

The Staff of Shifting Sands

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The party's journey through the desert has been halted by freak sandstorms. While taking shelter in a limestone cave, they encountered the old mystic T'zam. T'zam knew the reality of the situation, that the ancient pharaoh **Refenhotep** had been awakened from the dead! To break the pharaoh's curse and escape the desert, the party must venture into Refenhotep's pyramid tomb, slay his undead form, and take his legendary **Staff of Shifting Sands**.

The Staff: A golden staff with a desert glass gem shaped like a scarab at its head. Its wielder gains control over sand, but the staff's power grows as they use it. The staff slowly corrupts the mind of its wielder.

The Pharaoh: Legends say that Refenhotep stole the Staff from Ra himself. He used its power to destroy entire armies and expand his kingdom across the desert. The tyrant's reign was ended by followers of Ra.

The Pyramid: Souls of the living that die within are resurrected as **Sand Phantoms**: lesser undead with bodies of sand that resemble the bodies they had in life.

Spike Trap

- A grave robber is impaled on a spike. He's barely alive and clutching a **silvered dagger**
- Trap resets itself after 1 hour

Priests' Crypt

- Disturbing the sarcophagi or the shrine of the Pharaoh causes **4 ghouls** to awaken
- Ghouls wear **scarab amulets**
- Shrine has a **gold idol** of the Pharaoh
- Shrine obscures the exit door

Antechamber

- **3 hidden doors**, one in each wall
- The 10ft. tall statue of the Pharaoh has an **unlit brazier** in its lap. Lighting the brazier reveals the three doors, but also causes the dog statues to transform into living beasts.

False Tomb

- Fresco of the Pharaoh deceiving Ra
- Sarcophagus contains a crazed **vampire spawn**

Ruined Chamber

- Flooded with sand and limestone debris
- Bas-relief on the walls depicts the Pharaoh wielding the Staff of Shifting Sands -- The staff's head is a scarab-shaped slot. Inserting a **scarab amulet** in the slot causes the room to magically rebuild itself and clear away the sand.
- **The Bronze Serpent:** The giant bronze construct attacks intruders. Its body is weathered; the serpent moves at half speed when not in sand.
- Chest is visible when the room is repaired -- contains a **Potion of Detect Life**

Queens' Chamber

- **Grave robbers** are searching the room. They will ambush the party if they hear them coming
- One sarcophagus is hollow and leads into a tunnel
- A character opening an occupied sarcophagus must save or be **curse!**
- Each queen is buried with gold jewelry

Sand Trap

- Stairs turn to sand when treaded on, turning the staircase into a steep ramp
- A corpse in the pit has a **+2 Khopesh**

Scarab Den

- Ground is littered with bones -- among them is a skull wearing a **Circlet of Protection**
- **Flesh-eating giant scarabs!**

Pharaoh's Tomb

- Sarcophagus contains Refenhotep himself!
- **Refenhotep** is a powerful undead wielding the **Staff of Shifting Sands**. The Staff allows him to manipulate sand, conjure dust devils, and summon Sand Phantoms to aid him.
- Refenhotep can't be damaged by normal weapons, but takes **double damage from fire**.
- The chests in the room are filled with golden regalia and gemstones
- Spells are inscribed amongst the hieroglyphs on the walls

Mass Grave

- Fresco of slaves constructing the Pyramid
- Pressure plates in front of the entrance make a heavy stone slab to fall to block the exit
- The sound of the slabs awakens the enormous pile of **zombie slaves** in the pit, and they begin to climb out
- *The zombies are **repelled** by symbols of the Pharaoh
- To escape, characters must lift the slab and slip under it

Grand Gallery

- The walls are painted with a scene of the Pharaoh's death at the hands of warrior-priests wielding flaming weapons
- 3 emaciated grave robber corpses lie on the floor. They have lanterns, flasks of oil, and sacks stuffed with stolen treasure.
- Lit sconces line the walls
- Exit is blocked by a wall of **blue flames**. To extinguish them, all other fires in the room must be put out.