

Some centuries ago a Poet and a Priestess fell in love. Which is almost never a good thing in real life, though it makes for fantastic drama. Anyway, to make an old story short, they were about to elope when they were discovered. The Poet was enslaved by the powerful High Priest, Set's Beloved and the Priestess was stood up at their meeting place. She waited for three days and three nights before finally, having become quite stupidly distraught, throwing herself into the nearby well. Now, on moonless nights, the Priestess's ghost can be found waiting by the well.



[Beloved of Set]

**How to get the party involved?** A found map. A rumour. A story. Sheer chance on the road. Whatever feels right. You could grab your campaign map and sprinkle the following liberally.

**The Ratkin Sage** (MU4) stands in front of her bottle tree, buying and selling information. She will buy any writing or art that turns up. Her paws itch at the idea of getting access to the theatre of Set's library.

**The Priest-Director** (C4) at the **The Theatre of Set** is looking for the next show to produce. Things aren't looking good financially and they need a hit. The Theatre is also a Temple. Beneath the stage is the snake pit and the library. Above the stage, in the gods, is the Great Mechanical Beetle (HD 4, AC 4[15], flying). There are 6 neophyte priests (C1) who officiate ceremonies and act. A group of 4 guards (F1) enforce ticket sales and eject rowdies and vocal theatre critics.

**The Lonely Well** is in a copse of trees near a mile from the city. The spectre of the **Priestess** wanders around scaring the wildlife and young lovers. She will tell her tale to anyone who passes and ask that they reunite her with her Poet. If anyone agrees she requests they drink water from the well.

The water is the resting place of the Priestess' skeleton.

Drinking from the well gives the imbibor dreams of the Priestess and the gut feeling that the Poet resides "over this way".

The only reward she can offer is her tears: two small blue gems (500gp each) that if mounted in a holy symbol will help ward off the undead.

**In the Desert** there is a chance (1 in 6 every 8 hours) of encountering directly, or indirectly, one of the following. Roll 2d6.

**2. An Uninspired Sphinx.** It asks *you* to give the riddle and it had better be a good one.

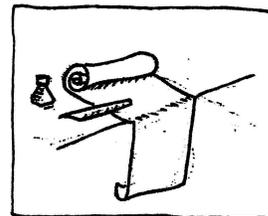
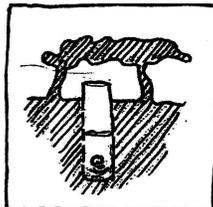
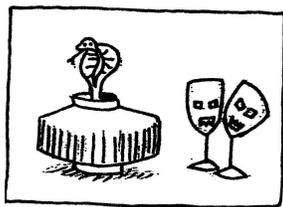
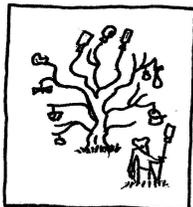
**3-4. A Grave** containing a ghoul. Did they get bad information?

**5-6. A Mirage** of something pretty and distant. Water. Cities. Mountains.

**7. Blossom, the undead horse** gallops by on his way to the tomb. How quick are the party?

**8-9. A gnoll hunting party.** 2d6 hungry gnolls with javelins and shields.

**10-12 Signs in the Desert.** Sandstorm, Insect swarm, circling vultures.



[The Tomb of the Beloved of Set]

**Outside the tomb** is Blossom, the undead horse, eating dead grass. The entrance is bricked up and can be opened in around an hour with suitable tools. The interior walls contain many scenes from the High Priests life.

At **A.** is a sealed urn propped in the corner. If it is opened, an acrid mist spells out and causes skin to burn and blister.

The alcoves in **B.** each contain a dormant **zombie** with a wicked curved sword and shield. There are 14 zombies total. The concealed doors leading from **B.** to **C.** and **C.** to **D.** are easily located: the paint has soaked into the plaster. They can be broken open in 20 minutes.

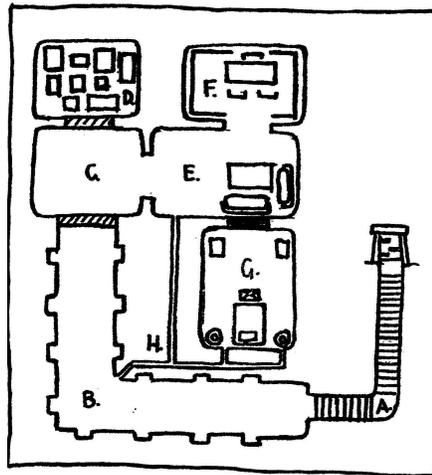
**D.** is a foul smelling room stuffed with the Lich's grave goods. Mostly spoiled food. 2 hours of searching will yield goodies worth about 750gp and give everyone a dose of Tomb Lung (a constant hacking cough).

**The Poet** will greet anyone entering **E.** and will invite them to sit and pass the time of day. He will warn the party not to take anything from the tomb. He will also discourage them from messing with the secret door to **G.**

The Poet is manacled to his desk in the scroll lined study at **F.** This is where he has been writing for four centuries. He is unhealthily skeletal, but talkative. He will accompany the party eagerly if they tell him about his Priestess. On the desk is the play about these star-crossed lovers. Other texts may be looted here.

The **Beloved of Set** (a lich) retired to his bed in **G.** with a headache about a century back. He will be aware of thing happening in his tomb and will start taking action if his stuff is touched. He will activate 2 zombies (at **B.**) every 5 minutes. If the Poet is freed, the two **stone snakes** (HD3 AC5 [14] poison] beside his bed will be directed into the tunnels (**H.**). If the party break into his room, they deserve everything they get (for softies, he does have a quest spell). His treasure, spell book and organ jars are in the chest at the foot of his bed. A well greased halfling or goblin could shimmy

through the tunnels (**H.**), but would face a 1 in 3 chance of becoming stuck as snake food.



**What next? Some random ideas.**

**The New Beloved Director of Set.** He has centuries of experience, a rugged skeleton and a great idea for a show at the Theatre of Set. All he needs is someone to talk to some banshees about performing in it.

**To the Citadel.** The Ratkin Sage has a box she needs taken to a Library deep in the desert, past the 6 inimical tribes and over the sea of bones.

**Whaddya Mean they're not at rest?** The Poet and the Priestess want to have babies. Where to begin...?