 (str); #AT 1; Dmg 2-8+1 / 1-6+1 w/ khopesh; SA spells; SD spells; MR nil; SZ M; ML 16.

Equipment: clothing and khopesh.

Spells Memorized: 1st level- *bless, cure light wounds, command, light*. 2nd level- *heat metal, barkskin, slow poison*.

DM Handout #3: Major NPC Priests of Horus-Re in the Temple

Akhenatyn, hm, P (Sp of Horus-Re) 13: AL LG; AC 0 (Bracers AC 3, ring of protection); MV 12; hp 98; THACO 7; #AT 2; Dmg 2-8+4 / 1-6+4 (khopesh); SA spells; SD spells; Str 17, Dex 11, Con 16, Int 13, Wis 18, Cha 17; MR nil; SZ M; ML 16.

Equipment: Bracers AC 3, khopesh +4, ring of protection +3, clothing.

Spells Memorized: 1st level- *bless, cure light wounds (x2), command (x2), light*. 2nd level- *hold person (x2), augury, heat metal, slow poison, flame blade*. 3rd level- *create food and water, cure disease, protection from fire, speak with dead, dispel magic (x2)*. 4th level- *protection from lightning, free action, detect lie (x2)*. 5th level- *flame strike, rainbow*. 6th level- *conjure animals, fire seeds*.

Akhenatyn is 45 and stands 5'7" weighing 164 pounds. He is the head priest of the temple and a pious man of few words outside of the prayer services that he conducts with zeal. He usually keeps to himself in his quarters filling his day with meditations, studying and prayers. However Akhenatyn is a shrewd leader who inspires his followers to great lengths when he does direct them. For the most part, Akhenatyn stays in his quarters.

Homnetep, hm, P (Sp of Horus-Re) 9: AL LG; AC 3 (Bracers AC 5, dexterity); MV 12; hp 69; THACO 16; #AT 1; Dmg 2-8/ 1-6 (khopesh); SA spells; SD spells; Str 14, Dex 16, Con 16, Int 14, Wis 16, Cha 11; MR nil; SZ M; ML 16.

Equipment: Bracers AC 6, khopesh, clothing.

Spells Memorized: 1st level- *bless, cure light wounds (x2), command*. 2nd level- *hold person (x2), augury, barkskin*. 3rd level- *create food and water, cure disease, dispel magic*. 4th level- *protection from lightning, detect lie*. 5th level- *flame strike*.

Homnetep is the assistant head priest at the temple. He is 39 and stands 5'6" weighing 136 pounds. Homnetep is a forceful man with a short temper. Since Akhenatyn rarely oversees the day to day functions of the temple business, Homnetep has taken on these responsibilities. He is a firm but fair boss although he has a perfectionist streak.

Remothys, hm, P (Sp of Horus-Re) 7: AL CG; AC 7 (dexterity); MV 12; hp 69; THACO 16; #AT 1; Dmg 2-8/ 1-6 (khopesh); SA spells; SD spells; Str 12, Dex 17, Con 15, Int 16, Wis 15, Cha 13; MR nil; SZ M; ML 15.

Equipment: khopesh, clothing.

Spells Memorized: 1st level- *bless, cure light wounds (x2), command, magical stone*. 2nd level- *hold person, wyvern watch, barkskin, augury*. 3rd level- *summon insects, dispel magic*. 4th level- *detect lie*.

Remothys is the high priest in charge of the temple library. He is 31 and stands 5'8" weighing 140 pounds. Remothys is very inquisitive and he spends much of his time sorting through the books in the library. He has read all of the books on the shelves although he doesn't quite remember everything that he has read (sort of absent-minded in a way). Overall he is polite, quiet and well mannered except if someone doesn't behave in the library or return the manuscripts on time and in mint condition.

There are three other high priests that normally reside in the temple but they are currently not present. One is away on business while the others are on an adventure.

DM Handout #4: Daily Routines at the Temple

(These times are given in real world units for your convenience only. The people of the Forgotten Realms do not tell time the way we do. Translate as appropriate.)

Daily Routines for Priests

4:00 a.m.: Wake up, bath and get dressed
5:00 a.m.: Gather in the altar room for the morning prayers
6-7:00 a.m.: Morning prayers (known as the Greeting of the Lord)
7-8:00 a.m.: Breakfast in the dining hall
9-11:00 a.m.: Weapons practice in the courtyard near the stables
11-11:30 a.m.: Clean up before the noon prayers
11:30 a.m.-12:00 p.m.: Gather at the walls and tower for the noon prayers
12:00-1:00 p.m.: Noon prayer (known as the Zenith Aspirant)
1:00-2:00 p.m.: Lunch in the dining hall
2-7:00 p.m.: Recreation time (used to study, create artistic works, etc.)
7-8:00 p.m.: Evening prayers (known as the Girding of the Guard)
8-9:00 p.m.: Dinner in the dining hall
9-4:00 a.m.: Sleep or patrol the temple (each priest does this once a week)

Daily Routines for Slaves

3:00 a.m.: Slaves that cook and attend the priests wake up and begin chores
4:00 a.m.: Slaves attending to the priests assist them with bathing (women only)
7:00 a.m.: Slaves who do chores other than cook or attend to the priests awaken
9-10:00 a.m.: Breakfast in the dining hall
10 a.m.-12:00 p.m.: Chores
12-1:00 p.m.: Attend the noon prayers (except the cooks who prepare lunch)
1-2:00 p.m.: Chores
2-3:00 p.m.: Lunch in the dining hall
3-6:00 p.m.: Recreation time (for those who got up at 3 a.m.)
6-9:00 p.m.: Chores for cooks, recreation time for others
9-10:00 p.m.: Dinner
10 p.m.: Sleep

Guard Shift Changes

1:00 a.m.: 1st shift
9:00 a.m.: 2nd shift
5:00 p.m.: 3rd shift

Off duty guards enter the armories in order to arm themselves and then proceed to their assigned locations.

Please role-play some of the activities briefly with the PCs. No matter what the PCs are involved in, they will have company (unless the PC goes out of their way to be alone). Although the temple owns the slaves, they are generally treated well. If the PCs try to deviate from the regular activities, have them describe to you how they are doing this. It will be up to you to adjudicate the results of the attempts to scout around by the PCs. The best times for the PCs to scout around will be during the free time that they have or at night (although it will be much easier for a PC to fast talk their way out of suspicion if they are in places during the day than at night).

DM Handout #5: The Three Daily Prayer Sessions

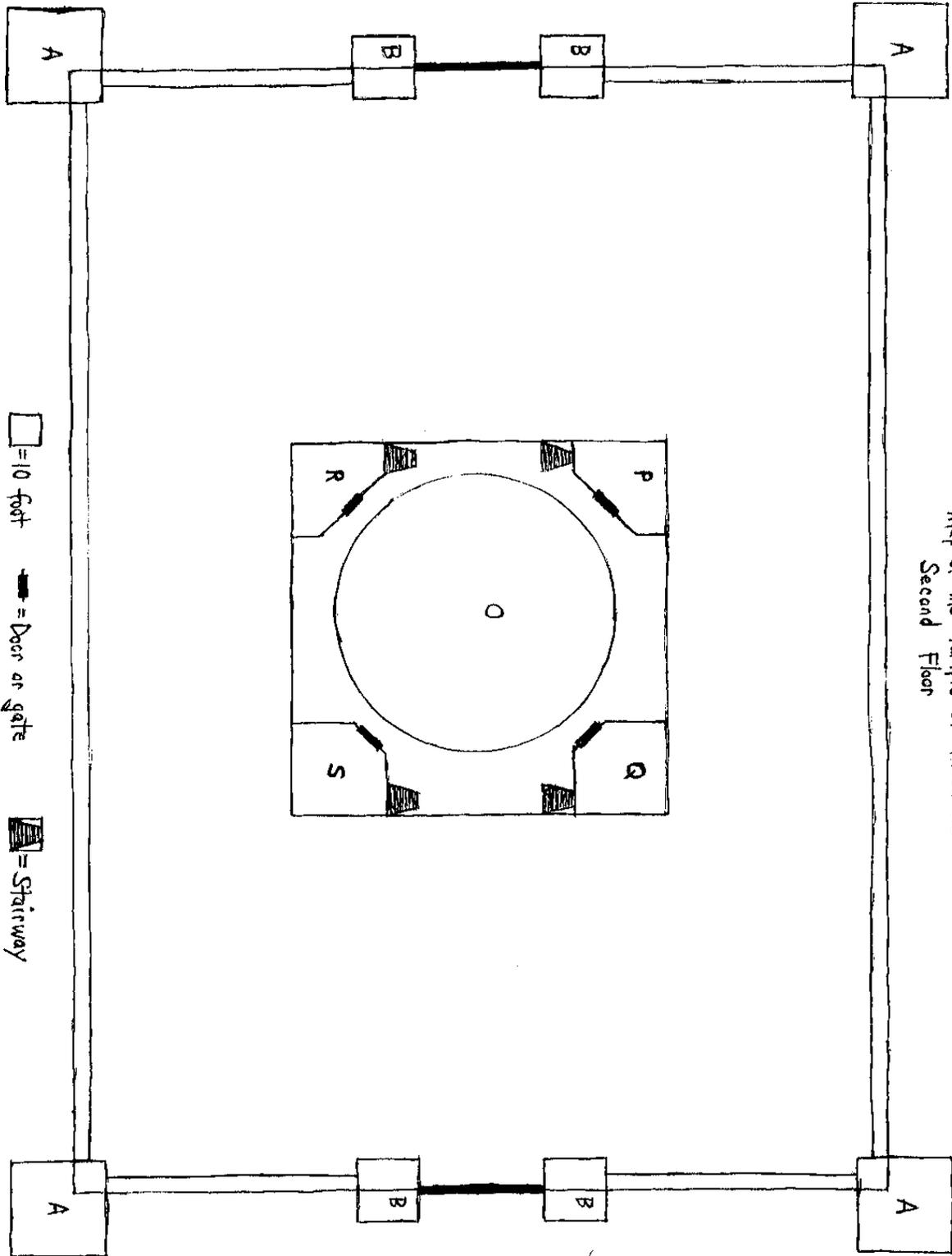
1. The Greeting of the Lord: This is the prayer session that is held first thing in the morning. It involves the head priest ascending unto the raised dais in the altar room while the rest of the clergy surround him in a circle. As the first rays of the rising sun start to enter the chamber, the head priest begins the prayers through praising Horus-Re and asking for his blessings for the new day. As soon as the high priest finishes his prayer, the rest of the clergy openly pray to their god asking for his blessing and guidance in the new day. After the last of the gathered priests have finished praying there is a short time of reflection under the warm glow of the sun before the session is adjourned by the head priest.
2. The Zenith Aspirant: During this prayer session, the lessons of the church of Horus-Re are delivered to the citizens who gather outside the temple walls. During this sermon, the high priests take turns delivering messages about living a good, honorable life, abiding by the laws, honoring the church and the pharaoh as well as other important issues that church desires to impress upon the people. This prayer session is very dramatic as each temple of Horus-Re competes with each other to some extent in drawing crowds for the Zenith Aspirant. The prayers come to an end when the head priest delivers his final sermon that usually contains the most important words of wisdom that the church wishes to convey.
3. The Girding of the Guard: The final prayer session of the day occurs in the altar room of the temple. It is a private ceremony that involves the priests girding ceremonial weapons that are brought into the altar room. This prayer is overseen by the head priest who leads the clergy in a prayer to wish Horus-Re a restful sleep and to swear an oath to guard Mulhorand throughout the nighttime hours. After the prayer is finished, the priests raise up their ceremonial weapons to catch the last rays of the setting sun as they filter down from the crystal ceiling above. Once the sun has set, some of the priests serve as guards throughout the night patrolling the temple grounds in addition to the normal guards who are stationed at various locations.

Player Handout #1

Mulhorandi cultural information:

- Mulhorandi laws are different. Many offenses that would be trivial elsewhere are punishable by death there.
- Capital crimes include: murder, killing a slave, damaging church property, theft from a church, using a god's name in vain, grave robbing, teaching Mulhorand magical spells to foreigners, assaulting a priest, building a damn on the River of Spears and espionage.
- Crimes punishable by imprisonment or banishment include theft, insulting a priest, assault, selling weapons to foreigners, leading foreigners to grave sites, stating malicious falsehoods about the nobles of the realm, hurting a slave, lying to a priest, cursing a priest, and wearing armor without a permit. Wizards are never banished however...
- In Mulhorandi justice, the burden of proof is on the defender. However the judges are very fair from what I hear. Just make sure not to run astray of the law.
- Mulhorand is a theocracy. This means that the empire is ruled by the religions of the area. The overall ruler of the empire is Horustep III, who has the title of pharaoh. Mulhorandi peoples believe that the pharaoh is the incarnation of the god Horus-Re. Supposedly the other gods of Mulhorand also have incarnations and manifestations of themselves in the empire as well.
- Manifestations are the actual forms of the deities themselves I believe. They are immortal and represent the direct desires of the god. Incarnations are the mortal forms of a deity and make up the large bulk of the royal family of Mulhorand. Incarnations are powerful beings that have the powers of veteran adventurers.
- The cult of Anhur is a smaller cult that is opposed by the cult of Horus-Re, the dominant religion of the land.
- Remember to show a great deal of respect to any priests you encounter. They wield the power in Mulhorand and it is only proper that you show them the utmost respect.
- Mulhorandi people often wear a simple white tunic, a belt, sandals and a black headdress.
- One should always show deference to priests by bowing when they pass you.
- Only priests are allowed to slay livestock.
- Slavery is legal in Mulhorand although slaves are treated well.
- It is illegal to own weapons and armor in Mulhorand without a permit. Priests are an exception to this rule.

Player Handout #3
 Map of the Temple of Horus-Re
 Second Floor



Player Handout #4

Key Locations in the Hall of Light (Temple of Horus-Re)

Level One

1. Outer Towers
2. Gate Towers
3. Stables
4. Hallways
5. Guards quarters
6. Armory
7. Slaves quarters
8. Priest quarters
9. High Priest quarters
10. Food Storage
11. Kitchen
12. Dining Hall
13. Priest Bathing Hall
14. General Bathing Hall
15. Altar Room

Level Two

16. Altar Room
17. Library
18. Head Priest quarters
19. Assistant Head Priest quarters
20. Temple Treasury- Stay out of here! You have been warned!

Player Handout #5: The Three Daily Prayer Sessions

1. The Greeting of the Lord: This is the prayer session that is held first thing in the morning. It involves the head priest ascending unto the raised dais in the altar room while the rest of the clergy surround him in a circle. As the first rays of the rising sun start to enter the chamber, the head priest begins the prayers through praising Horus-Re and asking for his blessings for the new day. As soon as the high priest finishes his prayer, the rest of the clergy openly pray to their god asking for his blessing and guidance in the new day. After the last of the gathered priests have finished praying there is a short time of reflection under the warm glow of the sun before the session is adjourned by the head priest.
2. The Zenith Aspirant: During this prayer session, the lessons of the church of Horus-Re are delivered to the citizens who gather outside the temple walls. During this sermon, the high priests take turns delivering messages about living a good, honorable life, abiding by the laws, honoring the church and the pharaoh as well as other important issues that church desires to impress upon the people. This prayer session is very dramatic as each temple of Horus-Re competes with each other to some extent in drawing crowds for the Zenith Aspirant. The prayers come to an end when the head priest delivers his final sermon that usually contains the most important words of wisdom that the church wishes to convey.
3. The Girding of the Guard: The final prayer session of the day occurs in the altar room of the temple. It is a private ceremony that involves the priests girding ceremonial weapons that are brought into the altar room. This prayer is overseen by the head priest who leads the clergy in a prayer to wish Horus-Re a restful sleep and to swear an oath to guard Mulhorand throughout the nighttime hours. After the prayer is finished, the priests raise up their ceremonial weapons to catch the last rays of the setting sun as they filter down from the crystal ceiling above. Once the sun has set, some of the priests serve as guards throughout the night patrolling the temple grounds in addition to the normal guards who are stationed at various locations.

Appendix A: Mulhorandi Spells

Old Empire Spells:

Fourth-Level Specialty Priest of Set Spell:

Sarcophagus of Death (Evocation)

Sphere: Necromantic

Range: 5 yards/level

Components: V, S, M

Duration: 1 round/2 levels of the caster

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: Neg.

This spell creates a coffin-shaped cube of force, similar to the magical item of the same name, around the spell's target. This sarcophagus of death lasts one round per two levels of the caster or until dispelled. The sarcophagus is completely impervious to air or any other material or gas. Spell effects cannot pierce into or out of the sarcophagus of death. Creatures who fail a saving throw vs. spell are trapped within the coffin, and unable to escape unless they can cast some form of teleportation magic or the sarcophagus is successfully dispelled by themselves or others.

Each round that a being remains in the sarcophagus, it suffers 1d3 points of damage and loses 1 point of Constitution. If it reaches 0 hit points or 0 constitution, it dies from asphyxiation. (Normal cure wounds spells are not sufficient to revive the victim; a raise dead spell or similar magic is required.) If the target being is freed or the spell expires before death occurs, Constitution points return at the rate of 1 per hour. Damage can be healed through normal methods.

The material components for this spell are a fragment of a sarcophagus consecrated by a priest of Osiris or Nephthys and the priest's holy symbol.

Seventh-Level general priest spell for Old Empires:

Summon Divine Minion (Conjuration/Summoning)

Sphere: All, Summoning

Range: 10 yards

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell, previously known simply as summon minion, is available only to priests of the Mulhorandi pantheon. It enables the caster to summon one divine minion (see below for statistics). The minion appears where designated by the caster within the spell's range. The divine minion serves the priest faithfully, performing any command that does not violate the dictates of its deity. This includes giving up its life in

combat. Only one divine minion may serve a priest at a time.

The material components for this spell are the priest's holy symbol and a large gem of at least 1,000 g.p. value, which must be sacrificed to the deity in casting (and is destroyed in the process).

For the purposes of this module, the priests of Set will only summon a giant scorpion version of the divine minion of Set:

Minion of Set (1), Scorpion huge: Int High; AC -2; MV 12; hp 45; THACO 11; #AT 3; Dmg 1-8/ 1-8/ 1-3 claw, claw, stinger. SA Poison sting (save vs. poison or die next round), successful claw attack holds victim inflicting 1-8 damage each round and allowing for the tail sting to automatically hit; SD Saves as 10th level fighter, immune to magic that cause fear or doubt; MR 10%; SZ M (4' long); ML 20.

Wizard Spell:

Fist of the Adder (Alteration)

Level: 2

Range: 0

Components: S, M

Casting Time: 2

Duration: 1 attack

Area of Effect: The caster's arm

Saving Throw: None

The *fist of the adder* is a dreaded attack spell practiced most often by members of the Red Eyes sorcerous society. The fist causes the caster's arm to elongate into a serpentine tentacle, tipped by an adder's head.

The arm streaks outward up to 5 feet per caster level, whipping about wildly and striking with deadly accuracy. The caster attacks with the arm as a fighter of the same level; and the *fist of the adder* can strike creatures only affected by magical weapons. The attack inflicts 1d4 damage per level of the caster, to a maximum of 10d4.

If the caster is 5th level or more, a successful strike also injects a Type F poison (save or die). At 10th level, this becomes a Type E poison (save for 20 points of damage or die). A saving throw vs. poison is allowed against the poison.

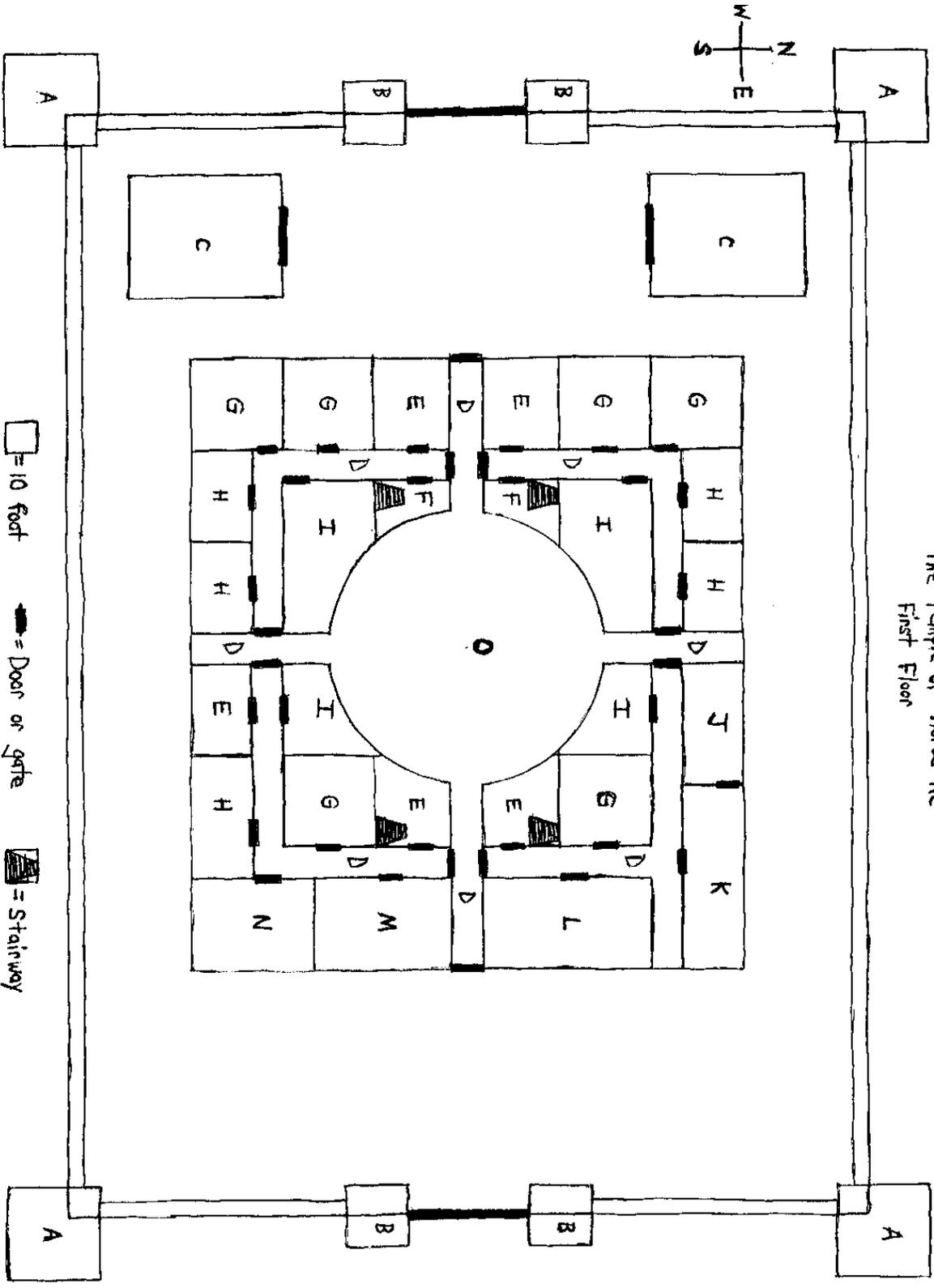
The material component of this spell is a shed skin of a poisonous snake, washed in tears.

Notes: Common for members of the Red Eye sorcerous society; otherwise very rare. Virtually unknown outside of Arabian settings.

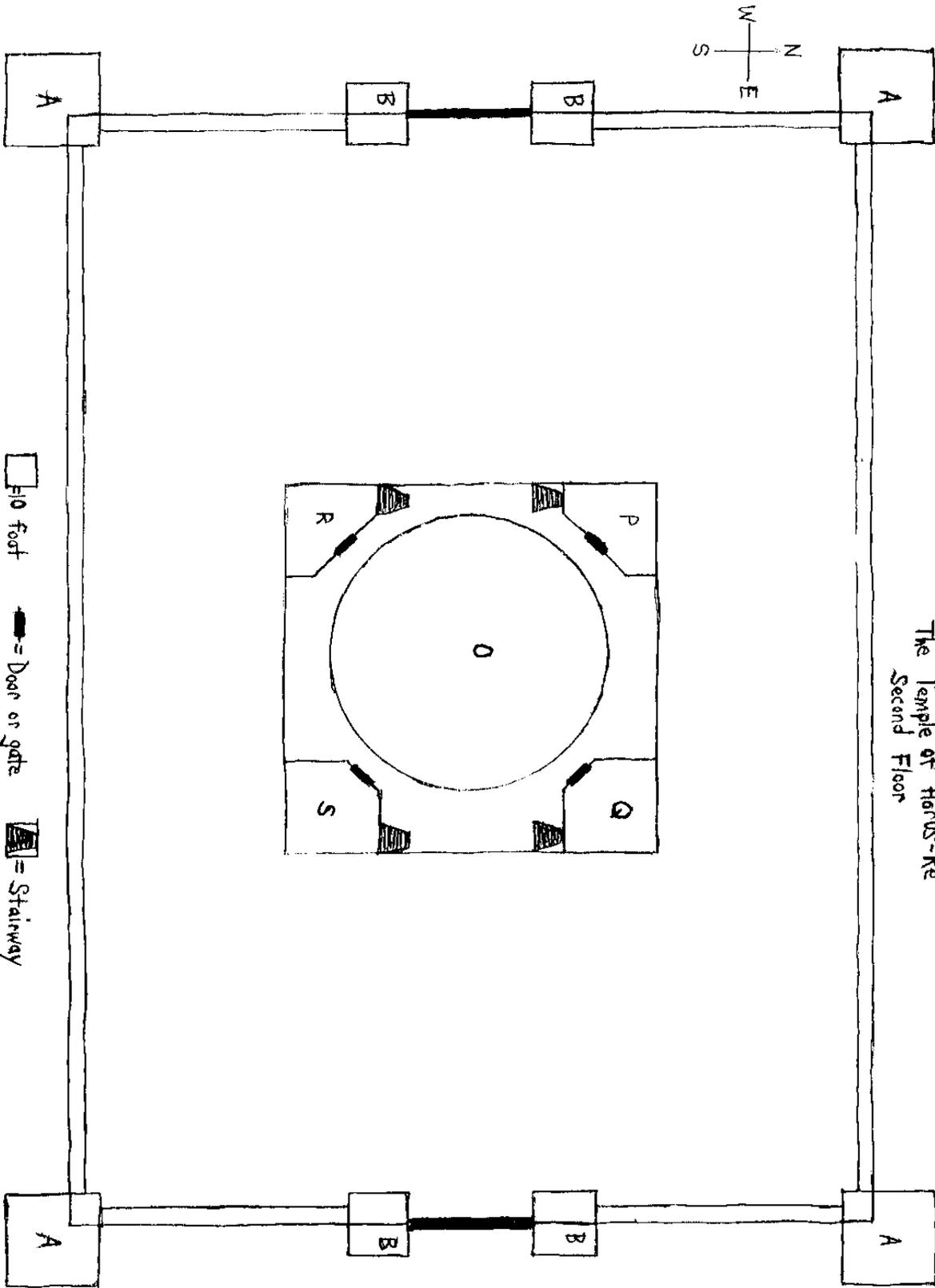
Appendix B: Chariot Combat Rules

These rules are excerpted from the sourcebook *Players Option: Combat and Tactics*:

- A light chariot carrying two armored men that is drawn by two light horses can travel at a speed of 18. The chariot moves on the initiative of the driver.
- The driver can attempt to overrun an opponent. The opponent first gets an attack of opportunity and then she must roll a save versus paralyzation or be knocked down. This save is made at a -8 for small creatures, a -4 for man-sized and with no penalty for large creatures- the chariot is considered huge for overrun purposes. Knocked down opponents are trampled for 1d4 points of damage per size difference between the chariot and the victim (example man-size targets suffer 2-8 damage as they are two sizes away from Huge).
- Opponents who make their saving throw to avoid being overrun manage to avoid being trampled by moving to the side.
- A chariot must immediately stop if one of the horses is slain.
- If a chariot tries to change its facing more than four times in one movement, the driver must make a charioteering check or the chariot flips over.
- If the chariot tries to cross any obstacles under 2' in height or enters terrain with a different consistency than flat ground, the driver must make a charioteering check.
- An overrun attack versus a man-sized or larger than man-sized opponent requires a **charioteering check** to avoid flipping the chariot over.
- If a chariot has scythe blades on the wheels and the car, then it does an additional 2-12 damage when it successfully overruns an opponent regardless of the other damage.
- A character driving a scythe chariot can also swerve making his normal allotment of melee attacks against single creatures in the cars flank area. The attacks are made during the chariots movement phase and are resolved as normal melee attacks except the defender receives no Armor Class bonuses for dexterity or shield and the attacker receives no attack roll or damage bonuses from strength. If the attack hits, treat it as a successful overrun; the minimum damage is 2d6.
- The light chariot provides 50% cover against attacks from the front for the occupants. This translates into a -4 to hit the occupants and they also receive a +4 to their saving throws versus any spells that deal physical damage (like *fireball* and *lightning bolt*).



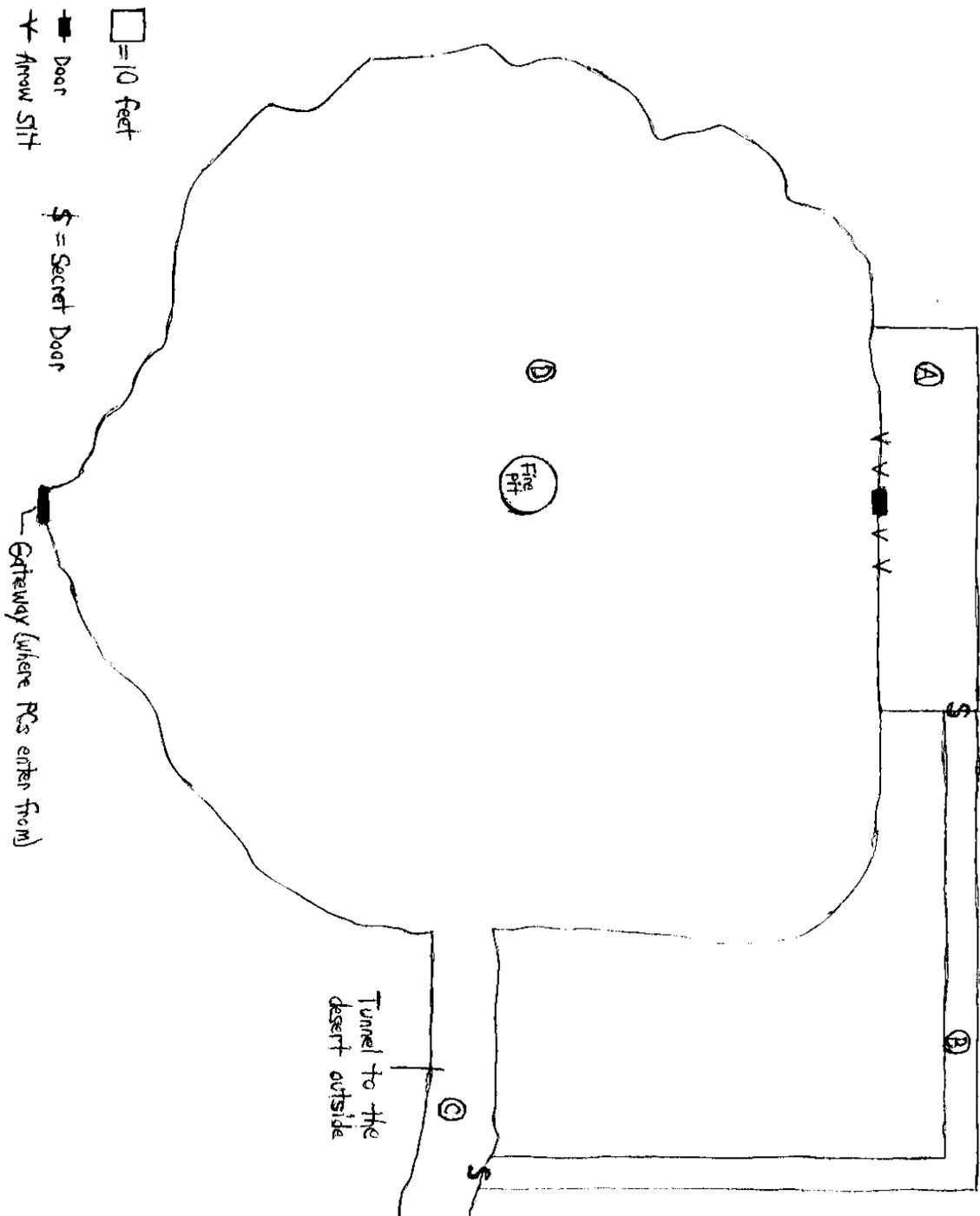
DM Map #1
 The Temple of Horus-Re
 First Floor



DM Map #2
 The Temple of Horus-Re
 Second Floor

□ = 10 feet
 — = Door or gate
 ▨ = Stairway

DM Map #3
Ambush at the Cleft of Set Base



Eye of Horus Critical Events Summary

Fill out this form only at the first run of this event at Weekend in Ravens Bluff 2000. As a judge, please completely fill out this form and submit it to the convention coordinator along with your scoring pack. Convention coordinators should mail this sheet into RPGA HQ along with the rest of the materials from the convention.

Judge name: _____ Judge RPGA #: _____

1) Did the PCs successfully seize the Eye of Horus from the priests of Set?

Yes

No

2) Did Hakimset escape from the temple of Horus-Re?

Yes

No

3) Did the PCs inform the temple of Horus-Re about the gateway inside their temple?

Yes

No

4) Did the PCs enter the secret base of the cultist of Set?

Yes

No

5) Did the PCs defeat the forces located in the hidden base of Set?

Yes

No

6) Did the PCs display proper respect for the priests of the temples of Horus-Re and Thoth?

Yes

No

If the PCs showed disrespect, which temple(s) did they show this attitude towards?