



The Heart of Amun Khonshu

by Marcelo & Kat Figueroa

It all started simply enough, just like your last adventure, and perhaps even the one before that. There you were, in a tavern, when someone you'd never met before approached you with a promise of great wealth complicated only by just a little danger.

"Good people, I beseech you: Hear my story. My name is Allyn, and someone dear to me has suffered a tremendous attack upon his very soul. He now lies on the verge of death.

"As a child, I was fascinated by a story of an enchanted ruby with the power to bring a lost soul back from the dead. I have traveled far and wide in pursuit of many different and amazing treasures, but I have only recently discovered that this story may be true and that the ruby might actually exist.

"You see, many hundreds of years ago – in the region we now call the Great Desert of Ninva – there ruled a wicked man named Amun Khonshu. Some say he was a powerful sorcerer, others say he was a god. In searching for this fabled ruby, I have found that this region did not become a desert until after this vile man died. Once his vast power was taken with him into the afterlife, its horrible absence left a terrible blight upon the land.

"Regardless of the effects of his disappearance, Amun Khonshu was a murderer and a tyrant who ruled over the people of these lands by a fanatical death cult dedicated to his advancement. Fortunately, upon Amun Khonshu's death, his cult was driven underground and eventually destroyed by neighboring nations. But before the cult was vanquished, the servants of Amun Khonshu managed to preserve their leader's body and seal it away in a secret tomb, along with his vast store of ill-gotten treasure. Legend has it that they left the enchanted ruby there as well, to guide his soul back to his mortal frame.

"Good people, I believe I have found the location of this tomb, but my own band of associates was sadly not up to the task of surmounting the perils of the Ninva Desert. I beg you, please help me find the Heart of Amun Khonshu to save my friend. If you do, all of the treasure of that tomb, save the ruby, is yours – all of it!

"What say you?"

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Requires the use of the
**Dungeons & Dragons® Player's Handbook,
Third Edition, published by
Wizards of the Coast®**

The Heart of Amun Khonshu is a d20 System adventure booster designed for 5-8 characters levels 8-12. It can be played as a stand-alone adventure or dropped into any ongoing campaign setting.



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How to Use This Product

This adventure is designed to be easily dropped into your existing *Third-Edition D&D* campaign. It can be run in a single session, and it makes for an excellent evening's gaming. To prepare yourself to run it, you should read it completely at least once to familiarize yourself with the material. You may wish to photocopy the map in the center of the book for ease of use as well. The text on the back of the book can be read to your players to introduce them to the adventure. After that, you're ready to begin. Good luck!

Dungeons and Dragons®

This module requires the use of the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast.® You won't be able to run this adventure without it.



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DM Background

The Heart of Amun Khonshu is an adventure designed for a group of five to eight heroes of levels 8-12. After reading the Player Background (found on the back of the outside cover), read the module at least once to familiarize yourself with the various encounters before proceeding to play.

The party can start off in just about any city on the edge of a large desert, or even smack dab in the middle of it. If necessary, you can even have the heroes encounter Allyn far from the desert, just as he finishes up an adventure of his own (presumably one that has given him the final piece to the puzzle of location of the tomb of Amun Khonshu).

Assuming the heroes agree to accompany Allyn to the tomb, they need to prepare equipment and supplies for a four-day trek through the desert. They should also bring tools they might need to excavate an underground tomb.

You should feel free to play out the journey through the desert. Make the experience as difficult as you see fit, but do not purposely sabotage the heroes' chances of finding the tomb... and don't be too harsh on them yet! They're going to need all their wits and strength to handle the perils of the tomb itself.

Having lived in the desert for some time, Allyn is an expert navigator of the wastes, and already knows the path to the tomb. Unless Allyn somehow becomes unable to guide the heroes to the tomb, it is unlikely that they could get lost along the way.

Strictly speaking, the heroes don't have to accompany Allyn to the tomb. If the beginning described here somehow does not suit your campaign, the heroes can discover the tomb's existence by some other means that better suits your plans. The entire basis of an adventure could be the party simply finding a map to the lost tomb.

Allyn the Ally

Allyn has only one objective: to recover the Heart of Amun Khonshu so that he can save his life-long friend. He is honor-bound to keep his end of the bargain and let the party keep whatever else is found in the tomb. Should the heroes choose to renege on their part of the deal, Allyn is prepared to take whatever measures are necessary to secure the gem for himself and escape from the party, even if that means subduing or actually killing any or all of the heroes.

In any case, Allyn is not so foolhardy as to risk his life in vain for the gem. If faced with a situation in which it's clear that he can do little else but lose, he is more than willing to abandon the party to face their own fate. If necessary, he will



Allyn, Male Elven Rgr10: CR 10. SZ M (humanoid); HD 10; hp 94; Int +8 (+4 Dex; +4 Improved Initiative); Spd 30; AC 21 (+4 Dex, +4 studded leather armor); Atk: composite longbow +3 (1d6), longsword +2 (1d8+5); SA favored enemies (aberrations +1, beasts +2, undead +3), spells; SV Fort +10, Ref +7, Will +3; Str 16, Dex 19, Con 17, Int 14, Wis 10, Cha 12; AL NG. Skills: Animal Empathy +6, Climb +8, Concentration +8, Handle Animal +6, Heal +5, Hide +10, Intuit Direction +6, Jump +8, Knowledge: Nature +7, Languages: Common, Elven, Sylvan, Listen +8, Move Silently +10, Ride +9, Search +8, Spot +8, Swim +7, Use Rope +9, Wilderness Lore +5. Feats: Alertness, Dodge, Improved Initiative, Mobility, Point Black Shot, Track.

retreat during a potentially fatal encounter and linger around the entrance to the tomb, hiding in a nearby dune. When the situation seems safe again, he ventures back down into the tombs to learn of the heroes' fate and see if there's still any chance that he can procure the gem on his own or with the remainder of the party.

The Trouble with Tombs

The heroes are bound to run into a few general problems in the tomb that don't have anything to do with either monsters or traps...

The Writing on the Walls

The hieroglyphics on the walls of the tomb can only be read with a successful skill check (DC 30) using Decipher Script or Knowledge: Arcana. The heroes must make this check every time they attempt to decipher any inscriptions. Additionally, they may each only check once per 10' section of wall. If they fail, they are simply flat-out stumped.

In Through the Out Door

There are no doors throughout the interior of the tomb. Each entrance to another chamber was bricked over as part of sealing the tomb shut.

Finding any such entrances requires a Search skill check (DC 20). Each hero can make an attempt to discover where the wall meets a masonry-covered entrance. If the heroes fail to find a particular door and have seemingly exhausted all options for moving forward, Allyn encourages them to search again. He is not going to be satisfied with the venture to the tomb until he lays his hands on the enchanted ruby, and will leave no stone unturned now that he has others to help him.

Furthermore, once a wall section is discovered to actually be a bricked-over opening, the heroes are going to have to use mining or excavating tools to open it up. There are no hidden latches here. Each door section is of considered masonry (Thickness: 1', Break DC: 35, Hardness: 8, Hit Points: 90, Climb DC: 20).

Give Me a Light

The tomb is entirely underground, and there are no light sources within. It's up to the heroes to provide their own light, whether by means magical or mundane.



The Tomb of Amun Khonshu

Once the heroes finally make it to the spot in the desert where the tomb is located, you're ready to proceed with the rest of the adventure. As the heroes enter each numbered area on the map, consult the entry listed here and read the boxed text to them aloud.

1. Guardian Chamber

As you approach the area where the entrance to the tomb is supposed to be, you are underwhelmed. You were fully expecting to see the face of a massive palace carved in the sand. Instead, the entrance is little more than a dark hole in the swiftly shifting dunes. It seems almost miraculous that Allyn could have found it at all.

Getting even closer to the entrance, you notice evidence that you are not the first ones to have discovered it. The main entry has already been unearthed and opened.

Upon entering the tomb, you see vast ancient texts adorning the walls, inscribed in a pictographic language long since buried in the sands of time. On either side of the doorway, a few paces in, are two fairly large pedestals upon which stand the tomb's guardian statues.

One of these statues has fallen completely to rubble, its pieces scattered across the floor. Opposite, the other stands at attention, looking as fresh as the day it was carved. You also detect the smell of five warriors' rotting corpses lying around the pedestal of the broken statue. The cadavers are still holding their weapons in hand, and they seem to have been bludgeoned to death with a large club.

If asked, Allyn truthfully informs the party that he has no knowledge of this unfortunate band of adventurers. If the heroes manage to successfully translate the hieroglyphs on the wall, they decipher a warning to anyone who would be so bold as to disturb the slumber of Amun Khonshu to think otherwise.

Once the heroes are all within the chamber and are searching for the door to the Antechamber (#2), the intact guardian statue, a **clay golem (hp 60)**, suddenly comes to life and attacks the party. After the golem has engaged in the first round of combat, it will immediately haste itself and attempt to deliver as many crushing blows as it can. The golem will fight furiously until it is completely destroyed.

Clay Golem: CR 11. SZ L (construct); HD 11, hp 60; Init -1 (Dex); Spd 20 (can't run); AC 22 (-1 size, -1 Dex, +14 natural); Atk: 2 slams +14 (2d10+7); Reach 10 ft.; SA berserk (cumulative 1% chance each round of combat that golem loses control), wound (damage dealt doesn't heal naturally, only by heal spell or a Healing spell 6th level or greater); SQ construct, magic immunity (except move earth, disintegrate, or earthquake), damage reduction 20/+1, immune to piercing and slashing, haste (after one round of combat, can *haste self* as a free action, lasting for three rounds); SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1; AL N.



Gelatinous Cube: CR 3. SZ H (ooze); HD 4d10+36; hp 58; Init -5 (Dex); Spd 15; AC 4 (-1 size, -5 Dex); Atk: Slam +1 (1d6+4, and 1d6 acid); Face 10 ft. by 10 ft.; Reach 10 ft.; SA engulf (as an attack against a Large or smaller creature, the target must make a Reflex save (DC 13) or be grappled and trapped), paralysis (hit target must make a Fort save (DC 16) or be paralyzed for 3d6 rounds), acid (doesn't hurt metal or stone); SQ blindsight, electricity immunity, ooze; SV Fort +5, Ref -4, Will -4; Str 10, Dex 1, Con 19, Int -, Wis 1, Cha 1; AL N.

2. Antechamber

Upon entering this room, you notice five stone pillars set in an "X" pattern across the room. Each of the pillars is adorned with hieroglyphs and contains a large precious stone on each of its compass facings.

The hieroglyphs in this room document the earliest beginnings of Amun Khonshu's rise to power as the pharaoh's vizier and a highly regarded member of the Magi of Ninva.

The pillar in the center is actually a **gelatinous cube** (hp 58) that has been covered in dust and sand to disguise itself. The cube patiently waits for a hapless PC to remove the gem from one of its sides before it strikes. A character with Stonecutting skill receives an automatic check (DC 15) to notice the pillar isn't supporting any of the ceiling's weight.

Each of the 20 gems are real, nonmagical, and of varying quality and type, even the ones attached to the gelatinous cube. The recovered gems are worth 200 gp each.

3. Earth Portal

The door to this chamber bears the universal symbol of earth, making it simple to detect (Search, DC 15).

You find the portal to this room easily. It features a large symbol that you recognize as the element of earth. Once you knock the masonry out of the portal, a small, dark room beckons you.

Every PC that manages to enter the chamber must make a Fortitude save (DC 15) or be permanently turned to stone. Along the back wall of this chamber are various vessels containing a total of 1,500 gp and one black opal (gem, nonmagical, 1,000 gp value)

This room contains no door to the sarcophagus room on the other side of its back wall.

4. Air Portal

The door to this chamber bears the universal symbol of air, making it a simple matter to detect (Search, DC 15).

You find the portal to this room readily, since it bears on its front the symbol for the element of air. Once the masonry has been removed, you can peer into a pitch black room.



This chamber contains dormant spores that carry the eggs of scarab beetles. Once the chamber is opened and exposed to the fresh air of the hallway, the spores become active and aggressive. Every character that enters the chamber must make a Fortitude save (DC 20).

Success means that the spores only have an effect equal to breathing stale air in a dusty room, nothing more. Failure means that the spores begin to gestate in the victim's lungs. In 1d6 hours, the infected hero begins retching and coughing violently – causing a -4 penalty to all actions (Concentration, DC 20, to negate for each action) – as the larvae of the scarabs begin to hatch and writhe within the victim's lungs. Eventually, 1d4 hours after the eggs have hatched, the beetles molt to their full size and then begin crawling their way out of the victim's lungs the hard way: right through the lung wall. At this point, the infected hero dies.

Once a hero has become infected, only a *cure disease* spell will halt and destroy the growth of the beetles.

Along the back wall of this chamber are various vessels containing a total of 1,200 gp, an onyx (gem, non-magical, 40 gp value), and a pearl (gem, non-magical, 14 gp value).

This room contains no door to the sarcophagus room on the other side of its back wall.

5. Water Portal

The door to this chamber bears the universal symbol of water, which can be spotted with relative ease (Search, DC 15). However, because of the pit, the heroes cannot stand in front of the door. They must break into the room from the side of the pit.

As you turn the corner, you discover a pit in the floor. There is no ledge by which to bypass it. The pit is 10 feet long, 10 feet wide, and 20 feet deep.

Even from where you stand, you can see the portal to the room easily, since it is marked with the symbol for the element of water. Unfortunately, it lies directly across from you over the pit.

Once the heroes enter the room, they are attacked by four **shadows** (hp 21, 19, 18, 16) who do their best to corral the heroes back out through the chamber door so that they will fall into the pit.

Along the back wall of this chamber are an assortment of clay vessels containing a total of 1,700 gp, an ornate silver chalice (art, non-magical, 70 gp value), and a *wand of magic missiles* (1st level caster, 750 gp value).

Shadows (4): CR 3. SZ M (undead, incorporeal); HD 3d12; hp 21, 19, 18, 16; Init +2; Spd 30, fly 40; AC 13 (+2 Dex, +1 deflection); Atk: Incorporeal touch +3 (1d6, plus Str damage); SA Str damage (victim loses 1d6 Str; if Str is 0 or less, victim dies), create spawn (humanoid killed by Str damage becomes a shadow under killer's control in 1d4 rounds); SQ undead, incorporeal; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13; AL CE. Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. Feats: Dodge.



The Water Portal room contains the only door to the Sarcophagus room on its back wall. If the heroes choose to investigate the pit, a Search check (DC 30) exposes a secret entrance to the Chamber of Worldly Possessions (#8).

6. Fire Portal

The door to this chamber bears the universal symbol of fire, making it a little easier to detect (Search, DC 15).

You find the portal to this room easily, since it bears upon its front the symbol for the element of fire. Once the masonry has been removed, you can peer into a dark room.

This room is filled with natural gas, which is odorless. If the heroes are using a flame as a light source and they try to peer into the room while the hole inside the masonry is less than three feet in diameter, the gas ignites.

Anyone peering directly into the hole is hit for 15d6 damage from the blast, and everyone within 10 feet of the blast takes 7d6 damage (Reflex save at DC 30 for half damage). The PC peering into the hole is also blown back against the opposite wall, incurring an additional 5d6 damage from slamming into the wall. (Again, the hero can make a Reflex save at DC 30 for half damage.)

If a larger hole is opened in the portal's masonry before any heroes step through into the room, any source of flame instantly causes the gas to ignite. This does 10d6 damage to all heroes in the room or within 20 feet of the door. (Again, the affected heroes can each make a Reflex save at DC 30 for half damage.)

Once the gas has been ignited, the danger isn't over yet. The gas still leaks into the room. Within 30 minutes, the place is filled with gas again, and introducing a flame into the mix produces the same kinds of results as before.

This room does not contain a door to the sarcophagus room on the other side of its back wall.

7. Sarcophagus Chamber (False)

Upon entering this chamber, you are struck by the wondrous craftsmanship and grace of its decor, as if someone took painstaking care to ensure that Amun Khonshu's passage into the afterlife would be a smooth one.

The golden sarcophagus in the center of the room, built into and rising up from the floor, does not in any way reflect the wickedness of its inhabitant. It is truly a thing of rare beauty that gleams softly in what little light you've brought into the room, almost as if it hungers to escape the darkness.

The walls of this room stand in stark contrast to the beauty of the sarcophagus lying in the center of the room. Gruesome scenes of senseless slaughter at the hands of Amun Khonshu's cultists adorn the ceiling. Forbidden and sacrilegious rites of necromancy are carefully drawn upon the walls in horrible explicitness. Decorative vessels and jars line the floor along the walls.



Bottle Imp: CR 3. SZ T (undead); HD 4d8; hp 26; Init +7 (Dex); Spd 30 fly; AC 22 (+2 size, +7 Dex, +3 natural); Atk: knife +10 (1d4+4) or bite +10 (1d6+4 and sleep); Face 2.5 ft. by 2.5 ft.; Reach 5 ft.; SA sleep bite (bitten victim is treated as if affected by a sleep spell cast by a 4th-level sorcerer), smoke form (as one action, the imp can turn to smoke or resume solid form), retreat (the imp can move at double its normal speed when fleeing), teleporting bottle (the imp can teleport in and out of an unplugged bottle at will), undead; SV Fort +1, Ref +11, Will +1; Str 18, Dex 25, Con -, Int 13, Wis 13, Cha 10; AL NE. Skills: Hide +7, Listen +6, Move Silently +7, Search +5, Spot +4.

This is not the real sarcophagus chamber of Amun Khonshu. The sarcophagus here isn't even covered with real gold. Instead, it's been covered with gold paint with great care to imitate Amun Khonshu's actual sarcophagus. The cultists built this chamber and filled it with Amun's treasure in an attempt to fool grave robbers into thinking that they'd stumbled upon the real crypt; so that any tomb raiders would take their fill and depart, leaving the true sarcophagus chamber untouched.

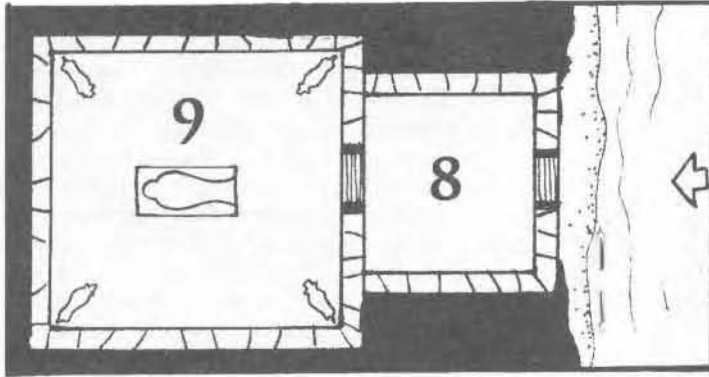
When the heroes open the sarcophagus, they discover a mummified skeleton that is truly and utterly dead. This poor soul was once the leader of Amun Khonshu's death cult, and he considered it an honor to take his own life so that he might serve his dark lord in death as well as life.

Along the walls of this chamber is a vast collection of vessels and jars. Sealed inside one of these vessels is an enraged **bottle imp (hp 26)**. Randomly determine which of the heroes opening vessels and jars unstops the container with the bottle imp inside. The imp attempts to bite the hand of the adventurer who sets him free during the surprise round, and then flies about the room to harass and annoy the rest of the party. His preferred tactic is to teleport to an open bottle just before he is attacked, and then reappear from a vessel behind a party member. If seriously wounded, the bottle imp will assume smoke form and retreat to the strongest looking bottle he can find.

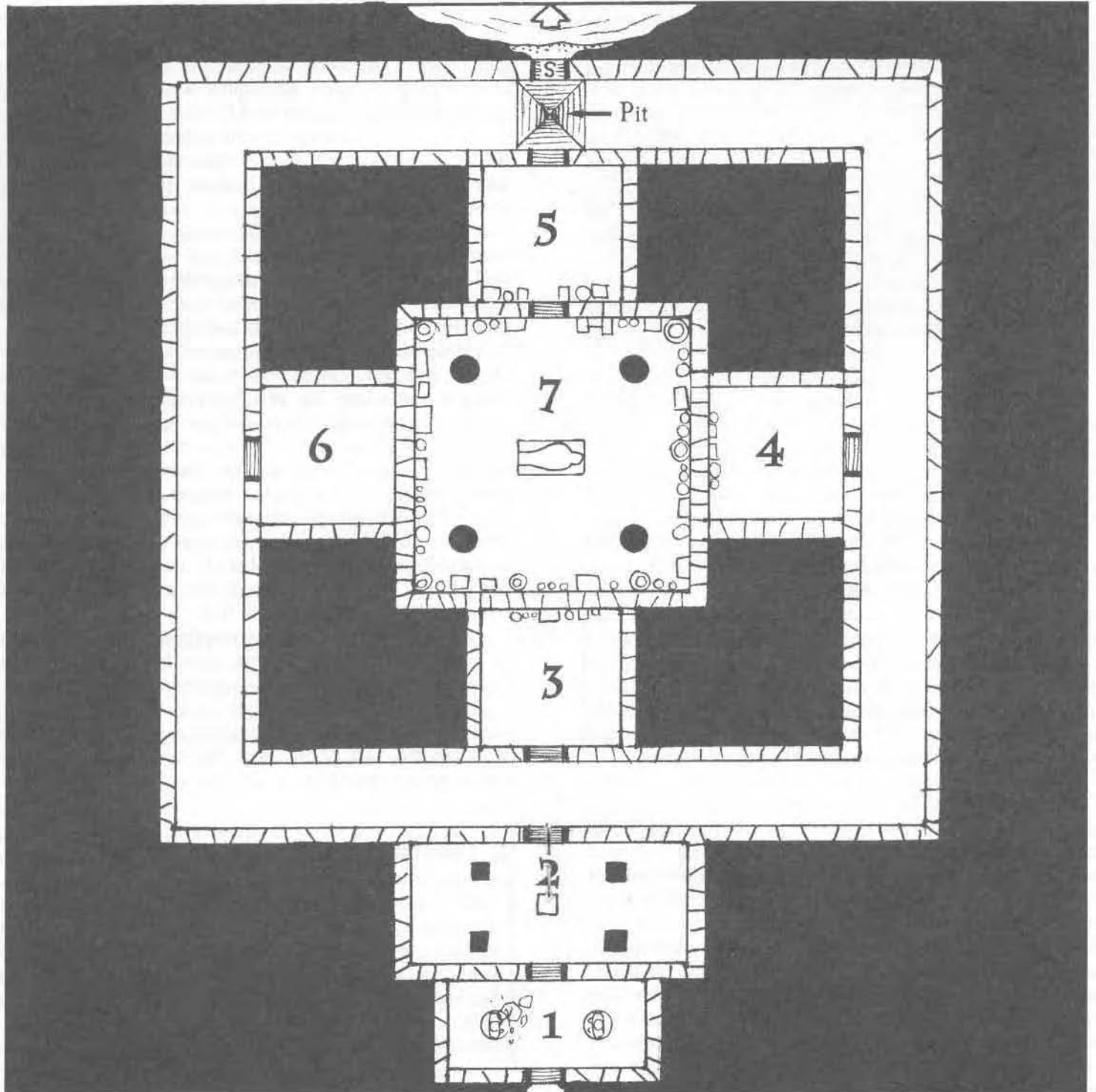
Collectively, the remaining vessels and jars contain a total of 11,000 sp, 1,600 gp, 170 pp, three hematite stones (gem, nonmagical, 12 gp value), one bloodstone (gem, nonmagical, 80 gp value), one black pearl (gem, nonmagical, 300 gp value), one jade stone (gem, nonmagical, 90 gp value), one wool tapestry (art, nonmagical, 100 gp value), one *potion of aid*, a *wand of invisibility*, a +3 *great axe (shocking burst)*, and a set of +7 *bracers of armor*.

8. Chamber of Worldly Possessions

Upon passing through the secret door, you find yourself standing upon a very small, sandy beach overlooking an ice-cold, underground pond. Within three steps into the water you are already in over the height of the average halfling. You quickly realize that you're going to have to swim across the pond to get to the beach on the other side, where lies another bricked-up wall, shrouded in darkness.



THE TOMB OF AMUN KHONSHU





Ghosts (4): CR 6. SZ M (undead, incorporeal); HD 4d12, hp 31, 30, 27, 25; Init +3 (Dex); Spd 30 fly; AC 13 (+3 Dex); Atk: incorporeal touch (1d4+1 corruption, 1d4+4 vs. ethereal); SA manifestation (can affect things on material plane), frightful moan (all within 30' spread make Will save or panic for 2d4 rounds; if save is successful, target is immune for one day), horrific appearance (any within 60' who view ghost must make Fort save or permanently lose 1d4 Strength, 1d4 Dexterity, and 1d4 Constitution; if save is successful, target is immune for one day), corrupting gaze (anyone within 30' who meets the ghost's gaze must make a Fort save or take 2d10 damage and permanently lose 1d4 Charisma), malevolence (like magic jar cast by a 10th-level sorcerer, except the receptacle is a living body, unless the target makes a Will save (DC 21); can be tried once per round, but a successful save makes the target immune for one day), telekinesis (use telekinesis once per round, at will, as if cast by a 12th-level sorcerer); SA undead, incorporeal, rejuvenation (destroyed spirit that makes a level check (DC 12) restores self in 2d4 days unless its bones are given a proper burial), +4 turn resistance, clerical domains: evil (add +1 to level of evil spells) and death (use death touch power once per day); SV Fort +3, Ref +2, Will +6; Str 13, Dex 16, Con -, Int 13, Wis 18, Cha 23; AL CE. Skills: Hide +8, Listen +8, Search +8, Spot +8, Concentration +9, Spellcraft +6. Feats: Combat Casting, Iron Will, Maximize Spell. Spells: *cause fear, darkness, death knell, death watch, desecrate, doom, entropic shield, inflict minor wounds, inflict moderate wounds, light, obscuring mist, protection from good, resistance, summon monster I.*

The pond is about 10 feet deep. Heroes wearing heavy armor or weapons are going to have trouble crossing it, (although inventive heroes should be able to find a way to get both themselves and their gear across safely). The water is cold, but as long as the heroes don't soak in it for too long, they should get much more than a chill from it.

Once the heroes reach the other side of the pond and break through the masonry wall to get into the next room, read the following to them aloud:

Upon breaking through the masonry to enter the chamber, you discover there are no hieroglyphs on the walls, no great treasure vessels, nothing of any value at all. Nothing of any interest here – except for the four skeletons scattered about the place, wearing little more than tattered dresses.

Having sacrificed his treasure as a precaution to keep grave robbers from uncovering his true resting place, Amun Khonshu had the last of his possessions dutifully prepared to accompany him in the afterlife: his four wives. Unfortunately for these ill-fated women, they were still alive when Amun Khonshu died.

Following the vile leader's last orders, his cultists gathered the women and hauled them off to their husband's tomb. Stripped of all adornments save their clothing, they were sealed in this small room next to Amun Khonshu's true burial chamber. These four wretched souls did not last long in the tomb, but their souls were not properly laid to rest. Thus, they haunt this chamber with a supernatural fury.



As soon as the heroes step into this chamber, the **ghosts (hp 31, 30, 27, 25)** of Amun Khonshu's wives attack. They harbor a tremendous hatred toward men, their rage deluding them that all males are like their own treacherous husband.

With this in mind, these ghosts focus their unholy attentions first and foremost on any male members in the heroes' party, Allyn included. The ghosts have no reservations about attacking female members of the party, but they only bother doing so if the female heroes attack them directly or if the women grave robbers are the only targets left.

If the heroes are having a hard time, they can attempt to flee. The ghosts cannot pursue the heroes beyond the boundaries of the room, as Amun Khonshu's wives are bound to the place of their death. If Allyn is attacked, he immediately retreats, which might tip off the party to the fact that the ghosts cannot follow them outside of their death chamber.

Remember that each of these ghosts was an evil cleric in their past lives, and they still have their clerical powers at their disposal. If they can still see any retreated heroes from their vantage point in the death chamber, they eagerly use any of their ranged infernal powers to persecute the heroes. They choose their targets for these attacks just as you would expect: men first.

The door to the true sarcophagus chamber is a hidden part of the back wall of this chamber, Search (DC 15) to find.

9. Sarcophagus Chamber (Real)

Upon entering this room, the first thing you notice is that there is no writing on the walls, no treasure great vessels, no decorations of any kind whatsoever. In the center of the room lies a simple, stone outer sarcophagus. In each corner of the room proudly stands a Mastiff-sized, mummified canine.

As soon as the first heroes enter the room, the **four tomb hounds (hp 45, 41, 38, 32)** [see "New Monster" at the end of this adventure] begin baying at the party. This acts just like a ray of enfeeblement. As the heroes struggle to make their appropriate saving throws, the hungry death dogs move in together to attack.

Whether the dogs have been dispatched before the party opens the outer sarcophagus or not, as soon as the lid is moved, a *protection from elements: fire* spell is cast upon the creature inside the coffin. Treat this as if it was cast by a 10th-level sorcerer. Apparently, Amun Khonshu was fearful that his corpse might be torched while he was away.

The inner sarcophagus is made of pure gold. This requires a Strength check (DC 30) to remove from the outer sarcophagus, and it's impossible to open the inner sarcophagus without doing so. The edges of the lid are simply too far around the thing for the heroes to otherwise be able to reach them.

As the leader of a death cult, Amun Khonshu always thought that he'd be able to cheat death – with the proper plan. For the most part, he's well on his way toward doing just that. However, the procedure for this isn't quite complete.



The Heart of Amun Khonshu [see "New Magic Item" at the end of this adventure] is still in the process of restoring the vile man's soul to his long-dead body. Enough of the evil leader's spirit has been transferred into the gem for him to be able to awaken and defend himself. As soon as the inner sarcophagus is removed from its setting, Amun Khonshu awakens to destroy the fools who have interrupted his recovery.

Amun Khonshu (hp 51) starts any battle by casting defensive spells to protect his vulnerable body. These spells, kept in his ring of spell storing, are: *expeditious retreat*, *fog cloud*, *mage armor*, *protection from elements*, *resistance*, and *stoneskin*.

If the party manages to destroy the mummy that was once Amun Khonshu, a Search check (DC 20) reveals the Heart of Amun Khonshu among his remains. (Allyn searches the creature's corpse thoroughly, even if no one else is willing to touch it.) The Heart is actually placed within the mummy's chest cavity where Amun Khonshu's real heart once beat. The secrets of the Heart are inscribed on the interior of the inner lid of the sarcophagus's in the same hieroglyphics found throughout most of the tomb.

Amun Khonshu's spell book was transcribed onto the very bandages that his body is wrapped in, so that the original could be destroyed. If the bandages haven't deteriorated in the course of battle, they can be recovered and deciphered. He has each of these spells inscribed on his bandages: *blindness/deafness*, *blur*, *cause fear*, *dancing lights*, *daze*, *dispel magic*, *enervation*, *expeditious retreat*, *feeblemind*, *fireball*, *flare*, *fog cloud*, *ghost sound*, *light*, *mage armor*, *mage hand*, *mirror image*, *protection from elements*, *ray of frost*, *resistance*, *ray of enfeeblement*, *read magic*, *shield*, *stoneskin*.



Amun Khonshu: CR 8. SZ M (undead); HD 10d12; hp 51; Init +3 (Dex); Spd 30; AC 21 (+3 Dex, +8 natural); Atk: slam +6 (1d6+4 and mummy rot), +4 scimitar +5 (1d6+5), +1 unholy dagger +2 (1d4+2); SA despair (on sight, viewer must make Will save (DC 15) or be paralyzed with fear for 1d4 rounds; either way, viewer is then immune for one day), mummy rot (supernatural diseases, Fort save (DC 20), incubation 1 day, damage 1d6 temporary Constitution, continues until victim reaches 0 Constitution and dies or receives a remove disease spell), SA undead, resistant to blows (physical attacks do half damage, before damage reduction), damage reduction 5/+1, fire vulnerability (double damage from fire unless save allowed for half, which halves damage instead), SV Fort +5, Ref +3, Will +9; Str 13, Dex 17, Con -, Int 17, Wis 14, Cha 19; AL LE. Skills: Hide +8, Listen +9, Move Silently +8, Spot +9, Concentration +12, Intimidate +10, Spellcraft +14. Feats: Alertness, Toughness, Combat Casting, Dodge, Maximize Spell, Quicken Spell, Silent Spell. Equipment: a +1 unholy dagger, a +4 scimitar, and a ring of spell storing.



Perils Of The Ninva Desert

Even though Allyn knows the exact route to Amun Khonshu's tomb, it is still a difficult four-day journey, and the party must brave the dangers of the Ninva Desert. There is a 25% chance per day that the party will stumble across an oasis guarded by randomly determined inhabitant from the table below:

Ninva Desert Random Encounters Table (Roll 1d4):

- 1. Chimera (1):** CR 7. SZ L (magical beast); HD 9d10+27; hp 76; Init: +1 (Dex); Spd 30, Fly 50 (poor); AC 16 (-1 size, +1 Dex, +6 natural); Atk: Bite +12 (2d6+4), bite +10 (1d8+2), butt +10 (1d8+2), 2 claws +10 (1d6+2); Face 5 ft. x 10 ft.; SA Breath Weapon; SQ Scent; SV Fort +9, Ref +7, Will +4; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10; AL CE. Skills: Hide +4, Listen +9, Spot +9; Feats: Alertness, Multiattack.
- 2. Bebilith, Demon (1):** CR 9. SZ H (outsider (chaotic, evil)); HD 12d8+48; hp 102; Init: +5 (Dex, Improved Initiative); Spd: 40, climb 20; AC 25 (-2 size, +1 Dex, +16 natural); Atk: Bite +19 (2d6+9 & poison), 2 claws +14 (2d4+4 & armor damage); Face: 15 ft. x 15 ft.; Reach: 10 ft.; SA web, poison, armor damage; SQ protective aura, plane shift, scent, telepathy; SR 30/+3; SV Fort +12, Ref +9, Will +9; Str 28, Dex 12, Con 18, Int 11, Wis 13, Cha 13; AL CE. Skills: Climb +21, Hide +11, Jump +21, Listen +17, Move Silently +15, Search +14, Sense Motive +15, Spot +17; Feats: Alertness, Cleave, Improved Initiative, Power Attack.
- 3. Salamander, Noble (1):** CR 9. SZ L (outsider (fire)); HD 15d8+45; hp 112; Init: +1 (Dex); Speed 20; AC 18 (-1 size, +1 Dex, +8 natural); Attack: +3 Huge Longspear +23/+18/+13 (2d8+9 & 1d8 fire), tail slap +15 (2d8+3 & 1d8 fire); Reach 10 ft.; SA heat, constrict 2d8+3 & 1d8 fire, spell-like abilities; SQ fire subtype; SR 20/+2; SV Fort +12, Ref +10, Will +11; Str 22, Dex 13, Con 16, Int 15, Wis 15, Cha 15; AL CE. Skills: Bluff +11, Craft (Metalworking) +24, Diplomacy +13, Escape Artist +19, Hide +15, Listen +20, Move Silently +17, Spot +20; Feats: Cleave, Great Cleave, Multiattack, Power Attack.
- 4. Gynosphinx (1):** CR 8. SZ L (magical beast); HD 8d10+8; hp 52; Init: +5 (Dex, Improved Initiative); Spd 40, fly 60 (poor); AC 21 (-1 size, +1 Dex, +11 natural); Atk: 2 claws +11 (1d6+4); Face 5 ft. x 10 ft.; SA pounce, rake 1d6+2, spell-like abilities; SV Fort +7, Ref +7, Will +8; Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19; AL N. Skills: Concentration +12, Intimidate +13, Listen +17, Spot +17; Feats: Alertness, Blind-Fight, Combat Casting, Flyby Attack, Improved Initiative, Iron Will.

Tomb Hound

Large Undead

Tomb hounds were once very large Mastiffs bred by Amun Khonshu for their loyalty and ferocity. Upon his death, the war dogs were mummified and enchanted to be guardians of his sarcophagus. The enchantment dictated that they would awaken to defend any against encroachment upon their master's burial chamber. Furthermore, it gave each dog the ability to cast *ray of enfeeblement* upon any prey who hears their mournful baying.

Combat

In melee, a tomb hound has a vicious bite that it can use to tear its foes limb from limb. In addition, tomb hounds possess the following abilities:

Mournful Baying (Su): As an attack, the tomb hound can howl from the depths of despair. Anyone within 60' who hears this is treated as if a *ray of enfeeblement* had been cast upon him or her by a 10th-level sorcerer.

Despair (Su): When first viewing the tomb hound, the viewer must make a Will save (DC 10) or be *paralyzed* with fear for 1d4 rounds. This ability can only affect each person once per day.

Mummy Rot (Su): Supernatural disease – bite, Fortitude save (DC 20), incubation period 1 day. Afflicted characters lose 1d6 temporary Constitution every day until she is either healed by means of a *remove disease* spell or magical effect or her Constitution falls to 0 or less, in which case he dies. A character slain in this manner this falls to dust and blows away unless a both *remove disease* and *raise dead* spells are cast on the remains within six rounds.

Undead: Immune to poison, sleep, paralysis, stunning, disease, and effects that influence the mind. Unaffected by critical hits, ability damage, energy drain, death from massive damage, or attempts to subdue.

Resistant to Blows (Ex): Physical attacks only do half damage.

Fire Vulnerability (Ex): Fire does double normal damage. If the attack permits a save for half damage and the tomb hound succeeds, normal damage is inflicted.

Hit Dice: 7d12 (45 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 14 (-1 size, +2 Dex, +3 natural)

Attacks: Bite melee +10

Damage: Bite 1d8+10 plus mummy rot

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Mournful baying (treat as a *ray of enfeeblement* cast by a 6th-level sorcerer), despair, mummy rot

Special Qualities: Undead, resistant to blows, fire vulnerability

Saves: Fort +8, Ref +7, Will +6

Abilities: Str 25, Dex 15, Con -, Int 2, Wis 12, Cha 10

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Track +10

Feats: None

Climate/Terrain: Any land or underground

Organization: Solitary or pack (3-6)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement Range: 8-10 HD (Large)

The Heart of Amun Khonshu

Artifact

This enchanted ruby was bestowed with the power to bring a soul back from the afterlife. During Amun Khonshu's mummification process, his vital organs were removed, and the *Heart* was placed in his chest cavity, where it would draw his soul back from the afterlife over the course of centuries. While it has not yet fully retrieved all of the evil man's soul, there is enough of it invested in the *Heart* to bring him back to life long enough defend his sanctum.

Beside the effects it can have on the corpse of Amun Khonshu, the *Heart* can also be used to restore lost levels drained by supernatural creatures. However, this ability requires that the *Heart* replace the living heart of the afflicted. This process dictates that the subject be in some form of suspended animation, as a live subject would surely die from having her heart cut out.

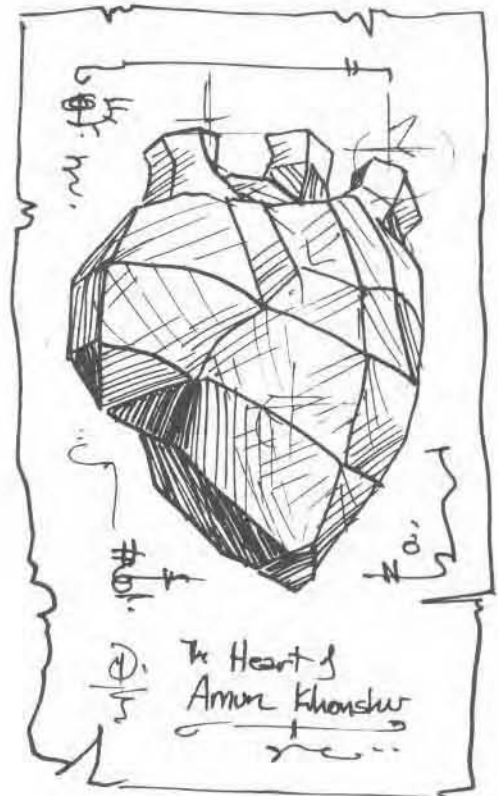
To successfully use the *Heart of Amun Khonshu*, the following procedure must be used exactly:

1. The living heart of the subject must be removed from its chest cavity.
2. The *Heart of Amun Khonshu* must replace the living heart within the chest cavity.
3. The subject must make a Fortitude save (DC 25).

Success means that any levels that were lost in a level drain have been restored. The gem becomes the user's living heart. It cannot be used again unless the user is killed.

Failure means that any levels lost in a level drain have been restored, but the PC is now possessed by that part of Amun Khonshu's soul that exists within the gem.

Caster Level: 18th; Weight: 3 lbs.





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