

THE STAFF OF IBIS

AN ADVENTURE FOR 9TH LEVEL CHARACTERS, BY ERIC K. RODRIGUEZ.

'Our god takes in all that would be faithful.'
- Hsis'Arul, High Priest of Set.

'Aye, as a snake takes in its meal.'
- anonymous citizen of Khemi.

WHAT CAME BEFORE

Recently, a High Priest of Set, Hsis'Arul, has learned that priests of Ibis have gathered in the ruins of the Dead city of Kaetta along the border of Shem and Stygia, in an attempt to recover an artefact of their god. Hsis'Arul has received permission from King Ctesphon IV, Stygia's ruler, to take a large company of Stygian soldiers down the river Styx, cross over into Shem and stop the priests of Ibis before they recover whatever it is they are looking for. Hsis'Arul has gathered Stygian war chariots and Shemite mercenaries mounted on Stygian warhorses.

The priests of Ibis have gathered in the dead city of Kaetta in the hopes of recovering a sacred artefact known as the 'Staff of Ibis'. Six staffs are known to exist, but the only known owner of a Staff of Ibis is Kalanthes, High priest of Ibis. The staff is said to be made of solid gold, capped with an intricate carving of Ibis' head. Kalanthes has sent one of his pupils, Ishlan of Ibis, and about 30 followers to the dead city of Kaetta to search through the ancient ruins and discover the location of

the lost Staff of Ibis. The characters can be brought in as mercenaries, friends of the god Ibis or actual followers. Ishlan has managed to find a large cache of opals buried within the ruins of Kaetta that he planned to take back with him for the temple's coffers. However, he can be persuaded to pay these out to the adventures for their services if money is what they desire.

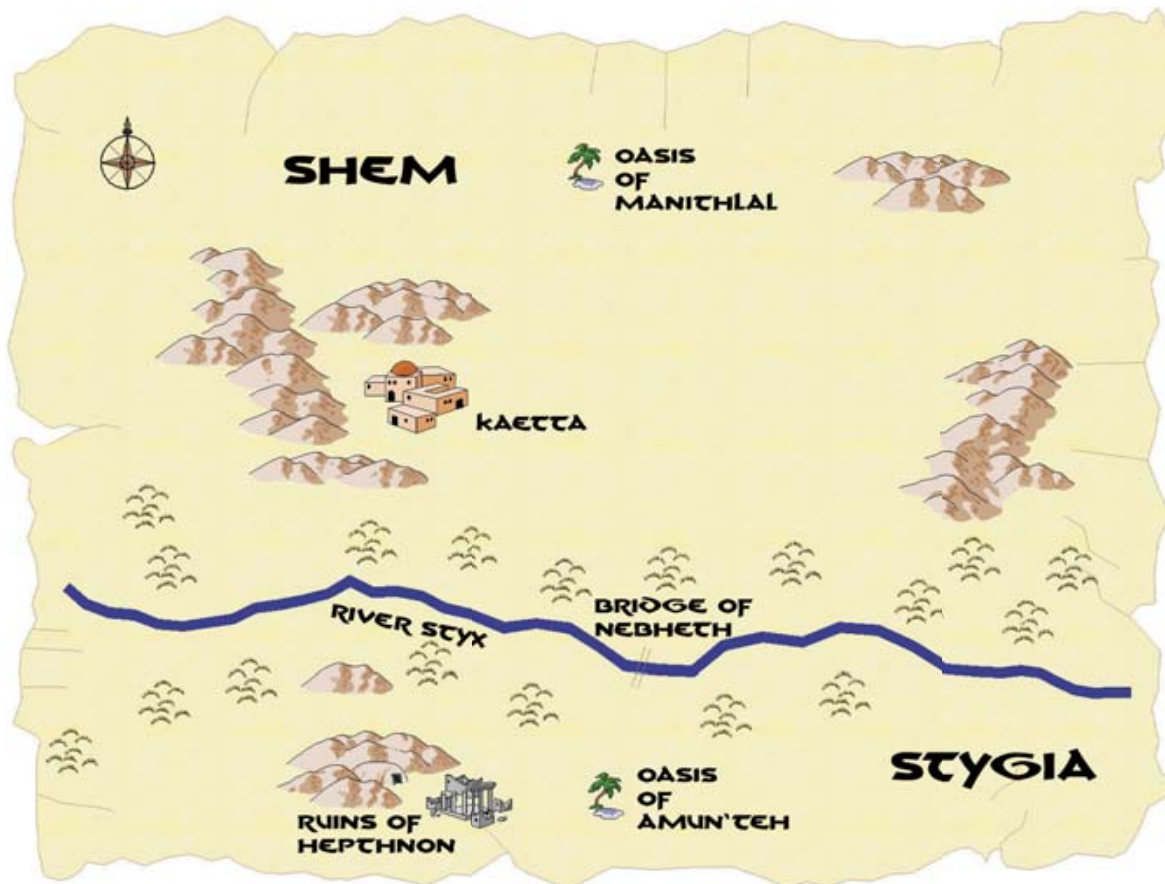
The adventures could have several encounters on the way to Kaetta – one is provided as an example. When they arrive they can assist Ishlan and his followers with searching the ruins underneath the desecrated temple of Mitra. Eventually they find an ancient rectory of the temple of Ibis that is semi-intact. Inside they will find crumbling, ancient scrolls that state that the staff was taken by an ancient Stygian lord known as Hepthnon. Hepthnon raided the lands now known as Shem generations ago and used the stolen wealth to build his burial tomb. Hepthnon's tomb lies across the River Styx in Stygia proper and is almost completely buried by the desert. Ishlan will implore or even bribe the characters to get them to go across the river and recover the Staff of Ibis.

Once the characters accept Ishlan's offer they will leave Kaetta and travel south to the River Styx. Again, a sample encounter is provided to keep them busy. When the characters reach the ancient bridge of Nebheth, Hsis'Arul and his soldiers should be close behind. If the

characters can get across the bridge and destroy it, they will slow Hsis'Arul down significantly, since none of his men will be willing to ford the river with so many giant crocodiles present.

The ruins of Hepthnon's tomb can still be seen rising from the burning sands. A search will reveal a weakened section of stone that can be broken apart and provide access into the tomb. Once inside, the characters will face few traps or encounters until they reach the burial chamber of Hepthnon himself. Hepthnon has been gifted with the 'Kiss of Set', a process that changes a human into a serpent-man of Set. Hepthnon has been magically preserved and sealed within his tomb and he will rise to destroy all who attempt to steal his treasure or violate his earthly remains. He is assisted in this venture by his one-time consort, Sasshia, who has also been transformed into an unaging magical beast.

Once Hepthnon is defeated, the characters can search the burial chamber and find several valuable items along with the Staff of Ibis. On the way out of the temple, they will encounter Hsis'Arul and his men, who have finally caught up with them. Hopefully the characters survive to give Ishlan the Staff of Ibis. With another staff in the possession of the clergy, the cult of Ibis will be more powerful and will be able to defend itself more adequately against the priesthood of Set.



OASIS OF MANITHLAL

A sample encounter of the sort that the characters could have as they travel to the dead city of Kaetta. The Games Master is encouraged to adjust the quantity and tone of these incidental encounters to suit his group.

After several days of hard riding across the savannahs of Shem and the desert that borders the River Styx, the group should come upon the Oasis of Manithlal. Once, when the city of Kaetta was a thriving waypoint for merchant caravans and traders, the Oasis of Manithlal

saw hundreds of travellers pass beneath its green palm trees every day. However, with the destruction of Kaetta and the abandonment of the old trade routes, the Oasis of Manithlal has become a watering hole for bandits, brigands and criminals seeking to avoid civilised contact. As the group nears the oasis, they will see the remains of ancient outbuildings and way shelters, half covered by the desert sands. As they approach closer, the characters will notice several white tents and the braying of camels.

At the edge of the oasis, the group will be confronted by four men, armed with scimitars and spears. All of the men are dressed in desert robes and kaftans, and appear to be of Shemite descent. One of the armed men will step forward and begin speaking in Shemite. If none of the characters are fluent in Shemite, then he will try Stygian and Kothic. The large man speaking introduces himself as Barouz and claims that he is a Shemite trader from the city of Shushan. Barouz tells the characters that he and his three sons were on their way to the city of Yamman, when bandits waylaid their caravan and they were forced to flee into the desert to avoid being murdered. Barouz remembered the old stories his father had told him about an oasis near the dead city of Kaetta and had risked the burning desert in hopes that the stories were true. He and his sons have been at the oasis for the last six days and were planning on leaving soon. Barouz offers the use of his camp and his hospitality to the adventures, as long as they mean him and his sons no harm. If the characters agree, Barouz and his sons will lower their weapons and welcome the group into their camp.

Barouz and his sons are not what they appear to be. As the group relaxes at the oasis, they will begin to see that some things that Barouz has told them do not seem to be the truth. Characters that make a successful Survival check (DC 20) will notice that Barouz's camp seems to be more permanent than just six days. There is a strange smell that occasionally blows through the camp with the desert breezes, but the source of it is unknown. Characters may also notice that Barouz and his sons will keep their distance and become more and more withdrawn as night approaches. As the sun sets and the lengthy shadows begin to creep across the desert dunes, Barouz and his sons will disappear without a trace. Characters that try to track Barouz and his sons will notice that the desert sands seem to swallow up any track or trace of them.

If the group decides to stay the night in the camp, they will notice a full moon rising over the desert dunes, providing a faint, silvery illumination. Around midnight, Barouz and his sons return to the camp, wearing their true forms. Barouz and his sons are were-hyenas and have been waylaying travellers to the oasis for months. Barouz lures wayfarers to the oasis with whatever story is needed and then he and his sons murder them while they sleep. The strange smells that have been wafting through the camp are coming from a small outcropping of stones about a mile from the oasis where Barouz has been storing the corpses of his victims. Barouz and his sons will fight in their animal forms with their natural weapons. If Barouz is killed, there is a 30% chance that his remaining offspring will flee into the desert. A successful search of Barouz will find that he does not have anything of value on him, except a bronze key with moon and star carvings upon it. A difficult Search of

Barouz's tent (DC 30) reveals a strongbox buried under the tent floor, covered by a thin layer of sand. A character with the Disable Device skill should be allowed a check (DC 23) to find a poisoned needle trap within the lid of the chest. Characters that attempt to open the chest, without the key, must make a successful Reflex save (DC 20) to avoid the trap. Characters that fail their saving throw will be struck by the needle, which is covered in Barouz's lycanthropic blood. An infected character will not notice any symptoms until the next month's full moon, at which time he will be transformed as if struck by an *awful rite of the were-beast* spell.

Inside Barouz's strongbox is a collection of all the valuables and trinkets that he has taken from his victims over the last few years: 155 gold pieces of various mints, 246 silver pieces, 2 jewelled talismans of ancient Zamoran design covered in spider images, 3 gold necklaces, 22

semi-precious stones, 3 rare stones, 2 jewelled daggers with gold scabbards, a dark blue robe made of Khitain silk, one set of thieves tools made in Arenjun, and one onyx prayer statue of Derketo.

Barouz's sons use the statistics for werehyenas as given on page 329 of *Conan: The Roleplaying Game*. Barouz himself is a stronger specimen, and uses the statistics in the box on the next page:

Given Barouz's increased movement in the desert and his ability to Hide even without cover or concealment (although not while directly observed), it is entirely possible that he will escape the initial confrontation and continue to dog the party with hit-and-run tactics as they travel through the desert.

THE DEAD CITY OF KAETTA

The dead city of Kaetta has been abandoned for over 150 years. A century and a half ago a large earthquake shook the Kaettan plateau, causing catastrophic damage and destruction. Many regarded the shaking of the earth as a punishment from the gods, as if the Kaettan people incurred the wrath of the immortals. Others claimed that Stygian sorcerers were wrathful at a Mitran temple so close to their 'holy' land. Whatever the case,

'I have power, wealth and wisdom. All these things were given to me by my god Set. No god is greater or more powerful. May his reign last eternal.'

*-Yulshan IV, Prince of Stygia,
three days before his sacrifice.*

OASIS OF MANITHLAL



BAROUZ

Shemite Werehyena, 10th level Nomad

Medium Humanoid (Human, Shapechanger)

	Human Form	Hyena Form
	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	10d10+3d8+26 (94 hp)	10d10+3d8+46 (114 hp)
Initiative:	+15 (Reflex +9, Dex +2, Improved Initiative +4)	+17 (Reflex +9, Dexterity +4, Improved Initiative +4)
Speed:	40 ft	60 ft
Dodge Defence:	23 (+5 Nomad, +2 natural, +2 Dex, +1 Dodge, +3 Favoured Terrain)	25 (+5 Nomad, +2 natural, +4 Dex, +1 Dodge, +3 Favoured Terrain)
Parry Defence:	16 (+5 Nomad, +1 Str)	-
DR:	4 (+4 werehyena)	6 (+2 hyena, +4 werehyena)
Base Attack/ Grapple:	+11/+12	+11/+16
Attack:	Scimitar +13 melee (1d8+1, AP 3)	Bite +16 melee (1d8+7, AP 6)
Full Attack:	Scimitar +13/+8/+3 melee (1d8+1, AP 3) and knife +12/+7/+2 melee (1d4+1, AP 1)	Bite +16/+11/+6 melee (1d8+7, AP 6)
Space/Reach:	5 ft/5 ft	5 ft/5 ft
Special Attacks:	Nomad Charge	Nomad Charge, Trip
Special Qualities:	Favoured Terrain (Desert +3, Plains +1), Born to the Saddle, Improved Mobility, Alternate Form, Hyena Empathy, Low-Light Vision, Scent	Favoured Terrain (Desert +3, Plains +1), Born to the Saddle, Improved Mobility, Alternate Form, Hyena Empathy, Low-Light Vision, Scent
Saves:	Fort +10, Ref +11, Will +5	Fort +12, Ref +13, Will +5
Abilities:	Str 12, Dex 14, Con 12, Int 9, Wis 11, Cha 10	Str 20, Dex 18, Con 16, Int 9, Wis 11, Cha 10
Skills:	Appraise +1, Bluff +9, Heal +2, Hide +18, Listen +12, Move Silently +18, Search +2, Spot +13, Survival +15	Appraise +1, Bluff +9, Heal +2, Hide +20, Listen +12, Move Silently +20, Search +2, Spot +13, Survival +15
Feats:	Alertness, Armoured Stealth, Combat Reflexes, Diehard, Dodge, Endurance, Improved Initiative, Improved Two-Weapon Combat, Iron Will, Self-Sufficient, Stealthy, Toughness, Track, Two-Weapon Fighting, Weapon Focus (Scimitar)	Alertness, Armoured Stealth, Combat Reflexes, Diehard, Dodge, Endurance, Improved Initiative, Improved Two-Weapon Combat, Iron Will, Self-Sufficient, Stealthy, Toughness, Track, Two-Weapon Fighting, Weapon Focus (Scimitar)
Equipment:	Scimitar, knife, mail shirt (not worn in the desert heat, can be found in his tent, oiled and ready for use with the Armoured Stealth feat)	Fangs and savagery

(These statistics include all Nomad bonuses applicable for fighting in a desert environment. For details of his special attacks and special qualities, please see *Conan: The Roleplaying Game*.)

the upheaval destroyed the great city and most of the people that lived there. The few that did survive spread rumours of the 'curse of the gods' and insured that no others would ever venture to Kaetta again. Merchant and caravan routes changed, commonly used roads disappeared and Kaetta became the dead city that it is today.

The ascent is easy and should be free of any encounters. Characters will notice that Kaetta was a large city in its days of glory. However, very few buildings still stand and most of these are hollow shells of brick and mortar that creak and moan when the wind blows. A broken, cobblestone path is all that remains of the city's main thoroughfare. As the group moves through the winding city streets, they will notice that many of the alleyways and thoroughfares are pitted with cracks and holes. Characters that make a successful Intelligence check (DC 18), will guess that the entire plateau is unstable and possibly hollow or honeycombed.

Characters can make a successful Spot check (DC 18) to notice a small wisp of smoke coming from a semi-intact two-storey building near the heart of the city. As the group approaches the building, several men with crossbows will come out of hiding and tell the characters to stay where they are and not to make any sudden moves. Ishlan of Ibis will speak with the characters to determine their purpose and allegiance. Once Ishlan is convinced that the group is friendly or the allies that he has been waiting for, then he will order his men to stand down. Ishlan leads the group to a large, two-storey building that looks to have been a grain silo at one time.

Ishlan of Ibis is a middle aged man who looks to be of Nemedian blood with a shaven head and no facial hair. His skin is tanned and he stands just shy of six feet tall. Ishlan will welcome the group into his camp

and provide food and water for his new guests. Once Ishlan feels the group is comfortable, he will begin to relate his tale of the happenings so far. Ishlan will tell the characters of his long and perilous journey from the safety of his home in Nemedia to the merciless desert of Shem. He will be brief in his story, mentioning most things as trivial and of no consequence. However, once his story reaches the dead city of Kaetta, his voice takes on an ominous tone. Ishlan will tell the group that he

does not believe the city was destroyed by the gods or some vengeful wizards. Ishlan believes that the city was built upon the remains of an ancient fissure or tear in the earth that had nothing to do with magic but was actually formed from the aged earth. He believes that the city's large size eventually led to its own downfall. He will also relate to the adventurers that he is searching for an ancient temple of Ibis said to have been in the city over 150 years ago.

THE MANTICORE

Large Aberration

Hit Dice:	6d10+24 (57)
Initiative:	+4 (+2 Dexterity, +2 Reflex)
Speed:	30 ft, fly 50 ft (clumsy)
Dodge	18 (+2 Dex, +6 natural)
Defence:	
Damage Reduction:	6 (+6 natural)
Base Attack/Grapple:	+4/+9
Attack:	Claw +9 melee (2d4+5) or 6 spikes +7 ranged (1d8)
Full Attack:	2 claws +9 (2d4+5) and bite +7 (1d8+2) or 6 spikes +7 (1d8+2/19-20)
Space/Reach:	10 ft/5 ft
Special Attacks:	Tail spikes
Special Qualities:	Low-light vision, scent
Saves:	Fort+6, Ref +4, Will +6
Abilities:	Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9
Skills:	Listen +5, Spot +9, Survival +2
Feats:	Flyby Attack, Multiattack, Track, Weapon Focus (spikes)

The manticore is an aberration created by the Sorcerer Manglas'Uthlal. Manglas was the chief sorcerer of the Crystal Triad during the golden days of the city of Kaetta. Manglas was known to have pulled many horrid abominations from his sorcerous vats during his life. The manticore was one of his greatest achievements; it struck fear and terror into the hearts of those that looked upon it. Before Manglas died, it was said that several manticores were birthed in his magical vats. However, no one knows whether this is true or not.

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Skills: Manticores have a +4 racial bonus on Spot Checks.

Ishlan will continue with his story until a loud roar startles him and the other camp followers. Ishlan will immediately jump up and run to the nearest window. As his men begin to run downstairs with their weapons, a man's scream can be heard outside, followed by the loud roar of a lion. Eventually the characters should run outside and find several of Ishlan's followers gathered around a grisly carcass. Ishlan will tell the characters that the body is all that is left of the sentry that was on guard duty. Ishlan will confess to the characters that since arriving within Kaetta over three weeks ago, they have been attacked every three or four days by a lion. Even though none have seen the creature, it has the roar of a lion and leaves lionish claw marks on its victims. Ishlan and his men have been too busy searching and excavating the ruins to hunt the rogue lion down. The characters may choose to hunt the lion down themselves or they may ignore it, in which case it continues helping itself to a guard or two every three or four nights.

If the characters try to track the lion, a successful Survival skill check by someone with the Track feat (DC 19) will find tracks that lead toward the western part of the ruined city. Eventually the group tracks the creature to the remains of what was a tall and ancient tower. The debris, even after a century of decay, remains in a large pile about thirty feet tall at the top, its stones and masonry still showing sharp and clear edges.

The lord of the lair will jump down from the highest part of the pile and surprise the characters. The creature that leaps down from above is a manticore. This creature was formed in a wizard's laboratory and imprisoned in the tower ages ago. With the death of its master and the destruction of the tower, this creature has been free to roam the countryside. It normally hunts desert animals, but is stocking its larder (a nearby ruin) with human flesh now there is an abundance of its favoured prey. The manticore has the body of a lion, the wings of a

giant bat and the head of a wild man. Its tail sports several large, sharpened spikes that occasionally are used to bring down quarry like heavy darts. The manticore is a ferocious, feral creature that knows no mercy, but has an almost-human intelligence and cunning. It will fight to the death. If the characters manage to defeat the manticore, they will find that several of its body parts can be used as components for magical research. Characters that search the ruins of the tower will find the following: 45 silver pieces, 34 bronze trade pieces, a silvered mirror w/gold trim, a broken rod with a gargoyle figurine on top, and a blank journal of elephant hide with 36 vellum pages.

THE LOST TEMPLE OF IBIS

'Knowledge of one's own death can be a curse as well as a blessing. Better not to know and just be surprised when the day comes.'

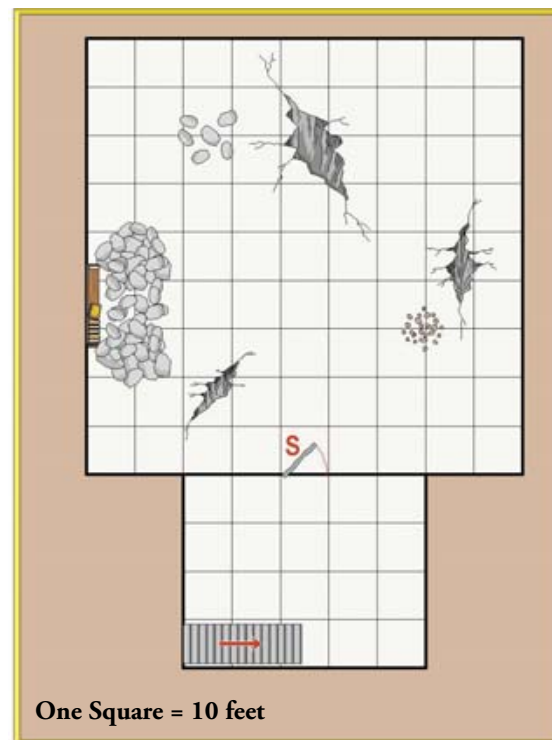
-Jurlaruth, fallen Priest of Erlik.

At some point during the fourth day, Ishlan will find the characters and be in a state of extreme excitement. He will relate to the characters that a ruined temple has been found and that the lost temple of Ibis was said to lie beneath it. Ishlan will implore the characters to aid the followers of Ibis in digging out the ruins. If the characters assist Ishlan and his men, then a buried staircase will be uncovered in two days time. If the characters are lazy, punish them with a reappearance by Barouz or the manticore (if either still lives).

Ishlan will insist that he be one of the first to descend the staircase into what was once a holy place of Ibis. If the group has been helpful or are allies of Ibis, then

Ishlan will insist that they join him in this most holiest of moments.

As the group descends the staircase into the ruined basement, they notice a strange smell that assaults their senses. Characters that make a successful Spot check (DC 18) notice wisps of smoke coming from cracks in the floor. Closer inspection of the smoke reveals that it is pungent and noxious. Characters that lean close to the smoke and breath it in are subject to its poisonous effects. Characters that stay in the basement for more than 10 rounds are also subject to the poison and must make a new saving throw every round thereafter – characters of weak constitution are likely to be overcome very quickly.



The foul smoke can be dispersed in a number of ways, the most expedient of which involve sorcery.

FOUL SMOKE OF KAETTA

Inhaled poison: Fortitude save DC 15, primary and secondary damage 1d2 Wisdom.

A successful Search check (DC 18) reveals a secret door on the north side of the room, behind a torch sconce. The secret door opens up to a large square room, approximately 100 feet on a side. The room is littered with rock and other debris and several large cracks can be seen snaking their way across the floor. Ishlan will immediately run over to a section of the wall, where several wooden shelves can be seen buried under earth and stone. With the characters help in clearing the debris, Ishlan will find several ancient books and tomes in various stages of decay. He encourages everyone present to continue clearing the rubble in an attempt to salvage this ancient lore.

After a minute of digging, the characters may make a Listen check (DC 17) to hear noise coming from the cracks in the floor. Characters that succeed by 5 or more will hear what sounds like something or someone climbing up from below. After two rounds, the dead of Kaetta will start clawing their way up into the ancient temple of Ibis. The risen dead begin to crawl their way out of the crevasses, with slow and methodical movements. Characters will notice that the dead are dressed in different kinds of clothing and

RISEN DEAD

The risen dead use the statistics as presented on page 325 of *Conan: The Roleplaying Game*.

accoutrements and most likely are the perished citizens of ancient Kaetta. Each round, one risen dead per player character crawls forth. After five rounds, it will become apparent that there is no end to the stream of walking dead coming forth from the fissures. If the group does not retreat back to the surface then Ishlan will make the suggestion that they should, even though he is reluctant to leave such great literary treasures behind. Once back on the surface, the characters and followers of Ibis can re-bury the staircase with rocks and debris.

Later that night, Ishlan will be reading through the recovered books of Ibis when he will jump up with a shout of excitement. He has found a passage relating to the missing artefact of Ibis. Ishlan will tell the adventures that the Staff of Ibis is mentioned within the ancient text that he is reading; however, his demeanour will sadden and he will advise them that it was stolen several years before the city of Kaetta was destroyed. Ishlan will continue to read and his mood will once again change. Ishlan relates to the adventures that the staff was stolen by an ancient Stygian lord who called himself 'Hepthnon'. Ishlan knows that ruins of the same name lie just across the River Styx, not more than three days travel from Kaetta. Ishlan knows that if he or his followers are found in Stygia they will suffer unspeakable tortures at the hands of the priests of Set. However, the characters are not only skilled adventurers, they are also eminently expendable. They could cross into Stygia, find the ruins of Hepthnon and return with the Staff of Ibis. If the group seems reluctant or wants more payment, Ishlan will bring forth a brown bag and pour its contents on the floor. The bag contains several uncut opals that glitter in the firelight. Ishlan had planned to take the sack back to Nemedra for the temple coffers; however he believes the Staff of Ibis to be worth far more and would be willing to trade the bag of gems for its return. Characters that make a successful Appraise check (DC 18) can estimate the value of the gems at over 8000 silver pieces. If the

characters agree to undertake the journey, Ishlan will provide them with seven days food and water. Ishlan will also insist on providing mounts for each character, so as to increase their chances for success. The characters should leave Kaetta the next morning and follow the lost road out of the southern part of the city into the desert wastes.

SCORPION KINGS

As the characters leave the Kaettan plateau behind, the ground turns to desert and the road disappears beneath the burning sands. After half a day riding, the group comes under attack from some of the desert's most vicious creatures. A nest of four giant scorpions lies along the characters route from Kaetta to the River Styx. These creatures have grown extremely large over the last several years, feeding on wild camels and lions that cross their territory. The creatures will attempt a surprise attack and will strike at the characters' mounts more than the characters themselves. However, if a character manages to inflict damage on a giant scorpion, then it will immediately change its attacks to that person. If the adventures defeat the giant scorpions they will find little of value.

A possible complication of this encounter is the death of so many mounts that the characters have to travel across the desert at walking speed. In this case, they may well have to ration their supplies of food and water, and will probably arrive at their destination fatigued.

SCORPION KING

	Large Animal (vermin)
Hit Dice:	5d8+10 (32 hp)
Initiative:	+1 (+1 Reflex)
Speed:	50 ft
Dodge Defence:	17 (-1 size, +8 natural)
Damage Reduction:	4 (+4 natural)
Base Attack/Grapple:	+3/+11
Attack:	Claw +6 melee (1d6+4)
Full Attack:	2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)
Space/Reach:	10 ft/5 ft
Special Attacks:	Constrict 1d6+4, improved grab, poison
Special Qualities:	Low-light vision, tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 19, Dex 10, Con 14, Int -, Wis 10, Cha 2
Skills:	Climb +8, Hide +0, Spot +4

Constrict (Ex): A giant scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a giant scorpion must hit with a claw attack.

Poison (Ex): A giant scorpion has a poisonous sting. The Fortitude save is DC 14 and it deals 1d4 Con initial and secondary damage. The save DCs are Constitution-based.

Tremorsense (Ex): A giant scorpion is sensitive to vibrations in the ground and can automatically pinpoint the location of anything within 60 feet that is in contact with the ground.

Skills: A giant scorpion has a +4 racial bonus on Climb, Hide and Spot checks.

attacked by a giant crocodile. A character that falls (or wades, or swims) into the river will be attacked. Giant crocodiles have made the River Styx their home since recorded history. Considered sacred and highly revered by Stygians, the giant crocodile has ruled the Styx through fear and intimidation for ages.

The group should realise that disabling the bridge, once they're across, will definitely slow down the hostile Stygians racing toward them. The river is too deep for chariots at this point and it will take the Stygians several hours if not a full day to repair the bridge. The giant crocodiles will also delay their attempts at repairing the bridge. The characters should use this time wisely and quicken their pace toward the ruins of Hephthnon.

THE OASIS OF AMUN-TEH



Half a day's travel from the bridge of Nebheth, the adventures reach the Oasis of Amun-Teh. It immediately becomes apparent that the oasis has not seen visitors for many years. The palms and plants that grow around the oasis are wild and untouched. Several sets of bones can be seen around the edge of the oasis, half covered

THE ANCIENT BRIDGE OF NEBHETH

Assuming their mounts survive the encounter with the scorpions, a day and a half into the adventurers' journey they should reach the green marshland that borders the River Styx. As soon as the group is within two miles of the bridge of Nebheth, a large dust cloud will be seen in the distance, coming from the west. The character with the best Spot check will see two chariots and many horsemen, moving at high speed toward the bridge. Characters can make a difficult Spot check (DC 28)

to notice that the soldiers are flying Stygian Standards. The adventures should immediately recognise that they are outnumbered and should flee across the bridge. The bridge of Nebheth is of ancient design and is in poor repair. The bridge is made of sun cracked wood and frayed hemp rope, and sits only inches above the surface of the water. Characters that attempt to cross the bridge on horseback must make a successful Ride check (DC 19) to stay seated upon their steeds and cross the bridge successfully. However, any character crossing the bridge, whether on foot or horse, risks the chance of being attacked by the rulers of the river. There is a 10% chance that a creature crossing the bridge will be

by the shifting desert sands. Characters will notice that human bones are mixed in with animal bones. As the group nears the oasis a strong, rotting smell assails their senses. Hiding in the wild foliage (Hide check 23) are seven desert ghouls. These creatures have been bound to the Oasis of Amun'teh for almost 30 years. Cursed by an ancient sorcerer, the former thieves were granted a perverse immortality as punishment for their crimes. Left at the oasis to kill any who drink from its waters, these parodies of life constantly hunger for fresh blood. As soon as the first character moves within 80 feet of the oasis, the ghouls charge and attack. These creatures fight to the death. Even if destroyed, their bodies will reconstitute by the next new moon unless the curse is broken with a *greater warding* spell (make the magic attack roll against DC 27).

AMUN-TEH GHOULS

The ghouls use the statistics as presented on page 323 of *Conan: The Roleplaying Game*.

The Ghouls do not care about material things and have no lair. However, over the years, the victims of the Ghouls have lost many items around the oasis and in its waters. Characters that take two hours to make a difficult Search check (DC 28) will find the following items: 24 silver pieces, a gold necklace with a hawk and serpent design, a jade and amethyst jewellery box containing 8 black lotus leaves, and a Stygian axe-mace (Akbitanan quality).

'Any man that willingly worships Set is either evil or insane. Most of the time I have found they are both.'
-Heragard of Shumar, priest of Mitra.

THE RUINS OF HEPTHNON

As the characters approach the ruins of Hephthnon, they will see a series of worn statues and columns half buried by the sands. Most of the architecture and designs date back to the ancient Stygian culture of about 300 years ago. Most of the columns are carved in the shape of river reeds that have been bundled together; however, some bear the likeness of serpents. Characters that make a moderate Spot check (DC 20) will notice that a few of

the columns bear worn writing upon them. Characters that have Decipher Script skill (DC 28) can decipher the writing as prayers in homage to the dark god Set. The writings also confirm these ruins as the final resting place of Lord Hephthnon, ruler of middle Stygia.

The characters should begin a thorough search of the ruins, looking for an entrance into Hephthnon's tomb. The characters will find a large crack on the side of the main ruins, half buried beneath the sands. Anyone of Medium size may pass through easily, as may anyone of

GIANT CROCODILE

Huge Animal

Hit Dice:	7d8+28 (59 hp)
Initiative:	+6 (+5 Reflex, +1 Dexterity)
Speed:	20 ft. (4 squares) swim 30 ft.
Dodge	16 (-2 size, +1 Dex, +7 natural)
Defence:	
Damage Reduction:	7 (+7 natural)
Base Attack/Grapple:	+5/+21
Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Full Attack:	Bite +11 melee (2d8+12) and tail slap +11 melee (1d12+12)
Space/Reach:	15 ft/10 ft
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills:	Hide +1*, Listen +5, Spot +5, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide)

These huge creatures usually live in the Styx River and can be more than 20 feet long. Giant crocodiles fight and behave like their smaller cousins.

Skills: A giant crocodile has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*A giant crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

SASSHIA

Large Magical Beast

Hit Dice:	9d10+27 (76 hp)
Initiative:	+8 (+6 Reflex, +2 Dexterity)
Speed:	60 ft
Dodge Defence:	17 (-1 size, +2 Dex, +6 natural)
Damage Reduction:	5 (+5 natural)
Base Attack/Grapple:	+9/+19
Attack:	Touch +14 melee (1d4 Wisdom drain)
Full Attack:	Touch +14 melee (1d4 Wisdom drain) and 2 claws +9 melee (1d4+4)
Space/Reach:	10 ft/5 ft
Special Attacks:	Wisdom drain
Special Qualities:	Low-light vision
Saves:	Fort +9, Ref +8, Will +5
Abilities:	Str 22, Dex 15, Con 16, Int 8, Wis 15, Cha 8
Skills:	Bluff +3, Hide +6, Listen +6, Spot +6, Survival +6
Feats:	Power Attack, Cleave, Endurance

Sasshia has the upper body of an attractive Stygian woman and the lower body of a large black panther. She wields a jewelled dagger in one hand and her claws are sharp, but her insidious touch is a more dangerous weapon.

Wisdom Drain (Su): Sasshia drains 1d4 points of Wisdom each time she hits with her melee touch attack.

Large size who is not wearing medium or heavy armour. The tomb is pitch black and only those characters with illumination or a special ability will be able to see.

As the group descends into the Stygian tomb, their light sources are whipped back in forth by the desert winds now blowing into the ancient catacomb. Many different piles of bones can be seen lining the walls of the tomb and the various alcoves along the passageway. Ancient writings and artwork depict Stygian warriors and slaves at work building Hephthnon's final resting place. Priests and sorcerers can be seen intoning dark prayers and casting powerful spells over Hephthnon's tomb. Each level of the tomb has a large set of stairs that descends to the next level.

As the group makes its way farther into the tomb, the wind fades and the darkness becomes more ominous. Echoing sounds can be heard coming from all directions and shadows seem to move of their own accord. Near the last level, several braziers set along the wall light up on their own in a surprising flash of light. Near the last set of stairs descending into the tomb can be seen several large paintings of serpents, ruling over men; enslaving and consuming them by the thousands. At the end of the stairs a large set of wooden doors bound with bronze fittings and studs can be seen looming before the adventurers. The door is locked, but a difficult Open Locks check (DC 35) can be made to open it. If the check is unsuccessful, then the door can also be battered down (hardness 5, 100 hp). Inside is the final resting place of Hephthnon.

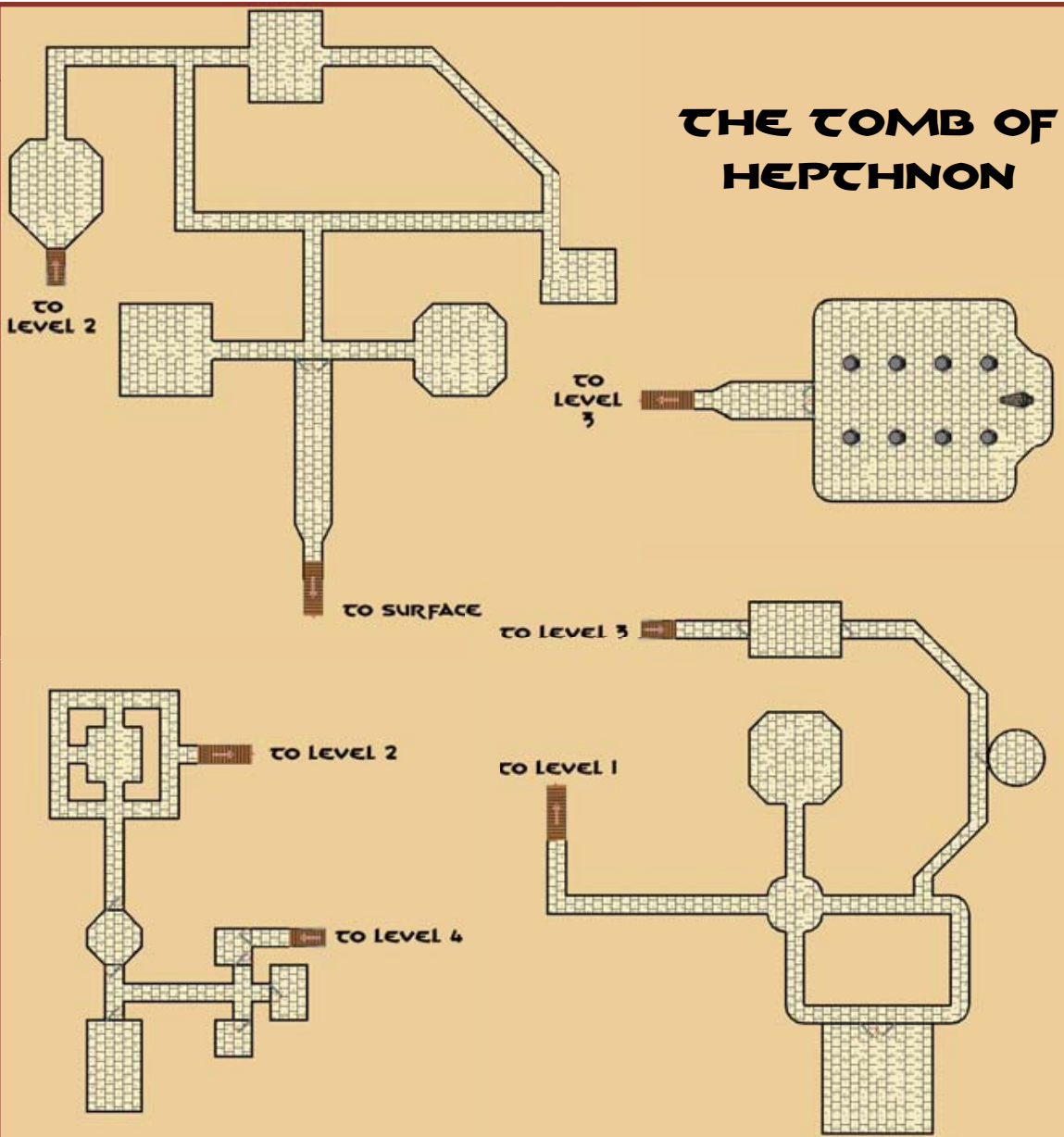
Whether or not Hephthnon has been awakened ahead of time, his guardian will defend him from anyone who enters the tomb. Sasshia was Hephthnon's lover in life and now his unsleeping guardian. Born as a minor noble, Sasshia longed for the life of luxury and sensuality that only wealth could give her. She became

lover to the lord Hephthnon and for many years served him faithfully. When the time came for her death and embalming within Hephthnon's tomb, she could not bear the thought of dying when her lord would go on living. Sasshia begged Hephthnon for another choice and he gave her one. Hephthnon's priests and sorcerers used their arcane knowledge to change Sasshia into a magical beast, bound to guard her lord and lover for all eternity. Sasshia will attack any who enter the tomb with a savagery of an animal and the cunning of a woman. She will not surrender and will fight unto the death.

Once Sasshia is defeated, the adventurers will have to face Hephthnon. Entombed ages ago, Hephthnon had the most powerful sorcerers cast spells of preservation and protection upon him. He was also highly favoured by the priesthood of Set, who on his behalf beseeched Set for his blessing. Set 'answered' and Hephthnon was given the 'Kiss of Set'. The Kiss of Set is a blessing given only to those who are favoured by the serpent god, that transforms them from a mortal shell to that of a serpent man of Set. An ancient race that once ruled the world, the serpent men of Set slowly dwindled in numbers and eventually disappeared long ago. Legends still persist of hidden enclaves or dark caverns where these creatures sacrifice to their god and plot the downfall of men.

At first, adventures may well mistake Hephthnon for a large Stygian, dressed in ancient armour and wielding a wicked-looking battleaxe. However, upon closer inspection, characters will notice many features that are not human. Hephthnon has a forked tongue, pointed teeth and scaly patches of dark green all over his body. His eyes are unblinking yellow slits that glow with an unearthly radiance. When Hephthnon speaks, his voice is a sibilant whisper that grinds upon the sanity of all who hear it. Hephthnon will settle for nothing less than the destruction of all who have violated his tomb. He will make it clear that after he has slain or driven off

THE TOMB OF HEPTHNON



The Games Master may wish to add some random encounters, depending on the skill of the adventures. More powerful groups may need more encounters and weaker groups less. The Games Master may wish to add their own traps and puzzles and are encouraged to change the tomb to match their specific needs.

all the defilers, he will march forth into the world to once again murder and plunder in the name of Set. Hephthnon cannot be bribed or reasoned with and will fight to the death.

Born to a wealthy and powerful family, Hephthnon enjoyed the privilege of status. At the age of 13, his family was nearly wiped out by a black plague that swept through the city of Luxur. One of the few to survive, he took control of the family's holdings and began to build up what was left of his family's wealth. Having served in the king's army for over five years, Hephthnon made many friends and enemies. On his 23rd birthday, several different noblemen, jealous of Hephthnon's wealth and glory, joined together and nearly annihilated Hephthnon's remaining family and servants in a dark night of assassinations and murder. Hephthnon retreated into the deep desert, taking with him the remains of his house and retainers, vowing to return one day and exact his revenge.

Three years later, the 'Scourge of the Desert' returned to Luxur at the head of a mercenary army. Hephthnon, after receiving blessings from a dark oracle of Set, set forth on a campaign to destroy all the noble houses that had a hand in his family's demise. The king, having no choice, allowed Hephthnon's army to enter the city and massacre his enemies. The king expected Hephthnon to ask for the throne, or simply kill him and take it, but Hephthnon did no such thing. Having tortured and killed all his

HEPTHNON

Male snake-man of Set, Stygian Noble 10/Soldier 5

Medium Humanoid

Hit Dice:	10d8 + 5d10 + 60 (132 hp)
Initiative:	+12 (+8 Dexterity, +4 Reflex)
Speed:	30 ft. (base 40 ft, slowed by armour)
Dodge Defence:	18 (+6 base, +1 Dexterity, +1 Dodge) or 22 against missiles (+4 shield, and Archer's Bane)
Parry Defence:	29 (+8 base, +6 Strength, +1 Parry, +4 shield)
Damage Reduction:	12 (+9 armour, +3 natural)
Base Attack/Grapple:	+12/+18
Attack:	Axe of Hephthnon +20 melee (1d10+8, 19-20/x3, AP 12)
Full Attack:	Axe of Hephthnon +20/+15/+10 melee (1d10+8, 19-20/x3, AP 12)
Space/Reach:	5 ft/5 ft
Special Qualities:	Special Regional Features (+2), Lead By Example (+4), Enhanced Leadership, Formation Combat (Heavy Infantry)
Magic Attack:	+12 (+2 racial, +7 Cha, +2 Noble, +1 Soldier)
Power Points:	14 (base 10, +4 Wis)
Saves:	Fort +11, Reflex +12, Will +12
Abilities:	Str 22, Dex 26, Con 19, Int 19, Wis 19, Cha 24
Skills:	Climb +14, Craft (alchemy) +9, Diplomacy +20, Handle Animal +11, Intimidate +25, Knowledge (arcane) +10, Knowledge (geography (Stygia)) +17, Knowledge (history (ancient Stygia)) +17, Knowledge (religion (Set)) +17, Perform (ritual) +17, Profession (soldier) +12, Ride +23, Search +12, Sense Motive +17
Feats:	Archer's Bane, Cleave, Dodge, Exotic Weapon Proficiency: Stygian Longbow, Improved Bull Rush, Improved Critical: Battleaxe, Improved Sunder, Leadership, Menacing Aura, Parry, Power Attack, Steely Gaze, Two-Weapon Fighting, Weapon Focus: Battleaxe, Weapon Specialisation: Battleaxe
Leadership:	32 (15 level, +7 Cha, +3 noble, +5 <i>Axe of Hephthnon</i> , +2 base of operations: the Tomb of Hephthnon)
Possessions:	Mail hauberk and breastplate, <i>Axe of Hephthnon</i> (an Akbitanan battleaxe so glorious that it grants +5 to one's Leadership score), large shield, pouch of Stygian tomb dust (2 pinches), <i>the Bracers of Habruthil</i> (grant the Brawl feat while worn), Stygian war-spear
Spells:	<i>Black plague, demonic pact, domination, entrance, raise corpse, summon demon</i>

Hephthnon can be a very powerful antagonist if he is prepared for the adventurers. The Games Master may wish to have Hephthnon awakened only after the group has entered the burial tomb. However, if the group is competent and powerful, then the Games Master may wish Hephthnon awake and have had several rounds to prepare for their arrival, or several minutes if they had to smash the door down instead of opening it quietly.

enemies, Hephthnon left Luxur and travelled to the eastern desert where he built a temporary tent city and began his raiding campaigns into Shem. Hephthnon knew that he could not live forever, and he wished to repay Set for granting him revenge against his enemies.

Hephthnon began construction on his burial tomb and also ensured that it was a grand monument to Set. Hephthnon filled the tomb with art and paintings in homage to Set. He also plundered several cities and what wealth he did not pay his mercenaries was placed with him in his tomb. Almost ten years passed before Hephthnon's tomb was complete, but when it was done it rivalled that of any Stygian king. Having asked blessings

and prayers from Set's highest priests, Hephthnon was granted a very high honour among followers of Set and a powerful priest cast the ritual of the Kiss of Set. With his tomb complete and his transformation beginning, Hephthnon was placed in his tomb to await the completion.

However, Hephthnon was never released from his tomb at his appointed time. A massive sandstorm struck down upon his tomb and killed many of his followers. Others were scattered and never returned to their lord's tomb. The storm raged for three days, burying Hephthnon's tomb and stopping his followers from ever finding it. His name and burial place have been lost for centuries and few even remember his name.

Several large urns, wooden chests and leather sacks lie scattered about Hephthnon's tomb. Most of them are overflowing with trinkets and baubles of various makes and sizes. However, many of the items are made of clay, wood and papyrus that have disintegrated with time. Characters taking time to search can uncover one of the following things (choose or decide randomly) for every twenty minutes of searching:

- *The Staff of Ibis* (it is strongly recommended that this be discovered, as it's the point of the whole adventure)
- Gold and silver statuettes worth 5000 silver pieces

contd...

THE KISS OF SET

The *Kiss of Set* is not so much a spell as it is a ritual. The ritual consumes thirty doses of black lotus incense and a like amount of regular incense (total cost 10000 silver pieces), must be overseen by at least five priests of Set (5th level Scholars with the Priest feat) and led by a priest of Set with at least 15 ranks in Knowledge (Mysteries: Set).* The leader of the ritual must make a Perform (Ritual) check against a DC of 32. The subject of the ritual and the other priests may assist this check if they have at least one rank in Perform (Ritual).

If the lead priest successfully performs the ritual, the subject must make three Will saves with a DC of 30. A devout follower of Set gains a +4 circumstance bonus on these saves. If they fail the first, they are instantly slain by the magical energies coursing through them and their body disintegrates into swarms of snakes that attack everyone present in a violent frenzy. If they fail the second, their body and mind are transformed into that of a Son of Set, utterly loyal to the lead priest. If they fail the third save, their body lapses into a trance state as normal, but when they awaken they will be barely sentient beast-men who live to rend the living and drink their blood.

If everything goes according to plan, the subject enters a trance state similar to a coma for six months. During this time, he does not need to eat, drink or breathe, and cannot be awakened by outside stimuli. When his physical and mental transformation into a serpent-man of Set is complete, he awakes, a creature wholly inhuman and committed to the cause of Set.

The new serpent-man of Set gains 1d6 points in every attribute, and automatically wakes knowing six spells in up to three sorcery styles. To power this new magic, he gains 10 power points plus his Wisdom modifier, and each time he gains a level thereafter he gains additional power points equal to his Wisdom modifier.

It is recommended that the Games Master does not let Player Characters have access to this ritual and that it should only be used as an adventure plot or for an antagonist Non Player Character.

*See *Faith and Fervour* for more details of mysteries.

- Seven leather sacks with 8000 silver coins of Stygian mint
- Small golden vial with four pinches of black lotus powder
- A silver-chased oak jewellery box
- 20 silver ingots (each valued at 100 silver pieces)
- Two iron-bound casks with 156 miscellaneous precious and semi-precious stones
- A glass amphora bound with golden wire containing 2 doses of golden wine of Xuthal
- A cedar chest with Khitain markings and designs (contains bones of a Yaggite)
- Six spears of Akbitanan quality
- Six large shields
- Six breastplates with serpent designs

THE STAFF OF IBIS

The Staff of Ibis is made of gold, approximately six feet in height and topped with the image of the god Ibis. Followers of Set suffer a penalty of -2 to hit and damage when attacking the staff wielder. Possessors of the staff gain the following feats when holding the staff: *Demon Killer*, *Alertness*, *Iron Will*. The staff contains a reservoir of magical energy, granting the owner 10 power points that they can draw on as if they were their own. These points replenish every day at dawn. The staff has a 60% chance to destroy any *Ebon Staff of Set* it comes into contact with, although it will also be destroyed in the process.

STYGIAN WRATH

Having retrieved the Staff of Ibis, the characters should leave the tomb as quickly as possible. As the characters exit the Stygian tomb, Hsis'Arul and his mercenaries will be waiting, camped about the ruins. The Games Master may wish to remove this encounter if their

group is too weak or wounded from the battle with Hephthnon. However, if Hephthnon or Sasshia survived, the adventurers might lure them out of the tomb and into the camp of Hsis'Arul (although Hephthnon is more likely to conjure a demon and send it out first as a scout or a distraction). If the characters spend more than a day within the tomb, the Games Master should have Hsis'Arul and his men enter the tomb and begin a search for the adventurers.

Hsis'Arul is no fool and will flee if the battle goes against him. At the first sign of impending defeat, he will mount his chariot and retreat with all haste. He cares nothing for the mercenaries or Seshen and will not seek to save them – indeed, he always keeps one eye on any weakened soldiers in case he can use them as fodder for his Opportunistic Sacrifice feat. Seshen is a leader of men and will fight to the death, unless he finds himself facing supernatural opponents without Hsis'Arul to back him up.

CONCLUSION

The Game Master will note that several adventures or ongoing campaigns can occur using this adventure as a starting point. Below are a few examples:

- Characters may wish to help Ishlan further by escorting him back to Nemedra to the temple of Ibis.
- If Hsis'Arul survives, he will gather more men and chase down the characters until he has his revenge.
- Barouz may still be hunting the characters, possibly seeking vengeance for the deaths of one or more of his sons.
- Ishlan may tell the adventures of another lost artefact of Ibis that he needs help in retrieving.
- If Hephthnon survives, he will make good his promise and begin to gather an army to terrorise the surrounding lands.

50 SHEMITE MERCENARIES

1st Level Soldiers

Hit Dice:	1d10 + 1 (6 hp)
Initiative:	+1 (+1 Dexterity)
Speed:	30 ft
Dodge	11 (+1 Dex)
Defence:	
Parry Defence:	14 (+1 Str, +3 targe)
Damage Reduction:	5 (+5 armour)
Base Attack/Grapple:	+1/+2
Attack:	Broadsword +2 melee (1d10+1, 19-20, AP 4) or Shemite bow +3 ranged (1d10 + 2, x3, AP 4)
Space/Reach:	5 ft/5 ft
Special Qualities:	Formation Combat (Light Cavalry)
Saves:	Fort +2, Reflex +0, Will +0
Abilities:	Str 12, Dex 12, Con 13, Int 10, Wis 11, Cha 10
Skills:	Appraise +2, Bluff +2, Hide +3, Jump +5, Listen +2, Move Silently +3, Ride +5, Search +2, Spot +2, Survival +2
Feats:	Mounted Combat, Mounted Archery
Possessions:	Shemite bow (+1), 20 arrows, broadsword, targe, mail shirt, Stygian warhorse

HSIS'ARUL

Male Stygian 12th Level Scholar

Hit Dice:	12d6+12 (54 hp)
Initiative:	+6 (+2 Dexterity, +4 Reflex)
Speed:	30 ft
Dodge Defence:	16 (+4 Scholar, +2 Dex)
Parry Defence:	14 (+4 Scholar)
DR:	0
Attack:	Dagger +9 melee (1d4) or dart +11 ranged (1d4+poison)
Full Attack:	Dagger +9/+4 melee (1d4) or darts +11/+6 ranged (1d4+poison)
Space/Reach:	5 ft/5 ft
Special Attacks:	Spells
Special Qualities:	Knowledge is Power, Spells
Magic Attack:	+8 (+2 Cha, +6 Scholar)
Power Points:	11 (maximum 33)
Saves:	Fort +5, Reflex +6, Will +14
Abilities:	Str 10, Dex 14, Con 12, Int 16, Wis 19, Cha 14
Skills:	Bluff +17, Craft (Alchemy) +14, Decipher Script +18, Gather Information +11, Handle Animal +8, Intimidate +11, Listen +13, Knowledge (Arcana) +22, Knowledge (Religion) +20, Knowledge (Nobility and Royalty) +20, Perform (Ritual) +19, Profession (Priest) +19, Search +18, Sleight of Hand +8
Feats:	Adept: Prestidigitation, Hexer, Iron Will, Knowledgeable, No Honour, Opportunistic Sacrifice, Priest, Ritual Sacrifice, Tormented Sacrifice
Equipment:	Two emerald-studded daggers, ten poisoned darts (Fortitude DC 18, initial and secondary damage 1d6 Str)
Spells:	Curses: <i>lesser ill-fortune</i> , <i>ill-fortune</i> , <i>greater ill-fortune</i> , <i>curse of Yizil</i> ; Prestidigitation: <i>conjuring</i> , <i>burst barrier</i> , <i>telekinesis</i> , <i>greater telekinesis</i> ; Hypnotism: <i>entrance</i> , <i>hypnotic suggestion</i> , <i>domination</i> , <i>savage beast</i> , <i>dread serpent</i> , <i>ranged hypnotism</i> ; Divination: <i>astrological prediction</i> , <i>psychometry</i> , <i>mind reading</i> ; Counterspells: <i>warding</i> , <i>greater warding</i> .

SESHEN

Male Shemite 10th Level Soldier

Hit Dice:	10d10+20 (75 hp)
Initiative:	+5 (+3 Dexterity, +2 Reflex)
Speed:	30 ft
Dodge Defence:	18 (+5 Soldier, +3 Dex)
Parry Defence:	22 (+7 Soldier, +2 Str, +3 targe)
DR:	5 (+5 armour)
Attack:	Broadsword +12 melee (1d10 + 2, 19-20, AP 5) or Shemite bow +16 ranged (1d10 + 5, 19-20/x3, AP 4)
Full Attack:	Broadsword +12/+7 melee (1d10 + 2, 19-20, AP 5) or Shemite bow +16/+11 ranged (1d10 + 5, 19-20/x3, AP 4)
Space/Reach:	5 ft/5 ft
Special Attacks:	-
Special Qualities:	Formation Combat (Skirmisher, Light Cavalry)
Magic Attack:	-
Power Points:	-
Saves:	Fort +8, Reflex +5, Will +3
Abilities:	Str 14, Dex 16, Con 14, Int 14, Wis 12, Cha 14
Skills:	Appraise +4, Bluff +3, Climb +15, Hide +5, Jump +15, Listen +3, Move Silently +5, Ride +16, Search +14, Spot +5, Survival +3
Feats:	Greater Weapon Focus: Shemite Bow, Improved Critical: Shemite Bow, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Ranged Finesse, Rapid Shot, Weapon Focus: Shemite Bow, Weapon Specialisation: Shemite Bow
Equipment:	Shemite bow (+2), 20 arrows, broadsword, targe, mail shirt, Stygian warhorse, metal war chest (hardness 10, 30 hp, Open Lock DC 30) containing the mercenaries' pay(3000 silver pieces)