

The Forgotten Land

A One- round Living City Adventure

By Larry Douglas

You receive a summons from Lady Catherine Blacktree requesting your assistance with a secret diplomatic mission to a far away land. The letter states that if you accept this assignment, you will be briefed on some important cultural practices to follow while there. Cultural practices? Where in the world could this mission be sending you?

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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

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38+

DM Introduction

While leading the city forces in the Underdark Lord Charles Blacktree was contacted by a representative of the Harpers. This person informed Blacktree that Amneptys, a priest of Anhur in Mulhorand, wished to establish a secret diplomatic relationship with Ravens Bluff. Seeing a chance to gain an important ally, Blacktree conferred with the city government and it was agreed that a diplomatic mission should be sent.

The roots of this sudden contact stem from two things. One is the fact that for awhile now the Simbul, witch-queen of Algarond, has been working on establishing friendly ties with the cult of Anhur. These efforts have prepared the cult of Anhur, which is

supportive of change, to look elsewhere for assistance in the religious struggle that it is engaged in. Secondly the Harpers have informed Amneptys of the threat that the Heart of Bane poses to the Vast and perhaps the rest of Faerun, including Mulhorand.

Amneptys has offered to provide assistance in the city's efforts to locate the Orb of Protection. In exchange the city will need to provide assistance to the cult of Anhur so that it isn't destroyed by the cult of Horus-Re which is the dominant religion of the empire. The details of this arrangement are supposed to be negotiated between Amneptys and a diplomatic entourage from Ravens Bluff. This meeting is to take place at a secret location in Mulhorand.

After the initial correspondence between Amneptys and Lord Blacktree, Lady Mayor Amber Lynn Thoden authorized the hiring of a secret diplomatic team. Lord Blacktree asked his most trusted advisor to locate a group of adventurers who would be skilled, not too famous, be able to keep secrets and who would be respectful of foreign customs. The adventure begins with the PCs being contact by Roland Sargento (Blacktree's advisor). Roland informs the PCs that Lord Charles Blacktree would like the PCs to meet with his wife, Lady Catherine Blacktree, in order to discuss the details of an important diplomatic mission for the city.

At the meeting the adventurers will be informed that they are being sent to Mulhorand to meet with Amneptys, a priest of Anhur. After a brief explanation of the mission and its goals, Lady Blacktree will turn over the briefing to Kalinzar a seer who specializes in Mulhorandi culture. Once the PCs have asked all the questions that they care to ask of Kalinzar, they will be teleported by a wizard from the Ministry of Art to the location provided by Amneptys.

The PCs will arrive near a temple of Anhur that is situated in a mountain valley. This temple is located in a secluded village high in the Sword Mountains near the Great Vale. This village serves as a base of operations for a more radical segment of the cult of Anhur.

Upon arriving, the PCs will have to deal with the villagers who will flock around them. After the villagers are finished examining the PCs, they will be ushered into the temple. There the PCs will have to negotiate with Amneptys and stay within the boundaries of what they are authorized to agree to on behalf of the city.

Once the negotiations are completed, the PCs will be invited to a feast. The purpose of the feast is to symbolize the alliance between the two parties and seal the agreement. Until the time of the feast, which is scheduled for later that evening, the PCs will be allowed to mingle with the natives.

During this mingling, many role-playing opportunities will present themselves including the

opportunity to rob a tomb, barter for unique items and establish friendly relationships with some of the villagers. The PCs are free to explore any of these options that they desire although each possible action can have important consequences.

Through the pre-dinner encounters, the PCs will hopefully uncover a plot by agents of the cult of Set (an evil god) to assassinate Amneptys before the feast. The agents of Set learned of Amneptys' plans to secure an alliance and wanted to foil them. With outside interference, the cult of Set fears that it might not be able to destroy the other religions and bring all of Mulhorand under its evil influence.

If the PCs stop the assassination attempt by the followers of Set, Amneptys will be extremely grateful. He will offer each of the PCs the favor of Anhur. Those PCs who wish to leave will receive a reward while those that stay will be given a greater one. Before the PCs are informed of the specific rewards, they must choose whether they will stay or leave.

At this point the PCs will be allowed to either return to Ravens Bluff or to stay in Mulhorand. PCs that return to the city will be rewarded for their efforts by the government of Ravens Bluff based on how successful they were at negotiating the most beneficial terms that they could for the city. Those PCs that stay behind in Mulhorand will be out of play for at least 6 months of real time but they will receive far greater rewards.

Player Introduction

Sometime early in the morning you are awoken by a loud knocking on the front door of your residence. The knocking persists until you finally arise to answer it. In the dim early morning light you see a figure wrapped in a black, hooded cloak standing in front of the door.

“Good morning” states the cloaked figure as he pulls the edges of his hood back. Underneath the hood you can now make out the clean-shaven face of a middle-aged human with gray eyes. “Please allow me to introduce myself. I am Roland Sargento, personal advisor of Lord Charles Laverne Blacktree III.”

“May I step inside?” the man asks as he glances to either side. “I have some important business to discuss with you.”

Roland has been sent by Lady Catherine Blacktree to enlist the aid of the PCs for the mission. Roland was told very little by Lady Catherine about the details of the mission except for the following:

- Lady Catherine requested that I find some adventurers who are willing to embark on a secret diplomatic mission.
- The only criteria were that I find individuals who could be respectful of foreign customs and who would conduct themselves in a tactful manner.
- Lady Catherine Blacktree will meet with you at 2 bells this afternoon if you are interested in learning more about this assignment. The address where you are to meet is at a 2nd story stone house located at 14 Griffon Trail. Cultural advice will be provided at this meeting and you will be expected to leave immediately.
- Other than what I have told you, I have no further information. Also your city would greatly appreciate it if you kept all knowledge of this mission strictly confidential, including our meeting this morning.

Roland doesn't know anything else about the mission. He will gladly share the above information with the PCs. Roland will show the signet ring of Lord Charles Laverne Blacktree if he is asked to prove his identity. Any PC making a successful **heraldry** check will know that the ring does indeed contain the coat of arms of the Blacktree family.

The Mission Briefing

Make sure to ask all of the PCs if they head to the meeting place at the appointed time. If they do not then the adventure is over for them. Any player who might have a more appropriate character could have that character approached by Roland at this time. This would not be a stretch since Roland has contacted many adventurers figuring that only a small group would be available or willing to undertake the assignment. When the PCs arrive at the stone house, read the following:

It is not too difficult to locate the two story stone house located at 14 Griffon Trail. From the outside it appears that this stone structure is a typical upper middle class residence. Several other people with the air of adventuring about them seem to be gathered around the front of this building as well.

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:

As you approach the front door, it swings open. Standing in the doorway you see a uniformed soldier from the Ravens Bluff army. After a quick salute, the

young clean-cut soldier states “You are here for the meeting correct?”

Wait for the PCs to respond. The soldier is Captain Perin Thorbren. Perin has blonde hair, blue eyes and is of average build. If the PCs mention that they are here for the meeting, the soldier will lead them into the house. If any PCs mention that they are here to meet Lady Catherine Blacktree or that they are here for the diplomatic mission, the soldier will give that PC a stern look and a harsh “Sssshhh!” When the party is ready to follow the soldier, continue:

The soldier leads you through the front room of the house. Passing through an archway, you enter a large dining room. Seated around a table you see Lady Catherine Blacktree and a man dressed in robes. Upon entering the room the soldier stands at attention, bows slightly and then states “Lady Catherine Blacktree, these are the adventurers that arrived to meet with you!”

“Excellent!” Lady Catherine exclaims as she shifts her attention from the Captain to you. “So are you ready to travel someplace far away?” Lady Catherine states as a brief smile crosses her face.

“What I am about to tell you is strictly confidential. Under no circumstances are any of you to discuss what you hear today with anyone outside of this room. This meeting never took place. Are we understood?” Lady Catherine says while she gives you a stern look.

Wait for all of the PCs to swear to absolute secrecy. Any PCs that refuse will be asked to leave and informed that they must not discuss this meeting with anyone. Once all of PCs who remain agree, continue:

“Excellent!” Lady Catherine states as she smiles confidently. “Now I will tell you the reason that you have been summoned. Remember that you are to discuss this matter with no one outside of this room whether you accept the mission or not” Lady Catherine states in a stern tone.

“About a month ago while my husband was overseeing our efforts in the Underdark, he was approached by a member of the Harpers. This person informed him that a high-ranking priest from Mulhorand desired to negotiate an agreement between our city and his cult. Since my husband is busy leading our efforts down below, he has asked me to look after this matter for him. Our city has been asked by the priest who contacted us to send a diplomatic team to negotiate a treaty.”

“The priest is named Amneptys and he is a high priest in the cult of Anhur, the god of War for these people. Amneptys claims that he can assist our city in

the search for the Orb of Protection. As you may know our goal in the Underdark is to find the Orb of Protection so that we might free the city from the corrupting influence of the Heart of Bane. In exchange Amneptys desires assistance from our city should the cult of Horus-Re, a rival religious group, try to destroy the cult of Anhur.”

Lady Blacktree points at the older robed man at her side and continues: “Kalinzar here is an expert on Mulhorandi culture. He will provide you with advice on how you should behave and answer any questions that you may have. Before I leave, here is a list of what exactly you will be authorized to agree to on behalf of the city” Lady Catherine states as she hands you a scroll. “Try and get as much as possible from Amneptys with this agreement. After all that is what good diplomats do!” With those words Lady Blacktree gets up and heads for the door.

“When you complete your mission, report back here to Roland” Lady Catherine Blacktree states as she heads out of the door. “Now how may I assist you?” asks the dark-skinned man in robes still seated at the table.

Provide the PCs with [Player Handout #1](#). This is the list of what the city has authorized the PCs to agree to in the negotiations with Amneptys. Kalinzar, the man in robes still present, will provide the basic information below and answer any questions that the PCs may have to the best of his ability. Although Kalinzar will convey the information below, he knows a great deal more (this information can be obtained in [DM Handout #2](#)). Kalinzar will convey the following:

- Apparently Amneptys requested us to send our strongest and most resourceful diplomats. Since our regular diplomats don’t match this criteria, Lord Blacktree thought that it might be best to send adventurers.
- Mulhorandi laws are different than ours. 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.
- **Robbing a tomb is a very serious offense and it is invariably punished by death.** (This is an important warning that you must give the PCs!).
- 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.
- After our discussion a wizard from the Ministry of Art will teleport your group to the location selected by Amneptys. I am told that it is a secluded village in the mountains somewhere. Don't worry about any mishaps, as I believe that Amneptys provided a picture of the site from which the wizard will transport you.

Kalinzar can divulge any additional information from DM Handout #2 should the PCs ask further questions. Most of the information found there pertains to other cultural issues that are not as directly pertinent to the adventurers but that could prove useful just the same. Also Kalinzar will inquire whether the PCs have any means to converse with the natives. If they do not, then he will produce two *potions of language learning* that have a limited duration (the magic of the potion and the language learned will not last longer than a week- i.e. there is no cert!). The PCs will be told that they should drink the potion and think of being able to speak Mulhorandi once they arrive. When the PCs are finished asking questions, continue:

After discussing the details of Mulhorandi culture with you, Kalinzar stands up. Straightening his robes, the sage walks to the back door and opens it. Standing in the doorway is another robed figure who steps aside as

Kalinzar exits. "Greetings to you all" the new figure states as he enters the room and shuts the door behind him. Standing before you is an elderly, white-haired man in dark blue robes. "I am the wizard Throm-Duile" the elderly man states. "I was sent by the Ministry of Art to transport you to the meeting site. Are you ready?"

Throm-Duile will not answer any questions outside of how he knows the location to send the party. If asked about how he knows of the location, Throm-Duile will state that Amneptys magically transported a papyrus drawing of the meeting site to the Ministry of Art. Throm-Duile will assure the PCs that he has studied the site carefully and that there will be no mishaps. When the PCs are ready to be teleported continue:

"Please join hands so that I can teleport your group to the site" Throm-Duile says as he approaches you. "Amneptys has assured us that he will provide you with transportation back to the city. We have provided his wizards with a picture of this room to be used a focal point for a teleport. When you return from your mission you should report to Roland who will be upstairs in the master bedroom."

Throm-Duile waves his arms about and mutters an arcane phrase. For an instant you feel a tingling sensation as your surroundings blur. In the blink of an eye you find yourself standing someplace outdoors on the foothills of a mountain range.

To your right you see a river which flows from the mountains down into the valley. Not too far away along the banks of the river you can make out a settlement of some kind. Most of the strange-looking buildings appear to be small and closely spaced although one massive, central structure appears to tower over everything else.

Wait for the PCs to approach the village before continuing. This is a secluded valley that serves as a base of operations for the radical cult of Anhur that Amneptys leads. Hidden away in the valley is the ancient tomb of a long forgotten member of the pharaoh's royal family. If the PCs ask about the valley, it is smaller in size, perhaps three miles across. There are no visible roads, trails or other signs that this village regularly receives visitors (since it doesn't). Beyond the village further along the river the PCs can see irrigated fields growing crops. At the far end of the valley the river ends in a small lake.

The Village of Tanthis

As you start to head toward the settlement you begin to make out more details. The smaller tan-colored brick

buildings appear to be two stories tall with a front door and regularly spaced wooden-shuttered windows on each side. These smaller buildings seem to circle an open area that surrounds the centrally located structure.

The central structure, which appears to be made of white granite blocks, resembles some sort of fortification. Many openings, some balconies and others windows, adorn the sides of the large building. From atop a tall spire that rises from the roof a flag flies bearing the image of a cord bound to a khopesh.

When you near the settlement you start to see many of its inhabitants. Practically everyone has a darker complexion than you or your companions. The natives appear to be dressed in simple white tunics with belts and sandals. Most of the people you see also seem to be wearing black headdresses.

As you approach, several of the villagers start to notice you. The excited exclamations of the initial onlookers seem to summon more people. Within minutes dozens of villagers of all ages have gathered around. Hushed whispers are exchanged amongst the crowd as they thoroughly scrutinize you.

Feel free to role-play the part of the villagers scrutinizing the PCs. All of the villagers speak only Mulhorandi so unless the PCs have a way to communicate with them, verbal speech is not possible. Remember that these people have never seen foreigners. The dress and equipment of the PCs will fascinate the villagers especially armor and weapons since they are forbidden without a permit. When you are done role-playing the villagers, continue:

“Nothka!” shouts a deep voice from somewhere behind the villagers. Almost immediately the crowd parts and bows down forming an aisle that leads to a lone male figure. Unlike the others gathered around you, this man is dressed in ornate robes across which various figures are artistically woven.

The robed man stares intently at you for a moment and then speaks in accented common “I am Nephthryn, second in command at the temple of Anhur here in Tanthis. Amnepty sent me to escort you to our temple.” After saying those words the robed man turns and begins walking slowly into the village.

Nephthryn will silently lead the PCs to the temple of Anhur. The villagers will leave plenty of room for the PCs to follow Nephthryn though many will trail behind watching the spectacle. Nephthryn will refuse to answer any questions that the PCs may pose. If the PCs become belligerent due to the fact that they are being ignored, Nephthryn will snap at them saying: “Silence! I am a priest of Anhur and you are but an adventurer! I have been tolerant up until now but any further transgressions and I will have you arrested!”

If the PCs complacently follow Nephthryn to the temple, continue on to the section The Temple of Anhur below. Should any of the PCs continue to anger Nephthryn past the warning they were given, the perpetrators will be punished. See [DM Handout #3](#) for more details on dealing with transgressions against the law- Ravens Bluff may have diplomatic immunity but Mulhorand does not.

The Temple of Anhur

You start to follow Nephthryn to the center of the village. As you proceed you notice that whenever Nephthryn nears any villagers who are wandering about, they immediately stop what they are doing and bow until he passes. After a few minutes you enter the central clearing in which the temple rests. Now that you are in the clearing you can see that it serves as a marketplace for the village. All around you see vendors selling different wares from makeshift stands.

As soon as Nephthryn enters the marketplace, however, all activity ceases and everyone present bows down. After calmly surveying the area, Nephthryn continues through the marketplace and proceeds to the steps of the temple.

Wait and see whether the PCs follow Nephthryn. If they do not follow he will cast a disapproving glance their way. When the PCs do follow, continue:

You climb the steps of the large temple and approach the front gate. Now that you are closer you can see many images carved in the walls that tower above you. Some of these images resemble the people you have seen while others depict tall humanoid figures with animal heads. You can also see many picture-like runes underneath many of the carvings.

As Nephthryn reaches the top of the stairs you see that the portcullis is being raised. After pausing to raise his hand and make a gesture, Nephthryn enters the temple. Turning briefly to glance in your direction, the priest proceeds down the large hallway before you.

Wait for the PCs to state that they are following Nephthryn into the temple before proceeding:

Following Nephthryn into the temple, you notice a variety of intricate sculptures lining the hallway. Many of these sculptures are carved out of gold and appear to be painted in some areas. The sculptures depict animals, people and the humanoids with the animal heads that you saw carved outside on the walls.

Nepthryn leads you straight down the hallway, past many doors and pedestals bearing sculptures. Finally he stops in front of a set of double doors which open as he approaches. Stepping aside, Nepthryn motions into the room. "Enter here. This is where the great Amneptys will meet with you."

Beyond the doorway you see an immense room. At the far end there appears to be another set of double doors similar to the ones through which you entered. A central aisle leads through the pillared room ending at a far set of doors. On either side of the aisle, between the pillars, you see rows of flat-topped, plush couches.

The walls of the room are lined with tapestries depicting a variety of scenes. Many pedestals holding sculptures similar to the ones lining the hallway are also situated around the room. A strong musky smell fills the area and after a second glance you notice two lit braziers located on the far side of the room.

"Be seated and I will summon Amneptys" Nepthryn states as he motions to the couches. After observing you for a few seconds, the priest proceeds down the central aisle toward the double doors at the far side of the room. Nepthryn opens one of the doors a crack and leaves the room.

Nepthryn has left the party in the reception room of the temple. Ask the PCs what they wish to do while they wait. If any of the PCs want to try and steal anything, there are smaller golden statuettes located on pedestals in the room. Any PC who actually carries out such an act will be in serious trouble (see [DM Handout #3](#)) as the party is being magically scryed on by a temple wizard. When all of the PCs have either committed to waiting or stealing proceed. Any PCs who do try and steal will be dealt with immediately before the negotiations begin.

The Negotiations Begin

In this section, Amneptys enters the room where the PCs are waiting. After a brief introduction, Amneptys will begin the negotiation talks with his demands. Once the assistance that Ravens Bluff will offer the cult of Anhur is settled, the adventurers can then negotiate for the assistance that the city will receive out of the deal. When the negotiations are done, the PCs will be free to explore the village before the dinner later that day which will serve to cement the treaty (that is where the treaty will be signed as well).

After a fairly long wait, the double doors through which Nepthryn exited open. Standing in the doorway, you see two young men dressed in white robes. Almost

immediately the young men enter the room and stand to either side of the central aisle in the room.

As soon as the young men step aside, you see the robed form of a much older man behind them. He is dressed in richly decorated white robes covered with ornate figures much like the ones that you have seen around the temple. An ornate, oval hat rests atop the man's head upon which the image of a cord bound to a khopesh is emblazoned.

The older man stares at you intently. His chiseled features contribute to the regal bearing with which he carries himself. Slowly the man approaches you with the two young men on either side. "I am Amneptys, High Priest of Anhur, Guardian of Mulhorand. And you are?" the older man states as he seats himself down on a couch facing you.

The two younger men flank Amneptys but do not sit down. These men are temple scribes and they will listen intently to the conversation so that they can transcribe the terms of the agreement later. Amneptys will wait for the PCs to introduce themselves all the while keeping a serious, almost emotionless demeanor.

After the PCs are done introducing themselves, Amneptys will state that he will ask for the assistance that Ravens Bluff will provide him first and then he will state what the cult of Anhur will offer the city in return. Amneptys will not consider negotiating in any other way and he will become very irate with anyone who persists in trying to alter the order of things.

"Now I would like to start the negotiations" Amneptys states as he folds his arms before him. "We will begin by agreeing to how your city will aid my church should it be attacked by the cult of Horus-Re. I want at least half of your military forces to be committed to defending the church of Anhur should we be attacked" Amneptys says while staring at you intently.

At first the PCs will probably be shocked by this demand. Amneptys doesn't really expect the PCs to agree to those terms but it is customary to ask for more than you realistically expect to get when bargaining in Mulhorand. If the PCs bring up logistical problems (such as how to transport the Ravens Bluff forces over 1200 miles), Amneptys will provide solutions such as establishing a *gate* between the two locations or having a large contingent of wizards casting *mass teleport*. Given enough role-playing discussion, however, Amneptys can be convinced to lessen his demands.

Amneptys, being a wise-leader, will ask the PCs to state what they have been authorized to agree to on behalf of the city. If the PCs mention the option of relocating to a new homeland, Amneptys will frown at first and then a brief smile will cross his face. Overall

mentioning this option will help the PCs in the overall negotiations.

The way negotiation will work is that Amneptys will have five stages that he will adhere to. Stage 1 is his initial request which is way out of the realm of what the PCs have been authorized to agree to. Through role-playing out this negotiation, the PCs can try to get Amneptys to change his position.

After a certain amount of convincing role-playing, the DM should make a negotiation roll to see whether the PCs were successful in getting Amneptys to lower his expectations. If the roll succeeds, Amneptys will then offer the next stage as terms for the treaty. This will continue until either Amneptys reaches Stage 5 which is the lowest he will go, the PCs fail a roll or the PCs accept an offer that Amneptys provides them .

Selecting which PCs will conduct the negotiations is an important decision for the party. PCs that are highly charismatic, priests and well behaved should do the talking as evidenced by the negotiation chart below. Should the PCs fail to lower Amneptys down to at least Stage 3 through role-playing and rolls, they can get him to offer Stage 3 as terms of the agreement if they show him proof of what they are authorized to agree to. However Amneptys will not be as favorably disposed if it comes to this.

Start by having Amneptys offering Stage 1 to the PCs. Then have the PCs role-play out negotiations with Amneptys. After a certain amount of time (no more than a couple of minutes), conduct a Negotiations Roll to see whether the PCs were successful in convincing Amneptys to change his position. Amneptys will then proceed to offer the next Stage on the list.

Amneptys Negotiating for Assistance from the City

(If the PCs mention the option of relocating to the Vast, Amneptys will request that as an option as well as the demands of whatever stage the PCs can negotiate him down to. However by revealing the relocation option, the PCs will get Amneptys to be more willing to acquiesce in the other demands that he is making).

Stages of Negotiations

Stage 1: Should the cult of Horus-Re attack the cult of Anhur, the city of Ravens Bluff will bring half of its military forces to defend the church of Anhur.

Stage 2: Should the cult of Horus-Re attack the church of Anhur, the city of Ravens Bluff will hire 250 adventurers to supplement the military forces of the church of Anhur.

Stage 3: Should the cult of Horus-Re attack the church of Anhur, the city of Ravens Bluff will hire 100

adventurers to supplement the military forces of the church of Anhur.

Stage 4: In case of an attack on the church of Anhur by the cult of Horus-Re, the city of Ravens Bluff will provide a small force of military advisors in the form of adventurers. These people will be elite members of their classes who will provide tactical advice, training and combat support. The size of this force would be 20 and they would be paid very well. Also the city will provide 400,000 gold pieces in weapons, equipment and armor.

Stage 5: The city of Ravens Bluff will provide 200,000 gold pieces in weapons, equipment and armor to the church of Anhur should it be assaulted by the cult of Horus-Re.

Negotiation Roll

Base Chance of Success: 14+

Modifiers to the die roll:

- +1 if the PCs show proper respect to Amneptys
- +2 if the PCs who are negotiating with Amneptys are priests
- +4 if the PCs offer the option of the homeland for displaced Mulhorandi Anhurites, should the Church of Horus-Re attack and destroy the holdings of the Church of Anhur
- +/- the average of the reaction modifiers of the PCs actively negotiating
- -4 if any of the PCs show disrespect for Amneptys or question his authority
- +1-4 discretionary bonus points for excellent role-playing by the PCs (you decide)
- -2 to the die roll for every stage away from stage 1 that the PCs have currently shifted Amneptys

When the PCs negotiate with Amneptys for the cult of Anhur's assistance:

-1 to the die roll for every stage beyond stage 1 that the PCs pushed Amneptys to agree to (ie if the PCs managed to get Amneptys to agree to stage 5, their will be a -4 on their negotiation attempts for enlisting his assistance for the city. This is in addition to any modifiers above- making someone angry who is used to getting their way will not pave the way to smooth negotiations!).

Negotiating for the Church of Anhur's Assistance

Amneptys will make an offer of assistance to the PCs. If the PCs accept this offer then proceed to the next

section titled “Exploring the Village”. Otherwise the PCs can attempt to enlist a greater degree of aid from the church of Anhur. Again this should be done through proper role-playing between the PCs and Amneptys.

Use the above negotiation roll rules and the stages of acceptance below. Again Amneptys will begin by offering the level of assistance given in Stage 1 and if the PCs are successful, they can work him up to level 4. Each time the PCs successfully negotiate for more assistance, Amneptys will make another offer (the next highest stage). This will continue until the PCs fail to persuade Amneptys or they accept one of his offers.

“Now that we have discussed what your city will do for my church, I will tell you what we can do for you” Amneptys states as a faint smile briefly crosses his face. “My church will provide divinatory assistance in the search that your city is undertaking. Anhur has informed me that he knows of this Orb of Protection that you seek and that he can help guide your forces closer to its location” says Amneptys as he stares into your eyes.

Stage 1: My church can provide divinatory information as to the general location of the orb. A trusted servant of mine will deliver this information magically once every month.

Stage 2: The church of Anhur will provide divinatory information about the Orb of Protection and its location once every week. Again a trusted servant of mine will deliver this information magically once every month.

Stage 3: I will provide a diviner of my temple to act as a personal advisor to your Lord Blacktree. This person will be a priest of Anhur and he will receive regular messages from him.

Stage 4: Our church will provide 3 of our best diviners from this temple to act as advisors to Lord Blacktree in the Underdark. However these will be non-combatant personnel and will provide information and advice only. The advisors will return once the orb is located. These three people are very close with Anhur and they will most definitely aid your cause.

Amneptys will be angered if the PCs try to push him beyond what he will agree to (either Stage 4 or past failed negotiations roll). He will shout out that the PCs are being insolent and that they should show more respect for a priest. After a short awhile Amneptys will calm down and reiterate his last offer, which the PCs had better accept should they want a deal.

Once the PCs have reached a satisfactory agreement, Amneptys will inform them that they are free to enjoy the city until dinner. It is currently 4 bells

in the afternoon and dinner is scheduled at 8 bells. This will give the PCs four hours to engage in a variety of activities in the village. If they are observant enough they may stumble upon clues that will enable them to discover the assassination plot that the cult of Set has planned. The followers of Set plan on assassinating Amneptys just before dinner (at 7 and 1/2 bells to be exact and they hope to make it look like an international incident if possible). Should the PCs return in time they can save Amneptys from being killed.

“So we have an agreement then” Amneptys states as he stands up. “I am sure that your leaders will reward the wisdom you have shown in accepting these terms. We shall sign the treaty after it is drafted by my scribes,” he says while motioning to the young men beside him. “The document will be finished by dinner which we will share to symbolize our new union. For now you are free to explore the village. Although Tanthis is small compared to many of our wondrous cities, it still portrays the greatness of Mulhorand!” Amneptys states as he smiles.

Without another word, Amneptys walks toward the double doors from which he entered the room and leaves. Standing before you are the two young men. One of the men states in broken common “You can go to marketplace, tavern to drink and games, go look around!”

If the PCs ask the young men for directions they can receive accurate ones to either location. The marketplace is in an obvious location if the PCs think about it. The tavern is on the far northern end of town and will be easily spotted once the PCs know roughly where to travel. When the PCs are ready to decide how to spend the next four hours, continue on to the section titled “Exploring the Village”.

Exploring the Village

In this section the PCs have many options. They can stay at the temple, travel to the tavern and engage in activity there or enter the marketplace. In various locations they might encounter clues as to the assassination plot of the cult of Set. Hopefully the PCs will realize that they need to rush back to the temple to stop the plot that is going to occur shortly before dinner (at 7 and 1/2 bells). If the PCs do this then they will fight the force sent by the cult of Set to dispatch Amneptys.

Staying at the Temple

If any of the PCs ask to stay at the temple, they will be allowed to do so. However they will be instructed to stay in the waiting room or the main hallway area. If the

PCs are smart enough to offer to assist in preparing the meal, the temple priests will agree to allow this. The PCs will be escorted to the kitchen where they will be watched carefully to ensure that they are not tampering with the food.

PCs who stay here will either wait in the waiting room (which will be uneventful for three hours unless the PCs do something) or work in the kitchen. Feel free to role-play the temple guards, kitchen staff or other temple occupants as time permits. After three and one-half hours the cult of Set's forces will storm into the waiting room on their way to the inner chambers where Amneptys rests and into the kitchen to poison the food and incapacitate the cooks. Proceed to the section titled "The Snake Strikes!" as the PCs will have a fight regardless of where they are located.

Read this section after role-playing the PCs interacting with the temple cooks if they volunteered to help cook and should the cult of Set tavern forces make it into the kitchen unmolested by the PCs:

After hours of working hard in the well-stocked kitchen with several cooks, you start to see the fruits of your labor. Beautiful delicacies of all kinds are gathered upon the kitchen counters. Exotic fruits, delicate pastries, spiced meats and fragrant wines all fill various ornate containers. The feast tonight will certainly be a magnificent one!

All of a sudden the door leading from the main hallway bursts open and several armed figures rush in to attack!

At this point have the PCs roll for surprise. Resolve the combat as normal between the PCs and the cult of Set tavern forces from the next section titled "The Snake Strikes!". If the PCs are quick witted enough to figure out that perhaps there might be an assassination attempt going on, they can obtain directions to the inner chambers of Amneptys from any surviving cooks. Allow the PCs to arrive just in time to confront the cult of Set inner chamber force as they try to assassinate Amneptys if they hurry.

Read this section if the PCs are in the waiting room of the temple if the inner chamber forces enter the waiting room area unmolested:

Several hours have gone by while you have waited in this room. Although it is beautifully decorated there is little to do to keep oneself entertained. As you look about the room the double doors through which you entered burst open and several armed figures rush in.

"Kill them" a man in scale mail states in a casual tone. With those words the group descends upon you!

At this point roll for initiative. Surprise was lost when the inner chamber forces paused for a second waiting for orders. The forces that the PCs will face will be the cult of Set inner chamber forces highlighted in the section titled "The Snake Strikes!". If the PCs hurry after this fight they can intercept the cult of Set tavern forces in the kitchen, otherwise the cultists will flee the temple after hearing the fighting from the waiting room and the defeat of their leader.

Going to the Tavern

Following the makeshift directions that you obtained to get to the tavern, you make your way north through the village. As you walk through the crowd it seems that everyone stares at you with apparent curiosity. At one point a small child comes up and starts tugging on (insert name of a PC) belt pouch. Looking at the child sends her scurrying away in fright.

After many minutes of walking you see a larger building resembling the mud-brick buildings that pervade this village. This building is much larger, almost twice the size of the others. From the sounds of mirth coming from within, perhaps this is the tavern you seek.

When you near the front entrance to the building you see a simple wooden door propped open. Inside you can see many people seated on plush cushions around low resting tables. The strong smell of incense pours from the room and its smoke appears to dance about the tapestries hanging from the ceiling. Through the doorway you see dozens of people laughing and you can hear someone singing a song horribly off-key in a foreign tongue. In the loud noise you think that you can hear some cheering as well coming from a dark corner of the room.

This tavern has over thirty natives inside celebrating the end of the workday and the beginning of a celebration to Isis. This celebration is done to ensure the fertility of the crops that have just been planted not too long ago. It involves drinking, merriment and fertility activities of another nature (the celebration also contains elements of paying homage to the goddess Bast as well).

Although the PCs have received strange looks up until now as they have wandered the village, the occupants of the bar will not pay an overly large amount of attention to them. The only exceptions to this rule will be if the PCs draw attention to themselves. This can happen if highly charismatic PCs are present, as a person or two of the opposite gender will proposition them. Another way that the PCs can draw attention to themselves is if they start a fight with any of the tavern occupants.

The activities in the tavern are:

Drinking: After a short while the PCs will be approached by a serving girl and asked if they would like a drink. The girl doesn't speak common so unless the PCs can communicate in Mulhorandi, they will have to think of a way to convey what they want to drink through role-playing (otherwise the girl will bring the common ale that is usually ordered for everyone).

Game playing: At one table an older, graying man sits playing chess with others for bets. He doesn't speak common but he will pantomime with the PCs to convey that they need to place a bet if they want to play him. Any PC that wants to play the old man who has the **chess proficiency** can make a check. If the PC only has **gaming** then they make this check at -2 to the roll. The old man is named Thurkol and he has a **chess proficiency rating of 16**. Whoever has the highest total that is still under their proficiency rating when the d20 roll is subtracted from their proficiency score will win the game and the bet. Thurkol will not bet more than 100 gold total in wagers (he has made a small fortune over the years playing people and he is overly confident in his abilities).

Scorpion and snake fights: In the dark corner of the room the PCs can find many people wagering on fights. In a 4-foot high by six-foot square box, snakes are fighting other snakes to the death. Scorpions are also being pitted against other scorpions in fights. Many of the people present here have snakes and scorpions in woven baskets

The PCs will have to really push their way through the crowd of people to get a look at the fights. Almost two dozen people are huddled around the box and money can be seen exchanging hands. Most of these people will ignore any attempts by the PCs to communicate with them and they will cast hostile glances their way. If the PCs can speak to these men, several of them will stare coldly at them and tell them to mind their own business.

Six of these people detect as evil if the PCs have a way of determining this. The people who detect as evil are the man collecting bets and the five men with woven baskets beside them. Although this type of entertainment is not too uncommon in Mulhorand, the group that runs this game worships the evil god Set. If the PCs watch these suspicious people carefully or someone makes a successful **observation proficiency check** (or **intelligence check at $\frac{1}{2}$**), the PCs will notice that they will head upstairs after an hour (just after the fifth bell).

Read this section if the PCs follow the cult of Set forces upstairs at the tavern:

You follow the men up the stairs of the tavern. The men are a short distance ahead of you travelling slowly when all of the sudden they bolt around a corner at the top of the stairs!

The cult of Set forces have entered one of the rooms upstairs and shut the door. They will spend a round arming themselves and joining up with their leader, Skaliss. If the PCs diligently search the upstairs rooms (of which there are eight), they will find the cultists in room #3, which is the second door on the right-hand side of the hallway (four doors per side).

Should the PCs barge into the room, it is a 20-foot square room with a shuttered window. A fight will obviously ensue between the PCs and the cult of Set tavern forces that are detailed in the next section titled "The Snake Strikes!"

If the PCs wait to see what the men upstairs do, they will come downstairs wearing robes and carrying blankets at about 7:00 p.m. The group will then head over to the temple to join the other cultists in the assassination attempt on Amneptys. Any PC making a successful **observation check**, or **intelligence check at $\frac{1}{2}$** will notice that the blankets seem to be wrapped around curved objects that are 4 feet long (scimitars and perhaps composite bows and quivers if they have them at the tier the PCs are in- these are concealed since it is illegal to have weapons without a permit).

Any attempts to read the minds of these people will allow the person doing so to detect the immense sadistic pleasure that these people are experiencing in anticipation of slaughtering a hated enemy. This should serve as a clue that these men might be planning to assassinate Amneptys. If the PCs either follow these men upstairs or through the village streets as they head to the temple, the men will attack the PCs (only if the followers of Set can see the PCs or if the PCs accost them). The stats for these men are in the next section entitled "The Snake Strikes!". Otherwise these men will be involved in the fight that the PCs will face with the cult of Set at the end should they catch on to the assassination plot and try to stop it.

Drinking contest: At another table burly, immense, middle-aged man is wagering that he can drink more than anyone else. Again any challengers will have to wager money against him. The young man's name is Balume. In this contest, each participant will have to make two rolls. One against their **constitution** score and another roll against their **weight divided by 20** (round down).

Each time that Balume and a PC have a drink, they will have to subtract 1 from their next series of die rolls. When a contestant fails one of the rolls, they start to feel drunk and they will stop rolling that die. Once the

contestant fails both rolls, they pass out and the other person wins.

Balume has a 16 constitution and he weighs 300 pounds (15 base roll for his weight). Although Balume is confident in his drinking prowess, he will not accept a challenge from anyone obviously larger. He will pretend not to understand a challenger who is larger than him no matter what they try to do to communicate with him.

Any number of PCs can enter although they will each have to wager money. Balume will set the bet at 10 gold pieces, which is a sizable amount for him. A young man will enter the competition as will a thin, wrinkled old man. The young man has a 12 constitution and weighs 120 pounds (6 score for the weight roll). The old man has a 14 constitution and weighs 100 pounds (5 score for weight).

Any PC who fails only one roll will be at -2 to all actions for the remainder of the evening as they are very drunk. Any PC who passes out by failing two rolls will be unconscious for 2-20 minutes. When the PC awakes, they will be at -4 to all actions they engage in for the remainder of the evening. All of these penalties can be cured by a *neutralize poison* or *Spendalard's chaser* spell. A *slow poison* cast on an affected person will cut their penalty in half, as it will dilute the alcohol.

Bad Singing: The singing that the PCs heard when they entered the doorway came from a middle-aged man who is very drunk. He is sitting on a table and belting out a loud song, horribly off key, in Mulhorandi. This man is named Kalouh and he has black hair, brown eyes and a lighter complexion than many of the others in the village.

If the PCs approach him, Kalouh will greet them in Mulhorandi. If the PCs don't seem to understand, Kalouh will shrug and continue singing. The only way to shut him up will be to buy him a drink. Any PC making an **observation check** or a successful **intelligence check at 1/2** will be able to notice that ever so subtly Kalouh will once in awhile cast a glance to the men in the corner engaged in the snake and scorpion fights and shudder.

Should the PCs ask about the men in the corner or why he is shuddering, Kalouh will look very frightened for a second and try to silence the PCs. If the PCs continue to ask questions, Kalouh will move close to them and whisper that he thinks the men are worshippers of Set, an evil god. If the PCs cannot understand Kalouh he will dip his finger in his drink and draw a snake on the nearest PCs arm. Then he will give them an absolutely terrified look and bolt out the door.

Kalouh has had too much to drink and his mind is running wild. He has no proof that the men in the

corner are followers of Set other than the fact that they have scorpions and snakes and that they thrust one of the snakes near him when he approached to watch. However Kalouh's suspicions are right.

Courtesans: This option should only be used if all of the players are adults and you have asked them before the module whether they were all right with more adult themes. Since this is a festival of Isis and Bast, there are several courtesans milling about the tavern and the PCs could be approached by one of them. If you feel that the players will not be offended you can role-play a PC or two being accosted by the courtesans who cannot speak common. Please keep the details clean however since there is no need to go into graphic descriptions.

Other than the above encounters, the rest of the people in the tavern are farmers, middle-class tradesman and many young men and women looking for romance. You can feel free to accost the PCs with a young man or woman who will act flirtatious towards them. This can be as innocent or as risqué as your players have said they desire the game to be (again graphic details are not needed).

The PCs are free to spend as much time as they want here in the tavern. If they spend too much time here and don't go to other locations or follow the cult of Set thugs, then they will miss the opportunity to stop the assassination attempt on Amneptyt.

Shopping the Marketplace

At the marketplace the PCs will find a variety of vendors selling a decent amount of exotic items. People shop here by bartering so the PCs will have to offer a reasonable trade in items for things that they want. Anything that is foreign and exotic or extremely useful to common people will net a high value for exchange. Vendors will vehemently shake their heads no and refuse to accept weapons, armor or magic items. This is due to the strict controls on these items in Mulhorand and the penalties for owning them without a permit.

As you enter the bustling marketplace in the area surrounding the temple you see scores of people milling around various vendors. Fresh fruits, breads and dried meats are seen at some booths. At other locations you see people bartering for herbs, clothes and even carvings. Practically everything that you can imagine a common person needing seems to be present at one booth or another.

Food Vendors: There are several vendors selling fruits, breads and pastries. Think of middle-eastern food as an example of what the PCs can find here: pita bread, couscous (a wheat paste somewhat like rice), dates,

figs, etc. PCs shouldn't have to offer anything large at all to obtain food since it is non-certed and perishable.

Clothing Vendors: Several vendors are selling Mulhorandi clothing. White tunics, sandals, belts and black headdresses can be purchased. One vendor also has several robes for sale, all fairly plain and either white or brown in color.

Herb Vendor: One of the vendors has a variety of exotic herbs. Amongst the herbs for sale are many standard ones that can treat a variety of minor ailments. The old woman that runs this stand also has some very nice roots that provide some limited healing for trade. The old woman is not skilled in **herbalism** so she doesn't know what any of the herbs do, she just know their relative values (her husband is the herbalist who collects the herbs while she sells them). A successful **herbalism check at -4** by a PC will result in the PC knowing about the healing properties of these roots. These roots are *Machukli Roots* and the old woman will expect a very good bartered item or several nice smaller items.

-Machukli Roots (3 left)- Machukli Roots, when digested, provide a minor amount of healing through triggering the body to accelerate blood clotting and tissue repair. The amount healed is 1-4 per root eaten. This amount is healed a turn after the root is eaten and only one root can take effect on a person each day.

Any PCs that approach the herb vendor will notice several natives gathered around the stand mulling over the roots. These individuals will start buying some roots before the PCs arrive and if any PC either states that they are watching these people or if they make a successful **observation check**, they will see the exact roots these people are buying. When the PCs approach, these individuals will quickly gather their purchases and leave.

These men are agents of the cult of Set and they just purchased herbs that they plan to concoct into poison to be used in the assassination attempt at the temple tonight. A successful **herbalism check** by a PC who observed the plants that these men handled will reveal that they can be used to create a deadly ingested poison. A *detect evil intent* power from a paladin or a *detect evil* spell will also reveal strong evil (and intent) emanating from these people. If the PCs can read the minds of the cultists, the thoughts of poisoning food and murder will be perceived.

If the PCs follow these individuals, they will find themselves heading North through the village. The men will head into the tavern and upstairs to a room. If the PCs follow these men upstairs in the tavern, they will

be attacked. If the PCs wait in the tavern for the men to come back downstairs, the men will come back down at 7:00 p.m. If the PCs follow these men, they will lead them into a deserted street and attack them. Either way this fight will be detailed in the section titled "The Snake Strikes!".

If these men are not accosted before they reach the temple, or the PCs follow these men unseen, the men will arrive at the temple to meet with the other half of the assassination force. Then the force will enter the temple and split up half way down the main hallway. Some of the forces will proceed to the kitchen area where they will incapacitate the cooks and poison the food. The other half of the forces will head through the waiting room to the inner chambers of Amneptys where they will try and assassinate him. All of these plans are covered in the section titled "The Snake Strikes!".

Wood Carver: The wood carver has a variety of carvings for sale including a pyramid, a sphinx and several miniature renditions of a variety of Mulhorandi temples.

Stolen Treasures Vendor: This old man doesn't have an actual booth since he isn't a merchant but an agent of the cult of Set. He will try and lead the PCs into a house near the marketplace. He is looking for the PCs to try and dupe them into breaking into a tomb so that they will be arrested and hopefully executed. This old man's name is Zalteere and he actually speaks broken common.

Zalteere will claim to be a merchant who deals in rare antiquities. Zalteere will ask the PCs to go and retrieve a small golden chest from a nearby cave. He will state that it is a hidden treasure vault that his family built during the last war to keep the family riches safe. In exchange he will offer the PCs several rare magical treasures. Zalteere will claim that he is too old to go and retrieve the chest himself and he doesn't trust many of the local villagers to retrieve the treasure as they might steal his riches from him if they knew he had them.

Zalteere will offer a magical staff and ring (both have *Nystul's magic aura* cast upon them) to the PCs should they return to this house with the golden chest. If the PCs try and use detection magic to try and discern whether Zalteere is lying or evil, they will not get anything (Zalteere has a *non-detection* spell cast on him). Only a *true seeing* spell will register that Zalteere is lawful evil and that he has a *non-detection* spell cast on him. Zalteere is a 15th level wizard in the service of Set who has a *contingency teleport* combination that will be triggered if anyone tries to attack or cast a spell that would affect him. Basically Zalteere is trying to lead the PCs into a trap. This would make the assassination attempt on Amneptys much easier for the cult of Set since the unknown factor of the PCs would be out of

the way and it might be another way to create a diplomatic incident between the foreign government and the church of Anhur.

If the PCs follow Zalteere's directions to the tomb, then proceed to the section below entitled "Tomb Robbing". If the PCs attack Zalteere, his *contingency teleport* will activate and send him away to safety. Zalteere is an extreme coward and he will never confront anyone face to face if he can help it. He was brought in by the cult of Set to take out the guards at the temple and to try and take care of the PCs, however he will only do this by trying to trick them into entering a compromising situation.

Tomb Robbing

If the PCs agree to go to retrieve the "family treasure" for Zalteere from the "cave", they will end up following the directions out of town to the mountains a short distance east. When they arrive, they will locate the boulder that marks the location where they must dig for the slab that covers the "cave". After they dig for a short while, the PCs will find the slab and be able to lift it open.

The "cave" is actually the tomb of a distant relative of one of the long-dead Pharaohs. Stone stairs will lead down into a 10-foot square hallway that leads 40 feet into the mountain and ends in a stone door. The stone door is trapped and if the trap is set off, the 20-foot section in front of the doorway will be sealed off. Sand will start to fill up the section of room from above.

Once the trap is dealt with and the PCs proceed beyond the door, they will find themselves in a 40-foot by 40-foot square room that has a sarcophagus and many things. In the room are beautiful chairs and couches, decorated vases, wardrobes filled with clothes, a table filled with elaborately decorated dishes and preserved foods, and at the foot of the sarcophagus sits a golden chest. In the chest the PCs will find 2,000 Mulhorandi gold coins dating back to the 1st empire. To a collector, as a successful **appraisal roll at -4** will reveal, these coins are worth 10 gold apiece.

The difficult thing for the PCs to do will be to try and smuggle the chest out of the tomb and keep it should they so desire. Outside the tomb once the PCs enter the antechamber, a patrol of Anhur troops will be waiting as they received an "anonymous" (actually from Zalteere) tip that someone was planning on robbing this tomb. The PCs will have to either get out invisibly or sneak their way out through stealth. Other creative ideas can be attempted and allowed to work if you as the judge feel that they are feasible.

Following the directions that Zalteere provided, you find yourself heading east out of town. About an hour

later you arrive at the foothills of the mountains not far away from the river that you saw when you first arrived. When you look around the area you find the reddish-hued boulder that Zalteere said would mark the location of his family cave.

After several minutes of digging around in the sand near the base of the boulder, you feel a harder substance below and hear the distinct sound of solid stone. Clearing away the sand you start to make out a stone slab that appears to be a lid of some sort.

Wait for the PCs to proceed, it is still not too late for them to back out of this arrangement. If they continue, proceed:

With great effort you slide the stone lid to the side. Below you see a 10-foot wide tunnel that descends into the ground. Smoothly carved stone stairs lead down into the dark tunnel below.

Again wait for the PCs to proceed before continuing:

As you start to climb down the stairs, you can see that they end in a horizontal, tunnel that runs roughly 40 feet ending at a stone door. On the door you can see many colorful paintings and carvings much like the ones you saw at the temple in the village. Many human figures are seen engaged in various activities around a couple of larger humanoid beings with animal heads. From the surface of the door juts a stone handlebar.

In order to open the door a PC must pull the stone handlebar toward them. However the door is trapped and pulling the bar as it is positioned will cause a stone block to drop 20 feet behind the door in the corridor. The corridor will then quickly fill with sand and suffocate anyone trapped in this section since the door will not open now (nor will the handle pivot once the block drops). The bar is vertically positioned and it must be forcefully pivoted 90 degrees to the right so that the bar rests in a horizontal position to avoid setting off the trap.

Read the following if the PCs try to open the door without detecting and disarming the trap:

You give a tug on the stone handlebar of the door. Suddenly a loud thudding sound echoes throughout the hallway. Turning to look you see that a massive stone slab has slid into place about 20 feet behind you sealing off the way you came. Almost immediately you start to feel small, dry particles trickling down from above. Looking up you can see that sand is now pouring down from the ceiling and filling the corridor! You realize that you have mere minutes before you are buried alive!

If the PCs set off the trap, the falling block will seal the 20-foot section in front of the door. The falling block will not crush any PC, as it is merely a slab of stone that can be avoided if a person acts quickly. However those PCs in the 20-foot section of corridor in front of the door will have seven rounds to find a way out of the room before it is filled with sand and they will be buried (and unable to move).

PCs can attempt to lift the stone slab with a **bend bars/ lift gates** roll (each PC can make one attempt to lift the slab). Once the gate is lifted, one PC will have to hold the slab up thus sacrificing themselves unless someone is holding the slab outside of the trapped corridor section. If a PC has a suitably strong item to prop the slab up (have them roll a successful **engineering check** or **intelligence at ½** to see if the object is placed so that it holds-otherwise the slab drops) then they can do this as well.

Another solution is trying to bash the door open to the tomb antechamber since it will not open now. This will require an **open doors** roll against magically held doors (which means only very strong characters have a chance to open the door this way). Also casting *knock* on the door leading into the tomb antechamber will work. Opening this door will spill the sand into the room (since there is only enough sand to bury the trapped section of the corridor, this will not fill up the room). Other solutions include casting *stone shape*, *meld into stone*, *passwall*, *dimension door*, *teleport*, etc.

Once the PCs have dealt with the trap or disarmed it and they proceed into the antechamber of the tomb, continue:

Upon opening the stone door you find yourself standing in a small room. Situated in the room are several ornate chairs and plush couches. Pedestals holding statues of animals and several animal-headed humans are carefully situated about the area. At a beautifully decorated dinner table you see several place settings and decorative dishes filled with dried foods.

As you look about the room you see all sorts of worldly possessions including a chariot, a wardrobe and a variety of utensils. Finally your eyes spot the most unusual sight in the room. In a corner lies a stone sarcophagus. Intricate carvings cover the surface of the lid depicting an ornately dressed human wearing an elaborate headdress. The face of the person appears to be stylized and he sports a small cylindrical beard. At the foot of the sarcophagus sits a large golden chest.

Should the PCs open the chest, they will find the 2,000 Mulhorandi gold coins from the 1st empire. If the PCs try and take the gold they will need to either pocket it or

take the chest with them and it will be hard to conceal since it is five feet wide by three feet long by three feet high. The chest itself is worth 10,000 gold pieces to a collector of antiquities due to all the elaborate carvings that cover its surface. However once the PCs have entered the antechamber it will be too late for them to leave the tomb without encountering the Anhur guard patrol sent to intercept them.

Once the PCs have entered the antechamber, there will be a contingent of Anhur guards waiting for the PCs. This force is delineated in DM Handout #3. In order for the PCs to leave the tomb unharmed they will have to be able to become invisible, or magically transport themselves away from the tomb.

If the PCs have guards posted at the entrance of the tomb during this whole affair, the guards will notice the Anhur patrol approaching in the distance. If the PC guards alert the PCs in the tomb and the party leaves immediately without the treasure, they will be able to escape capture by the patrol. You might want to play out a chase scene where the PCs are fleeing while the distant patrol chases them to make the PCs frightened.

The Anhur patrol will not be able to identify the PCs since it will be night and there should be a great deal of distance between the patrol and the PCs if the party flees immediately. If the PCs stay and greedily try to pocket the treasures of the tomb, they will have to think of a way to escape undetected which will not be easy since the patrol will be waiting outside the entrance.

Read this section if all of the PCs present entered the antechamber and then tried to leave:

As you start to leave the richly furnished room in which the sarcophagus sits, you can hear the sounds of hushed voices from around the entrance to the tunnel. From where you stand you think that you can the glint of steel in the moonlight above.

At this point the PCs will need to figure out how they are going to escape. This shouldn't be easy, as the PCs should have figured out way before this point that they were entering a tomb and not a "family vault". The PCs will be outnumbered and asked to surrender if they leave the cave.

Proceed to DM Handout #4 if the PCs surrender since that handout provides details of the trial process. Remember that getting caught tomb robbing in Mulhorand is a capital offense and the PCs will likely be executed although they should have been warned at the beginning of the module by the cultural advisor Kalinzar (that warning is very important!).

The Snake Strikes!

This section deals with the various encounters that the PCs can have with the cult of Set. If the PCs fight the group of cultists from the marketplace or the tavern before they join forces with the main assassination force, then they will have an easier time. Also if the PCs stay in the temple in either location, they will encounter only one faction of the cult of Set force at a time.

As a judge you will have to determine what happens in this section based on what the PCs have done. Several excerpts to read are provided below to cover most of the commonly occurring conflict situations. If the PCs stayed at the temple, they will either encounter the cult of Set tavern force if they are helping out in the kitchen or the cult of Set inner chamber force if they are in the waiting room. After the PCs deal with one of the forces they can rush into the other area and confront the other force.

The cult of Set used a couple of *invisible* wizards who cast *slumber* on the guards to remove any opposition to the assassination plan (those who were *slumbered* were then slain). Further a cult of Set spy posing as a servant drugged the wine that Amneptys was going to drink so that he would be unconscious for the assaulting forces. If the PCs spend more than a turn in combat with the tavern force or a like amount of time waiting before charging into the inner chambers, Amneptys will be assassinated. This will also happen if the PCs do not somehow discover the plot and arrive at the temple around the time that the assassins do (which will be shortly after 7 and one-half bells).

If the PCs fight the cult of Set tavern force before they arrive to join the inner chamber force, then the inner chamber force will have proceeded into the temple to attempt to assassinate Amneptys. The dead bodies of guardsmen should give the PCs ample warning that something is amiss. The PCs can rush in and try to save Amneptys if they hurry into the inner chambers.

If the PCs follow the tavern force without a fight until they join up with the inner chamber force outside the temple, the PCs can fight both groups at the same time without having to try and rush to save Amneptys from assassination. This will be the hardest condition in which to fight but the least dangerous for Amneptys.

When the PCs see the two forces join they can follow them into the temple and trail them if they have a way of remaining undetected. About half way down the main hallway the forces will split with the cultists from the tavern heading to the kitchen while the remaining force heads into the inner chambers. If the PCs are trailing the force they will now be forced to make a quick decision as to what they should do.

Read this section if the PCs follow the cult of Set tavern forces through the village and get jumped by them:

You follow the seven men through the almost deserted streets of the village as the last rays of the sun set below the horizon. In the ensuing darkness you can barely make out the group of figures ahead of you. The figures round a corner and disappear from sight.

The cult of Set tavern forces will be just around the corner waiting for the PCs. When the PCs round the corner, have them roll for surprise as the men immediately leap upon them. If the fight should be going poorly for the cultists, Skaliss will try and escape to warn the others in front of the temple. If Skaliss gets away, the assassination force will not hesitate to enter the temple upon hearing the news.

Read this section if the PCs follow the cult of Set tavern forces undetected until they join up with the inner chamber forces in front of the temple:

You follow the seven men through the almost deserted streets of the village as the last rays of the sun set below the horizon. In the ensuing darkness you can barely make out the group of figures ahead of you. After several minutes the figures emerge into the now deserted open marketplace around the temple.

The figures hastily climb the steps of the temple and drop the blankets they were carrying. In the pale moonlight you can see the glint of moonlight reflecting from scimitars that the men now hold aloft. Suddenly from behind a cluster of wooden stands another group of armed figures emerge. One of the figures wears scale mail, another is dressed in gray robes and the rest appear to be wearing leather.

With a quick gesture from the more heavily armored man, the group assembles in front of the open portcullis of the temple of Anhur.

Wait and see what the PCs do here. If they attack then resolve the fight here. If the PCs have a means of following the cultists into the temple without being detected and decide to do so then continue to that boxed text. If the PCs are in a tier where the divine minion of Set is present, then it will already be in scorpion form inside the temple hallway and will emerge to join any fight that occurs.

Read this section if the PCs follow the combined cultist force into the temple:

Stealthily you follow the large group into the temple hallway. Quickly and silently the men proceed. About halfway down the passage the group splits up as the

men you originally followed head through a side door while the rest continue onward toward the double doors that lead into the waiting room in which you sat earlier today.

At this point the PCs can either fight the combined forces or follow one group or the other. The tavern forces are heading into the kitchen area to incapacitate the cooks and poison the dinner. The cultists plan to replace the cooks with their men and serve the dinner to those surviving in the temple in order to poison them.

Meanwhile the inner chamber forces are planning on heading through the waiting room and into the inner chamber. The other set of double doors at the far side of the waiting room opens into the temple altar room. A side door in the altar room leads into the inner chambers of Amneptys and Nephthryn, the high priests of Anhur for the temple.

Read this section if the PCs rush into the inner chamber in time to interfere with the assassination attempt on Amneptys:

Rushing through the double doors at the far side of the waiting room you find yourself in what must be a large altar room. A huge statue of a red-skinned Mulhorandi man with four arms, dark hair and a short, tightly braided beard dominates the far side of the room. Lit braziers bellow a fragrant, musk-scented smoke into the air.

Looking around the room you see that there are many elaborate tapestries hanging about. Images of men engaged in armed conflict with all manner of beings cover the tapestries. After a brief search you are able to find an opened side door behind one tapestry.

If the PCs quickly move through this room, they will find themselves in a hallway that leads into the inner chambers of the high priests. At the end of the 40-foot long hallway on either side of the corridor are two doors that will be wide open. Past one doorway lies the vacant quarters of Nephthryn (he decided to partake in the festival activities so he is in the village at a friend's house).

Past the other doorway lies the quarters of Amneptys who will be lying on the floor unconscious from the drugged wine that he consumed earlier. Read the appropriate section below based on whether the PCs arrived in time to save Amneptys or whether they arrive to find him slain:

Read this if the PCs arrive in time to try and stop the inner chamber forces from assassinating Amneptys in his chambers:

Rushing through the open doorway at the end of the hall you see many armed men with weapons drawn. Although the men seem to be on guard, they don't advance upon you as you stand in the doorway. Beyond the door you see the unmoving form of Amneptys lying on a plush couch. Standing over him is the imposing form of a muscular man dressed in scale mail armor. The man holds a scimitar overhead as an evil grin crosses his face. "Surrender now or I will kill this worm!" the man sneers as he looks up to face you.

At this point the PCs will be faced with a tough decision. Should they attack, they risk having Amneptys die (which will be very bad for them diplomatically). However if the PCs surrender, Yonmaug will likely kill them anyway (he will not give the PCs his word that they will be left unharmed-although he might try to trick them with semantics). Once the PCs initiate a fight, Yonmaug will try and kill Amneptys with poison scimitar attacks. These attacks will do maximum damage and each round Amneptys will have to make a saving throw versus poison or die.

Read this section if the PCs are too late to save Amneptys and he is already dead when they arrive:

As you head to the open doorways at the end of the corridor you see through one opening a trail of blood. Following the blood trail into the room, your eyes fall upon the butchered form of Amneptys lying on a couch. In a pool of blood you see his detached limbs and body. His head rests atop the heap with open eyes casting a haunting stare in your direction.

At this point the PCs will have no chance to catch the villains unless they can track them. Even with this proficiency, the PCs will have to make a successful **tracking check at -6** to follow the cultists to their hideout. The hideout is a two-story house nearby and all of the remaining cultists will be there so that the PCs will have to fight them if they track them there.

Once the PCs have dealt with the inner chamber cultists, proceed to the section titled, "The Aftermath at the Temple".

If the PCs get jumped in the alleyway or upstairs at the tavern, use the cult of Set tavern forces below in the fight. If the PCs confront both forces at once, use both forces to fight the PCs. If the PCs encounter one or the other forces in the temple first, use the appropriate statistics and proceed.

Cult of Set tavern forces:

Tier One

Skaliss, hm Sp of Set 2: Int Above Average; AL LE; AC 6/ 4 (leather+ dex, 4 vs. good-aligned attackers); MV 12; hp 18; THACO 20; #AT 1 w/ scimitar; Dmg 1-8 / 1-8 w/ scimitar; SA backstab (+4 hit, x2 damage); SD *protection from good, 10' radius*; MR nil; SZ M; ML 15.

Equipment: leather, scimitar, composite bow, 12 arrows in a quiver and clothes.

Spells Memorized: 1st level- *command, sanctuary*.

Cultists (6), hm F1: Int Average; AL LE; AC 8 (leather); MV 12; hp 6; THACO 20; #AT 1 w/ scimitar; Dmg 1-8 / 1-8 w/ scimitar; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: leather, scimitar, short bow, 12 arrows in a quiver and clothes.

Tier Two

Skaliss, hm Sp of Set 4: Int Above Average; AL LE; AC 5/ 3 (leather+ dex, 3 vs. good-aligned attackers); MV 12; hp 27; THACO 18; #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8 / 1-8 w/ scimitar or 1-6 w/ composite bow; SA backstab (+4 hit, x2 damage); SD *protection from good, 10' radius, undetectable alignment*; MR nil; SZ M; ML 15.

Equipment: leather, scimitar, composite bow, 12 arrows in a quiver and clothes.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal, hold person*.

Cultists (6), hm F2: Int Average; AL LE; AC 7 (leather+ dex); MV 12; hp 15; THACO 19; #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8 / 1-8 w/ scimitar or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: leather, scimitar, short bow, 12 arrows in a quiver and clothes.

Tier Three

Skaliss, hm Sp of Set 6: Int Above Average; AL LE; AC 4/ 2 (leather+ dex, 2 vs. good-aligned attackers); MV 12; hp 35; THACO 17 (+1 strength); #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8+1 / 1-8+1 w/ scimitar+ strength or 1-6 w/ composite bow; SA backstab (+4 hit, x3 damage), poison scimitar class D (onset 1-2 minutes does 30/2-12); SD *protection from good, 10' radius, undetectable alignment, protection from fire* (pre-cast-72 points); MR nil; SZ M; ML 15.

Equipment: leather, scimitar, composite bow, 12 arrows in a quiver and clothes.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal, hold person* (x2). 3rd level- *dispel magic, protection from fire* (pre-cast).

Cultists (6), hm F3: Int Average; AL LE; AC 6 (leather+ dex); MV 12; hp 23; THACO 17 (+1 strength); #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8+1 / 1-8+1 w/ scimitar and strength or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: leather, scimitar, short bow, 12 arrows in a quiver and clothes.

Tier Four

Skaliss, hm Sp of Set 8: Int Above Average; AL LE; AC 4/ 2 (leather+ dex, 2 vs. good-aligned attackers); MV 12; hp 43; THACO 15 (+1 strength); #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8+1 / 1-8+1 w/ scimitar+ strength or 1-6 w/ composite bow; SA backstab (+4 hit, x3 damage), poison scimitar class D (onset 1-2 minutes does 30/2-12); SD *protection from good, 10' radius, undetectable alignment, 60-foot infravision, protection from fire* (pre-cast-96 points), *protection from lightning* (pre-cast-80 points), *free action*; MR nil; SZ M; ML 15.

Equipment: leather, scimitar, composite bow, 12 arrows in a quiver and clothes.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal, hold person* (x2). 3rd level- *dispel magic, protection from fire* (pre-cast), *meld into stone*. 4th level- *free action* (pre-cast), *protection from lightning* (pre-cast).

Cultists (6), hm F4: Int Average; AL LE; AC 5 (leather+ dex); MV 12; hp 30; THACO 15 (+1 strength, +1 specialization); #AT 3/2 w/ scimitar (specialization) or 2 w/ composite bow; Dmg 1-8+3 / 1-8+3 w/ scimitar (strength and specialization) or 1-6 w/ composite bow; SA poison scimitar class D (onset 1-2 minutes does 30/2-12); SD nil; MR nil; SZ M; ML 14.

Equipment: leather, scimitar, short bow, 12 arrows in a quiver and clothes.

Cult of Set inner chamber forces:

Tier One

Yonmaug, hm Sp of Set 4: Int Genius; AL LE; AC 4/ 2 (scale+shield+dex, 2 vs. good-aligned attackers); MV 12; hp 29; THACO 18; #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8 / 1-8 w/ scimitar or 1-6 w/ composite bow; SA backstab (+4 hit, x2 damage); SD *protection from good, 10' radius, undetectable alignment*; MR nil; SZ M; ML 15.

Equipment: scale mail, shield, scimitar, composite bow, 12 arrows in a quiver and clothes.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal, hold person*.

Morthrule, hm W4: Int Genius; AL LE; AC 4 (armor + dex); MV 12; hp 13; 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*, *charm person*; 2nd level- *fist of the adder* (see DM Handout #5), *stinking cloud*.

Cultists (6), hm F1: Int Average; AL LE; AC 8 (leather); MV 12; hp 6; THACO 20; #AT 1 w/ scimitar; Dmg 1-8 / 1-8 w/ scimitar; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: leather, scimitar, short bow, 12 arrows in a quiver and clothes.

Tier Two

Yonmaug, hm Sp of Set 6: Int Genius; AL LE; AC 3/1 (scale+shield+dex, 1 vs. good-aligned attackers); MV 12; hp 37; THACO 17 (+1 strength); #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8+1 / 1-8+1 w/ scimitar+ strength or 1-6 w/ composite bow; SA backstab (+4 hit, x3 damage), poison scimitar class D (onset 1-2 minutes does 30/2-12); SD *protection from good, 10' radius, undetectable alignment, protection from fire* (pre-cast-72 points); MR nil; SZ M; ML 15.

Equipment: scale mail, shield, scimitar, composite bow, 12 arrows in a quiver and clothes.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal, hold person* (x2). 3rd level- *dispel magic, protection from fire* (pre-cast).

Morthrule, hm W6: Int Genius; AL LE; AC 3 (*armor* + dex); MV 12; hp 25; 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* (x2), *charm person*; 2nd level- *fist of the adder* (see DM Handout #5), *stinking cloud*. 3rd level- *lightning bolt, slow*.

Cultists (6), hm F2: Int Average; AL LE; AC 7 (leather+ dex); MV 12; hp 15; THACO 19; #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8 / 1-8 w/ scimitar or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: leather, scimitar, short bow, 12 arrows in a quiver and clothes.

Tier Three

Yonmaug, hm Sp of Set 8: Int Genius; AL LE; AC 2/0 (scale+shield+dex, 0 vs. good-aligned attackers); MV 12; hp 43; THACO 15 (+1 strength); #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8+1 / 1-8+1 w/ scimitar+ strength or 1-6 w/ composite bow; SA backstab (+4 hit, x3 damage), poison scimitar class D (onset 1-2 minutes does 30/2-12); SD *protection from*

good, 10' radius, undetectable alignment, 60-foot infravision, protection from fire (pre-cast-96 points), *protection from lightning* (pre-cast-80 points), *free action*; MR nil; SZ M; ML 15.

Equipment: scale mail, shield, scimitar, composite bow, 12 arrows in a quiver and clothes.

Spells Memorized: 1st level- *command* (x2), *sanctuary*. 2nd level- *heat metal, hold person* (x2). 3rd level- *dispel magic, protection from fire* (pre-cast), *meld into stone*. 4th level- *free action* (pre-cast), *protection from lightning* (pre-cast).

Morthrule, hm W6: Int Genius; AL LE; AC 3 (*armor* + dex); MV 12; hp 25; 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* (x2), *charm person*; 2nd level- *fist of the adder* (see DM Handout #5), *stinking cloud*. 3rd level- *lightning bolt, slow*.

Cultists (6), hm F3: Int Average; AL LE; AC 6 (leather+ dex); MV 12; hp 23; THACO 17 (+1 strength); #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8+1 / 1-8+1 w/ scimitar and strength or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: leather, scimitar, short bow, 12 arrows in a quiver and clothes.

Tier Four

Yonmaug, hm Sp of Set 10: Int Genius; AL LE; AC 1/-1 (scale+shield+dex, -1 vs. good-aligned attackers); MV 12; hp 51; THACO 13 (+1 strength); #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8+1 / 1-8+1 w/ scimitar+ strength or 1-6 w/ composite bow; SA backstab (+4 hit, x3 damage), poison scimitar class E (onset immediate-death/20); SD *protection from good, 10' radius, undetectable alignment, 60-foot infravision, protection from fire* (pre-cast-120 points), *protection from lightning* (pre-cast-100 points), *free action*; MR nil; SZ M; ML 15.

Equipment: scale mail, shield, scimitar, composite bow, 12 arrows in a quiver and clothes.

Spells Memorized: 1st level- *command* (x2), *sanctuary, cause fear, bless*. 2nd level- *heat metal, hold person* (x2), *charm person or mammal, wyvern watch*. 3rd level- *dispel magic, protection from fire* (pre-cast), *meld into stone*. 4th level- *free action* (pre-cast), *protection from lightning* (pre-cast), *giant insect*. 5th level- *plane shift, slay living*.

Morthrule, hm W8: Int Genius; AL LE; AC 3 (*armor* + dex); MV 12; hp 25; 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* (x2), *charm person*; 2nd level- *fist of the adder* (see DM Handout #5), *Melf's acid arrow*, *stinking cloud*. 3rd level- *fly*, *lightning bolt*, *slow*. 4th level- *ice storm*, *improved invisibility*.

Cultists (6), hm F4: Int Average; AL LE; AC 5 (leather+ dex); MV 12; hp 30; THACO 15 (+1 strength, +1 specialization); #AT 3/2 w/ scimitar (specialization) or 2 w/ composite bow; Dmg 1-8+3 / 1-8+3 w/ scimitar (strength and specialization) or 1-6 w/ composite bow; SA poison scimitar class D (onset 1-2 minutes does 30/2-12); SD nil; MR nil; SZ M; ML 14.

Equipment: leather, scimitar, short bow, 12 arrows in a quiver and clothes.

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.

This creature is a divine servant of Set that Yonmaug summoned. It is unquestioningly loyal and will serve as a scorpion like it was ordered to when summoned.

The Aftermath at the Temple

In this section the results of the assassination attempt will be dealt with. If the PCs rescued Amneptys from the cultists of Set, he will be very grateful. At the dinner Amneptys will sign the contract and offer the PCs various rewards as a token of his gratitude. If Amneptys was slain, then the PCs will be asked to leave by Nephthryn who is now in charge and who never approved of the plan that Amneptys had of securing an agreement with Ravens Bluff anyway.

Amneptys Was Saved

Read this section if Amneptys was rescued from assassination:

After your fight with the would-be assassins, you discover that Amneptys was drugged. Lying on a couch in his room, he barely moves as you try and awaken him. Minutes later several acolytes rush into the room. They attend to Amneptys as he slowly starts to regain his consciousness.

Amneptys sits up and rubs his forehead. A puzzled look crosses his face as he looks about. A few seconds

later he looks at you and says in a stern tone "What happened?"

At this point the PCs should explain what happened to Amneptys. Evidence of the cultists should still be present and Amneptys will spit on the corpses and exclaim "Set!". If asked to explain, Amneptys will mention that Set is the evil brother of Osiris. Set is the lord of evil and defiler of the dead, a god that wishes to destroy all of the other deities in Mulhorand and rule the land.

After Amneptys hears of the story he will request that his surviving acolytes finish preparing a dinner for the PCs. At the dinner Amneptys will bring forth the treaty as it was discussed and sign it with the PCs. He will also offer rewards to the PCs for the great service that they did for the temple of Anhur (by saving the life of Amneptys, foiling a plot of Set and ensuring that this treaty exists).

Read this section for the dinner:

Although the dinner was interfered with, Amneptys orders his remaining followers to prepare a new feast. While you wait for the feast, Amneptys provides you with a tour of the temple grounds. He seems to have a much friendlier attitude toward you than he did earlier and even seems to smile once in awhile as you talk about various matters.

About an hour later the sound of a loud gong being rung echoes throughout the temple. "Dinner time!" states Amneptys with a smile. Following the priest you arrive in an elaborately decorated dining hall. A wondrous feast of exotic fruits, vegetables, breads, pastries and wines lies spread upon a massive wooden table.

Many acolytes are present in the room. They seem to be waiting for directions. "Before we eat, I wish to announce that these people here" Amneptys states as he points to you "are friends of the temple of Anhur and honored guests at this feast. They saved my life and for that I am grateful! Now let us be seated and eat!"

During the feast the young scribes who were with you earlier at the negotiations enter the room. They hold a wooden tablet that contains several sheets of paper. "Ah the treaty. Let me sign first" Amneptys says as he grabs the tablet and begins to write. "Now here are the two copies" Amneptys states as a scribe with the tablet approaches you. "Sign both of them. One copy is for me and the other copy is for you to return to your city".

The PCs should sign the documents. When they are finished continue:

Once you finish signing the treaty papers, the scribe gives you a copy and places the other in front of Amneptys. “After we are finished with this feast you are free to go back to your city if you wish” Amneptys states as a serious look crosses his face. “My wizard shall teleport you home. However you are free to stay here in Mulhorand if you so desire and learn the ways of my people. Normally we don’t allow such things but Anhur has decreed that you are honorary friends of Mulhorand for your actions!”

It is up to the PCs whether they wish to stay or not. If any of the PCs wish to stay they will be out of play for at least six months while they learn things in Mulhorand. DO NOT tell the PCs what they can learn should they stay. This should remain a secret so that it will not influence the judgement of the players as to whether their character would stay or not. Amneptys will not tell the PCs anything about what they will learn so they must decide on their own whether they are interested in staying.

If every PC chooses to stay then Amneptys will deliver the treaty to Ravens Bluff magically or allow the PCs to deliver the treaty and return if they prefer. The benefits that a PC obtains for staying in Mulhorand here at the village are detailed in the treasure summary and they are somewhat based on class and choices that a PC will make. After the PCs decide what to do, proceed to the section titled “Conclusion”.

Amneptys Was Assassinated

Mere minutes after you find the remains of Amneptys several acolytes accompanied by armed guards burst into the room. The guards hold you at weapon point for several minutes until you see Nephthryn enter.

“Lower your weapons” Nephthryn says calmly to the guards. The guards immediately lower their weapons and back away. Nephthryn examines the remains of Amneptys and shakes his head. “I guess that is what you get when you violate the desires of the gods” he states as he looks up at you.

“I know that you had no hand in this murder. There will be no treaty between our peoples. That was a goal that Amneptys had. It is not a goal of mine or most of the priests of my faith. I wish your people well but I do not desire any meddling from outsiders.”

No matter what the PCs say, they will be unable to convince Nephthryn to agree to a treaty. After providing a meal to the PCs, Nephthryn will insist that they leave. If the PCs don’t agree to leave, then they will be arrested by the forces of Anhur (see DM Handout #3). Nephthryn is a stubborn man and he will insist that the PCs return home. Proceed to the section titled “Conclusion”.

Conclusion

In this section the PCs will either return to Ravens Bluff with a treaty, without a treaty, or stay in Mulhorand (in which case you should give the PCs Player Handout #2).

Returning to Ravens Bluff with a Treaty

After you finish your feast, Amneptys rises from the table. Almost as if on cue a man in dark gray robes enters the room. His face lies hidden underneath a cowl and his arms are folded inside his sleeves.

“I am ready to transport them” states the robed man in a deep, husky voice. “Alright then. Gather around so that my mage can teleport you back to your city!” states Amneptys.

After you gather around in a circle, the robed man utters some arcane words and suddenly you feel the familiar disorientation of being teleported. A moment later you find yourself standing in the room where you spoke with Lady Blacktree earlier that day. Seated in a chair at the table in front of you is Roland Sargento.

“Greetings! So how did it go? Did you secure a treaty?”

After the PCs provide the treaty and describe the details of the mission, Roland will state:

“Excellent! I am sure that Lady Blacktree will be most pleased! If you return here tomorrow at noon I will provide you with payment appropriate to your accomplishments!”

Roland will not provide any further information, as he still needs to consult with the city about what to pay the PCs. He will ask about the whereabouts of any missing party members and then dismiss the PCs. The PCs will get the amount of payment when they return that is listed in the treasure summary and Roland will remind the PCs that they are to keep the nature of this mission a secret.

Returning to Ravens Bluff without a Treaty

After you finish your dinner, Nephthryn rises from the table. Almost as if on cue a man in dark gray robes enters the room. His face lies hidden underneath a cowl and his arms are folded inside his sleeves.

“I am ready to transport them” states the robed man in a deep, husky voice. “Alright then. Gather around so that my mage can teleport you back to your city!” states Nephthryn.

After you gather around in a circle, the robed man utters some arcane words and suddenly you feel the familiar disorientation of being teleported. A moment later you find yourself standing in the room where you spoke with Lady Blacktree earlier that day. Seated in a chair at the table in front of you is Roland Sargento.

“Greetings! So how did it go? Did you secure a treaty?”

After the PCs describe the details of the mission, Roland will state:

“That is most unfortunate” Roland states with a frown. “The city was really looking forward to securing a treaty with the cult of Anhur. As for payment, return here tomorrow at noon and I will have an appropriate reward.”

Roland will not provide any further information, as he still needs to consult with the city about what to pay the PCs. He will ask about the whereabouts of any missing party members and then dismiss the PCs. The PCs will get the amount of payment when they return that is listed in the treasure summary and Roland will remind the PCs that they are to keep the nature of this mission a secret.

Staying in Mulhorand

You stay in Mulhorand to learn the ways of an ancient land. Amneptys finds a position that interests you within the temple. Over the months you learn a great deal about the culture, people and practices of the area. In time you even learn things that you shouldn't normally have been taught as an outsider.

Ask the PCs who stay in Mulhorand what they choose to do while there. Also inform them that they will be out of play for at least the next six months of real time.

Here Ends *The Forgotten Land*

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. Finally, multiply the total by the tier according to this chart:

Total levels 4-13	Tier 1
Total levels 14-25	Tier 2
Total levels 26-37	Tier 3
Total levels 38+	Tier 4

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

Asking for cultural advice beyond what Kalinzar the sage initially provides	50 xp
For paying proper respect to the cultural traditions of Mulhorand	50 xp
For catching on to the clues that the cult of Set planned to assassinate Amneptys	50 xp
Defeating the cult of Set tavern forces	100 xp
Defeating the cult of Set inner chamber forces	150 xp
Saving Amneptys from being assassinated	100 xp
Securing the treaty between the cult of Anhur and Ravens Bluff	100 xp

Total Experience for Objectives:	600 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,100 xp

For Tier 2:	2,200 xp
For Tier 3:	3,300 xp
For Tier 4:	4,400 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

From the marketplace

(if the PCs went there and bartered for these things):

- *Machukli Roots* (3 left)- *Machukli Roots*, when digested, provide a minor amount of healing through triggering the body to accelerate blood clotting and tissue repair. The amount healed is 1-4 per root eaten. This amount is healed a turn after the root is eaten and only one root can take effect on a person each day.

From the tomb should the PCs rob it and get away without getting caught (which is unlikely):

- 2,000 Mulhorandi gold coins dating back to the 1st empire. These coins are worth 10 gold pieces each to a collector.

From the city if the PCs secured a treaty:

- 100 gp each per stage that the PCs were able to get Amneptys to agree to in the agreement about his temple helping the city (maximum possible 500 gp each).
- 100 gp each if the PCs were unable to secure a treaty.

From Amneptys for those PCs who do not stay behind:

This potion will be given, by Amneptys to a priest that interacted positively with him first, otherwise it will be given to the party in general (only one will be given out):

- *Potion of Anhur's might.* This potent brew is concocted from a secret blend of ingredients known only in Mulhorand. When consumed this potion acts like a *strength* spell was cast on the imbiber. It will bestow 1-8 points of *strength* (each 10 points of exceptional strength counts as 1 point of strength) regardless of class. Strength cannot be raised above 19 with this potion. Further, when consumed by a priest, it will provide the user with fighting prowess as if the priest was a fighter specialized in one of the weapons the priest already has proficiency in before imbibing the potion. The effects of this potion last for 1-4 turns.

Every PC will be given a Shubati of Anhur:

- *Shubati of Anhur.* This is a foot-long intricately carved, wooden statuette inlaid with gold. The shubati is painted red, blue, black and gold in many of the wooden areas. It has two star sapphires inset for eyes that brilliantly sparkle when they catch the light. The figure resembles the likeness of Anhur, the Mulhorandi god of War. Anyone given this statuette will be informed that it is a great honor to receive, that it is a symbol of Anhur's favor and that it should never be given away, traded or sold. The Shubati of Anhur is worth 700 gold and it provides a +1 reaction modifier when dealing with followers of Anhur.

From Amneptys for those PCs who stay behind in Mulhorand for at least 6 months:

Tell the players that the characters are out of play for six months, and write in the date on the proficiency

certificate when it becomes valid. The convention date and validation date for the proficiency must be six months apart. If the character is played during that six months, the training is lost and the proficiency not gained.

- Each PC will be given their Shubati of Anhur

AND

- Gain a bonus non-weapon proficiency out of the following: **speak Mulhorandi, local history-Mulhorandi, read/write Mulhorandi, chess, and charioteering.**

On a successful **charisma check** (rolling charisma or less on a 1d20) the **one** PC priest who rolls closest to charisma without going over gets rewarded with a special item in addition to learning the proficiency (nothing can be used to modify this roll in any way):

- *Khopesh Necklace of Anhur.* This necklace consists of a golden chain with a small miniature gold cord bound to a khopesh. Whenever an energy drain or poison attack strikes the wearer of the necklace, the PC is allowed to make a saving throw versus death magic (all magical bonuses apply to this save). A successful save indicates that the necklace will cause the affected area to glow a bright golden color. The golden light negates the attack entirely and drains charges out of the necklace. Poison attacks drain one charge, energy drain attacks drain three charges. If the saving throw is failed, the normal saving throw vs poison is still applicable for poison attacks. The necklace has seven charges and is still a sign of being honored by the church of Anhur once the charges are gone.

Player Handout #1

Those of us in the city government of Ravens Bluff authorize you to negotiate the terms of a treaty between the church of Anhur and our city. The following conditions are the limits of what we authorize you to agree to:

- 1) The only military assistance we are authorizing you to agree to will be in the form of hired adventurers. If the church of Anhur deems it necessary, we will hire a small force of adventurers totaling no greater than 100 to assist the temple should the need arise.*
- 2) We will provide assistance to the church of Anhur in the form of weapons, armor, and food. This is the preferred terms that we would like to see in an agreement. The total value of the assistance that we are authorizing you to agree to will be no greater than 500,000 gold pieces.*
- 3) Ravens Bluff will also provide assistance in the form of advisors for the temple should that be requested. However we will not agree to provide more than 20 advisors at any given time.*
- 4) Another option to offer the Church of Anhur would be a sanctuary for it's followers should the need arise. This would take the form of a secret location within the Vast where any dislocated Mulhorandi Anhurites could relocate and live without interference from the outside. This new "homeland" would be secluded, decent-sized (a few miles at least with the exact size being determined if the need arises based on the number of people relocating). Further, although they will be given autonomy, this homeland would fall under the protection of Ravens Bluff.*

Please inform the Church of Anhur that before we transport any goods or people, we need a highly detailed picture that can serve as a focal point to which our wizards can teleport. We will also provide a picture of the location of the new "homeland" to the Church of Anhur if they choose that option (although please tell them to inform us via a magical message if they decide to enact this option).

Finally we would appreciate it if you could bargain so that our city has to provide as little assistance as possible, In return we would like you to bargain to obtain as much help as you can from the temple of Anhur. This help should be in the form of aiding our efforts to locate the Orb of Protection. Unfortunately we have no clue how the Church of Anhur can assist us as they have refused to divulge this information except at a diplomatic meeting. However due to the importance of finding the Orb, any assistance is greatly appreciated.

On behalf of the City Government of Ravens Bluff,
Lady Mayor Amber Thoden

Player Handout #2

Your life in Mulhorand has been interesting to say the least. In time you have learned to communicate to some extent with those who don't speak common. Further you have progressed in learning a skill that you expressed interest in to Amneptys. Through hard work and diligent effort you learn the values of the people of this ancient land.

Every day is filled with hard work starting with the rising sun and ending right before dinner. In time you gain the respect of the followers of Anhur and they agree to take you on some trading caravans under the guise of being followers of Anhur.

Over the months spent on the caravans you observe many wonders from strange magics to wondrous architectural feats. Amazing pyramids and immense statues of sphinxes and long-dead pharaohs leave you speechless. You even hear of the existence of an amazing library in the capitol supposedly filled with the largest collection of written works in Faerun. However being a foreigner your access to such a place is forbidden and you can only ponder what mysteries that immense storehouse of knowledge must contain.

When your time ends you prepare to leave. You have seen many wondrous sights, enjoyed new discoveries and made new friends. Amneptys welcomes you to return for a visit if you can somehow reach Tanthis without drawing attention to yourself. After saying your farewells, you are teleported back to Ravens Bluff six months after the day you arrived in Mulhorand.

DM Handout #1

Amneptys, hm, P (Sp of Anhur) 12: AL NG; AC -2 (Bracers AC 2, ring of protection); MV 12; hp 95; THACO 9; #AT 3/2; Dmg 1-8+4 / 1-8+4 (scimitar); SA spells; SD spells; Str 17, Dex 12, Con 16, Int 14, Wis 18, Cha 15; MR nil; SZ M; ML 16.

Equipment: Bracers AC 2, scimitar +4, ring of protection +4.

Spells Memorized: 1st level- *bless, cure light wounds (x3), command (x2)*. 2nd level- *hold person (x2), wyvern watch, barkskin, slow poison*. 3rd level- *create food and water, animate dead, cure disease, water breathing, dispel magic*. 4th level- *protection from lightning, free action, thunderstroke*. 5th level- *flame strike, insect plague*. 6th level- *blade barrier, anti-animal shell*.

Amneptys is the high priest of Anhur for the more progressive faction in the church of Anhur. He believes that the threat that the church of Horus-Re poses to his faith is so great that the help of outsiders is needed. He is a very serious man who shows little emotion and emanates an air of authority.

Nepthryn, hm, P (Sp of Anhur) 9: AL NG; AC 3 (Bracers AC 6, dexterity); MV 12; hp 69; THACO 15; #AT 1; Dmg 1-8/ 1-8 (scimitar); SA spells; SD spells; Str 17, Dex 17, Con 16, Int 13, Wis 16, Cha 11; MR nil; SZ M; ML 16. Equipment: Bracers AC 6, scimitar.

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

Nepthryn is an ill-tempered man and the second in command of the temple of Anhur in Tanthis. He vehemently disagrees with Amneptys about the need to recruit aid from outside the empire. However he will silently acquiesce since he is subservient to Amneptys. Nepthryn looks down on those below him and carries an air of superiority.

DM Handout #2

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.

DM Handout #3

Anhurite Military Patrols: These patrols are the forces that the PCs will encounter if they go about breaking the laws. If the PCs decide to confront these forces, there are at least nine other patrols that can come over and deal with combative PCs. A typical patrol consists of:

A specialty priest of Anhur, hm 7: AL NG; AC 5 (Scale mail and shield); MV 12; hp 69; THACO 15; #AT 1; Dmg 1-8/ 1-8 (scimitar); SA spells; SD spells; MR nil; SZ M; ML 16.

Equipment: Scale mail, shield, and scimitar.

Spells Memorized: 1st level- *bless*, *cure light wounds*, *command*. 2nd level- *hold person* (x2), *wyvern watch*. 3rd level- *create food and water*, *dispel magic*. 4th level- *thunderstroke*.

A wizard, hm W6: Int Genius; AL NG; AC 3 (*armor + dex*); MV 12; hp 25; 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* (x2), *charm person*; 2nd level- *glitterdust*, *stinking cloud*. 3rd level- *lightning bolt*, *slow*.

Anhur Guardsmen (15), hm F3: Int Average; AL NG; AC 5 (scale mail+ shield); MV 12; hp 23; THACO 17 (+1 strength); #AT 1 w/ scimitar or 2 w/ composite bow; Dmg 1-8+1 / 1-8+1 w/ scimitar and strength or 1-6 w/ composite bow; SA nil; SD nil; MR nil; SZ M; ML 14.

Equipment: leather, scimitar, short bow, 12 arrows in a quiver and clothes.

Basically any group of PCs that tries to fight their way out of a situation will be stuck down. The guards will fight to kill the PCs if the PCs do not surrender once they are asked to (at least one person in each patrol speaks Common). If the PCs surrender then they can go to the court trial section.

DM Handout #4: Court Trial

If the PCs get arrested, judges from the cult of Osiris will try them. This will occur a week after the PCs are arrested and held in prison. If the PCs are guilty of a crime detailed in the listings under the cultural information, they will be adequately punished. Should the PCs be tried and imprisoned, they should be marked as trapped on the character log sheet and out of play until such time as they can be rescued or released. PCs that are executed will be permanently dead as their bodies will be destroyed (they should have been warned not to rob tombs in the cultural briefing with Kalinzar).

Should you desire you could role-play the trial of the PCs. The priests of Osiris will be firm but fair. However they will judge the PCs according to Mulhorandi law, not the laws of Ravens Bluff. If the PCs are arrested for cultural disrespect, they might be expelled from Mulhorand and sent home if the infraction was minor (it is up to you to decide as a judge).

DM Handout #5

Old Empire Spell:

First- Level Priest Spell:
Thunderstroke (Evocation)
Sphere: Combat, Weather
Range: 40 yards + 10 yards/ level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: ½

This spell enables the priest to call upon the wrath of his deity and summon a bolt of lightning to strike a single target. This bolt causes 2 points of electrical damage per level of the priest, to a maximum of 40 points. If the target rolls a successful saving throw vs. spell, the damage is halved. The material component for this spell is the priest's holy symbol, which is not destroyed in the casting.

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 and virtually unknown outside of Arabian settings.