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STONE PROPHET is the second computer role-playing game based on the highly acclaimed AD&D® 2nd Edition RAVENLOFT® game world. The game invites your characters to explore the deserts of Har'Akir, an ancient land ruled by the mummy Anhktep. Once the pharaoh of a great and powerful nation, Anhktep lies dreaming in his tomb. His evil will alone keeps the villagers of Muhar in his power, and none dare oppose him. With the power of CD-ROM, the land of Har'Akir comes alive. The undead speak, as do over forty NPCs, statues, and magic mouths. The Elusive Ghost sings her mournful song, and rich cinematics take your characters from the safety of Elturel to the dark and dangerous passageways of Pharaoh's Rest. **STONE PROPHET** provides you with more monsters, maps, and quests, as well as an engaging variety of NPCs to join your party.

This clue book is your guide, an aid to solving the puzzles and difficult mazes that abound in **STONE PROPHET**. It does not, however, describe a path into every chamber nor the location of every object. What it does tell you is the quickest way to get through the game, end the storms and the plague which threaten Muhar, and then escape from the dreaded desert of Har'Akir. Follow it closely, and success will be yours.

In Har'Akir, no one welcomes a party of adventurers, allies are few and hard to find, and there is always the feeling that someone is always watching

THE QUEST OF THE STONE PROPHET

The adventure begins in Elturel when a strange magic threatens the land. Having returned from patrol in the hours before dawn, the adventurers find themselves awakened after little sleep. Riding hard, they reach the Captain of the Guard, uncertain as to what trouble could have developed so swiftly.

A curtain of light veils the sky. It shimmers in the morning air, and beyond it can be seen, not the rich fields of Elturel, but a desert of burning sands. A figure struggles in those sands, close to the wall of light. Without hesitation, the adventurers dismount and make their way through to aid the stranger. It is the last they will see of Elturel's green fields for many a long and threatening day. With her dying breath, the gypsy woman in the sands warns the adventurers to leave. Behind them, Elturel fades from sight and the desert encircles them, stretching from horizon to horizon.



Though too late to save the gypsy woman, the party learns of a village named Muhar. On the way they encounter a blind seer, and there the adventure

takes on the first of its strange twists and turns. The seer is not only blind but unable to speak, her tongue removed by enemies determined to keep her silent. The harsh nature of the land continues to unfold as the adventurers find themselves rejected and reviled by the inhabitants of the nearby Village of Muhar. Plague and storm threaten everyone, and the adventurers are blamed. "Strangers are unwelcome in Har'Akir," the villagers tell the party. "You have awakened the wrath of Anhktep, and we all suffer for it!"

Once a means of communicating with the blind seer is found, the adventurers learn of a prophecy concerning visitors from afar in whose hands the fate of Har'Akir rests. Could they be the ones? If so, the characters may even find a way home.

Where to begin and who to fight for the salvation of Har'Akir are questions not easily answered. Is Anhktepot, the ancient undead ruler of the land, to blame? Or is it the greater mummy Senmet, allied to the undead priestess Isu Rehkotep? Yet a third force enters the equation when the party learns of the Hierophant, a High Priest of Ra who opposed Anhktepot in the days when both lived as mortal men.

As the characters search for these answers, the truth becomes plain — to return home, the scattered pieces of two seals of power must be found to fulfill the prophecy. Plots and power plays lurk in every shadow, however, and at times the adventurers know not whether they themselves are the heroes of the prophecy, or the pawns of others who would destroy Anhktepot, usurp his power, and take up the rule of Har'Akir for their own.

Special Note: While searching for a way home, the characters may encounter NPCs in need of their help. Bear in mind that these encounters measure the characters' sense of good and bad judgment.

Good judgment points are acquired by:

- ◆ Returning the lost little girl, Kineta, to her father, the Weeping Man, in the Village of Muhar.
- ◆ Helping the undead paladin, Gloriantha, to permanently destroy Senmet.
- ◆ Escorting the injured woman, Sennef, back to the village.
- ◆ Returning the Vistani Dagger to Piotra.
- ◆ Taking the blind seer, Min Deir, to the obelisk.
- ◆ Returning the supplies of the Half-Buried Villager to his wife, the Village Woman, in Muhar.
- ◆ Selecting the wish from the Statue of Fortune which benefits the Old Beggar in Muhar.
- ◆ Defeating the shadow that killed the master of Shafaar, the feline helper.
- ◆ Returning the *Magic Watering Urn* to the priest in the Ruined Temple of Harvest so that the temple can be restored.

OPPONENTS AND MONSTROSITIES

Caterwauls and desert trolls, fire toads and floating death heads are but a few of the dangers to be encountered in the land of Har'Akir. This section contains descriptions of the creatures awaiting any traveler who dares to journey through Anhktepot's troubled land.

Anhktepot

Anhktepot is a greater mummy of chaotic evil alignment, the lord of Har'Akir. Once a powerful cleric of Ra, Anhktepot's search for immortality led to his present fate. A mummy of the fifth rank of invulnerability, Anhktepot's powers and spellcasting ability are such that no party can defeat him in open combat. Anhktepot is known to attack by first casting *dispel magic*, followed by a *fireball* attack. Indeed, merely remaining within range of Anhktepot's touch proves fatal. The only strategy for dealing with the Lord of Har'Akir is to run! Even so, a party must have a plan in mind, for Anhktepot will follow.



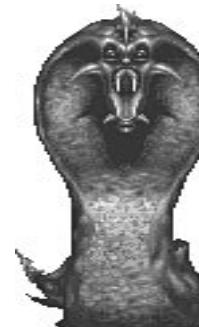
Caterwaul

The caterwaul is a solitary, feline predator. Its first attack is always a keening wail which can do 1-8 points of damage. The caterwaul also fights with two claw attacks, each doing 1-4 points of damage. Hand-to-hand combat with a caterwaul can be dangerous, and dealing with the beast at a distance is recommended. *Lightning bolt* spells can be an effective ranged attack when facing a caterwaul.



Dark Naga

A snake-like creature, the dark naga is known to bite and to launch a *lightning* spell attack. Dark nagas are immune to the effects of all known acids and poisons. With this creature it is best to close the distance quickly and to attack at short range, hoping to avoid the beast's *lightning* attack. Though dark nagas tend to be loners, they are found together in Har'Akir more than in any other land. Perhaps this is due to the influence of the evil god Set.



Desert Troll



Desert trolls are horrid, evil carnivores. In combat they fight with double claw attacks and can regenerate most damage inflicted upon them by their enemies. Desert trolls are vulnerable to fire, water, acid, *disintegrate*, *death spell*, and *vampiric touch* attacks and cannot regenerate damage from such attacks. Fire, in combination with other

weapons, proves a useful means for fighting desert trolls. They can sometimes be defeated in normal combat, then destroyed permanently with a *fireball* attack as they begin to regenerate.

In Har'Akir, one troll chieftain has been known to order the destruction of any troll under his command who does not show the proper enthusiasm for committing acts of evil. Known by the name Nhagrak, he is stronger and more difficult to defeat than any other of his kind.



Desert Zombie

Desert zombies lay in wait for unsuspecting adventurers, often hiding in the sand and appearing only when it is too late for their victims to retreat. Being undead creatures, desert zombies fight with a sword attack which does 1-8 points of damage. They can be turned by clerics, but a more useful tactic is to move about until several desert zombies have been lured from their hiding places in the sand, then turn on them with a spell such as *Agannazar's scorcher*.



Doom Guard

Created by a series of arcane enchantments, doom guards serve as elite treasure protectors and temple guards. They are straightforward opponents but they are not undead creatures. Each doom guard fights with two spear attacks. When defeated in battle, the last act of a doom guard is to launch a *fireball* at his opponent. Any spell depending upon a biological effect (like a poison or disease-related spell) is useless against a doom guard, though *lightning bolt* spells can be effective.



Dust Devil



The dust devil of Har'Akir is not to be confused with the minor air elemental of the same name. When feeding, the dust devil appears as a large, swirling mass of air and sand, one capable of dealing a vicious (and potentially blinding) swipe attack to its victims. Only +2 weapons or better prove effective against this creature of the desert. It is also useful to soften the creature up with ranged attacks such as *magic missile* before closing in to finish the contest.

Fire Beetle



The smallest of the giant beetles, fire beetles rely on their huge mandibles to inflict 1-12 points of damage. Fire beetles take their name from special glands found above their eyes and near the back of their abdomens. These glands are sometimes left behind after the death of a fire beetle and can be used by adventurers in Har'Akir as a light source. Fire beetles pose no great threat to the party, and it is best to save more powerful spells or magical weapons for tougher opponents.

Fire Toad

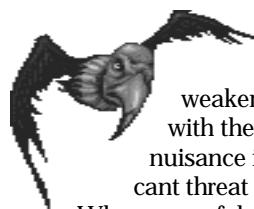


Fire toads take their name from their ability to exhale *fireballs*, the only known form of attack used by fire toads. A single *fireball* can travel up to thirty feet and can do 2-16 points of damage. Cold-based spells inflict an additional point of damage against fire toads, but they possess a limited resistance to fire-based spells. When fighting fire toads, it is useful to run up and engage them in close combat, never giving them time to launch their *fireball* attacks.

Floating Death Head

The floating death head is an undead creature capable of launching two spell attacks against its victims. These *fireball* and *lightning bolt* attacks can wreak havoc in the ranks of an unprepared party. Even as it is defeated, a floating death head always launches a final *lightning bolt* attack. Floating death heads are also immune to poisons and *hold* or cold-based spell attacks. When fighting a floating death head, it is best to close the distance quickly, denying it the chance to launch its ranged attacks.





Giant Vulture

Giant vultures attack what they perceive to be weakened targets, doing 1-4 points of damage per attack with their beaks. While these beasts can prove to be a nuisance in the deserts of Har'Akir, they are not a significant threat to well-armed and battle-hardened adventurers.

When powerful spells and magical weapons are available, it is best to save them for use against more deadly opponents.

Grave Elemental

The grave elemental is a variant of the earth elemental, drawn from the soil of a graveyard or a similar resting place of the dead. Its preferred attack is a simple blow from its mighty fists. The grave elemental lurks beneath the ground and is immune to poison, *hold*, and *death* spells. Only magical weapons can hit a grave elemental. So powerful are these beasts that few adventurers brave direct combat with them, preferring instead to either retreat or to cast ranged attacks such as *fireball* spells.



Hieracosphinx

Belligerent mutations, their origins unknown, hieracosphinxes are the only evil members of their breed. Unlike ordinary sphinxes, hieracosphinxes possess the body of a lion along with the wings and head of a hawk. Their preferred attack is to deal two double-claw swipes at their opponents. Luckily, hieracosphinxes can be defeated in hand-to-hand combat without the characters resorting to magical attacks.



Hierophant

The Hierophant was once a Great Priest of Ra, a sworn enemy to the evil pharaoh Anhktep in the days when the pharaoh pursued his quests for power and the secret to immortality. In these days, the Hierophant endures in a trance-like state, unable to leave the Buried Temple of Ra. Though undead and immune to spells, he proves no direct threat to the party, for he prefers to work through others. Indeed, the party itself may be considered among the pawns working for the Hierophant's benefit. The Hierophant awaits the time when he might fulfill his vengeance against Anhktep.



Manscorpion

Part human and part scorpion, manscorpions attack aggressively with bladed weapons. They are famed for their double-sword attack. The sting of their tails is poisonous, as those unlucky enough to be stung can testify. Many adventurers prefer to fight manscorpions from a distance, using ranged spells or throwing weapons. One key to surviving battle with manscorpions is to make certain all manscorpions in an area have been defeated before using the *neutralize poison* spell or a Keoghtom's ointment. In this way, precious supplies or abilities are not wasted.



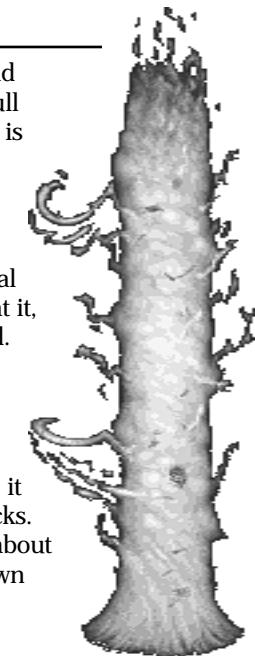
Mimic

Mimics can change both their form and pigmentation and take on the appearance of ordinary objects. They usually appear in the form of treasure chests or urns to lure unsuspecting adventurers. Mimics surprise their victims, lashing out with a pseudopod that inflicts 3-12 points of damage. Living underground in order to avoid sunlight, mimics occasionally set their traps by appearing in groups. They are immune to acid. If the party is hit by a mimic attack, they are stuck in place for a short time by a remarkable glue the mimic uses to hold its victims in place.



Minotaur

Minotaurs dwell in underground labyrinths. With the head of a bull and the body of a man, a minotaur is a formidable opponent in physical combat. Minotaurs fearlessly attack any intruders, and gain +2 to the normal damage inflicted by their double axe attack. While difficult, non-magical combat with a minotaur is usually enough to defeat it, providing that the party is well-armed and armored.

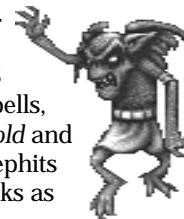


Pyre Elemental

The wild and dancing pyre elemental is immune to *fire*, *poison*, *death*, and *hold* spells. When attacking, it is capable of launching both *flame* and *fireball* attacks. So dangerous are pyre elementals that the ground about them has been known to burst into flame. It is known that pyre elementals can be harmed by +2 or better magical weapons, and cold-based spell attacks.

Sand Mephit

In melee combat, sand mephits attack with clawed hands, launching two claw attacks which inflict 1–3 points of damage each. Immune to *fire* and *death* spells, they are nonetheless vulnerable to spells such as *hold* and *spiritual hammer*. It is possible to deal with sand mephits by non-magical means, and a good sword blow works as well against these mischievous creatures.



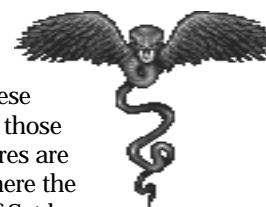
Senmet



Senmet is the undead pawn of the Hierophant, and is known to be under the direct control of Isu Rehkotep. He is a greater mummy whose alignment is lawful evil. It was Anhktep's evil touch that took away Senmet's life and animated his undead form. This is why he is known as a "child of Anhktep." The Hierophant hopes to use Senmet's ability to move about Har'Akir in some way, perhaps to lure his enemy Anhktep into the Buried Temple of Ra, a location from which the Hierophant himself cannot escape. Isu Rehkotep has her own designs, hoping one day to defeat Anhktep with Senmet's aid and rule in Har'Akir herself. Senmet is immune to poison, *cold*, *death*, and *hold* spells. He can be hit only by magical weapons and regenerates most damage. His two double-punch attacks are devastating. Senmet can be permanently destroyed only when the *Special Scroll of Retirement* is cast upon his remains.

Serpent of Set

The serpent of Set is a long, flying reptile with a poisonous bite. In combat it often lashes out, launching two bite attacks before the unwary party can respond. It is claimed that these winged beasts are actually what has become of those foolish enough to oppose Set. These evil creatures are usually found around the temples and ruins where the clerics of Set conduct their worship. Serpents of Set have no true society, but often appear in small bands, as though drawn together by the power of the fate which has overcome them. *Lightning bolt* and other ranged spells are effective against serpents of Set.



Shadow



Shadows are undead creatures whose claw attacks are capable of draining Strength from their victims. They can be hit only with +1 or better magical weapons and are difficult to detect in all but the brightest of surroundings. Shadows are immune to normal *hold* spells and are unaffected by cold-based attacks. *Magic missiles* prove an effective weapon against shadows, and they can be *turned* by clerics. Shadows do not hoard treasure, but tend to roam aimlessly in search of the living beings on which they feed.

Spitting Snake



Spitting snakes are capable of both biting their target and shooting poisonous spittle at a single target within thirty feet. The bite itself is poisonous, while the spitting attack both poisons and blinds its victims. Spitting snakes are immune to poison. When exploring an area infested with these creatures, it is best not to cast *neutralize poison* until all of the spitting snakes have been destroyed. Though dangerous, spitting snakes are slow and not terribly cunning. They can be tricked into crawling into an *insect swarm*. One adventurer with a *wand of magic missiles* in each hand can deal with a roomful of these creatures, though he or she should aim low, so that the spitting snakes do not duck the oncoming spells.

Snakes are the weaker cousins of the spitting snake. Although they look much alike and share an immunity to poison, snakes have only a non-poisonous bite attack.

Stone Golem

The stone golem can prove to be an all but overwhelming opponent. A +2 or better magical weapon is needed to hit this extraordinary creature. A stone golem is immune to spells, and its two powerful punch attacks can do massive damage. For many adventurers, the only successful method for dealing with stone golems is to run away. A more experienced and well-rounded party might use *invisibility* to get in close, then utilize a thief's *backstabbing* ability to catch the stone golem unawares.



ADVENTURERS MET ALONG THE WAY

Nine fellow adventurers and citizens of Muhar await the party in the land of Har'Akir.



Anhg Krag

Ability Scores:

Strength: 18/00 Wisdom: 10
 Constitution: 17 Intelligence: 5
 Dexterity: 10 Charisma: 6

Equipment: None.

Spells Learned: None.

Status: When Anhg Krag is first encountered, he is injured from contact with water. Once a *heal* spell is cast upon him, he can regenerate damage except from fire, water, and acid-based attacks.

Original Meeting Place: North of the Ancient Sphinx, on the way to the Burial Catacombs.

Whereabouts after Leaving Party: Returns to his original meeting place.

Description: Anhg Krag is the only good and innocent member of the desert trolls in Har'Akir. For his goodness he was driven from the company of his own kind.

Sex: Male

Race: Desert Troll

Class: Fighter

Alignment: Neutral Good

Armor Class: 4

Current Hit Points: 7

Maximum Hit Points: 60

Level: 7

Experience Points: 64,500



Gloriantha

Ability Scores:

Strength: 16	Wisdom: 17
Constitution: 15	Intelligence: 15
Dexterity: 14	Charisma: 16

Equipment: Two-handed sword+2, plate mail, and plate helm.

Spells Learned: None.

Status: Undead.

Original Meeting Place: The Burial Catacombs, Ground Floor.

Whereabouts after Leaving Party: Returns to her original meeting place, unless the mummy Senmet has been destroyed.

Description: A noble paladin seeking to end the curse of her undead state. This can only be done by the complete and final destruction of the greater mummy Senmet.

Sex: Female

Race: Human (Undead)

Class: Paladin

Alignment: Lawful Good

Armor Class: 3

Current Hit Points: 48

Maximum Hit Points: 48

Level: 8

Experience Points: 168,000



Hrak Tur

Ability Scores:

Strength: 17	Wisdom: 13
Constitution: 17	Intelligence: 14
Dexterity: 16	Charisma: 15

Sex: Male

Race: Wemic

Class: Fighter

Alignment: Neutral Good

Armor Class: 3

Current Hit Points: 28

Maximum Hit Points: 38

Level: 5

Experience Points: 18,500

Equipment: Spear.

Innate Wemic Abilities: *Jump*.

Status: Wounded.

Original Meeting Place: The desert of Har'Akir, between the Obelisk and the Royal Burial Hall.

Whereabouts after Leaving Party: Returns to his original meeting place.

Description: A powerful and proud fighter who has been ambushed by desert trolls, Hrak Tur seeks the armor and supplies they took from him.



Kineta

Ability Scores:

Strength: 5 Wisdom: 6
 Constitution: 12 Intelligence: 15
 Dexterity: 8 Charisma: 17

Equipment: Har'Akiri robe.

Spells Learned: None.

Status: Alive and well.

Original Meeting Place: The tent of her family in Muhar.

Second Meeting Place: The Ruined Temple of Harvest.

Whereabouts after Leaving Party: The tent of her family in Muhar.

Description: Frightened by the party, Kineta runs away from home. The characters must find her and return her to her father.

Sex: Female

Race: Human

Class: Commoner

Alignment: True Neutral

Armor Class: 10

Current Hit Points: 2

Maximum Hit Points: 2

Level: 0

Experience Points: 0



Piotra

Sex: Male

Race: Human (Vistani)

Class: Thief

Alignment: Chaotic Good

Armor Class: 3

Current Hit Points: 28

Maximum Hit Points: 28

Level: 5

Experience Points: 12,500

Ability Scores:

Strength: 15 Wisdom: 10
 Constitution: 15 Intelligence: 12
 Dexterity: 17 Charisma: 14

Equipment: Short sword, lock picks, two oils of fiery burning, ring of protection +2, two water skins, and leather armor.

Spells Learned: None.

Status: Alive and well.

Original Meeting Place: A tent in the Village of Muhar.

Whereabouts after Leaving Party: He returns to his tent in Muhar.

Description: The last surviving member of a Vistani family lost in Har'Akir. He is desperate to find a way out.



Min Deir

Sex: Female

Race: Human (Native Har'Akiri)

Class: Cleric

Alignment: Neutral Good

Armor Class: 10

Current Hit Points: 15

Maximum Hit Points: 15

Level: 3

Experience Points: 3,050

Ability Scores:

Strength: 9 Wisdom: 18
 Constitution: 11 Intelligence: 16
 Dexterity: 11 Charisma: 15

Equipment: Har'Akiri robe, two water skins, and a Keoghtom's ointment.

Spells Learned: Bless, cure light wounds, detect magic, draw upon holy might-STR, light, and spiritual hammer.

Status: She is blind and has had her tongue removed by her enemies.

Original Meeting Place: The Seer's Hut.

Whereabouts after Leaving Party: The Seer's Hut, unless she's lead the party to the Obelisk.

Description: Her destiny is to lead those who might fulfill the prophecy into the Obelisk.



Sennef

Sex: Female

Race: Human

Class: Commoner

Alignment: Chaotic Good

Armor Class: 10

Current Hit Points: 4

Maximum Hit Points: 5

Level: 0

Experience Points: 0

Ability Scores:

Strength: 12 Wisdom: 12
 Constitution: 14 Intelligence: 16
 Dexterity: 13 Charisma: 13

Equipment: Water skin and an Har'Akiri robe.

Spells Learned: None.

Status: Sennef injured her ankle while climbing down into a well to escape an oncoming desert storm.

Original Meeting Place: The Forgotten Shrine of Neferti, Main Level.

Whereabouts after Leaving Party: The Council tent in the Village of Muhar.

Description: Sennef is injured, and wants to return to Muhar.



Sethir Rha

Ability Scores:

Strength: 15 Wisdom: 16
 Constitution: 15 Intelligence: 17
 Dexterity: 17 Charisma: 13

Equipment: Har'Akiri robe.

Spells Learned: Two aid spells, *bless*, *cure light wounds*, *detect pits*, *draw upon holy might-DEX*, *flame blade*, two light spells, *neutralize poison*, *prayer*, *speak with animals*, and *summon insects*.

Status: Locked inside the Ancient Sphinx for centuries, he has begun to lose contact with reality.

Original Meeting Place: The Ancient Sphinx, Halls of Insight.

Whereabouts after Leaving Party: He returns to the Ancient Sphinx, Halls of Insight.

Description: Though a jackalwere, Sethir Rha is not evil. He proves truly grateful if allowed to join the party and will use his jackalwere abilities on its behalf.



Trajan Khet

Ability Scores:

Strength: 15 Wisdom: 14
 Constitution: 17 Intelligence: 16
 Dexterity: 16 Charisma: 14

Equipment: Chain mail+1, dagger+1, two powders of coagulation, potion of speed, quarterstaff+2, and three water skins.

Spells Learned: None.

Status: Alive and well.

Original Meeting Place: In the desert northwest of the Temple of Set.

Whereabouts after Leaving Party: Returns to his original meeting place.

Description: Trajan Khet tries to become the party's leader, but wants to escape Har'Akir badly enough to join the party on its terms.

Sex: Male

Race: Human/Lycanthrope (Jackalwere)

Class: Cleric

Alignment: True Neutral

Armor Class: 1

Current Hit Points: 30

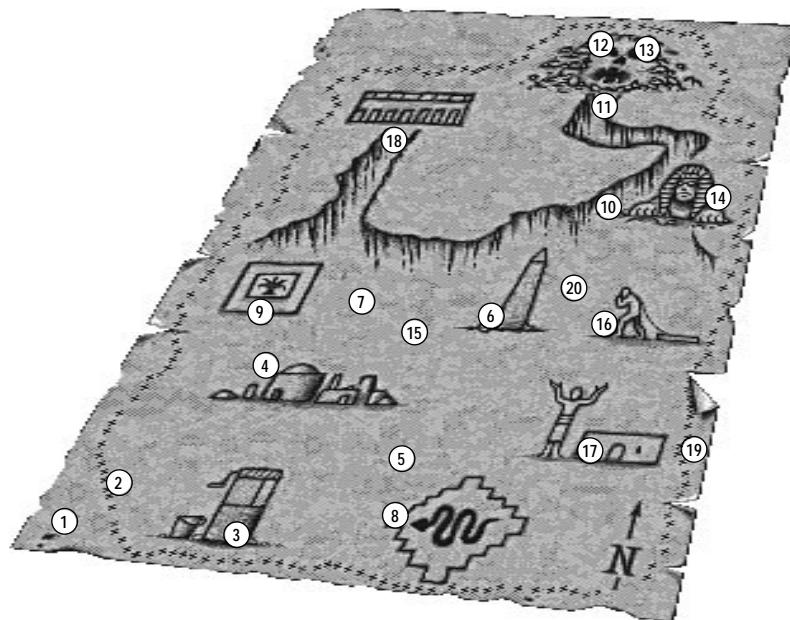
Maximum Hit Points: 30

Level: 7

Experience Points: 78,250

AN ADVENTURER'S GUIDE TO HAR'AKIR

The Desert Map



Synopsis

The adventurers enter the desert of Har'Akir. Before them a gypsy woman lies dying of a strange plague. She urges the party to take the Gypsy Dagger at her side to Piotra, her brother in the Village of Muhar. It is the only legacy her family can offer its last surviving member.

Muhar lies to the northeast, but along the way the party encounters the tent of the blind seer. To their horror, the adventurers realize that the seer has no tongue; she can neither see nor speak. The woman is able to scratch an image in the sands, the outline of a well and the indication that it stands somewhere to the east. The characters proceed to the well and find that it is more than a mere well, for it descends into the Forgotten Shrine of Neferti.

Opponents

Desert zombies, giant vultures, and dust devils scour the open desert for unsuspecting prey.

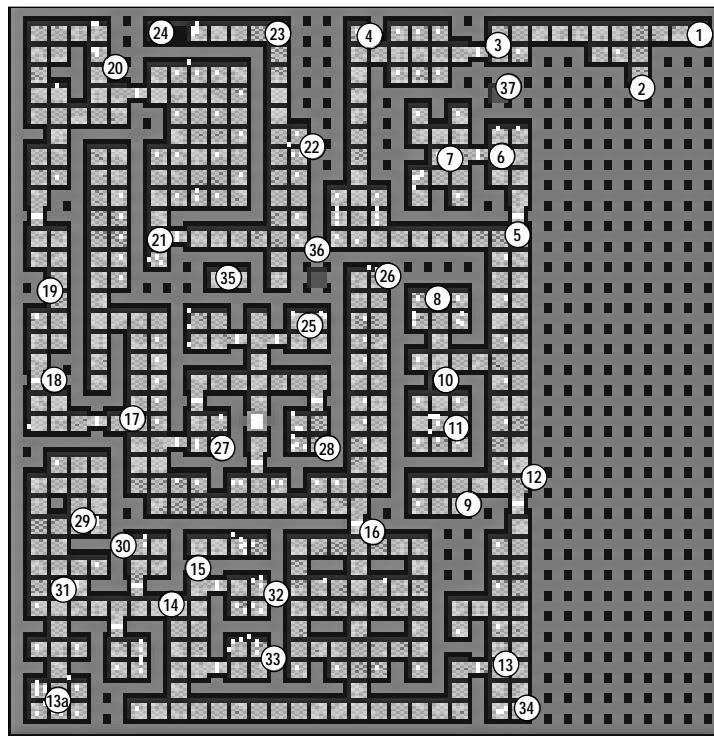
Location Descriptions

- 1 The characters appear at this location.
- 2 The hut of the blind seer, Min Deir.
- 3 A well (the entrance to the Forgotten Shrine of Neferti).

Other Locations of Interest

- 4 The Village of Muhar.
- 5 The desert ranger, Trajan Khet.
- 6 The Obelisk.
- 7 The Half-Buried Villager.
- 8 The Temple of Set.
- 9 The Ruined Temple of Harvest.
- 10 The wounded desert troll, Anhg Krag.
- 11 The Burial Catacombs.
- 12 The Burial Catacombs, Upper Excavations.
- 13 The Burial Catacombs, Upper Excavations (second entrance).
- 14 The Ancient Sphinx.
- 15 The Elusive Ghost.
- 16 The Royal Burial Hall.
- 17 The Temple of Ra.
- 18 Pharaoh's Rest.
- 19 The *Scroll of Return*.
- 20 The wemic adventurer, Hrak Tur.

The Forgotten Shrine of Neferti, Main Level



Note: Refer to the Desert Map on page 15 for the specific location of the well leading to "The Forgotten Shrine of Neferti."

Synopsis

Upon arriving at the well, the party is ambushed by desert zombies. A short distance south of the well are two matching obelisks. A skeleton lies nearby, clutching a scroll which describes the obelisks as teleportation devices which require teleportation keys to activate; a teleportation key lies next to the skeleton as well. The symbol on the key does not match the ones on the obelisks. When used, the key transports the party to the Village of Muhar. The characters should not use the key now, but instead descend into the well.

A rope leads down the well into the level below. There the characters enter a forgotten shrine to Neferti, a woman who was revered in ancient times for her beauty. As they explore the shrine, the characters learn of two gems, the Eyes of Neferti which provide magic sight, and decide to find them and give them to the blind seer.

Opponents

Fire toads, snakes, and spitting snakes lurk in the cool depths of this forgotten shrine.

Location Descriptions

- 1 The characters appear at this location.
- 2 An injured woman, Sennef, gives the party a partial map of the level. Returning her to Muhar gains the party one good judgment point in the opinion of the Judge of the Dead in the Royal Burial Hall, City of the Dead. The characters promise to aid Sennef after the level has been explored.
- 3 A button opens the door leading west. On the floor are two water skins, two *Keoghtom's ointments*, and a *potion of fire resistance*.
- 4 A sack.
- 5 A button opens the door leading north.
- 6 A button opens the door leading west.
- 7 The White Circle Key, a *potion of fire resistance*, two *potions of healing*, and a key ring.
- 8 The Scroll of Neferti, a robe, a cleric *scroll of raise dead*, and a *Village of Muhar Teleport Key*.
- 9 A button which closes the pit at location 10.
- 10 A pit.
- 11 An *Eye of Neferti*, a suit of padded armor, *scale helm+1*, and a *mage scroll of feather fall*.
- 12 The door opened by the White Circle Key.
- 13 A button which opens the door leading west.
- 13a An *Anhktepot's Seal Quarter*, two *potions of healing*, two water skins, a suit of ring mail, a bronze helm, and a *white robe+1*.
- 14 A button which opens a secret door at location 15.
- 15 In this secret room are the Silver Clover Key, *stone of good luck*, lock picks, *potion of extra healing*, and a *leather helm+1*.

16 A pressure plate opens the door to the north. (It also activates a fireball spell trap to the south.)

17 A pressure plate opens the door to the west.

18 On the other side of the door is a button which deactivates a pressure plate at location 19. If not deactivated, the pressure plate activates a *fireball* spell trap.

19 A pressure plate and a button. The button opens the door to the north.

20 Two *oils of fiery burning* and a *potion of extra healing*. The door south of location 20 is opened by the Silver Clover Key. A *mage scroll of ice storm* lies nearby.

21 The button on the left opens the door. The button on the right activates a *fireball* spell trap. The objects nearby are a suit of leather armor and two water skins.

22 The second *Eye of Neferti*.

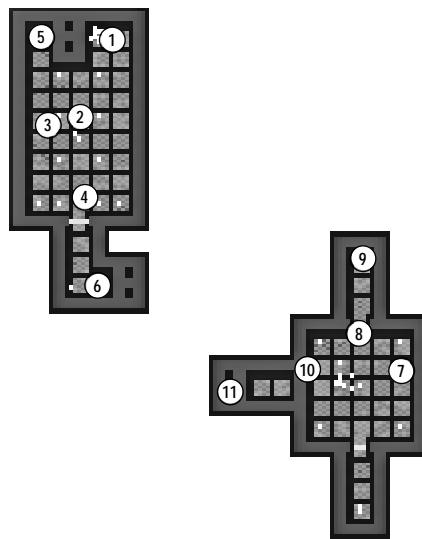
23 A button deactivates a pressure plate (which would have launched a *fireball* at the party). A slider trap sends the party sliding west and into the pit at location 24.

24 A pit leading to location 1 of the Forgotten Shrine of Neferti, Lower Level.

Other Locations of Interest

- 25 A *wand of magic missiles*
- 26 Two *Keoghtom's ointments* and two water skins.
- 27 A *mage scroll of shield*.
- 28 A *mage scroll of chill touch*.
- 29 An ivory scroll case and a *mage scroll of Agannazar's scorch*.
- 30 A cleric *scroll of raise dead*.
- 31 A *mage scroll of stinking cloud*.
- 32 A *mage scroll of feather fall*.
- 33 A *potion of healing*.
- 34 A *potion of extra healing*.

The Forgotten Shrine of Neferti, Lower Level



Synopsis

On this level the characters find the Helm of Telepathy, which allows them to speak to the seer, Min Deir.

Opponents

Spitting snakes and snakes creep along the deserted hallways of the shrine.

Location Descriptions

- 1 The characters appear at this location, and snakes and spitting snakes attack them. A blue robe, two *Keoghtom's ointments*, two *potions of extra healing*, and three water skins lie nearby.
- 2 The *Helm of Telepathy*. Nearby rests a mage *scroll of light*, a mage *scroll of burning hands*, and a white robe.
- 3 This button opens the door at location 4.
- 4 A door leading south.
- 5 Stairs returning to the Forgotten Shrine of Neferti, Main Level.

Return to the Forgotten Shrine of Neferti, Main Level

Note: For map and location information, refer to the “Forgotten Shrine of Neferti, Main Level” section on page 17.

Location Descriptions

- 24 A button facing south closes the pit to the east. Objects just beyond the closed pit are a Har’Akiri battle axe, a suit of chain mail, a *helm of brilliance+1*, two water skins, and a sack. After collecting these items, the party returns via the stairs at this location to location 5 of the Forgotten Shrine of Neferti, Lower Level.

Return to the Forgotten Shrine of Neferti, Lower Level

Note: For map and location information, refer to the “Forgotten Shrine of Neferti, Lower Level” section on page 20.

Location Descriptions

- 5 The characters appear at this location.
- 6 Stairs returning to the Forgotten Shrine of Neferti, Main Level, at location 35.

Note: The areas of the Forgotten Shrine of Neferti, Lower Level described below would never be explored in the scenario described above. They are reached via the pit at location 10 in the Forgotten Shrine of Neferti, Main Level. Opponents on this level include fire toads, snakes, and spitting snakes.

- 7 The characters appear at this location. Two cleric *scrolls of cure light wounds*, a green robe, and two water skins lie nearby.
- 8 A button which opens the door leading north.
- 9 A button which activates the button at location 10.
- 10 A button which opens the secret door leading west.
- 11 A teleporter which returns the party to location 8 of the Forgotten Shrine of Neferti, Main Level.

Return to the Forgotten Shrine of Neferti, Main Level

Note: For map and location information, refer to the “Forgotten Shrine of Neferti, Main Level” section on page 17.

- 35 A pressure plate opens a sequence of secret doors.
- 36 A teleporter leading to location 3.
- 37 A teleporter leading to location 35.
- 2 The injured woman, Sennef. She joins the characters at this time.
- 1 The characters exit the level at this location.

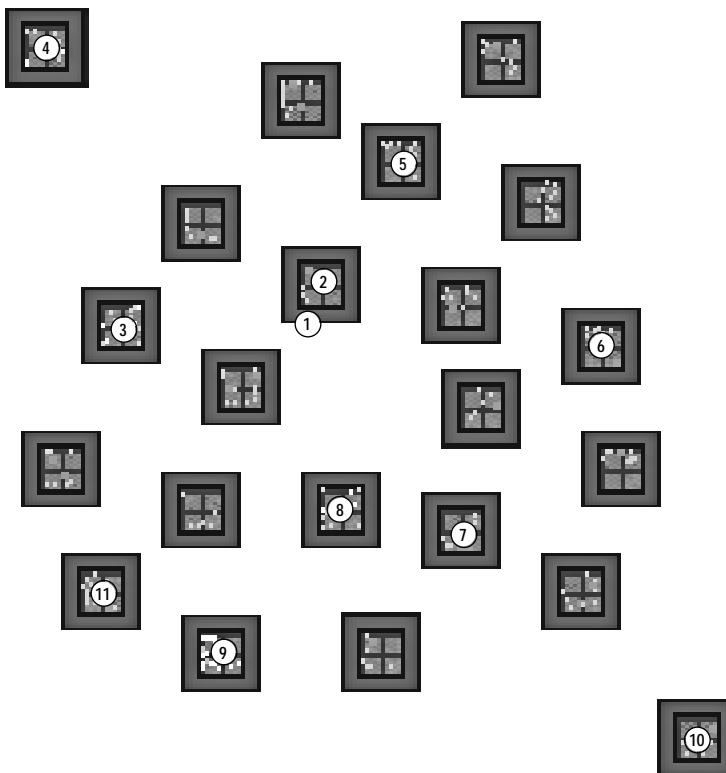
The Blind Seer, Min Deir

Note: Refer to the Desert Map on page 15 for the specific location of the hut of the blind seer.

Synopsis

The characters return to Min Deir, the blind seer. When one member of the party wears the Helm of Telepathy, she tells them of the Eyes of Neferti, the prophecy, and of her ability to lead them within the Obelisk. At this point the party can use the Village of Muhar Teleport Key which was found outside the well to teleport them into the Village of Muhar. It is, of course, also possible to walk to the village, which lies northeast of Min Deir’s tent.

The Village of Muhar



Note: Refer to the Desert Map on page 15 for the specific location of the “Village of Muhar.”

Synopsis

In Muhar, the characters meet few villagers willing to speak to them; however, with perseverance they can learn much about the land and its evil ruler, Anhktep. This is easier said than done, as the villagers see any outsiders as a threat to their peace and well-being. Sennef leaves the characters once they have entered the village.

Opponents

A few giant vultures roam the outskirts of the village.

Location Descriptions

- 1 Outside the tent stands the Young Street Urchin. He gives the party a map of Har'Akir.
- 2 The tent of the Untrusting Villager.
- 3 Two mage scrolls of *magic missile* and five water skins.
- 4 A suit of chain mail, broad sword, shield, two water skins, and a scroll describing the Awakening of Anhktepot.
- 5 A mage scroll of *armor* and scroll of *blur*.
- 6 The Village Woman waits for her husband to return with much-needed supplies.
- 7 The tent of the Weeping Man, the Dying Woman, and their daughter, Kineta.
- 8 A scroll describing desert trolls. Three water skins lie nearby.
- 9 Eight water skins, eight oils of *fiery burning*, and three Keoghtom's ointments.
- 10 Piotra, brother of the Gypsy Woman the characters met at the beginning of the adventure. If the characters return the *Gypsy Dagger* to Piotra, they earn one good judgment point.
- 11 The tent of the Old Beggar.

The Obelisk, Chamber of the Prophet

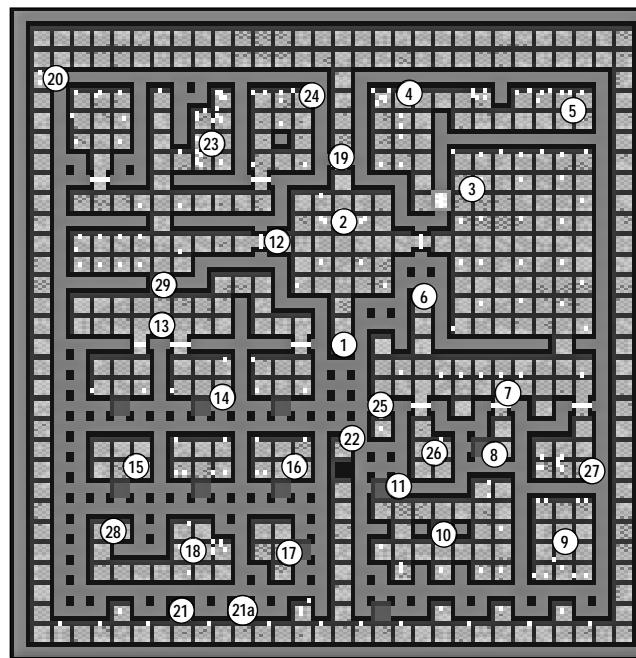
Note: refer to the Desert Map on page 15 for the specific location of "The Obelisk."

Synopsis

The characters leave the Village of Muhar and travel northeast to the Obelisk. The only way into the Obelisk is if the seer, Min Deir, is with the party and if the party has given her the Eyes of Neferti, which allow Min Deir to see the secret entrance to the Obelisk.

After the characters enter the Obelisk, Min Deir leaves them, having fulfilled her mission. One end of the hall is covered with hieroglyphics — the Stone Prophet. As the party nears, the Guardian of the Stone Prophet appears, telling them that in order to decipher the meaning of the Stone Prophet, they need to collect eight scattered parchment fragments and then return. The party then descends the nearby stairs leading to The Obelisk, Lower Level 1.

The Obelisk, Lower Level 1



Synopsis

Here the party finds two chests, each containing a parchment required to decipher the Stone Prophet. They also find a way to the level below.

Opponents

A nest of manscorpions protects the ancient halls of the Obelisk.

Location Descriptions

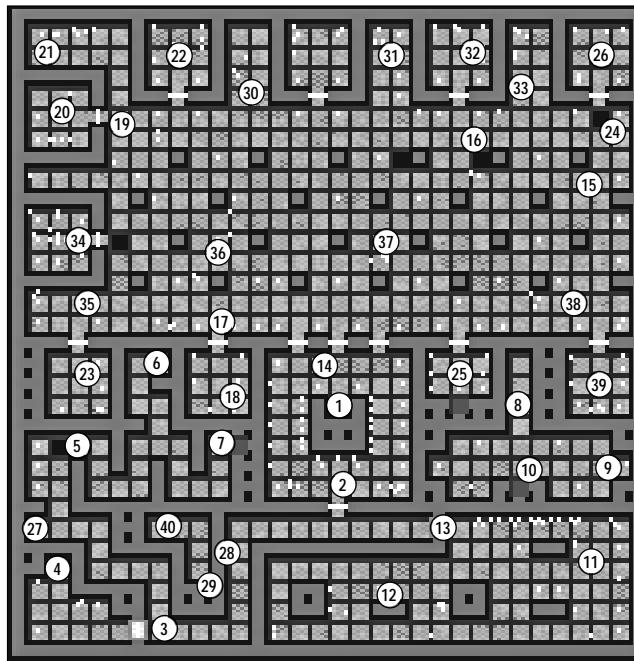
- 1 The characters appear here. Two water skins lie on the floor.
- 2 The Obelisk Teleport Key and a mage scroll of *flame arrow*.
- 3 An illusionary wall leading west.
- 4 Two potions of *extra healing* and two water skins.
- 5 A Har'Akiri light helm and a chest containing a piece of the parchment needed to decipher the Stone Prophet.
- 6 A button activating the button at location 7. **Note:** other alcoves have buttons which activate nearby doors.
- 7 A button opens the door to the south.

- 8 A teleporter leading to location 9.
- 9 A mage scroll of *hold monster*. A pressure plate to the north opens a secret door to the west.
- 10 The Silver Axe Key, a key ring, *khopesh sword+2*, and a chest containing two *potions of healing*, a *potion of extra healing*, a *potion of speed*, and two water skins.
- 11 A teleporter to location 7.
- 12 A pressure plate opens the door to the west.
- 13 A button opening two doors to the south. A trap continually launches *lightning bolts* from the north.
- 14 A teleporter to location 15.
- 15 Arriving at this location, the party enters the teleporter to the south leading to location 16.
- 16 A teleporter to the south leads to location 17.
- 17 A button on the south wall opens a secret door to location 18. On the east wall is a teleporter which leads to location 29.
- 18 A chest containing a piece of the parchment needed to decipher the Stone Prophet, two *potions of extra healing*, and a green robe. The characters enter the teleporter east of 17, leading to location 29.
- 19 The door opened by the Silver Axe Key.
- 20 A map depicting a portion of the Obelisk.
- 21 A button deactivating a pit at location 22.
- 21a Two *Keoghtom's Ointments*.
- 22 Stairs leading to the Obelisk, Lower Level 2.

Other Locations of Interest

- 23 A short sword, two water skins, two arrows, a composite bow, two *potions of extra healing*, and a *throwing knife+1*.
- 24 A mage scroll of *feather fall*.
- 25 A suit of Har'Akiri light armor.
- 26 A mage scroll of *improved identify*.
- 27 A *sling of seeking*, twelve sling bullets, and a sling pouch.
- 28 Stairs leading to the Obelisk, Lower Level 2, location 40.
- 29 The arrival location from the teleporter at location 17.

The Obelisk, Lower Level 2



Synopsis

The characters' goal on this level is to retrieve three chests, each containing a piece of parchment required to decipher the Stone Prophet. The adventurers must also find a way to descend to the final level of the Obelisk.

Opponents

Death heads and manscorpions patrol the ancient hallways of this level.

Location Descriptions

- 1 The characters appear at this location.
- 2 A cleric scroll of *raise dead*, cleric scroll of *neutralize poison*, wand of fireballs, and two water skins.
- 3 An illusionary wall leading west.

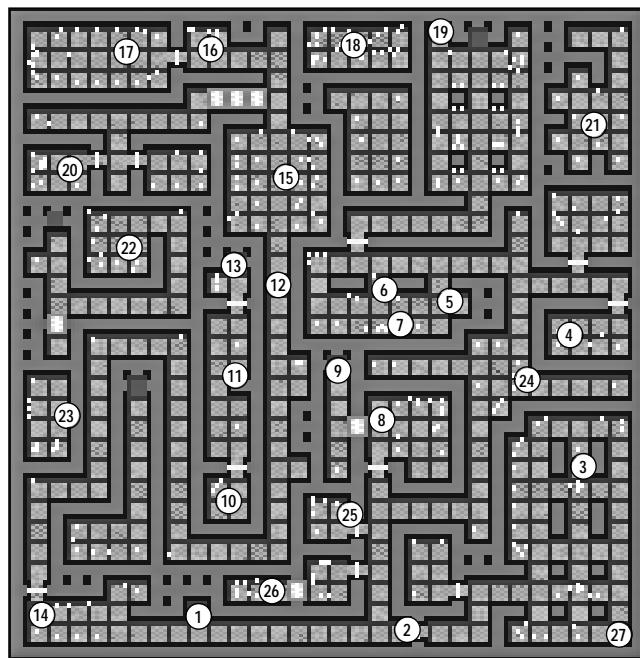
- 4 A button which closes the pit at location 5. A *potion of speed* lies nearby.
- 5 A pit which can be passed after pressing the button at location 4.
- 6 The Silver Star Key. A button on the north wall deactivates the slider trap at location 27.
- 7 A teleporter leading to location 8.
- 8 The characters appear at this location between two death heads.
- 9 A chest containing a piece of the parchment required to decipher the Stone Prophet.
- 10 A teleporter leading to location 11.
- 11 *Bracers of defense*.
- 12 A Keoghtom's ointment, a water skin, and a *potion of fire resistance*.
- 13 An illusionary wall leading west.
- 14 A keyhole requiring the Silver Star Key. It opens the three doors leading north.
- 15 A pressure plate which closes the pit at location 16.
- 16 Once the pit is closed, the button at this location opens the door at location 17. To the south lies a *potion of extra healing*.
- 17 A door leading south, opened by the button at location 16.
- 18 A button which opens the door at location 19.
- 19 The door leading west, opened by the button at location 18.
- 20 A chest containing a piece of parchment required to decipher the Stone Prophet. A button on the west wall opens the door leading south to location 25.
- 21 A *potion of extra healing*. A button on the west wall opens the door leading to location 22.
- 22 A water skin and two *potions of extra healing*. A pressure plate to the north opens the door to location 23.

- 23 A *potion of extra healing* and a *mage scroll of protection from evil 10' radius*. A button on the west wall (the button closest to the door) closes the pit at location 24. The other button opens the door to location 32.
- 24 A pit toggled by the button at location 23.
- 25 A teleporter leading to location 26.
- 26 A chest containing a piece of the parchment required to decipher the Stone Prophet. A pressure plate opens the door.
- 27 A button which opens the secret door to location 28.
- 28 The secret door opened by the button at location 27.
- 29 Stairs leading to the Obelisk, Lower Level 3.

Other Locations of Interest

- 30 A *potion of extra healing* and a water skin.
- 31 Two *dusts of disappearance*.
- 32 A *mage scroll of flaming sphere* and two water skins.
- 33 A halberd and a *powder of coagulation*.
- 34 Five stones, a war hammer, water skin, shield, cleric *scroll of magical stones*, and a *magical stone*.
- 35 Two water skins.
- 36 To the north lies a water skin; to the south, a *potion of extra healing*.
- 37 A water skin, *potion of fire resistance*, white robe, and a quarterstaff.
- 38 A *potion of healing* and a water skin.
- 39 A *ring of protection+1*.
- 40 Stairs to the Obelisk, Lower Level 1.

The Obelisk, Lower Level 3



Synopsis

On this level the party must find the remaining three chests, each containing a piece of parchment necessary to decipher the Stone Prophet. They also find an Hierophant's Seal Quarter.

Opponents

Minotaurs guarding their masters' remains attack the party on this level.

Location Descriptions

- 1 The characters appear at this location.
- 2 A pressure plate opens the door to the east.
- 3 A chest containing a piece of parchment required to decipher the Stone Prophet.
- 4 The Silver Moon Key.
- 5 An entrance which avoids a slider trap north of location 6.
- 6 A chest containing a piece of parchment required to decipher the Stone Prophet.
- 7 An Hierophant's Seal Quarter.

8 An illusionary wall leading west. Two water skins lie nearby.

9 A teleporter leading to location 10.

10 The arrival location from the teleporter at location 9.

11 A button which deactivates slider traps at location 12.

Note: The northbound corridor leading to locations 12 and 15 contains *magic missile* spell traps activated by pressure plates. The *magic missiles* can be avoided by maneuvering into alcoves along the eastern side of the corridor.

12 Slider traps deactivated by the button at location 11. To the south lies the parchment, *Scroll of Sacrifice*, describing the ultimate sacrifice of eight priests.

13 A teleporter leading to location 8.

14 The door opened by the Silver Moon Key and a *wand of enemy detection*.

15 Eight Har'Akiri red robes.

16 The door requiring the Silver Moon Key to open.

17 A chest containing a piece of parchment required to decipher the Stone Prophet, the *Scroll of Gifts*, and four *Keoghtom's ointments*.

The characters return to the stairs and exit the level at location 1.

Note: An easy method for leaving the Obelisk is to use the *Obelisk Teleport Key* found at location 2 in the Obelisk, Lower Level 1.

Other Locations of Interest

- 18 Seven stones, a *shield+1*, a suit of scale mail armor, a cleric *scroll of create water*, a cleric *scroll of cure light wounds*, a khopesh sword, and two water skins.
- 19 A button opening the secret door to location 18.
- 20 Two water skins.
- 21 Two water skins.
- 22 A mage *scroll of cone of cold*.
- 23 A *powder of coagulation*, water skin, broad sword, and banded mail+1.
- 24 Two water skins and a *potion of giant strength*.
- 25 A mage *scroll of fireball*.
- 26 Four *potions of healing*.
- 27 A mage *scroll of shocking grasp*.

Return to the Obelisk, Chamber of the Prophet

Once translated, the eleven lines of the Stone Prophet provide the following cryptic clues:

Hot gales, the sands arise. Flesh corrupts and falls away. These are the signs of their coming.

The wrath of Anhktepot burns the land. Who hopes to rule must lure the evil to him.

In the Ancient Burial Hall, the Guardian of the Gate of the Dead awaits. She shall judge them by deeds both good and bad.

Her son the sweet lute did play. This gentle music the ghost awaits.

To the priest, the mystic urn is given. The Temple of Harvest shall be restored.

Beyond the Gate of the Dead, he awaits. The soul of the stranger knows the way.

Master of the winged wind. Three signals, the whistle sounds, summoning forth the Falcon.

The eight tears shall fall. Ra weeps and the stone shatters; a fragment of the seal revealed.

They capture the sun and in a coffer hold the might of Ra. By its light, the soul and the seal are freed.

Two seals, each in four pieces lie. Piece to piece, the seals rejoined, two gates are opened.

Into conflict, the foes are led: Anhktepot and the other. When falls the wall of Ra, so shall the way be opened. The way home.

The Half-Buried Villager

Note: Refer to the Desert Map on page 15 for the specific locations of the "Half-Buried Villager."

7 The Half-Buried Villager. The characters take the sack of supplies from the Half-Buried Villager and return it to his wife in the village. The party may then use the *Village of Muhar Teleport Key* found outside the well leading to the Forgotten Shrine of Neferti to teleport directly to Muhar.

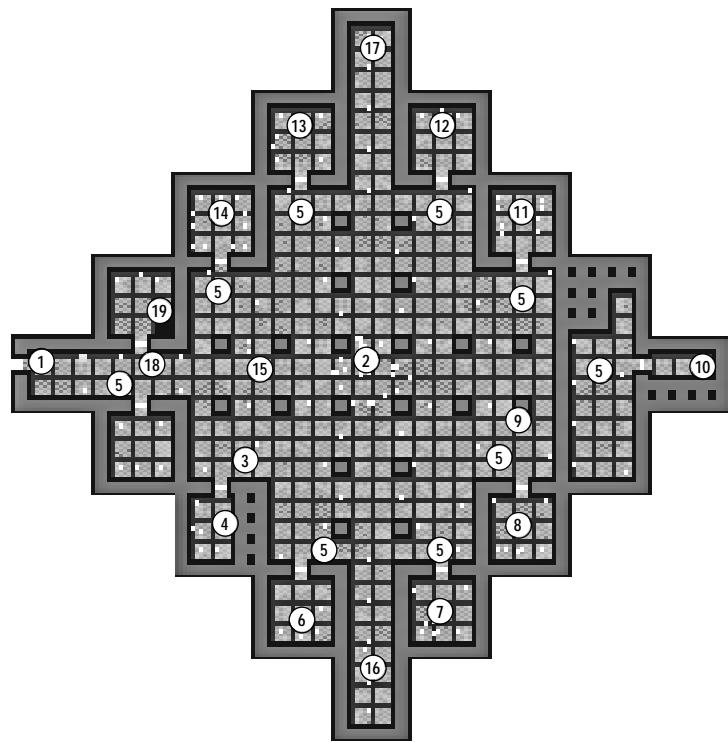


Return to the Village of Muhar

Note: For map and location information, refer to "The Village of Muhar" section on page 23.

6 The Village Woman waits for her husband to return with much-needed supplies. By this act, the party gains one good judgment point.

The Temple of Set, Temple Grounds



Note: Refer to the Desert Map on page 15 for the specific location of "The Temple of Set."

Synopsis

In the Temple of Set, Temple Grounds, the party finds a piece of the Hierophant's Seal Quarter and a Magical Watering Urn. Before doing so, however, the party explores the temple's upper levels to find Iron Set Idol Keys and the Helm of Telepathy.

Opponents

Dark nagas, spitting snakes, and snakes serve the god Set by protecting the temple against thieves and curious adventurers.

Location Descriptions

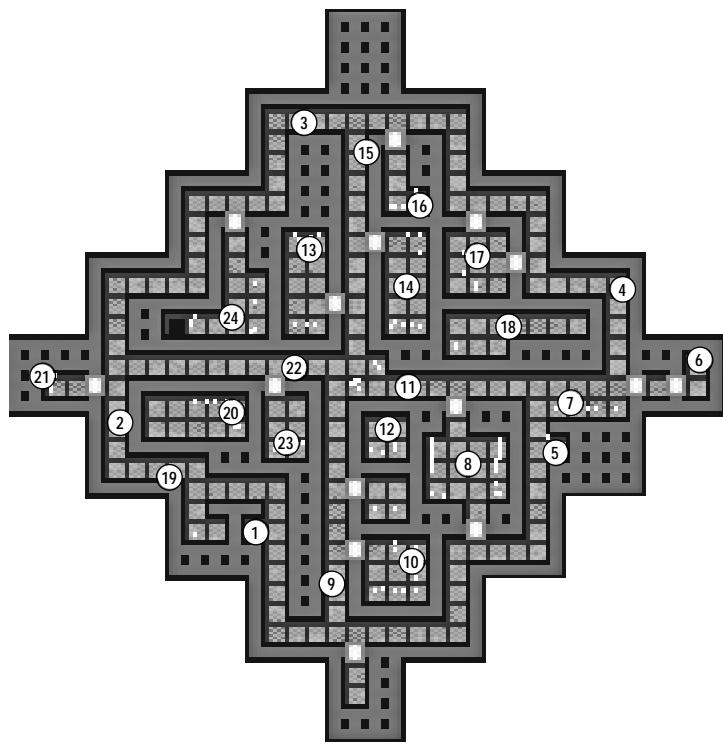
- 1 The characters appear at this location. Nearby, Isu Rhekotep greets the party.
- 2 The Tree Key. Also in the area are the scroll of Princess Haremhab, three water skins, a scimitar, a suit of *chain mail+3*, shield, suit of leather armor, lock picks, short sword, *ring of wizardry*, green robe, a mage scroll of *invisibility 10' radius* and scroll of *Melf's acid arrow*, a potion of extra healing, bronze helm, suit of bronze plate mail, and a war hammer+2.



Note: The twelve magic mouths on the center columns in this area each speak one word of a riddle. Taken together, they tell the party, "The hidden helm of true sight reveals serpents awaiting gifts of iron."

- 3 The door requiring the Tree Key to open.
- 4 A potion of speed. Stairs to the east lead up to the Temple of Set, Upper Level 1. The party returns to this level at a later time.

The Temple of Set, Upper Level 1



Synopsis

On this level the adventurers pick up a number of objects and acquire Iron Set Idol Keys necessary to open doors in the Temple of Set, Temple Grounds.

Opponents

Dark nagas, spitting snakes, and snakes aggressively attack the party on this level.

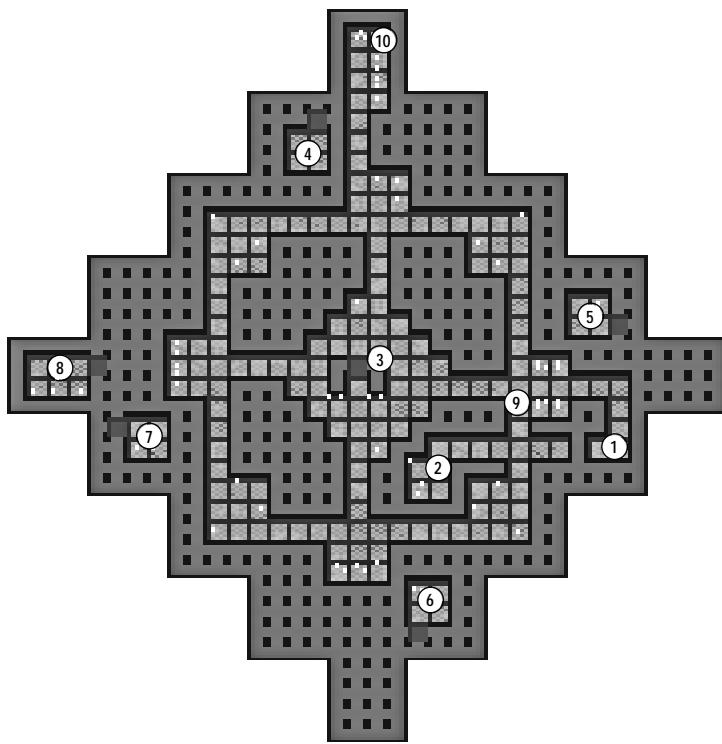
Location Descriptions

- 1 The characters appear at this location.
- 2 A slider trap moves the party northward.
- 3 A slider trap moves the party eastward.

- 4 A slider trap moves the party southward. A button on the east wall opens a secret door leading west.
- 5 Stairs leading to the Temple of Set, Upper Level 2.
- 6 A cleric scroll of speak with animals and four Keoghtom's ointments.
- 7 A book describing the nature of Set.
- 8 Two potions of extra healing and three Keoghtom's ointments.
- 9 A pressure plate activating a fireball trap from the north. To avoid the fireball, the party can quickly move to the east through an illusionary wall.
- 10 A periapt of proof vs. poison+1, which makes whoever carries it less susceptible to the effects of poison.
- 11 A hidden button which opens a secret door to location 12. West of location 11 lie two powders of coagulation, a water skin, and a Har'Akiri red robe.
- 12 An Iron Set Idol Key.
- 13 An Iron Set Idol Key.
- 14 A Keoghtom's ointment and a potion of extra healing.
- 15 A pressure plate trap which casts a fireball at the party from the south.
- 16 Two potions of extra healing.
- 17 An Iron Set Idol Key.
- 18 An Iron Set Idol Key.
- 19 The button at this location opens the secret door to location 20.
- 20 An Iron Set Idol Key.
- 21 An Iron Set Idol Key and two potions of extra healing.
- 22 A pressure plate which shoots fireballs at the party from the east.
- 23 A mage scroll of ice storm.
- 24 A mage scroll of acid bolt and two potions of extra healing. The characters should not enter the pit.

The characters exit this level at location 5 and enter the Temple of Set, Upper Level 2.

The Temple of Set, Upper Level 2



Synopsis

On this level the party retrieves the Helm of True Seeing. This allows the party to see illusionary walls and the Invisible Watchers of Set. The adventurers also find the remaining Iron Set Idol Keys required by the Invisible Watchers of Set.

Opponents

Serpents of Set, dark nagas, and spitting snakes protect the Helm of True Seeing.

Location Descriptions

- 1 The characters appear at this location.
- 2 *The Helm of True Seeing.*
- 3 A teleporter leading to location 4.
- 4 An *Iron Set Idol Key*. The teleporter leads to location 5.
- 5 A *Keoghtom's ointment* and a *mage scroll of lightning*. The teleporter leads to location 6.
- 6 An *Iron Set Idol Key*. The teleporter leads to location 7.
- 7 A *mage scroll of haste*. The teleporter leads to location 8.
- 8 An *Iron Set Idol Key*. The teleporter leads to location 9.
- 9 The characters appear at this location from the teleporter at location 8.
- 10 Two *Keoghtom's ointments*

The characters leave the level via the stairs at location 1, then find their way back to the Temple of Set, Temple Grounds.

Return to the Temple of Set, Temple Grounds

Note: For map and location information, refer to the “Temple of Set, Temple Grounds” section on page 34.

Synopsis

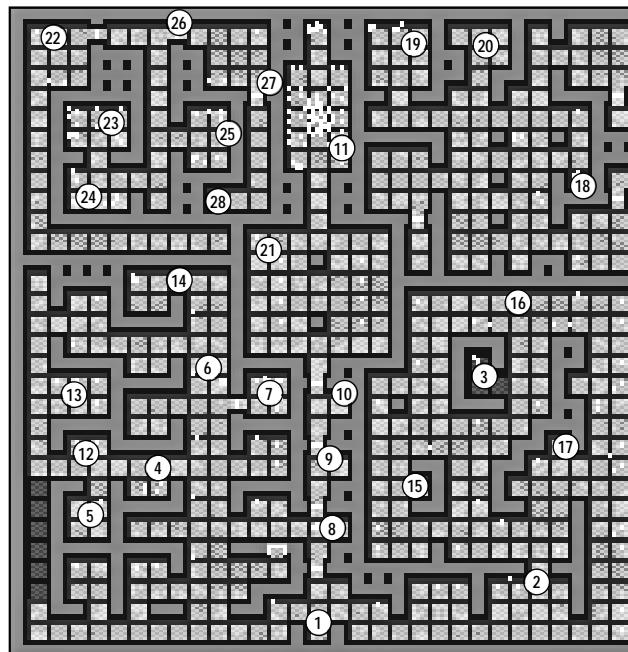
In returning to this level, the party uses the Helm of True Seeing to speak with each of the Invisible Watchers of Set. Offering each Invisible Watcher an Iron Set Idol Key opens the way into the chambers guarded by the Watchers. (A mage spell of detect invisibility may also be used.) An Anhktepot Seal Quarter and the Magical Watering Urn must be retrieved from this level.

Location Descriptions

- 4 The characters appear at this location.
- 5 Offering an *Iron Set Idol Key* to each Invisible Watcher of Set at these locations causes each Watcher to open a nearby door.
- 6 An *Anhktepot Seal Quarter*.

- 7 The Magical Watering Urn and two potions of extra healing.
- 8 A mage scroll of venom bolt and a Keoghtom's ointment.
- 9 A button opening a secret door leading to the east.
- 10 Stairs leading to the Temple of Set, Dungeon of the Serpent.
(At this time the party should not descend to the Temple of Set, Dungeon of the Serpent.)
- 11 Four chests containing a total of eight potions of extra healing, twelve water skins, two Keoghtom's ointments, an oil of fiery burning, seven green robes, and one green robe+4.
- 12 The Serpent Key.
- 13 A staff of swarming insects.
- 14 A Village of Muhar Teleport Key.
- 15 A Temple of Set Teleport Key.
- 16 A potion of extra healing.
- 17 A potion of extra healing and a Keoghtom's ointment.
- 18 A door leading to a pit which gives the party access to the Temple of Set, Dungeon of the Serpent.
- 19 A pit leading to the Temple of Set, Dungeon of the Serpent.
The characters should not descend yet, as they have no sure way to defeat the mummy Senmet.

The Ruined Temple of Harvest, Temple Grounds



Note: Refer to the Desert Map on page 15 for the specific location of the "Ruined Temple of Harvest."

Synopsis

On this level the party finds the Mask of Hathor, talks with the Feline Helper, Shafaar, and convinces her to retrieve the Gold Sun Key. Afterward, the party meets the priest of the Ruined Temple of Harvest and gives him the Magical Watering Urn. With this magical artifact, the priest restores the Temple to its former glory. The priest rewards the party with a key, one opening the way to the lower chambers of the Temple which have been inaccessible for many years.

If the party talked to the Weeping Man in the village and his daughter, Kineta, ran away, she will be found with the priest. On their way out of the Temple, the adventurers should offer to take Kineta back to her father in the village; doing so gives the party one good judgment point.

Opponents

Desert zombies, sand mephits, and one shadow roam the deserted ruins of the temple.

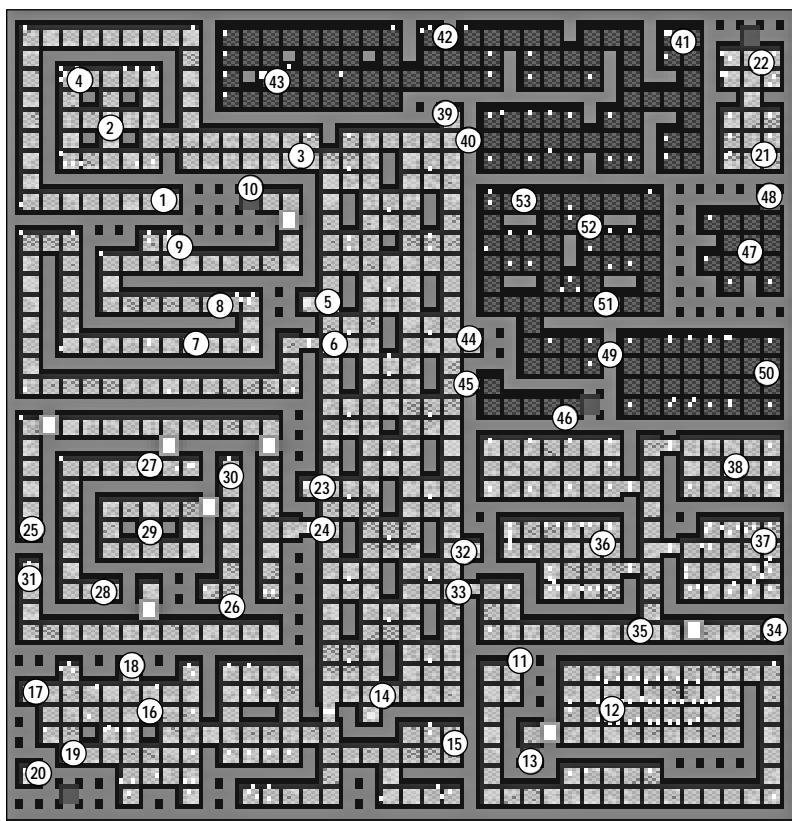
Location Descriptions

- 1 The characters appear at this location.
- 2 A water skin and a mage scroll of *detect invisibility*.
- 3 The *Mask of Hathor*, a water skin, and a cleric scroll of *create water*. These objects lie in a poisoned area and the party must be ready to *neutralize poison* or otherwise heal itself.
- 4 A book revealing the tale of Isu Rehkotep and Senmet.
- 5 A *Temple of Harvest Teleport Key*.
- 6 The Feline Helper, Shafaar. Using either the *Mask of Hathor* or a *speak with animals* spell, the party talks with Shafaar and persuades her to retrieve the Gold Sun Key.
- 7 The characters enter this area using the Gold Sun Key. By defeating the shadow within the room, they earn one good judgment point. A blue robe, *staff of thunder and lightning*, cleric scroll of *raise dead*, cleric scroll of *cure critical wounds*, and a *Feline Figurine* lie within.
- 8 A water skin and a *Keoghtom's ointment*.
- 9 A door leading north requiring the Gold Sun Key to open.
- 10 A door leading north requiring the Gold Sun Key to open.
- 11 The Priest of the Temple of Harvest. Encountering the priest, the party gives him the *Magical Watering Urn*. With this he restores life to the temple. When the temple is restored, the priest gives the party the Gold Key with Green Gem as a reward. Restoring the Ruined Temple of Harvest also gains the party one good judgment point. After the temple is restored, the party should gather as many *air spores* as possible.

If the party encountered the Weeping Man and his family in the village, the Priest asks the party to return the little girl, Kineta, to her family. This can be done quickly by allowing her to join the party, then using the *Village of Muhar Teleport Key* to teleport back to the village. After returning Kineta to her father, the party uses the *Temple of Harvest Teleport Key* to return to the Ruined Temple of Harvest. The characters arrive outside the Temple, enter it, and make their way to location 12.

- 12 A water skin and a *Keoghtom's ointment*.
- 13 Three *oils of fiery burning* and four stones.
- 14 A water skin and a *Keoghtom's ointment*.
- 15 A button which disables a slider trap at location 16.
- 16 A slider trap.
- 17 A hidden button which opens a secret door at location 16 leading north. A *Keoghtom's ointment* and a dagger lie nearby.
- 18 A blue robe, water skin, and a cleric scroll of *flame strike*.
- 19 The Book of Arcane Items.
- 20 A chest containing five *potions of extra healing*.
- 21 A hidden button which opens the secret door leading west.
- 22 The door leading east requiring the Gold Key with Green Gem to open.
- 23 Three water skins and a chest containing a blue robe, *chain mail+1*, *chain helm+1*, a cleric scroll of *heal*, two cleric scrolls of *cure serious wounds*, and a mace.
- 24 Three *potions of extra healing* and two *oils of fiery burning*.
- 25 A cleric scroll of *summon insects* and *scroll of true seeing*.
- 26 A door requiring the Gold Key with Green Gem to open.
- 27 A door requiring the Gold Key with Green Gem to open.
- 28 Stairs leading down to the Ruined Temple of Harvest, Underground Chambers.

The Ruined Temple of Harvest, Underground Chambers



Note: Refer to the Desert Map on page 15 for the specific location of the "Ruined Temple of Harvest."

Synopsis

On this level the adventurers find figurines which allow them past doors guarded by various Statues of Offering. They encounter the Immortal Soul and find the Coffer of Ra, an artifact which contains the Light of Ra. The Coffer of Ra is used to free the Immortal Soul, thereby revealing an Anhktep Sealed Quarter. The characters also find a Special Scroll of Retirement which allows them to permanently destroy Senmet, a scroll revealing the secret name of the Sphinx, and the Large Chain required by the Stone Monolith to open the way to the Royal Burial Hall.

Opponents

Fire beetles, caterwauls, and shadows protect their dark lairs from intruders on this level.

Location Descriptions

- 1 The characters appear at this location.
- 2 A hidden button which deactivates a slider trap at location 3. An ivory scroll case lies nearby.
- 3 A slider trap.
- 4 Two water skins.
- 5 The Statue of Offering requiring the *Feline Figurine* to open the door at location 6.
- 6 The door opened by Statue of Offering at location 5.
- 7 A water skin.
- 8 Two potions of extra healing.
- 9 A scroll revealing the ancient name of the Sphinx and a Lioness Figurine.
- 10 A teleporter leading to location 11.
- 11 The characters arrive at this location from the teleporter at location 10.
- 12 The Jackal Figurine.
- 13 A teleporter leading to location 6.
- 14 The Statue of Offering requiring the Jackal Figurine to open the door leading to the south.
- 15 The Falcon Figurine.
- 16 A cleric scroll of heal.
- 17 A pressure plate which enables the pressure plate at location 18.
- 18 A pressure plate which opens the secret door at location 19.
- 19 A secret door opened by the pressure plate at location 18.
- 20 The Vulture Figurine. The teleporter leads to location 21.

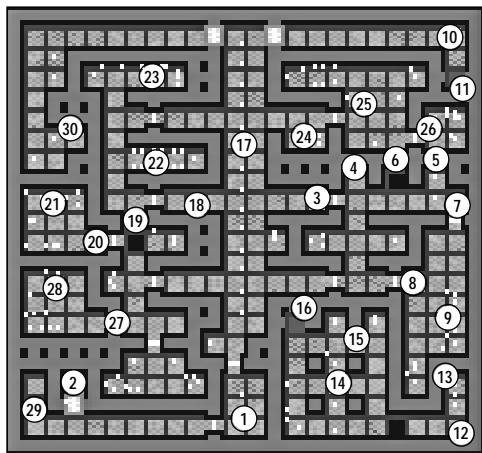
- 21 A cleric scroll of *create water* and a cleric scroll of *cure serious wounds*.
- 22 Two potions of *extra healing* and two javelins of *lightning*. The teleporter leads to location 14.
- 23 The Statue of Offering requiring the Falcon Figurine to open the door at location 24.
- 24 The door opened by the Statue of Offering at location 23.
- 25 A pressure plate which opens the secret door at location 26.
- 26 A secret door opened by the pressure plate at location 25.
- 27 Two potions of *extra healing*.
- 28 A hidden button which opens a secret door to the south.
- 29 The *Special Scroll of Retirement*.
- 30 A mage scroll of *claws of the umber hulk*.
- 31 Two Keoghtom's ointments.
- 32 The Statue of Offering requiring the Lioness Figurine.
- 33 The door opened by the Statue of Offering at location 32.
- 34 A button which deactivates a pressure plate at location 35.
- 35 A pressure plate which opens the four doors along the northbound corridor.
- 36 Two potions of *extra healing*.
- 37 The *Coffer of Ra*, a water skin, a *powder of coagulation*, and a *dagger+2*.
- 38 The *Large Chain*, to be used later at the Stone Monolith.
- 39 The Statue of Offering requiring the Vulture Figurine to open the door at location 40.
- 40 Before entering, the characters should consume the *air spores* to survive the unbreathable area beyond.
- 41 A Keoghtom's ointment.
- 42 The Scorpion Figurine.

- 43 The Immortal Soul. The characters free the Immortal Soul by using the *Coffer of Ra*. The Immortal Soul leaves behind an *Anhktep Seal Quarter*.
- 44 The Statue of Offering requiring the Scorpion Figurine.
- 45 The door opened by the Statue of Offering at location 44. The party consumes *air spores* to survive within the unbreathable area beyond.
- 46 A hidden button on the south wall deactivates a slider trap before the teleporter and opens a secret door. The teleporter leads to location 47.
- 47 A staff of *thunder and lightning*.
- 48 A teleporter leading to location 46. The characters proceed through the now open secret door north of location 46.
- 49 A button which opens a secret door to the east. It also activates a spell trap which launches *fireballs* at the party from location 50.
- 50 The *fireball* spell trap launch point. Objects in this room include three potions of *extra healing*, a *wand of paralyzation*, a *ring of protection+1*, and a mace.
- 51 A shield and suit of plate mail.
- 52 A scimitar of *speed*.
- 53 A mace+2.



The characters return to location 1. (Alternatively, the party can use the *Temple of Harvest Teleport Key* to return to the teleportation obelisks outside of the Ruined Temple of Harvest.)

The Burial Catacombs, Ground Floor



Note: Refer to the Desert Map on page 15 for the specific location of "The Burial Catacombs."

Synopsis

On this level the party finds potions of flying and a mage scroll of flying which allow access to the Burial Catacombs, Upper Excavations. They also find the Tekhen's Lute which is necessary to speak with the Elusive Ghost. Finally, they find a way to explore the Burial Catacombs, Lower Excavation. To complete this level, the party needs to take the Gold Circle Key from Naghrak in the Upper Excavations.

Opponents

Desert trolls and grave elementals claim the catacombs as their own and attack intruders incessantly.

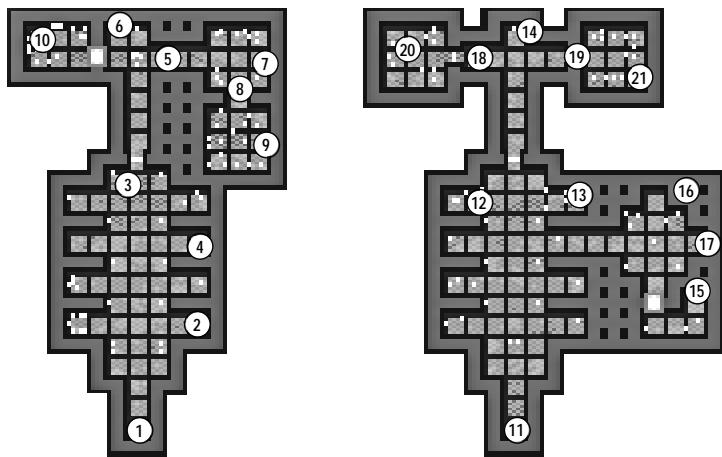
Location Descriptions

- 1 The characters enter at this location.
- 2 A mage scroll of fly.
- 3 A pressure plate opening the door to the east.
- 4 A hidden button which closes the pit directly south of location 19.
- 5 A hidden button which closes the pit at location 6.

- 6 A hidden button which opens the door at location 7, leading south, and the door at location 8, leading west.
- 7 The door leading south, opened by the hidden button at location 6.
- 8 The door leading west, opened by the hidden button at location 6.
- 9 Three *potions of extra healing* and a *mage scroll of jump*. To the south lie the Silver Circle Key, two water skins, and two *potions of extra healing*.
- 10 Two water skins.
- 11 A teleporter leading to location 12.
- 12 A battle axe, shield, adamantite plate mail, adamantite plate helm, a water skin, and a *powder of coagulation*.
- 13 A hidden button on the north wall which closes the pit west of location 12.
- 14 A cleric *scroll of heal*.
- 15 A *mage scroll of slow* and two *potions of flying*.
- 16 A teleporter leading to location 3.
- 17 A lever opening the door at location 18.
- 18 The door opened by the lever at location 17.
- 19 A hidden button on the west wall opens the door at location 20.
- 20 The door leading west, opened by the hidden button at location 19.
- 21 *Tekhen's Lute*.
- 22 A *Burial Catacombs Teleport Key*.
- 23 Three *potions of extra healing*.
- 30 The undead paladin, Gloriantha, who the party should pick up later before going to destroy Senmet.

The characters exit the level at location 1, but will return later.

The Burial Catacombs, Upper Excavations



Note: Refer to the Desert Map on page 15 for the specific location of "The Burial Catacombs, Upper Excavations."

Synopsis

To reach the entrance of the Burial Catacombs, Upper Excavation, the party must use a jump or fly spell or effect. On this level the party seeks out Naghrak, the evil leader of the desert trolls. In Naghrak's room lies a Gold Circle Key which opens the way to two rooms in the Burial Catacombs, Ground Floor. The Calcite Wishing Cup proves of value later in the Ancient Sphinx.

Opponents

Desert trolls, grave elementals, and Naghrak, the evil leader of the trolls fight the party on this level.

Location Descriptions

- 1 The characters appear at this location, after entering through the left eye-hole entrance to the catacombs.
- 2 A hidden button which opens the door at location 3.
- 3 A door opened by the hidden button at location 2.
- 4 A button which casts a *lightning bolt* at the party. The characters should avoid touching this button.

- 5 Two water skins, a mage scroll of enchant weapon, a cloak of protection +2, and a staff of thunder and lightning.
- 6 A hidden button which disables a spinner directly east of location 5.
- 7 A continual spell trap which fires *lightning bolts* to the west.
- 8 A cleric scroll of cure disease.
- 9 Naghrak, the evil leader of the trolls who protect the Gold Circle Key.
- 10 Four potions of extra healing.

The characters exit the level at location 1.

The Burial Catacombs, Upper Excavations (Second Entrance)

Note: Refer to the Desert Map on page 15 for the specific location of "The Burial Catacombs, Upper Excavations (Second Entrance)."

Synopsis

To reach this entrance, the party must use a jump or fly spell or effect.

Location Descriptions

- 11 The characters appear at this location, after entering through the right eye-hole of the entrance to the catacombs.
- 12 A periapt of wound closure.
- 13 A cleric scroll of raise dead.
- 14 A spell trap firing *lightning bolts* to the south.
- 15 A hidden button which activates buttons at locations 16 and 17.
- 16 A button which opens the door at location 18.
- 17 A button which opens the door at location 19.
- 18 The door opened by the button at location 16.
- 19 The door opened by the button at location 17.
- 20 The Calcite Wishing Cup.
- 21 A cleric scroll of create water and a mage scroll of ice knife.

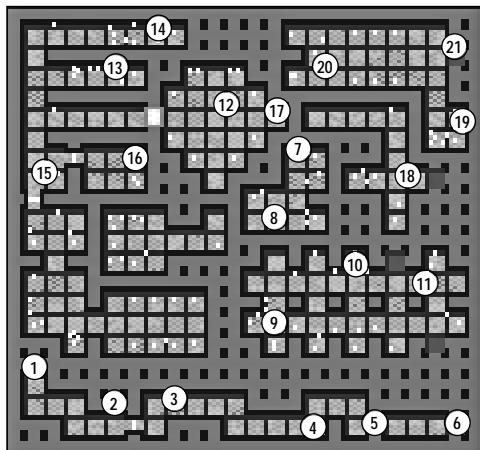
Return to the Burial Catacombs, Ground Floor

Note: For map and location information, refer to “The Burial Catacombs, Ground Floor” section on page 48.

Location Descriptions

- 24 A lever on the south wall opens the door at location 25.
- 25 The door leading east, opened by the lever at location 24.
- 26 The door requiring the Gold Circle Key to open. Objects within the room include four *potions of extra healing*, a *two-handed sword+3*, *mage scroll of hold monster*, *cleric scroll of raise dead* and *scroll of cure critical wounds*, composite bow, *wand of frost*, *Keoghtom's ointment*, wemic armor, and troll armor.
- 27 The door requiring the Gold Circle Key to open.
- 28 Three water skins, a *mage scroll of detect undead*, and a *potion of extra healing*.
- 29 Stairs leading down to the Burial Catacombs, Lower Excavation.

The Burial Catacombs, Lower Excavation



Synopsis

On this level the party must find an Hierophant's Seal Quarter.

Opponents

Grave elementals and shadows battle the party on this level.

Location Descriptions

- 1 The characters appear at this location.
- 2 A hidden button opens the door to the east.
- 3 A continual spinner trap.
- 4 A hidden button deactivates the continual spinner at location 3.
- 5 The door requiring the Silver Circle Key to open.
- 6 A teleporter leading to location 7.
- 7 The characters arrive at this location after using the teleporter at location 6.
- 8 A hidden button which opens a secret door to the south.
- 9 Two water skins and a *mage scroll of dispel magic*.
- 10 A Har'Akiri shield and *Har'Akiri battle axe+3*.
- 11 A teleporter leading to location 12.
- 12 The characters arrive at this location after using the teleporter at location 11. The west wall of this room is an illusionary wall.
- 13 Two *potions of extra healing*.
- 14 A water skin and a *potion of extra healing*.
- 15 Two doors nearby require the Silver Circle Key to open them.
- 16 An *Hierophant's Seal Quarter*.
- 17 A hidden button which opens a secret door to the east.
- 18 A teleporter leading to location 19.
- 19 A water skin and a *Keoghtom's ointment*.
- 20 A *mage scroll of vampiric touch*.
- 21 A teleporter leading to location 1.

The characters exit the level at location 1.

Return to the Burial Catacombs, Ground Floor

Note: For map and location information, refer to “The Burial Catacombs, Ground Floor” section on page 48.

Location Descriptions

- 29 The characters appear at this location.
- 30 Two water skins. The characters add the undead paladin, Gloriantha to the party.

The characters exit the level at location 1.

Return to the Temple of Set, Temple Grounds

Note: For map and location information, refer to “The Temple of Set, Temple Grounds” section on page 34.

Synopsis

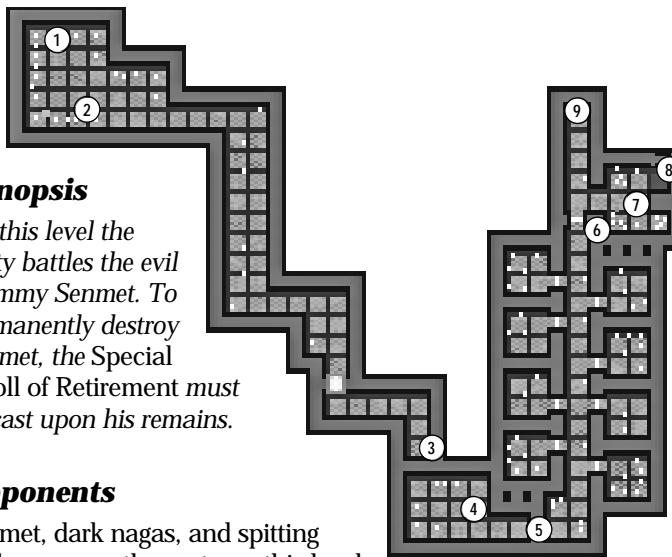
At location 14 on the Desert Map, the party finds a Sphinx Teleport Key and a Har’Akiri red robe. The characters should not enter the Sphinx at this time.

Using the Temple of Set Teleport Key the party teleports to location 8 on the Desert Map, and enter the Temple of Set.

Location Descriptions

- 1 The characters appear at this location.
- 18 The door requiring the Serpent Key to open.
- 19 A pit down which the party falls. The spell *feather fall* should be used if available.

The Temple of Set, Dungeon of the Serpent



Synopsis

On this level the party battles the evil mummy Senmet. To permanently destroy Senmet, the Special Scroll of Retirement must be cast upon his remains.

Opponents

Senmet, dark nagas, and spitting snakes pursue the party on this level.

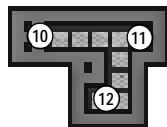
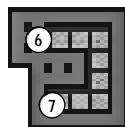
Location Descriptions

- 1 The characters appear at this location.
- 2 The mummy Senmet. After he is defeated and the Special Scroll of Retirement cast on his remains, Gloriantha leaves the party. The permanent destruction of Senmet gains the party two good judgment points.

Other Locations of Interest

- 3 A hidden button which opens the secret door to the south.
- 4 A hidden button which opens the secret door at location 5.
- 5 A secret door opened by the hidden button at location 4.
- 6 A hidden button opens the door to the north.
- 7 Three spears, two chain helms, two halberds, and three *potions of extra healing*.
- 8 A teleporter leading to the Temple of Set, Temple Grounds, location 18.
- 9 Stairs leading up to the Temple of Set, Temple Grounds, location 10.

The Ancient Sphinx, Stairways



Note: Refer to the Desert Map on page 15 for the specific location of "The Ancient Sphinx."

Synopsis

The characters may pick up the desert ranger, Trajan Khet, upon leaving the Temple of Set. The adventurers then use the Sphinx Teleport Key to teleport directly to the Ancient Sphinx. At the Ancient Sphinx, the party reads the scroll containing the secret name of the Sphinx in order to enter. This scroll was found in the Ruined Temple of Harvest, Underground Chambers. The characters descend to the Ancient Sphinx, Halls of Insight.



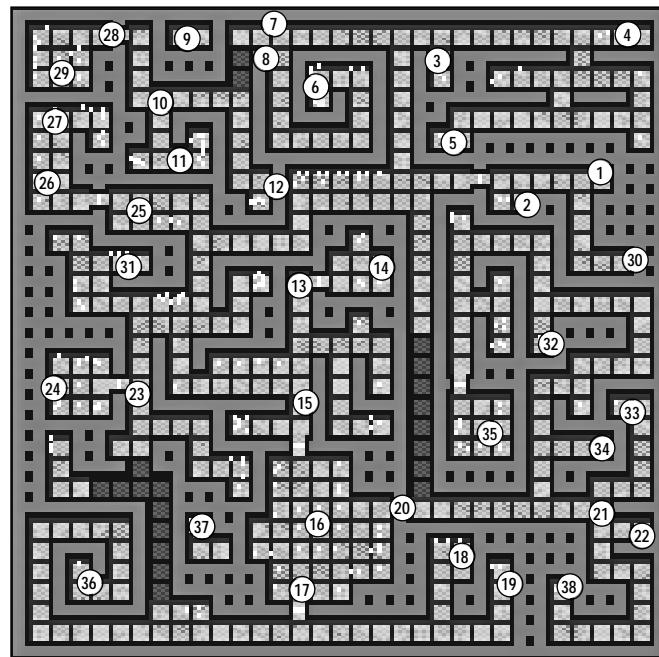
Opponents

Hieracosphinxes threaten the party on this level.

Location Descriptions

- 1 The characters appear at this location.
- 2 Stairs leading down to location 3.
- 3 The characters arrive at this location from location 2.
- 4 A button on the south wall opens the door to the east. A Har'akiri red robe and a cleric scroll of create water lie nearby.
- 5 Stairs leading down to location 6.
- 6 The characters arrive at this location from location 5.
- 7 Stairs leading to the Ancient Sphinx, Halls of Insight. The party will descend the remaining stairs later.

The Ancient Sphinx, Halls of Insight



Synopsis

On this level the party meets Sethir Rha, the jackalwere, and finds various scrolls detailing the history of Har'akir. Among these is a map showing how to gain entrance to the Buried Temple of Ra. The characters also come across a Thought Bottle containing the history of Anhktepot, though a method must be found to activate it.

Opponents

Hieracosphinxes and mimics await to ambush the party on this level.

Location Descriptions

- 1 The characters appear at this location.
- 2 A scroll (in an urn) describes the Thought Bottle containing the history of Anhktepot.
- 3 Two water skins in an urn.
- 4 Two potions of extra healing and a scroll describing the gateway to Pharaoh's Rest, in separate urns.

- 5 Two *potions of extra healing* in an urn.
- 6 Sethir Rha, the jackalwere.
- 7 A hidden button opening a secret door to the west.
- 8 A hidden button opening a secret door to the west.
- 9 A *potion of extra healing*, a water skin, and a mage *scroll of summon swarm*, in urns.
- 10 A pressure plate casting a *magic missile* from the west.
- 11 Two water skins in a urn. Also in an urn is a book describing the Wall of Ra.
- 12 The Gold Key with Red Gem.
- 13 The door requiring the Gold Key with Red Gem to open.
- 14 The Gold Key with Blue Gem.
- 15 A pressure plate trap which casts a *magic missile* from the north.
- 16 In this room are a number of urns containing objects. Some urns are mimics in disguise. In the northeast corner of the room are two *potions of extra healing*. Near the center are two *potions of extra healing* and the *Thought Bottle*. In the southwest corner are two *potions of extra healing*.
- 17 A pressure plate opening the door to the south.
- 18 A scroll describing Anhktep's "Touch of Death."
- 19 A page torn from the Guide to the Ancient Dead, in an urn.
- 20 A pressure plate opening the door to the east.
- 21 A pressure plate which casts a *magic missile* from the south.
- 22 A magic mouth which gives the party the command word to the *Thought Bottle*. After this the party may activate the *Thought Bottle* by placing it in a character's hand and left-clicking on it.
- 23 A door requiring the Gold Key with Red Gem to open.
- 24 A *staff of swarming insects*, in an urn, and two *potions of extra healing*.
- 25 A door requiring the Gold Key with Red Gem to open.
- 26 A map showing the way to the Buried Temple of Ra, in an urn.

- 27 A scroll describing the gateway of the Temple of Ra.
- 28 A door requiring the Gold Key with Blue Gem to open.
- 29 Two *potions of extra healing* and a scroll describing the history of the Hero and his Falcon.
- 30 The characters exit the level at this location.

Other Locations of Interest

- 31 A second page torn from the Guide to the Ancient Dead, in an urn.
- 32 A *wand of frost*, in an urn.
- 33 A scroll describing the *Tears of Ra*, in an urn.
- 34 Two water skins.
- 35 A *ring of protection+4*, in an urn. (The door to this chamber requires the Gold Key with Blue Gem).
- 36 A scroll describing the dreams of Anhktep, in an urn.
- 37 A third page torn from the Guide to the Ancient Dead, in an urn. (This chamber is entered via a secret button to the west of location 16.)
- 38 Two *potions of extra healing*.

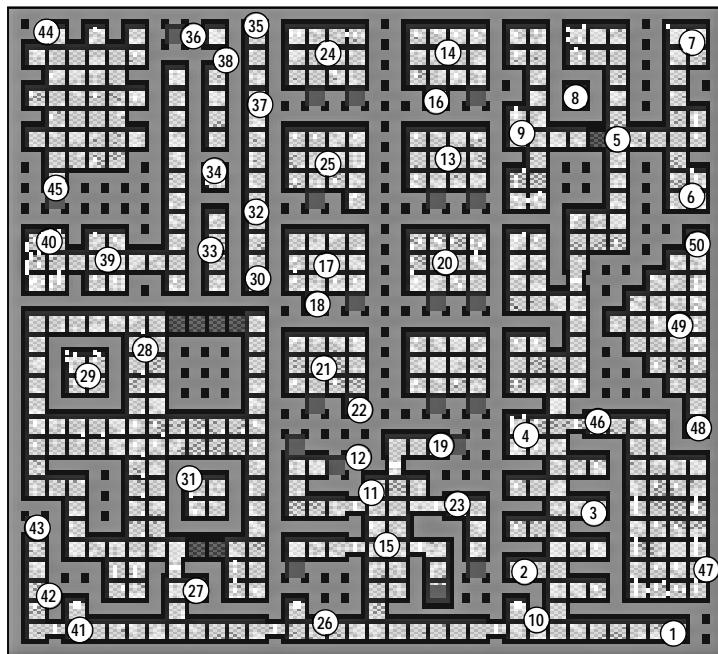
Return to the Ancient Sphinx, Stairways

Note: For map and location information, refer to "The Ancient Sphinx, Stairways" section on page 56.

Location Descriptions

- 8 The characters appear at this location.
- 9 The characters exit the area at this location.
- 10 The characters appear at this location.
- 11 The Statue of Fortune. The characters give the *Calcite Wishing Cup* to the Statue of Fortune and choose a wish. Choosing the wish which benefits the Old Beggar in the Village of Muhar gains the party one good judgment point.
- 12 The characters exit the level at this location, and enter the Labyrinth of the Magi.

The Ancient Sphinx, Labyrinth of the Magi



Synopsis

On this level the characters find the Gold Whistle that is necessary to summon the Hero's Falcon. The four Statues of Offering open doors when given the appropriate figurines.

Opponents

Hieracosphinxes and mimics await the party on this level.

Location Descriptions

- 1 The characters appear at this location.
- 2 A cleric scroll of *cure serious wounds*, in an urn.
- 3 A mage scroll of *disintegrate*, in an urn.
- 4 Two cleric scrolls of *cure serious wounds*, in separate urns.
- 5 A continual spinner. The characters can force their way through.

- 6 A button on the east wall which opens a secret door to the south of location 8.
- 7 A button on the east wall which opens a secret door to the north of location 8.
- 8 The Crocodile Figurine, in an urn.
- 9 A mage scroll of *claws of the umber hulk* and two water skins, in separate urns.
- 10 A Statue of Offering requiring the Crocodile Figurine to open the door to the west.
- 11 A hidden button opening the door to the west.
- 12 A teleporter leading to location 13.
- 13 A cleric scroll of *create water*, in an urn. A teleporter in the southeast corner of the chamber leads to location 14. The teleporter to the west of this teleporter leads to location 15.
- 14 A mage scroll of *haste*, in an urn. The teleporter in the southeast corner of the chamber leads to location 17.
- 15 The arrival location from the teleporters at location 17, 22, and 25.
- 16 A hidden button opens the door to the west of location 15.
- 17 The characters arrive at this location after using the teleporter at location 14. The teleporter in the southeast corner of the chamber leads to location 15.
- 18 A hidden button opens the door to location 19.
- 19 A teleporter leading to location 20.
- 20 A mage scroll of *disintegrate* and a cleric scroll of *raise dead*, in urns. The teleporter to the southeast leads to location 21.
- 21 The Ram Figurine, in an urn.
- 22 A hidden button opens the door at location 23. To the west of the hidden button lies a teleporter leading to location 15.
- 23 The door leading to the teleporter to location 24.
- 24 A bag of holding. Of the two teleporters at location 24, the party takes the one to the west, leading to location 25.

25 The Frog Figurine, in an urn. The teleporter at location 25 leads to location 15.

26 A Statue of Offering requiring the Ram Figurine to open the door to the west.

27 A Statue of Offering requiring the Frog Figurine to open the door to the north.

28 A hidden button opens a door to the west.

29 Two *Keoghtom's ointments*, in an urn. On the west wall are two buttons. The north button opens the secret door near location 30. The south button opens a secret door near location 31.

30 A secret door leading north, opened by a hidden button at location 29.

31 The Scarab Figurine, in an urn. Also in this chamber are two buttons along the east wall. The button to the north opens a secret door at location 30, and the button to the south opens a secret door at location 32.

32 A secret door leading west, opened by the button at location 31.

33 A hidden button opening the secret door at location 34.

34 A suit of elven chain mail and an elven chain helm, in separate urns.

35 A hidden button on the north wall opens a secret door to the west.

36 A hidden button on the west wall opens a secret door to the south. The teleporter leads to location 39.

37 A hidden button on the east wall opens a secret door to the west.

38 A hidden button on the north wall opens a secret door south of location 34. The way is now open to reach the teleporter near location 36.

39 The characters arrive at this location from the teleporter at location 36. A mage scroll of *cloudkill* and a cleric scroll of *heal* can be found in urns.

40 A mage scroll of *death spell*.

41 The Statue of Offering requiring the Scarab Figurine to open the door to the west.

42 Two potions of extra healing, in an urn.

43 A teleporter leading to location 44.

44 A cleric scroll of *neutralize poison*, two water skins, a Gold Key with Black Gem, cleric scroll of *summon insects*, mage scroll of *teleport*, and two *Keoghtom's ointments*, all in separate urns.

45 A teleporter leading to location 42.

46 The door leading east requiring the Gold Key with Black Gem to open.

47 A lever on the east wall opens the secret door at location 48. A book describing the nature of Ra lies nearby.

48 A secret door leading north, opened by a lever at location 47.

49 The *Gold Whistle*.

50 A mage scroll of *knock*.

The characters exit the level at location 1. (Alternatively the party may use the *Sphinx Teleport Key* to teleport to a location outside the Ancient Sphinx.)

The Elusive Ghost

Note: Refer to the Desert Map on page 15 for the specific location of the "Elusive Ghost."

Synopsis

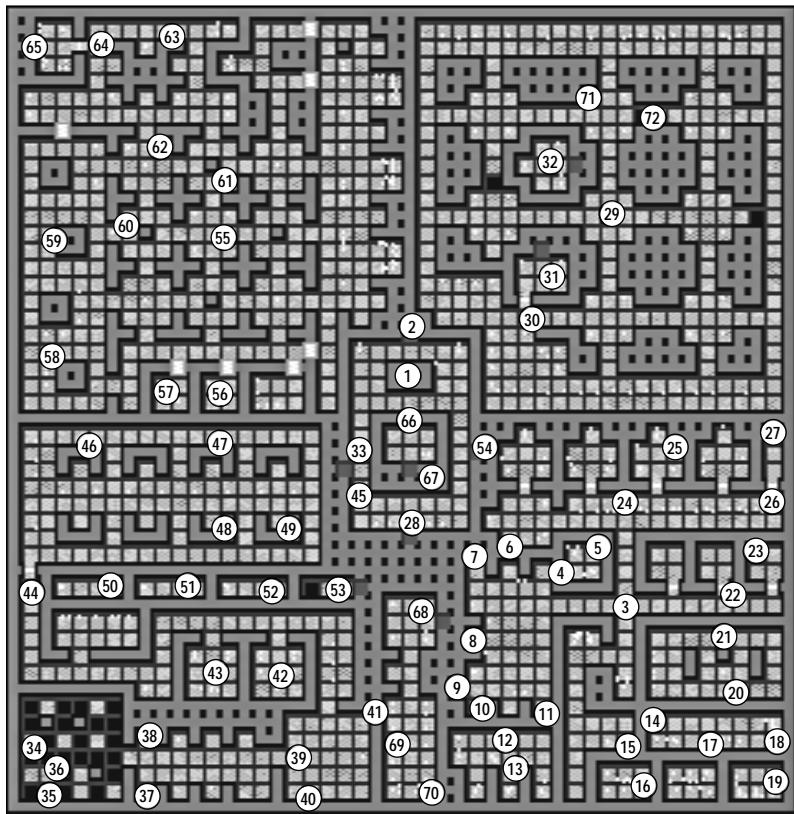
To the north of the Village of Muhar, the party plays Tekhen's Lute, (which the party acquired in the Burial Catacombs, Ground Floor) to find the *Elusive Ghost*. The *Elusive Ghost* responds by singing a song in which the command word for the *Stone Monolith* can be found. When the *Stone Monolith* is supplied with both the *Large Chain* (found in the *Ruined Temple of Harvest, Underground Chambers*) and the command word, it opens the way to the *Royal Burial Hall*.

Location Descriptions

15 The *Elusive Ghost*.

16 The *Stone Monolith*.

The Royal Burial Hall, City of the Dead



Note: Refer to the Desert Map on page 15 for the specific location of "The Royal Burial Hall."

Synopsis

The characters' goal on this level is to find a piece of the Hierophant's Seal Quarter and to enter the hidden room of Judgment where the Guardian of the Gate of the Dead awaits. If judged good, the party is able to pass beyond the Gate of the Dead and speak to the Lost Soul of the Dead Adventurer. It is the Lost Soul who reveals to the party the location of the Scroll of Return.

Opponents

Doom guards, grave elementals, and shadows protect the final resting places of the dead from intruders.

Location Descriptions

- 1 The characters appear at this location.
- 2 A teleporter leading to location 3. To the east and west lie a cleric scroll of heal and scroll of raise dead.
- 3 The characters arrive at this location after using the teleporter at location 2.
- 4 A button opening the door to location 5.
- 5 Three potions of extra healing, four oils of fiery burning, a potion of fire resistance, potion of jump, and two Keoghtom's ointments.
- 6 A button opening the secret door at location 14.
- 7 A button opening the secret door at location 20.
- 8 A button opening the secret door at location 12.
- 9 A button opening the secret door at location 18.
- 10 A button opening the secret door at location 15.
- 11 A button opening the secret door at location 17.
- 12 A secret door leading south, opened by the button at location 8.
- 13 In separate niches are a mage scroll of cloudbreak, a quarter-staff+2, and a wand of fireballs.
- 14 A secret door leading south, opened by the button at location 6.
- 15 A secret door leading south, opened by the button at location 10.
- 16 Nine water skins.
- 17 A secret door leading south, opened by the button at location 11.
- 18 A secret door leading south, opened by the button at location 9.
- 19 A cleric scroll of raise dead, a scroll containing a recipe for mummification, and a potion of extra healing.
- 20 A secret door leading north, opened by a button at location 7.
- 21 Six pressure plates from east to west, three of which open the doors at location 22, while the other three fire lightning bolts from the east. In general, the lightning bolts can be dodged by quickly stepping on and off a plate.
- 22 Three doors opened by the pressure plates at location 21.
- 23 The Iron Circle Key.

24 A lever opening the door leading north.

25 Lock picks, a *ring of feather fall*, *dagger of throwing*, and a *powder of coagulation*.

26 A lever opening the door leading north.

27 A teleporter leading to location 2.

28 A teleporter leading to location 29.

29 The characters arrive at this location after using the teleporter at location 28.

30 A door requiring the Iron Circle Key to open.

31 Three *potions of extra healing* and a *ring of regeneration*. Immediately north of location 31 is a teleporter leading to location 32.

32 The Demon Key. The teleporter at location 32 returns the party to location 2.

33 A teleporter leading to location 34.

34 The characters arrive at this location, after using the teleporter at location 33. The pit to the north leads to the Royal Burial Hall, Lower Crypts, location 5. On the west wall is a hidden button which closes the pit immediately to the south of 34. The way is now open for the party to reach the south wall at location 35.

Note: After each button is pressed, check the Auto Map to verify which pits have been removed.

35 A hidden button activates the button immediately south of location 34. That button closes the pit just east of location 35.

36 A pillar. On the side facing east is a hidden button which closes a second pit to the east of location 35. Once this pit is closed, another hidden button is accessible on the south wall. This hidden button closes a pit to the north of the hidden button.

To the east of 36 is a second pillar. On the side facing west is a hidden button which activates the second hidden button south of location 34.

The third hidden button south of location 34 closes another pit northeast of location 35.

37 A hidden button on the east wall closes a pit to the north at location 38.

38 A hidden button which closes the pit to the south, allowing the party to leave the chamber.

39 Upon entering, a slider trap slides the party through a spinner and into the southwestern corner of the chamber.

40 A hidden button which deactivates one of the sliders in the chamber. Once the slider trap is deactivated, the party proceeds along a zigzag course, first north, then east, then north and then east again. After four such zigzags, location 41 is reached. In doing so the party must contend with a spinner and weave its way past other active sliders in the room. **Note:** Using the stepping mode at this location can make movement easier.

41 A hidden button deactivates a slider trap, allowing the party to leave the room and proceed to the north.

42 Two *potions of extra healing* and a *periapt of health*.

43 A mage scroll of *lich touch*.

44 The door leading north requiring the Demon Key to open. Once through the door, the corridor leading east is protected by a *lightning bolt* spell trap.

45 Four disabled buttons which cannot be pressed until the buttons at locations 46–49 are pressed.

46 A button enabling a button at location 45.

47 A button enabling a button at location 45.

48 A button enabling a button at location 45.

49 A button enabling a button at location 45.

Once all four of the buttons at location 45 are active, pressing them opens four secret doors leading to four secret chambers. The northernmost of the buttons also closes the pit at location 53.

50 Two water skins and a shield.

51 The Dragon Tooth Key.

52 Two *Keoghtom's ointments* and a *padded helm*+2.

53 Two *potions of extra healing*. The teleporter leads to location 2. The pit leads to the Royal Burial Hall, Lower Crypts, location 3, but the characters should not fall in.

54 A teleporter leading to location 55.

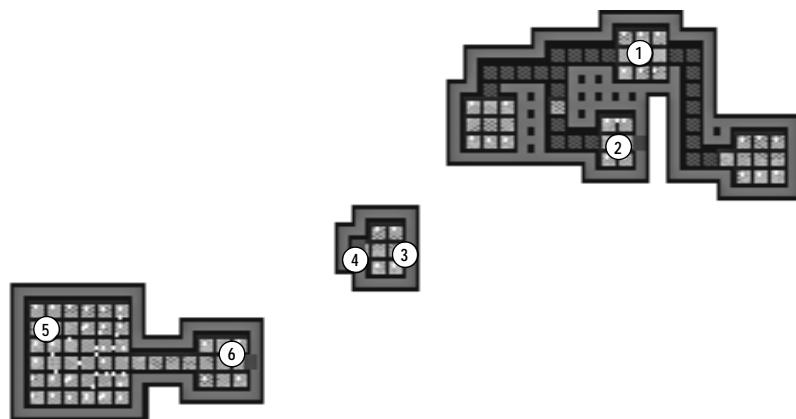
55 The characters arrive here after using the teleporter at 54.

- 56 Four water skins and a *potion of extra healing*.
- 57 An *Hierophant's Seal Quarter*.
- 58 A mage scroll of *disintegrate* and two *potions of extra healing*.
- 59 A *ring of fire resistance*.
- 60 A *potion of extra healing*.
- 61 A *potion of extra healing*.
- 62 A *potion of extra healing*.
- 63 A *potion of extra healing*.
- 64 The door requiring the Dragon Tooth Key. Within this room lies the Thorn Key.
- 65 A teleporter leading to location 2.
- 66 A keyhole requiring the Thorn Key which opens a secret door to the south.
- 67 A teleporter leading to location 68.
- 68 The characters arrive at this location after using the teleporter at 67.
- 69 The Guardian of the Gate of the Dead. The characters speak with the Guardian and are judged. If worthy, the party is allowed to pass beyond the Gate of the Dead at location 70.
 
- 70 In entering the special gateway, the party speaks with the Soul of the Lost Adventurer. He reveals the existence of the *Scroll of Return*, a magical means to escape from Har'Akir. It lies east of the Buried Temple of Ra, but can be reached only if the deadly curtain of heat and light known as the Wall of Ra is deactivated.

Other Locations of Interest

- 71 Two *potions of extra healing*.
- 72 A pit leading to the Royal Burial Hall, Lower Crypts, location 1.

The Royal Burial Hall, Lower Crypts



Note: It is not necessary for the party to explore this level, and the only way to reach it is by falling through pits in the level above.

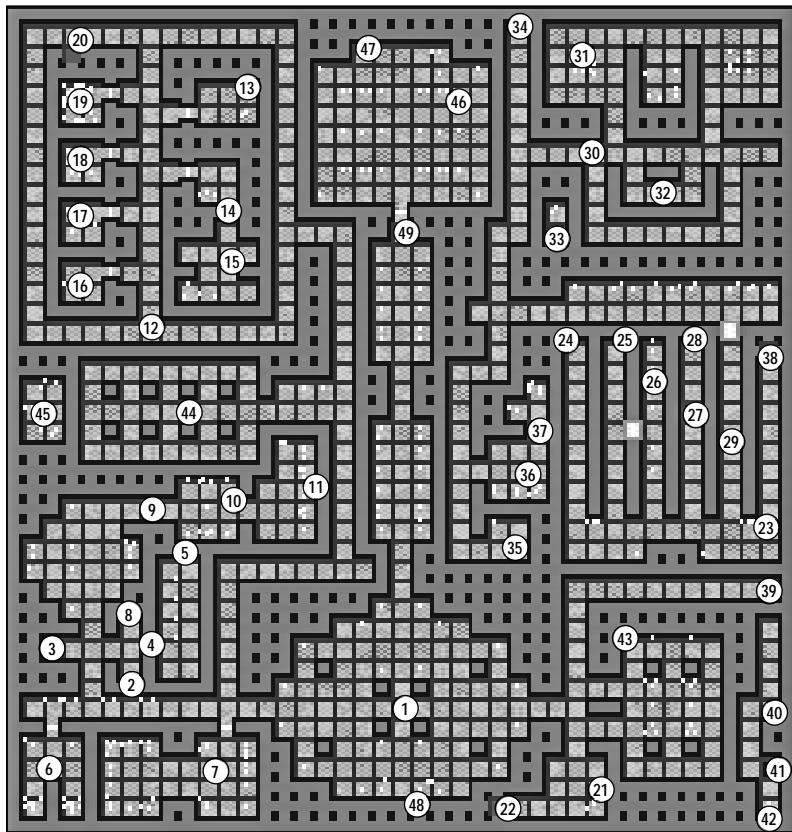
Opponents

Shadows and snakes attack the party on this level.

Location Descriptions

- 1 The characters appear at this location after falling through the pit at location 72 in the Royal Burial Hall, City of the Dead.
- 2 A teleporter leading to location 29 in the Royal Burial Hall, City of the Dead.
- 3 The characters appear at this location after falling through the pit at location 53 in the Royal Burial Hall, City of the Dead.
- 4 A teleporter leading back to a location north of location 51 in the Royal Burial Hall, City of the Dead.
- 5 The characters appear at this location after falling through the pit just north of location 34 in the Royal Burial Hall, City of the Dead. Objects in the room include four *Keoghtom's ointments*, five water skins, and a *periapt of proof vs. poison+4*.
- 6 A teleporter leading back to the Royal Burial Hall, City of the Dead, location 33.

The Buried Temple of Ra, Temple Grounds



Note: Refer to the Desert Map on page 15 for the specific location of "The Buried Temple of Ra."

Synopsis

The characters must find five Tears of Ra, as well as a way to the level below where three more Tears of Ra can be found. These must be placed in the murals of the handmaidens, so that the way to the last piece of the Hierophant's Seal Quarter can be found. When all four pieces of the Hierophant's Seal Quarter are put together, the final seal must be placed in the location where it activates the gateway between the Buried Temple of Ra and Pharaoh's Rest.

Opponents

Doom guards and pyre elementals patrol the temple grounds.

Location Descriptions

- 1 The characters appear at this location.
- 2 A hidden button which activates the button at location 3.
- 3 A button opens the secret door at location 4.
- 4 The secret door opened by the button at location 3.
- 5 Two buttons on the north wall which open the doors to locations 6 and 7.
- 6 In the southwest corner are two *potions of extra healing*, a *potion of fire resistance*, and a *Tear of Ra*. In the southeastern corner are two *potions of extra healing* and a *cleric scroll of raise dead*.
- 7 In the southwestern corner lies a *mage scroll of freezing sphere*. In the northwestern corner lie a *potion of extra healing* and a *potion of fire resistance*. To the east lie five water skins and a *potion of extra healing*.
- 8 A hidden button which deactivates a pressure plate at location 9, which would have opened a pit trap.
- 9 A pressure plate deactivated by the hidden button at 8.
- 10 A *Tear of Ra*.
- 11 Four *potions of extra healing* and a *mage scroll of wizard eye*.
- 12 One of several sliders which move the party along the north-bound corridor. The characters ride the sliders north and maneuver off the sliders in time to press the button at location 13.
- 13 A button on the north wall deactivates the sliders along the corridor and opens a secret door at location 14.
- 14 A secret door leading south, opened by the button at location 13.
- 15 Four buttons open the four doors along the west side of the corridor, leading to locations 16, 17, 18, and 19.
- 16 An empty room.
- 17 A *Tear of Ra*.
- 18 An empty room.
- 19 A suit of Har'Akir light armor, a Har'Akir light helm, three *powders of coagulation*, four Har'Akir red robes, two war hammers, and a *cleric scroll of create water*.
- 20 A teleporter leading back to location 12.
- 21 A *potion of jump*.

22 A teleporter leading to location 23.

23 The characters arrive at this location after using the teleporter at location 22. Upon arrival, the party activates a pressure plate which fires a *fireball* spell trap from the west.

24 A hidden button on the north wall activates the button at location 25.

25 A button which closes the pit at location 27.

26 A pair of *stone giant gauntlets*.

27 A pit closed by the button at location 25.

28 A button which deactivates a slider trap at location 29.

29 A slider trap deactivated by the button at location 28. The characters continue north through the illusionary wall.

30 The first of four pressure plates along the corridor to the east. These pressure plates activate *fireball* spell traps, fired at the party from the east and north.

31 A cleric *scroll of cure critical wounds*, a *ring of fire resistance*, and a cleric *scroll of cure critical wounds*.

32 A button on the south wall opens the secret door leading to location 33.

33 A *Tear of Ra*.

34 A pressure plate activating a pressure plate at location 35.

35 A pressure plate activating a pressure plate at location 36.

36 A pressure plate which closes the pit at location 37. A *potion of jump* lies nearby.

37 A pit closed by the pressure plate at location 36. A *ring of protection+3* lies in the alcove.

38 A teleporter leading to location 22.

39 A hidden button on the north wall opens a secret door immediately to the south, as well as launching a *fireball* spell trap at the party. The button on the east wall launches a *fireball* spell trap from the west.

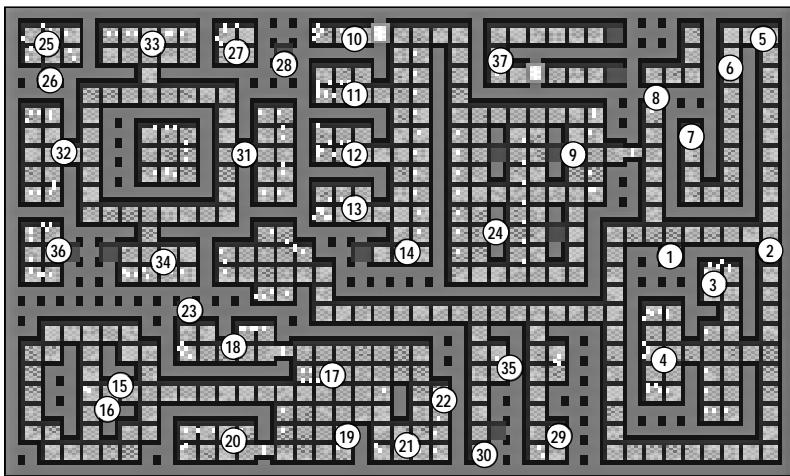
40 A hidden button on the south wall closes the pit at location 41.

41 A pit closed by the hidden button at location 40.

42 A *Tear of Ra*.

43 Stairs leading to the Buried Temple of Ra, Lower Level.

The Buried Temple of Ra, Lower Level



Synopsis

On this level the party retrieves the three remaining Tears of Ra and finds the Pharaoh's Rest Teleport Key.

Opponents

Doom guards and pyre elementals await the party on this level.

Location Descriptions

- 1 The characters appear at this location.
- 2 A continuous *fireball* spell trap.
- 3 Two *dusts of disappearance*.
- 4 A mage *scroll of death spell*.
- 5 A secret button which deactivates the pressure plate at location 6.
- 6 A pressure plate which fires a *fireball* spell trap at the party from the south.
- 7 A pressure plate which opens the door to location 9.
- 8 The *Pharaoh's Rest Teleport Key*.
- 9 Four *potions of extra healing*. The teleporter leads to location 36.

- 10 Two *potions of extra healing*. A hidden button on the west wall disables pressure plates at the entrances to locations 11, 12, and 13. (If not deactivated, these pressure plates cast *fireballs* from the south.)
- 11 A Har'Akiri red robe.
- 12 A Har'Akiri red robe and a cleric scroll of cure disease.
- 13 A *potion of extra healing* and three *oils of fiery burning*.
- 14 A teleporter leading to location 15.
- 15 Two *potions of jump*.
- 16 A hidden button deactivates the sliders blocking the exit from the room. (*Potions of jump* may also be used to avoid the sliders).
- 17 A *potion of extra healing*.
- 18 In the northeast and southwestern corners of the room lie two *potions of extra healing*.
- 19 A *potion of extra healing*.
- 20 A *Tear of Ra*.
- 21 A *potion of extra healing*.
- 22 A *potion of extra healing*.
- 23 A teleporter leading to location 14.
- 24 A teleporter leading to location 25.
- 25 Three *potions of extra healing*.
- 26 A teleporter leading to location 27.
- 27 A *Tear of Ra*. On the east wall is a hidden button which opens a secret door to the teleporter at location 28.
- 28 A teleporter leading to location 9.
- 29 A mage scroll of dragon scales.
- 30 A sword of wounding. A teleporter leads to location 31.
- 31 The characters arrive here after using the teleporter at location 30.
- 32 A hidden button deactivates the spinner at the entrance to location 33.
- 33 A hidden button which deactivates a spinner and allows access to the room west of location 31. On the east wall of this room is a hidden button which deactivates the slider trap at the entrance to location 34.

- 34 A *Tear of Ra*. The teleporter leads to location 35.
- 35 The characters arrive here after using the teleporter at location 34. The characters exit the level at location 1.

Other Locations of Interest

- 36 Two *potions of extra healing*. (This location is reached via the teleporter at location 9.)
- 37 This location is reached via the pit at location 27 in the Temple of Ra, Temple Grounds. A *potion of extra healing* lies nearby. Both teleporters return the party to the level above.

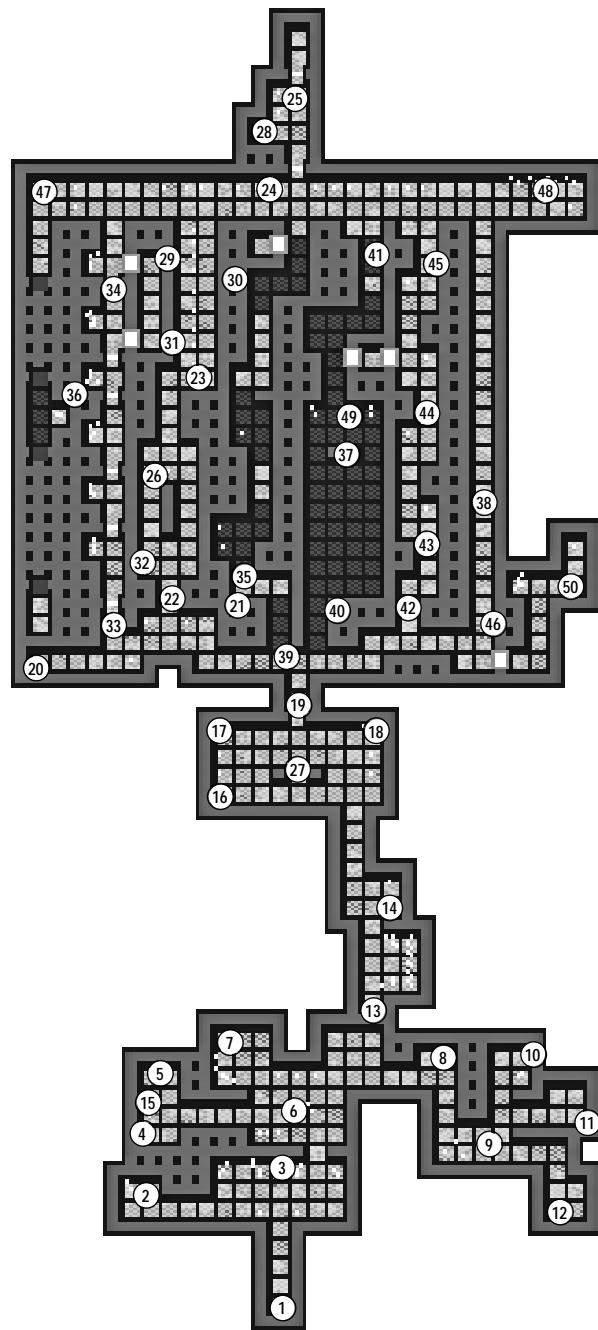
Return to Buried Temple of Ra, Temple Grounds

Note: For map and location information, refer to "The Buried Temple of Ra, Temple Grounds" section on page 70.

Location Descriptions

- 43 The characters appear at this location.
- 44 In this room, the party places the eight *Tears of Ra* in the murals of the handmaidens on the eight pillars. This is done by placing a tear in a character's hand, then left-clicking on that hand in the Adventure Screen. When the last *Tear of Ra* is in place, the Light of Ra opens a path to location 45.
- 45 An *Hierophant's Seal Quarter*.
- 46 A scroll describing the Hierophant's tale lies at the feet of the Hierophant.
- 47 At this location the characters assemble the *Hierophant's Seal* by placing all of the pieces in one character's hand, and then placing the completed seal key in its place on the north wall. The gateway to Pharaoh's Rest cannot be used, however, until the same procedure is accomplished with the four *Anhktepot's Seal Quarters* in Pharaoh's Rest.
- 48 A *Temple of Ra Teleport Key* and a mage scroll of true seeing. A teleporter leads to a location in the Desert of Har'Akir close to where the party entered the Buried Temple of Ra.
- 49 Double doors outside the Hierophant's inner sanctum. Instead of using the teleporter at location 48, however, the party uses the *Pharaoh's Rest Teleport Key* to teleport directly outside of Pharaoh's Rest, the party's next destination.

Pharaoh's Rest, Tomb of Anhktepot



Note: Refer to the Desert Map on page 15 for the specific location of "Pharaoh's Rest."

Synopsis

The characters find the final piece of Anhktepot's Seal. When the seal is assembled, it is used to open the gateway between Pharaoh's Rest and the Buried Temple of Ra. When that is complete, Anhktepot is awakened and the party lures him through the gateway to the Buried Temple of Ra, there to confront Anhktepot's ancient enemy, the Hierophant. The characters must also explore both the Crypt of the High Priests and the Crypts of the Children.

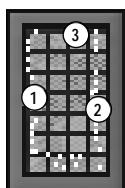
Opponents

Death heads, pyre elementals, and stone golems attack the party on this level. Once awakened, Anhktepot is the greatest threat, for the party has no hope of combating so powerful an enemy.

Location Descriptions

- 1 The characters appear at this location.
- 2 Six water skins and two pouches of *dust of disappearance*. A pressure plate activates the pressure plate at location 4.
- 3 A *Pharaoh's Rest Teleport Key* and a scroll concerning Pharaoh's Rest.
- 4 A pressure plate which activates the pressure plate at location 7.
- 5 A water skin, a dagger, and a *short sword+2*.
- 6 A Har'Akiri red robe, two water skins, and a *potion of speed*.
- 7 A pressure plate which activates the pressure plate at location 8.
- 8 A pressure plate which activates the pressure plate at location 10.
- 9 Two *potions of extra healing*.
- 10 A *wand of magic missiles*, and a pressure plate which activates the pressure plate at location 11.
- 11 A pressure plate which activates the pressure plate at location 12.
- 12 The pressure plates at locations 2, 4, 7, 8, 10, and 11 must be activated (in that order) for the plate at this location to open the secret door at location 13.
- 13 A secret door leading north, opened by the plate at location 12.
- 14 Stairs leading below to Pharaoh's Rest, Crypt of the High Priests. The party later returns to this level.

Pharaoh's Rest, Crypt of the High Priests



Synopsis

On this level the party acquires the Mallet used to activate the gong which awakens Anhktep. Also on this level is the Iron Shield Key, needed to open the doors to the Crypts of the Children. The characters may encounter the undead Isu Rehkotep on this level, if they have permanently destroyed Senmet.

Opponents

Using a dust of disappearance helps the party avoid detection by the stone golems on this level.

Location Descriptions

- 1 The characters appear at this location.
- 2 The Mallet which rings the gong to awaken Anhktep.
- 3 The Iron Shield Key.

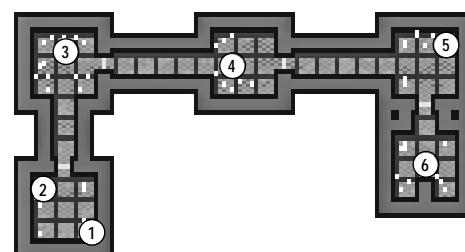
Return to Pharaoh's Rest, Tomb of Anhktep

Note: For map and location information, refer to the "Pharaoh's Rest, Tomb of Anhktep" section on page 76.

Location Descriptions

- 14 The characters appear at this location.
- 15 Stairs leading up to Pharaoh's Rest, Crypts of the Children.

Pharaoh's Rest, Crypts of the Children



Synopsis

On this level the party must find the Gold Anhk Key. It is needed to open the door in Pharaoh's Rest, Tomb of Anhktep, while the Gold Whistle is needed to awaken the Hero's Falcon and send it off on a mission to retrieve the Hero's Heart.

Opponents

Stone golems oppose the party on this level.

Location Descriptions

All doors on this level are opened by the Iron Shield Key.

- 1 The characters appear at this location.
- 2 Three potions of extra healing.
- 3 Three water skins and five potions of extra healing.
- 4 A chest containing gold plate mail, a gold plate helm, war hammer+2, cleric scroll of summon insects, and two cleric scrolls of cure serious wounds.
- 5 A Har'Akiri shield +4.
- 6 Four potions of extra healing, a cleric scroll of raise dead, and the Gold Anhk Key. Also, facing north, is the mural of an eagle. The characters cast a speak with animals spell, then use the Gold Whistle found at location 49 in the Ancient Sphinx, Labyrinth of the Magi, blowing it three times. The Falcon awakens and is persuaded to search for the Hero's Heart of his master in the desert of Har'Akir.



The characters leave this level at location 1.

Return to Pharaoh's Rest, Tomb of Anhktepot

Note: For map and location information, refer to the "Pharaoh's Rest, Tomb of Anhktepot" section on page 76.

Location Descriptions

- 15 The characters appear at this location.
- 16 Two water skins and a Keoghtom's ointment.
- 17 A cleric scroll of raise dead.
- 18 A potion of jump and a potion of fire resistance.
- 19 The door opened by the Gold Anhk Key.
- 20 A hidden button opens the secret door to the north.
- 21 A hidden button which deactivates the spinner trap at location 22.
- 22 A corridor leading north.
- 23 A hidden button facing north which deactivates a north-bound slider trap at location 26.
- 24 A second scroll describing the story of the Hero and his Falcon. To the north of location 24 is the door requiring the *Hero's Heart* to open.
- 25 The last *Anhktepot's Seal Quarter*. **Note:** Before using the *Mallet* on the gong at location 28, the party should place the completed seal in is place at location 27.
- 26 A northbound slider trap deactivated by the button at location 23.
- 27 The Gateway to the Buried Temple of Ra. The characters put together the four pieces of *Anhktepot's Seal* and place them in the location on the wall to activate the gateway. Once done, a gateway between Pharaoh's Rest and the Buried Temple of Ra exists.
- 28 Using the *Mallet*, the party strikes the gong to awaken Anhktepot. Once awakened, Anhktepot must be lured back to the gateway, where he and the party are teleported to the Buried Temple of Ra, Temple Grounds.
- 29 A northbound slider trap the party must avoid on its way back to the gateway. West of this location is a button on the wall which activates the teleporter to location 36.

30 A northbound slider trap the party must avoid on its way back to the gateway. East of this location, in a secret room, is a button on the wall which activates the teleporter to location 36.

31 A northbound slider trap the party must avoid on its way back to the gateway.

32 A northbound slider trap the party must avoid on its way back to the gateway.

Note: The characters have a choice of six passageways to travel between location 19 and location 24. Each has its own advantages and disadvantages. The path described above is the most effective method for the party to travel in awakening Anhktepot and in luring him back to the gateway. Following is a brief description of the other passageways between location 19 and location 24.

33 A corridor of doors, each of which is opened by a hidden button. The hidden buttons to open the doors are scattered throughout the level. This represents an easy path down which to lure Anhktepot, but the difficulty lies in finding all of the needed hidden buttons. The hidden buttons can be found at locations 28, 35, 36, 37, and 38.

34 The door which cannot be opened. Illusionary walls allow the party to travel around it.

35 A hidden button which opens the door along the hall near location 33.

36 A hidden button which opens the door along the hall near location 33.

37 A hidden button which opens the door along the hall near location 33.

38 A hidden button which opens the door along the hall near location 33.

39 A northbound corridor. It contains diseased areas, and because of its twisting nature may prove more difficult as a trail down which to lure Anhktepot. To lure Anhktepot down this corridor, the party may have to remain closer to him.

40 A northbound corridor. Its primary disadvantage is the large diseased area through which the party must go to reach Anhktepot's Tomb and lure him back toward the gateway.

41 A 180 degree spinner.

- 42 A straight corridor, but one containing three continual spinners which block the party's progress.
- 43 A continual spinner.
- 44 A continual spinner.
- 45 A continual spinner.
- 46 A corridor which is a combustible area laden with *fireball* traps. It should be avoided unless the party has acquired enough *fire resistance* to endure its danger. Except for its fiery nature, the path is a straight one.

Other Locations of Interest

- 36 Two potions of *fire resistance*.
- 47 A potion of *extra healing* and a potion of *fire resistance*.
- 48 Six water skins, two potions of *extra healing*, a cleric *scroll of heal*, and a cleric *scroll of raise dead*.
- 49 A potion of *flying* and a ring of *fire resistance*.
- 50 Two Keoghtom's ointments.

Return to the Buried Temple of Ra, Temple Grounds

Note: For map and location information, refer to "The Buried Temple of Ra, Temple Grounds" section on page 70.

Location Descriptions

- 47 The characters appear just south of this location. Anhktepot follows.
- 49 When Anhktepot and the Hierophant begin to fight, the party retreats to this location.

Note: There are three ways to exit the level.

First, a mage can use a *teleport* spell to move the party to an area outside of the Temple of Ra.

Second, the *Temple of Ra Teleport Key* can be used to take the party directly outside the Temple of Ra.

Third, the party may exit the level at location 48.

Escape from Har'Akir

Note: Refer to the Desert Map on page 15 for the specific locations described in this section.

Synopsis

While Anhktepot and the Hierophant are engaged in battle, the Wall of Ra falls. The Wall of Ra is under Anhktepot's control, but now he needs all of his will and strength to oppose the Hierophant. Only a short time remains in which the party may find the Scroll of Return and leave Har'Akir forever.

Location Descriptions

- 17 The Buried Temple of Ra.
- 19 The *Scroll of Return*. The characters acquire and use the *Scroll of Return*.

In battle with Anhktepot, the Hierophant weakens. Upon his defeat, the villagers of Muhar come to realize that the plague and the desert storms were the Hierophant's doing. The characters have saved the lives of many villagers and have fulfilled the prophecy of the Stone Prophet.

Having braved the desert of Har'Akir and the wrath of Anhktepot for many a day, the adventurers enter a column of swirling dust and light. It transports the party safely to the peaceful land of Elturel, where a hero's welcome awaits.

CONGRATULATIONS, THE PARTY WINS!

TREASURE GUIDE

The Forgotten Shrine of Neferti, Main Level

LOCATION	ITEM(S)
3	Two water skins, two <i>Keoghtom's ointments</i> , <i>potion of fire resistance</i>
4	Sack
7	White Circle Key, <i>potion of fire resistance</i> , two <i>potions of healing</i> , key ring
8	Scroll of Neferti, robe, cleric <i>scroll of raise dead</i> , <i>Village of Muhar Teleport Key</i>
11	<i>Eye of Neferti</i> , suit of padded armor, <i>scale helm+1</i> , mage <i>scroll of feather fall</i>
13a	<i>Anhktep's Seal Quarter</i> , two <i>potions of healing</i> , two water skins, suit of ring mail, bronze helm, <i>white robe+1</i>
15	Silver Clover Key, <i>stone of good luck</i> , lock picks, <i>potion of extra healing</i> , <i>leather helm+1</i>
20	Two <i>oils of fiery burning</i> , <i>potion of extra healing</i>
21	Suit of leather armor, two water skins
22	<i>Eye of Neferti</i>
20	Mage <i>scroll of ice storm</i>
24	Har'Akiri battle axe, suit of chain mail, <i>Helm of Brilliance+1</i> , two water skins, sack
25	<i>Wand of magic missiles</i>
26	Two <i>Keoghtom's ointments</i> , two water skins
27	Mage <i>scroll of shield</i>
28	Mage <i>scroll of chill touch</i>
29	Ivory scroll case, mage <i>scroll of Agannazar's scorcher</i>
30	Cleric <i>scroll of raise dead</i>
31	Mage <i>scroll of stinking cloud</i>
32	Mage <i>scroll of feather fall</i>
33	<i>Potion of healing</i>
34	<i>Potion of extra healing</i>

The Forgotten Shrine of Neferti, Lower Level

LOCATION	ITEM(S)
1	Blue robe, two <i>Keoghtom's ointments</i> , two <i>potions of extra healing</i> , three water skins
2	<i>Helm of Telepathy</i> , mage <i>scroll of light</i> and <i>scroll of burning hands</i> , white robe
7	Two cleric <i>scrolls of cure light wounds</i> , green robe, two water skins

The Village of Muhar

LOCATION	ITEM(S)
3	Two mage <i>scrolls of magic missile</i> , five water skins
4	Suit of chain mail, broad sword, shield, two water skins, scroll pertaining to the Awakening of Anhktep
5	Mage <i>scroll of armor</i> and <i>scroll of blur</i>
8	Scroll describing desert trolls, three water skins
9	Eight water skins, eight <i>oils of fiery burning</i> , three <i>Keoghtom's ointments</i>

The Obelisk, Lower Level 1

LOCATION	ITEM(S)
2	Obelisk Teleport Key, mage <i>scroll of flame arrow</i>
4	Two <i>potions of extra healing</i> , two water skins
5	Har'Akiri light helm, Stone Prophet parchment piece
9	Mage <i>scroll of hold monster</i>
10	Silver Axe Key, key ring, <i>khopesh sword+2</i> , two <i>potions of healing</i> , <i>potion of extra healing</i> , <i>potion of speed</i> , two water skins
18	Stone Prophet parchment piece, two <i>potions of extra healing</i> , green robe
20	Map depicting portion of the Obelisk
21a	Two <i>Keoghtom's Ointments</i>
23	Short sword, two water skins, two arrows, composite bow, two <i>potions of extra healing</i> , <i>throwing knife+1</i>
24	Mage <i>scroll of feather fall</i>
25	Suit of Har'Akiri light armor
26	Mage <i>scroll of improved identify</i>
27	<i>Sling of seeking</i> , twelve sling bullets, sling pouch

The Obelisk, Lower Level 2

LOCATION	ITEM(S)
2	Cleric <i>scroll of raise dead</i> and <i>scroll of neutralize poison</i> , <i>wand of fireballs</i> , two water skins
4	<i>Potion of speed</i>
6	Silver Star Key
9	Stone Prophet parchment piece
11	Bracers of defense
12	<i>Keoghtom's ointment</i> , water skin, <i>potion of fire resistance</i>
16	<i>Potion of extra healing</i>
20	Stone Prophet parchment piece
21	<i>Potion of extra healing</i>
22	Water skin, two <i>potions of extra healing</i>
23	<i>Potion of extra healing</i> , mage <i>scroll of protection from evil 10' radius</i>
26	Stone Prophet parchment piece
30	<i>Potion of extra healing</i> , water skin
31	Two <i>dusts of disappearance</i>
32	Mage <i>scroll of flaming sphere</i> , two water skins
33	Halberd, <i>powder of coagulation</i>
34	Five stones, war hammer, water skin, shield, cleric <i>scroll of magical stones</i> , <i>magical stone</i>
35	Two water skins
36	Water skin, <i>potion of extra healing</i>
37	Water skin, <i>potion of fire resistance</i> , white robe, quarterstaff
38	<i>Potion of healing</i> , water skin
39	<i>Ring of protection+1</i>

The Obelisk, Lower Level 3

LOCATION ITEM(S)

- 3 Stone Prophet parchment piece
- 4 Silver Moon Key
- 6 Stone Prophet parchment piece
- 7 *Hierophant's Seal Quarter*
- 8 Two water skins
- 14 *Wand of enemy detection*
- 17 Stone Prophet parchment piece, Scroll of Gifts, four *Keoghtom's ointments*
- 18 Seven stones, *shield+1*, suit of scale mail armor, cleric *scroll of create water*, cleric *scroll of cure light wounds*, khopesh sword, two water skins
- 20 Two water skins
- 21 Two water skins
- 22 Mage *scroll of cone of cold*
- 23 Powder of coagulation, water skin, broad sword, *banded mail+1*
- 24 Two water skins, *potion of giant strength*
- 25 Mage *scroll of fireball*
- 26 Four potions of *healing*
- 27 Mage *scroll of shocking grasp*

The Temple of Set, Temple Grounds

LOCATION ITEM(S)

- 2 Tree Key, three water skins, scimitar, suit of *chain mail+3*, shield, suit of leather armor, lock picks, short sword, *ring of wizardry*, green robe, mage *scroll of invisibility 10' radius* and scroll of *Melf's acid arrow*, potion of *extra healing*, bronze helm, suit of bronze plate mail, *war hammer+2*
- 4 *Potion of speed*
- 6 *Anhktepolt Seal Quarter*
- 7 *Magical Watering Urn*, two potions of *extra healing*
- 8 Mage *scroll of venom bolt*, *Keoghtom's ointment*
- 11 Eight potions of *extra healing*, twelve water skins, two *Keoghtom's ointments*, *oil of fiery burning*, seven green robes, one green robe+4
- 12 Serpent Key
- 13 Staff of *swarming insects*
- 14 Village of Muhar *Teleport Key*
- 15 Temple of Set *Teleport Key*
- 16 *Potion of extra healing*
- 17 *Potion of extra healing*, *Keoghtom's ointment*

The Temple of Set, Upper Level 1

LOCATION ITEM(S)

- 6 Cleric *scroll of speak with animals*, four *Keoghtom's ointments*
- 8 Two potions of *extra healing*, three *Keoghtom's ointments*
- 10 *Periapt of proof vs. poison+7*
- 11 Two powders of coagulation, water skin, Har'Akiri red robe
- 12 Iron Set *Idol Key*
- 13 Iron Set *Idol Key*
- 14 *Keoghtom's ointment*, potion of *extra healing*
- 16 Two potions of *extra healing*
- 17 Iron Set *Idol Key*
- 18 Iron Set *Idol Key*
- 20 Iron Set *Idol Key*
- 21 Iron Set *Idol Key*, two potions of *extra healing*
- 23 Mage *scroll of ice storm*
- 24 Mage *scroll of acid bolt*, two potions of *extra healing*

The Temple of Set, Upper Level 2

LOCATION ITEM(S)

- 2 Helm of *True Seeing*
- 4 Iron Set *Idol Key*
- 5 *Keoghtom's ointment*, mage *scroll of lightning*
- 6 Iron Set *Idol Key*
- 7 Mage *scroll of haste*
- 8 Iron Set *Idol Key*
- 10 Two *Keoghtom's ointments*

The Ruined Temple of Harvest, Temple Grounds

LOCATION	ITEM(S)
2	Water skin, mage scroll of detect invisibility
3	Mask of Hathor, water skin, cleric scroll of create water
5	Temple of Harvest Teleport Key
7	Blue robe, staff of thunder lightning, cleric scroll of raise dead and scroll of cure critical wounds, Feline Figurine
8	Water skin Keoghtom's ointment
11	Ten air spores (after restoring the Temple of Harvest)
12	Water skin, Keoghtom's ointment
13	Three oils of fiery burning, four stones
14	Water skin, Keoghtom's ointment
17	Keoghtom's ointment, dagger
18	Blue robe, water skin, cleric scroll of flame strike
20	Five potions of extra healing
23	Three water skins, blue robe, chain mail+1, chain helm+1, cleric scroll of heal, two cleric scrolls of cure serious wounds, mace
24	Three potions of extra healing, two oils of fiery burning
25	Cleric scroll of summon insects and scroll of true seeing

The Ruined Temple of Harvest, Underground Chambers

LOCATION	ITEM(S)
2	Ivory scroll case
4	Two water skins
7	Water skin
8	Two potions of extra healing
9	Scroll of Sphinx's Name, Lioness Figurine
12	Jackal Figurine
15	Falcon Figurine
16	Cleric scroll of heal
20	Vulture Figurine
21	Cleric scroll of create water and scroll of cure serious wounds
22	Two potions of extra healing, two javelins of lightning
27	Two potions of extra healing
29	Special Scroll of Retirement
30	Mage scroll of claws of the umber hulk
31	Two Keoghtom's ointments
36	Two potions of extra healing
37	Coffer of Ra, water skin, powder of coagulation, dagger+2
38	Large Chain
41	Keoghtom's ointment
42	Scorpion Figurine
43	Anhktepot Seal Quarter (left by Immortal Soul)

The Ruined Temple of Harvest, Underground Chambers, cont.

LOCATION	ITEM(S)
47	Staff of thunder and lightning
50	Three potions of extra healing, wand of paralysis, ring of protection+1, mace
51	Shield, suit of plate mail
52	Scimitar of speed
53	Mace+2

The Burial Catacombs, Ground Floor

LOCATION	ITEM(S)
2	Mage scroll of fly
9	Three potions of extra healing, mage scroll of jump, Silver Circle Key, two water skins, two potions of extra healing
10	Two water skins
12	Battle axe, shield, adamantite plate mail, adamantite plate helm, water skin, powder of coagulation
14	Cleric scroll of heal
15	Mage scroll of slow, two potions of flying
21	Tekhen's Lute
22	Burial Catacombs Teleport Key
23	Three potions of extra healing
26	Four potions of extra healing, two-handed sword+3, mage scroll of hold monster, cleric scroll of raise dead and scroll of cure critical wounds, composite bow, wand of frost, Keoghtom's ointment, wemic armor, troll armor
28	Three water skins, mage scroll of detect undead, potion of extra healing
30	Two water skins

The Burial Catacombs, Upper Excavation

LOCATION	ITEM(S)
5	Two water skins, mage scroll of enchant weapon, cloak of protection+2, staff of thunder and lightning
8	Cleric scroll of cure disease
9	Gold Circle Key
10	Four potions of extra healing
12	Periapt of wound closure
13	Cleric scroll of raise dead
20	Calcite Wishing Cup
21	Cleric scroll of create water, mage scroll of ice knife

The Burial Catacombs, Lower Excavation

LOCATION	ITEM(S)
9	Two water skins, mage scroll of dispel magic
10	Har'Akiri shield, Har'Akiri battle axe+3
13	Two potions of extra healing
14	Water skin, potion of extra healing
16	Hierophant's Seal Quarter
19	Water skin, Keoghtom's ointment
20	Mage scroll of vampiric touch

The Temple of Set, Dungeon of the Serpent

LOCATION ITEM(S)

7Three spears, two chain helms, two halberds, three *potions of extra healing*

The Ancient Sphinx, Stairways

LOCATION ITEM(S)

4Har'Akiri red robe, cleric *scroll of create water*

The Ancient Sphinx, Halls of Insight

LOCATION ITEM(S)

3Two water skins
4Two *potions of extra healing*
5Two *potions of extra healing*
9*Potion of extra healing*, water skin, mage *scroll of summon swarm*
11Two water skins
12Gold Key with Red Gem
14Gold Key with Blue Gem
16Six *potions of extra healing*, the *Thought Bottle*
24*Staff of swarming insects*, two *potions of extra healing*
26Map to the Buried Temple of Ra
27Scroll describing the gateway of the Temple of Ra
29Two *potions of extra healing*, scroll of the Hero and his Falcon
32*Wand of frost*
33Scroll on the *Tears of Ra*
34Two water skins
35*Ring of protection+4*
38Two *potions of extra healing*

The Ancient Sphinx Labyrinth of the Magi

LOCATION ITEM(S)

2Cleric *scroll of cure serious wounds*
3Mage *scroll of disintegrate*
4Two cleric *scrolls of cure serious wounds*
8Crocodile Figurine
9Mage *scroll of claws of the umber hulk*, two water skins
13Cleric *scroll of create water*
14Mage *scroll of haste*
20Mage *scroll of disintegrate*, cleric *scroll of raise dead*
21Ram Figurine
24*Bag of holding*
25Frog Figurine
29Two *Keoghtom's ointments*
31Scarab Figurine

The Ancient Sphinx Labyrinth of the Magi, cont.

LOCATION ITEM(S)

34Suit of elven chain mail, elven chain helm
39Mage *scroll of cloudkill*, cleric *scroll of heal*
40Mage *scroll of death spell*
42Two *potions of extra healing*
44Cleric *scroll of neutralize poison* and *scroll of summon insects*, two water skins, Gold Key with Black Gem, mage *scroll of teleport*, two *Keoghtom's ointments*
49*Gold Whistle*
50Mage *scroll of knock*

The Royal Burial Hall, City of the Dead

LOCATION ITEM(S)

2Cleric *scroll of heal* and *scroll of raise dead*
5Three *potions of extra healing*, four *oils of fiery burning*, *potion of fire resistance*, *potion of jump*, two *Keoghtom's ointments*
13Mage *scroll of cloudkill*, *quarterstaff+2*, *wand of fireballs*
16Nine water skins
19Cleric *scroll of raise dead*, *potion of extra healing*
23Iron Circle Key
25Lock picks, *ring of feather fall*, *dagger of throwing*, *powder of coagulation*
31Three *potions of extra healing*, *ring of regeneration*
32Demon Key
42Two *potions of extra healing*, *periapt of health*
43Mage *scroll of lich touch*
50Two water skins, shield
51Dragon Tooth Key
52Two *Keoghtom's ointments*, *padded helm+2*
53Two *potions of extra healing*
56Four water skins, *potion of extra healing*
57*Hierophant's Seal Quarter*
58Mage *scroll of disintegrate*, two *potions of extra healing*
59*Ring of fire resistance*
60*Potion of extra healing*
61*Potion of extra healing*
62*Potion of extra healing*
63*Potion of extra healing*
64Thorn Key
71Two *potions of extra healing*

The Royal Burial Hall, Lower Crypts

LOCATION ITEM(S)

5Four *Keoghtom's ointments*, five water skins, *periapt of proof vs. poison+4*

The Buried Temple of Ra, Temple Grounds

LOCATION ITEM(S)

- 6 Two potions of extra healing, potion of fire resistance, Tear of Ra, two potions of extra healing, cleric scroll of raise dead
- 7 Mage scroll of freezing sphere, two potions of extra healing, potion of fire resistance, five water skins
- 10 Tear of Ra
- 11 Four potions of extra healing, mage scroll of wizard eye
- 17 Tear of Ra
- 19 Suit of Har'Akiri light armor, Har'Akiri light helm, three powders of coagulation, four Har'Akiri red robes, two war hammers, cleric scroll of create water
- 21 Potion of jump
- 26 Stone giant gauntlets
- 31 Two cleric scrolls of cure critical wounds, ring of fire resistance
- 33 Tear of Ra
- 36 Potion of jump
- 37 Ring of protection+3
- 42 Tear of Ra
- 45 Hierophant's Seal Quarter
- 48 Temple of Ra Teleport Key, mage scroll of true seeing

The Buried Temple of Ra, Lower Level

LOCATION ITEM(S)

- 3 Two dusts of disappearance
- 4 Mage scroll of death spell
- 8 Pharaoh's Rest Teleport Key
- 9 Four potions of extra healing
- 10 Two potions of extra healing
- 11 Har'Akiri red robe
- 12 Har'Akiri red robe, cleric scroll of cure disease
- 13 Potion of extra healing, three oils of fiery burning
- 15 Two potions of jump
- 17 Potion of extra healing
- 18 Two potions of extra healing
- 19 Potion of extra healing
- 20 Tear of Ra
- 21 Potion of extra healing
- 22 Potion of extra healing
- 25 Three potions of extra healing
- 27 Tear of Ra
- 29 Mage scroll of dragon scales
- 30 Sword of wounding
- 34 Tear of Ra
- 36 Two potions of extra healing
- 37 Potion of extra healing

Pharaoh's Rest, Tomb of Anhktepot

LOCATION ITEM(S)

- 2 Six water skins, two dusts of disappearance
- 3 Pharaoh's Rest Teleport Key, scroll concerning Pharaoh's Rest
- 5 Water skin, dagger, short sword+2
- 6 Har'Akiri red robe, two water skins, potion of speed
- 9 Two potions of extra healing
- 10 Wand of magic missiles
- 16 Two water skins, Keoghtom's ointment
- 17 Cleric scroll of raise dead
- 18 Potion of jump, potion of fire resistance
- 24 Second scroll of the Hero and his Falcon
- 25 Anhktepot's Seal Quarter
- 36 Two potions of fire resistance
- 47 Potion of extra healing, potion of fire resistance
- 48 Six water skins, two potions of extra healing, cleric scroll of heal and scroll of raise dead
- 49 Potion of flying, ring of fire resistance
- 50 Two Keoghtom's ointments

Pharaoh's Rest, Crypt of the High Priests

LOCATION ITEM(S)

- 2 Mallet
- 3 Iron Shield Key

Pharaoh's Rest, Crypts of the Children

LOCATION ITEM(S)

- 2 Three potions of extra healing
- 3 Three water skins, five potions of extra healing
- 4 Gold plate mail, gold plate helm, war hammer+2, cleric scroll of summon insects, two cleric scrolls of cure serious wounds
- 5 Har'Akiri shield +4
- 6 Four potions of extra healing, cleric scroll of raise dead, Gold Anh Key

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