

# The SANDS of TIME



By  
Stewart  
Wieck

METROPOLITAN MUSEUM OF HISTORY, DOWNTOWN ABOUT AN HOUR AGO...

I'M NOT SURE ABOUT DR. MANUEL. DID YOU SEE HOW HE JUST REVERSED HIMSELF LIKE THAT? A ONE-EIGHTY...

RIGHT? I MEAN HOW BIZARRO WAS THAT? I THOUGHT HE WAS KIDDING... HE WAS SERIOUS!

IT'S ALMOST AS IF EVERYTHING WE KNOW IS CHANGING SOMEHOW... WE'D BEST GET TO THE BOTTOM OF THIS AND SOON!

A STARTLING TRANSFORMATION OCCURS...

UM -- YEAH...

BEFORE HISTORY REWRITES ITSELF?!!

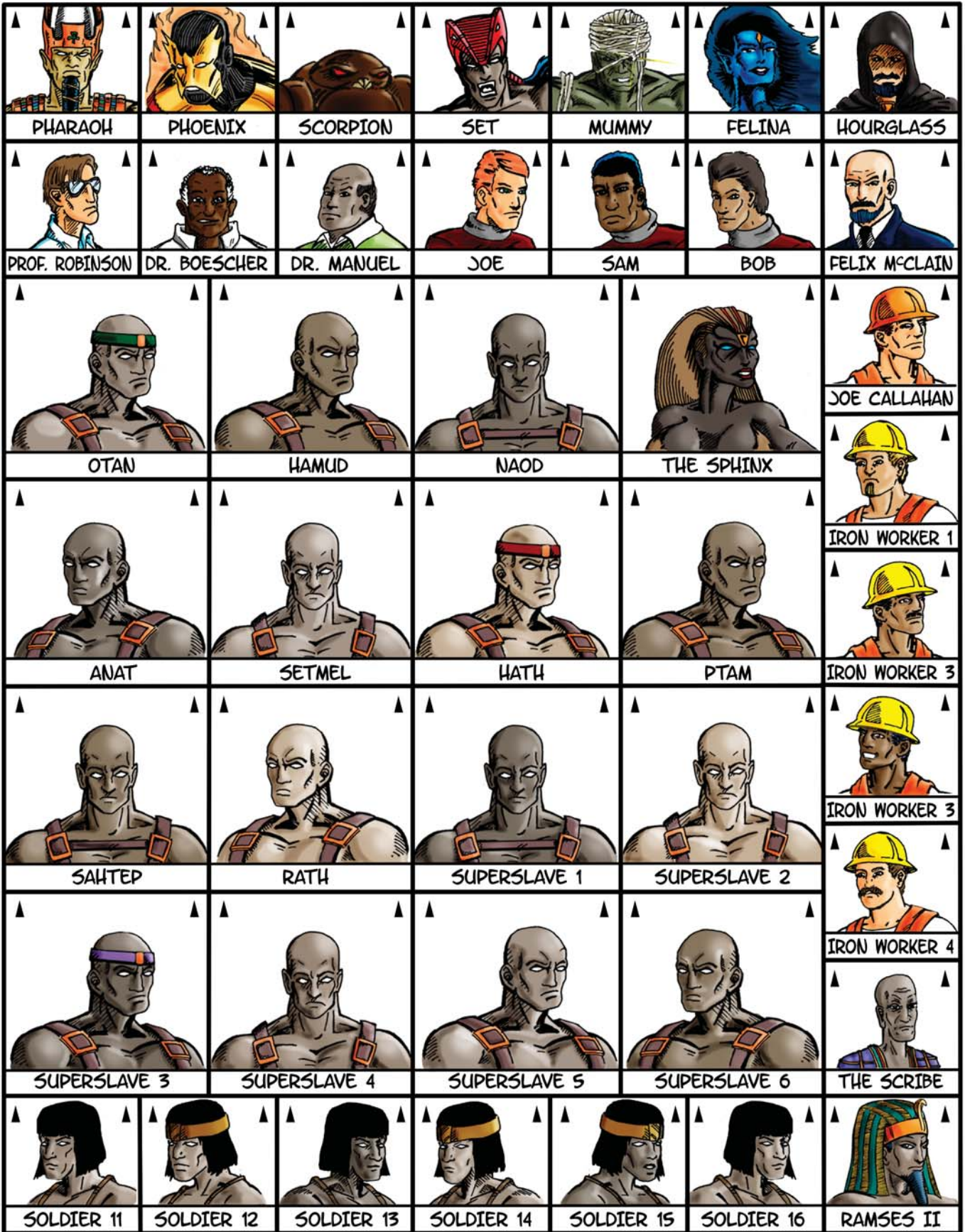
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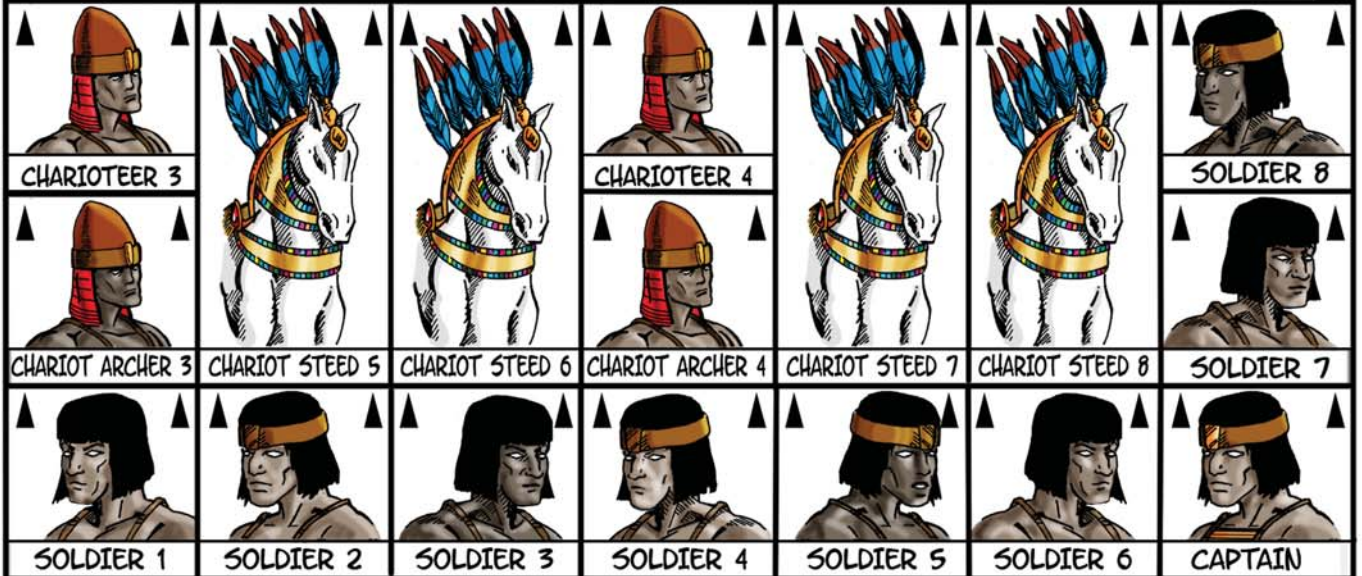
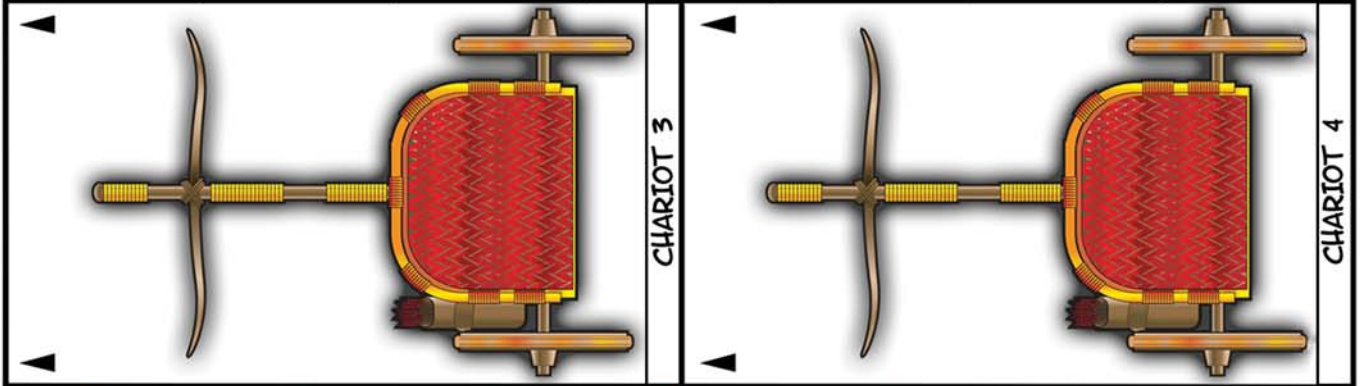
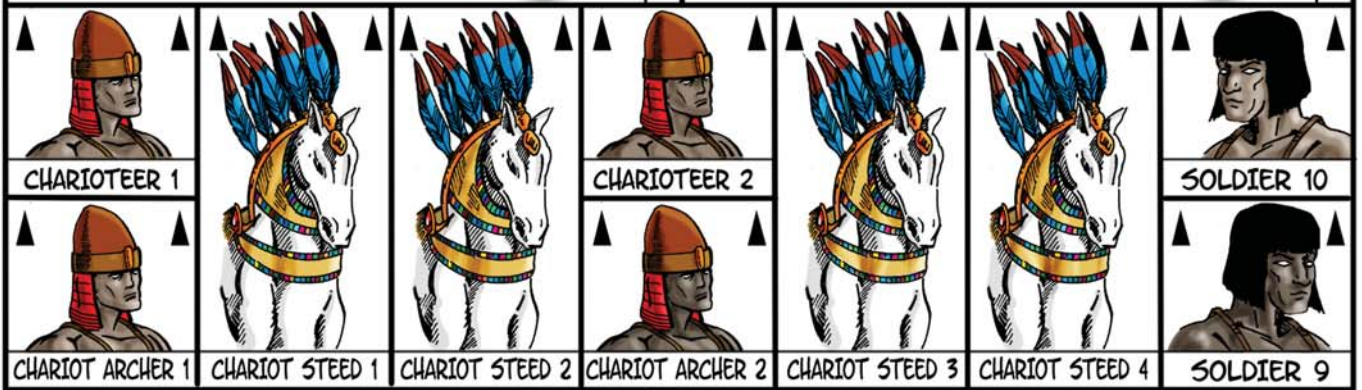
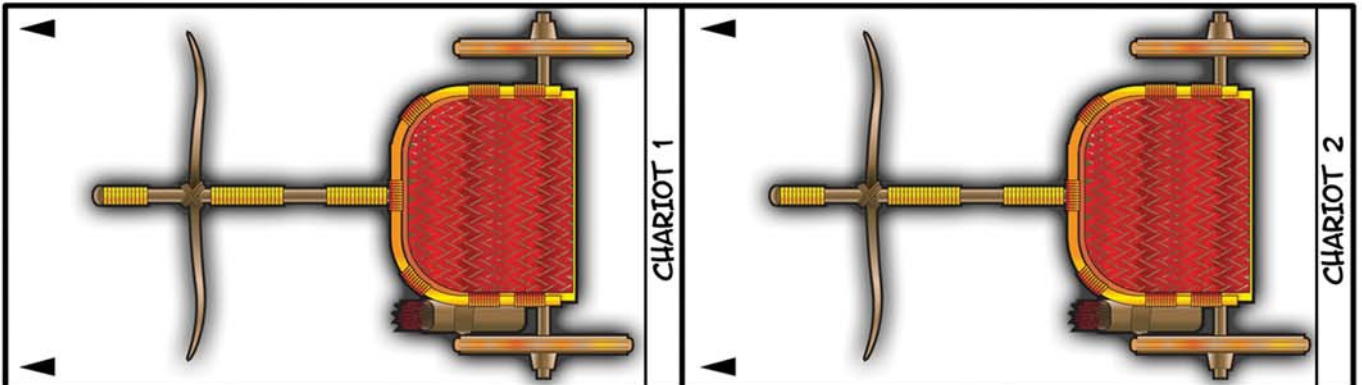



































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 SUPERSLAVE 7	 SUPERSLAVE 8	 SUPERSLAVE 9	 SUPERSLAVE 10	 PILE OF IRON
 SUPERSLAVE 11	 SUPERSLAVE 12	 SUPERSLAVE 13	 SUPERSLAVE 14	 PILE OF IRON
 SUPERSLAVE 15	 SUPERSLAVE 16	 SUPERSLAVE 17	 SUPERSLAVE 18	 PILE OF IRON
 SUPERSLAVE 19	 SUPERSLAVE 20	 SUPERSLAVE 21	 SUPERSLAVE 22	 PILE OF IRON
 SUPERSLAVE 23	 SUPERSLAVE 24	 SUPERSLAVE 25	 SUPERSLAVE 26	 PILE OF IRON
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# The SANDS of TIME

A

VILLAINS  
AND  
VIGILANTES™

## ADVENTURE

written by Stewart Wieck  
illustrated by James Bishop



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## EDITORIAL INTRODUCTION

When FGU began doing new material for Villains and Vigilantes again, we were quickly in contact with Stewart and Steve Wieck. We wanted to finish Enemies at Large and had several questions about missing information. Stewart informed me that he had uncovered several manuscripts that had never been submitted to us that he had written, either alone or with Steve, for Villains and Vigilantes.

You hold in front of you the first of these “lost” manuscripts. When it was submitted there were several areas where we have worked with Stewart to expand or explain what was originally written. The Prologue, details on the Sphinx, and the maps were generated by FGU for Stewart’s approval as the original maps had been lost. We believe the maps and diagrams to match the expanded descriptions perfectly and all have been approved by Stewart for inclusion in this adventure. Watch for another “lost” manuscript by Stewart and Steve Wieck coming soon.

Scott B. Bizar, Editor

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## PRELUDE

The player-heroes should receive an interesting letter from Doctor Ralph Boescher at the State University. Dr. Boescher is a respected scientist doing research in the field of brain function with regard to sight and memory. He has a theory that the negative effects on superheroes from Illusion attacks can be alleviated through a treatment with hypnosis to build memory and allow the memory of a scene to remain superimposed on the brain when an illusion is added to that scene, thereby allowing the hero to differentiate the illusion from reality.

Clearly, if this form of treatment were to prove effective, it would be a boon to heroes when faced with villains employing the powers of illusion. Though the hypnosis “treatment” is only theoretical and experimental at this time, the letter explaining the theory includes an invitation to the player-heroes to visit the Doctor at the University and for them to be given the experimental hypnosis treatment to test its efficacy. Such an offer should be attractive and hard to resist for any serious super-hero and it will, hopefully, gain the interest of the player-heroes, who should schedule a visit with Dr. Boescher by using either his phone number at the University or his e-mail address – both given in his letter.

When the player-heroes arrive at the University, they should have no trouble finding the Biological and Human Sciences Building on the campus. Dr. Boescher’s office and laboratory will be equally easy to find and the player-heroes will find the doctor waiting for them as per their appointment in his office.

After introductions and



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pleasantries, the doctor will lead the player-heroes to his laboratory, where several assistants (probably graduate students) await, ready to begin the procedures. To reassure the player-heroes of the safety of the procedure, and to dispel any fears of a harmful hypnotic message, the player-heroes will each be present in the laboratory as they are hypnotized (with the others as witnesses to what goes on). The procedure lasts for about a half-hour per hero and breaks are taken between the treatment of each hero to allow for refreshments (simple university type snacks and beverages, possibly from vending machines in a lounge area).

After the final hero has been hypnotized successfully by Dr. Boescher and his/her treatment has been completed, the doctor proposes a test of the results of the experimental treatment. A graduate student with minor Illusion powers is brought into the laboratory and the player-heroes are tested for the ability to resist the illusions created, one at a time.

Disappointingly, none of the player-heroes is abnormally or strongly resistant to the suggestions of the illusions projected and Dr. Boescher is forced to conclude that the experimental system is not successful and that he has to go back to the “drawing board” to fine tune the system, continuing in the belief that his theories about the connection between brain, sight and memory are valid.

Though this might appear to be time wasted by the player-heroes, at worst they have a new contact at the State University who might come in handy in future adventures.

More importantly, a possible explanation is provided for how the player-heroes will be able to remember things that the public has forgotten in the adventure that follows. This “better memory” might be a side effect of Dr. Boescher’s experimental treatments.

# THE SANDS OF TIME

## I. FACTUAL BACKGROUND

In order to understand what it is that the mastermind villain, Pharaoh, intends to accomplish, you must first understand the time period of Egypt which will be visited by both Pharaoh, his villain friends, and the heroes.

The time is during the rule of Ramses II. The Egyptians of this time were hard at war with a group of peoples known as the Hittites who had an empire built from their capital in Asia Minor. The Hittites continued to attack and attack again on the eastern side of the Egyptian Empire (the western fertile crescent or Israel/Palestine) in an attempt to win land from the great Egyptian Empire.

The center of Egyptian life before this time had always been at Thebes in Upper Egypt. Ramses II, however, moved the capitol northward to the Nile Delta. One must understand that Upper Egypt is south of Lower Egypt (or the Nile Delta). The major reason for this move was trading possibilities which were present in the

Mediterranean Sea. And, because the Nile Delta is on the southern part of the Mediterranean Sea, Egypt would be better able to trade with other Empires from this spot.

History, though, has conclusively shown that southward expansion led to the betterment of the Egyptian people through the exploitation of less technologically advanced peoples. Northward expansion, however, had led to the exploitation of the Egyptians themselves. The exploitation of the Egyptians which followed this northward move along with the poor leadership abilities of Ramses II, the Egyptians' lack of iron (to make better weapons of war), and the attacks of people such as the Hittites all caused the beginning of the decline of the Egyptian Empire. The Hittite Empire was based on iron, which required great heat to refine and was the exclusive discovery of the Hittites, who jealously guarded this new technology.

## II. PARADOXES IN TIME

Time travel has always been a sticky subject, not only because of the apparent impossibility of doing such a thing, but also because of the obvious paradoxes involved. For those of you unfamiliar with the sort of paradoxes that can result, consider the following example: You are thirty years of age and you have just invented a time machine. You decide to go back into time forty years. While back in this time, you accidentally kill your father. Now, because he was killed before he could have possibly contributed to your birth, how is it that you can even exist at all? A sticky subject indeed...

I hope to be able to avoid all of these paradoxes entirely in this adventure. I am going to assume that because the time involved is so

far into the past (about 3000 years), that no minor incidents will be able to substantially alter time. For example, if one of the villains kills some Egyptian woman at sometime in the course of the adventure, no descendants of this woman will suddenly disappear from the face of the Earth in modern times. Rather, it will merely be assumed that this woman never had any children to begin with or that her line died out some fifty years down the road due to some disease.

And, because every eventuality obviously cannot be covered within the text of the adventure, any major events (in your opinion) that would seem to alter the flow of time will have to be dealt with individually by you the GM.

## III. THE PLOT

Pharaoh, the mastermind behind the scheme described on these pages, has one very definite goal. He wants to restore to Egypt the glory that he feels it deserves to have. And he wants to make sure that this glory will be uncontested forever. Pharaoh will arrive in ancient Egypt in the year 1285 B.C. Ramses II (the Great) is the ruler at this time.

Pharaoh's goal is to prepare an undefeatable army of Egyptians. Earlier attempts to get guns and other such modern weapons back to this time period failed, so Pharaoh has had to depend upon other things. He hopes to prepare this army in time to battle Mutwallis of the Hittites at Kadesh on the Orontes River. This is the battle which saw the division of the disputed land (present day Syria) between the Egyptians and the Hittites because the battle was inconclusive. Pharaoh sees this battle as being the beginning of the end of the sort of Egypt that he desires.





## IV. THE EFFECTS THUS FAR

Though Pharaoh has only been in ancient Egypt for a short time, he has already brought about some major changes. He has made himself ruler of the Egyptians by showing them the power that he wields. Because Ramses II has no such power, Pharaoh became pharaoh through popular opinion and resentment of Ramses II.

The other changes all have to do with the army that Pharaoh is trying to create.

For purposes of this adventure, the following is the explanation of the building of the pyramids of Egypt. This explanation has much to do with Pharaoh's war preparations. It is actually very simple and may be described succinctly: the ancient Egyptians developed a serum which, after injection into a male's body, would cause him to develop an enormous strength. The only problem was that it also mostly destroyed the man's mind, making him an almost mindless zombie capable only of very rudimentary tasks, such as carrying huge blocks of stone.

Pharaoh, however, has improved this serum so that the same amount of strength is gained, but no terrible side-effects occur. These men are now fit for battle.

Also, Pharaoh has introduced iron to the Egyptians. His army of muscular giants practices war daily. They wield huge weapons of iron. If he is not stopped, Pharaoh will bring about the end of the world as we know it! The Egyptian army, even without iron to match the weapons used by the Hittites, fought the iron-armed Hittites to a standstill. With iron weapons and armor, the Egyptians would have probably beaten the Hittites and maintained the belief in their own superiority and the superiority of their gods and culture (which began to crumble when Ramses II married the daughter of the Hittite ruler, treating the Hittite ruling family as living gods to equal the divinity of the Egyptian royal line).

## V. THE NEW THEORY

To begin this adventure, the heroes need be nowhere but in their base, or at least have a means through which they may be contacted. They will receive the following message from Professor Michael Robinson either via email, phone or even telegram, whichever is more appropriate:



*"Heroes, I would like to ask for your help in a matter of potentially dangerous proportions. I have a new theory concerning the ancient Egyptians and the means through which they built their wondrous pyramids and other monuments. I expect that my theory will receive very little respect without some sort of support. You are just the people to lend credence to this theory of mine.*

*I am, at the moment, in Cairo. I would like for you to join me over here. I am more than willing to pay for any expenses which you might incur during your visit with me. I understand that you likely have things to do which you deem more important than helping an aging professor make one last contribution to the world of history, but I certainly hope that you will consider my offer. If you are interested, please meet me at Hotel Cairo in three days. I will explain everything to you at that time."*

One would hope that the heroes will find time to make this journey. If they decide not to, then apply all of the changes that you deem appropriate to the modern world that would be the results of Pharaoh's successes in ancient Egypt. Be sure not to create any conflicts yourself that would keep the heroes away from their rendezvous in Egypt. If you decided to do that, we would wonder why you bought this adventure in the first place.

Three days later, Professor Michael Robinson will be ready to greet the arriving heroes at Hotel Cairo.

Professor Robinson is an elderly man who has studied Egyptian cultures all of his adult life. Finally, a few days before contacting the heroes, he uncovered something that would make his name memorable. He found a tablet upon which were some ancient hieroglyphics (the "picture writing" that the Egyptians used as a form of written communication). Though it appeared that the pictures had been purposefully defaced, as if to hide what was on them, Professor Robinson could make out the forms of men carrying the huge blocks from which the pyramids were built. He now holds to his own theory that the pyramids were built through the labor of extremely strong people!

He explains the lack of evidence for his theory to the fact that someone or some group of people obviously tried to destroy all records of such a fact. As an example, he cites the fact that it appears as if someone had tried to destroy the hieroglyphics which he has recently uncovered.

Professor Robinson would like for the heroes to be with him at the time that he presents his theory to the gamut of Egyptian scholars in a few days. He feels that the heroes' own personal powers will lend credence to his theory. Even better would be if one of the heroes has super-strength himself. Next best would be if the heroes have fought a well known villain with super-strength.

Professor Robinson explains that the meeting has been delayed for two more days. He informs them that he has some more preparation which must be made, but he welcomes the heroes to have a look around and enjoy the sites/sights in the meantime. Professor Robinson will also mention that the curator of the Cairo Museum, once he heard that the heroes were coming for a visit, offered to give them a personally guided tour of the museum. Professor Robinson suggests that they accept the offer, for, he notes, there are few who know as much as Manuel (the curator) about Egyptian culture. Professor Robinson would like to meet back at the hotel at 9:00 AM two days later.

## VI. AT THE MUSEUM

Doctor Manuel would indeed be pleased to give the heroes a guided tour of the museum. He will cover every aspect of the Egyptians that the heroes are interested in, plus a few that they aren't. The part of this tour which is important to the adventure will occur when Doctor Manuel begins to describe the methods of warfare which the Egyptians used. Read the following to the players in the voice of Doctor Manuel, as if he were speaking to the heroes:

*"When they were led by the right leader, the Egyptians could be an awesome military force. But, no leader, no matter how skilled, could have saved the Egyptians from the fact that eventually meant the end of the might of their military..."*

*The Egyptians had no iron reserves. Only the Hittites knew the secret of iron production. Therefore, the Egyptians could not furnish their troops with iron weapons as their Hittite rivals of this period could...*

*Doctor Manuel will point to a row of bronze weapons inside a display case.*

*...As you can see here, the Egyptians used only bronze weapons. They only learned the making of bronze from the Hyksos, central Asian invaders who had conquered most of Egypt, ending the Middle Kingdom, with the New Kingdom beginning with the expulsion of these invaders. It was also from the Hyksos that the Egyptians learned of better bows, chariots and horses.*

*[At this precise moment the bronze weapons will transform into ones made of iron and Doctor Manuel will continue speaking without apparently noticing anything.]*

*...So, once they had iron weapons, the ancient Egyptians became an almost unstoppable military force!*

At this point it is very likely that one of the heroes will interrupt Doctor Manuel to point out the sudden transformation. Doctor Manuel will react in the following ways, depending on how far the heroes pursue the fact with him:

- 1) He will find this idea of transformation to be totally ludicrous, as he has worked in the museum for over twenty years, and the weapons have always been made of iron.
- 2) If the heroes continue to mention anything about how the Egyptians used bronze, not iron, weapons, Doctor Manuel will become very defensive. He will explain very irritably that he feels that he has a greater knowledge of Egyptology than any of the heroes.

Wondering what happened here? Remember that Pharaoh was taking iron back to the year 1285 B.C.? Well, he is using the iron to



make weapons. This has resulted in a sudden change of history. Everyone now remembers the Egyptians as having used iron weapons. Even any books written on the Egyptians will mention their acquisition of iron from some source.

Somehow, the heroes are not affected by this change. Perhaps it has something to do with their super-powered bodies. Or, perhaps it has something to do with the fact that there would be little chance of them saving the world if they too had their memories altered.

If the heroes continue to press Doctor Manuel, he will grudgingly admit that it is unknown from whence the Egyptians got their iron, but the fact is that they DID have it. Doctor Manuel will continue the heroes' tour, but will not be as friendly towards them if they pressed him about the fact of the Egyptians never having had iron weapons.

When the heroes return to Hotel Cairo, they will find a message waiting for them. It is from Professor Robinson. In the message he will express his gratitude for the heroes having spent their time to come and help him, but he feels that he no longer needs their aid. He will explain that his magnetism theory really doesn't need any outside support after all.

His magnetism theory?

Yes, the change of time also caused a change in the good professor's theory. He now feels that the Egyptians somehow cased the building stones with iron and used magnetism to lift them into the air. Obviously, Professor Robinson has also been affected by the time change and he now "knows" that the Egyptians got iron from someplace, probably around 1300 B.C. he will add. If for some obscure reason, the players do not make much of this sudden change, they might be in need of a little additional prompting. This is left in your hands, but some suggestions follow:

- 1) Architecturally speaking, a pyramid shape may be found to become dominant throughout various parts of the world. The heroes might, for example, be watching television and will see a special about Michelangelo. When the special gets to the part of this great artist's life when he painted the ceiling of the Sistine Chapel, it could be discovered that the Chapel is now pyramid-like in shape.
- 2) Some news cast may refer to the 'EE'. Research may uncover a map which will show the heroes that there are now two continent nations: Australia and the Egyptian Empire (all of what the heroes will know of as Africa). The EE would have been a result of Pharaoh's southward expansion.
- 3) The architecture of buildings they have previously seen might have changed. Doric or Corinthian columns used as pillars to support a portico (or a library, university building, courthouse, or government building) might suddenly have changed to stiff, upright Egyptian-style statues supporting the portico roof.

Other possibilities exist, but it is likely that the heroes will need no further hints to tell them that something is wrong. Their problem is that they don't know what is wrong...

## VII. THE MINE

This incident may take place at any time after the heroes' tour of the museum. Use it whenever you wish. It may be long enough afterwards that you may want to insert another short adventure between the tour and this. What follows is just a summary of the event. You may therefore present it in any form that you desire:

*United Press –*

*Recently, workers in an American iron mine, McClain Iron Co., owned by Felix McClain had reported that large quantities of iron that had been processed simply disappeared. The workers' supervisor, one Joe Callahan, reports the disappearances seem to be ongoing. Mr. Callahan states that he informed Mr. McClain of this, but no action was taken by the owner. Mr. Callahan, then in the belief that some sort of insurance scandal was taking place, reported the matter in due diligence to the Federal Insurance Commission. Mr. McClain has denied that any iron is missing and vehemently maintains that he is involved in no insurance scandal. Outside investigation has revealed that McClain was purchasing iron from another iron company so that he could cover his own production commitments. Further investigation is currently taking place.*



This incident will become fairly big news. But, before anything more is discovered, the whole incident will be simply forgotten. Allow the players to follow the story, begin making calls, and then encounter similar reactions to how Doctor Manuel acted in the previous section.

This is because Felix McClain (alias Hourglass), went back into time and killed both of Joe Callahan's parents before Joe's birth. This means that Joe Callahan never worked at McClain Iron Company and the disappearance of the iron was never truly discovered, but the heroes know of it because of that strange effect that allows them to remember what has truly happened.

The heroes, now, finally have a clue which they can pursue. They obviously need to visit this McClain Iron Company. The company may be placed wherever in America that you wish (in fact, I know of at least one person who will place it somewhere in Canada). There are certainly many iron mines in Minnesota and the Upper Peninsula of Michigan.

There are two basic ways in which the heroes may investigate this whole thing. They may either approach McClain up front or they may sneak into the iron company's offices and see for themselves just what is going on.

If they confront McClain directly, they will be expected to schedule a meeting with him. McClain will delay them for a couple of days, but will indeed meet with the heroes if that is their wish. He will, of course, act as if nothing has happened. He will pretend to be as affected as anyone else by the forgetfulness. So, in general, a meeting of this kind will gain nothing for the heroes.

However, if they decide to sneak into the company, they are likely to learn a lot; in fact, they will learn all that they need to know. The boundaries of the iron company are, of course fenced. What follows is a

key to the McClain Iron Co. It assumes that the characters are visiting during the night. If they come during the day, then they will automatically be seen by the guards unless they have powers which will hide their presence. If the heroes come for a meeting with McClain, then just describe what they see very briefly, for they will inevitably return for a closer look.

### MAP KEY TO McCLAIN IRON CO.:

**A. Main Gate:** Anyone who approaches the company in a traditional manner will arrive at this gate. The gate is a bit tougher than the fence (i.e. it is structural rating 8). Those who arrive here will be checked by the security guard on duty. If no appointment is scheduled, then the guard will turn the visitors away, no matter who it is! He does this under strict orders from McClain, who is taking no unnecessary risks while his part in Pharaoh's plan is being completed. The gate can also be electrified as are the fences. See below for details.

**B. Perimeter Fence:** A tall fence surrounds the entirety of the iron company and even runs parallel to the road which leads to the mines. The fence is 15 feet tall at all points and has two other defenses.

First, security cameras are carefully and cleverly concealed along the fence. The cameras have been incorporated into the very poles which hold the fence up. It requires a Detect Hidden roll to notice the cameras. Without precautions, the heroes will be detected 80% of the time by the computer system that controls the cameras. The system, once alerted, will inform the security guards of the presence of an intruder or intruders. The guards will then respond.

Secondly, the gates and fence are electrified. If the gate is touched, roll for a special hit on the character involved (the gate attacks as a fourth level character). If neither roll indicates a hit, then the hero only takes 1d8 points of damage. If one roll indicates a hit, then the hero takes 2d6 points of damage. And, if the special hit is successful, then the hero takes 2d10 points of damage and is automatically unconscious, but may begin to make wake-up rolls immediately.

**C. Guard Station:** This is a small roofed area under which the guard on duty during the day stands. The small room contains a coffee machine, a computer terminal, and a stereo system. The terminal links up to the system which is used throughout the company. It will be checked for appointments, etc.

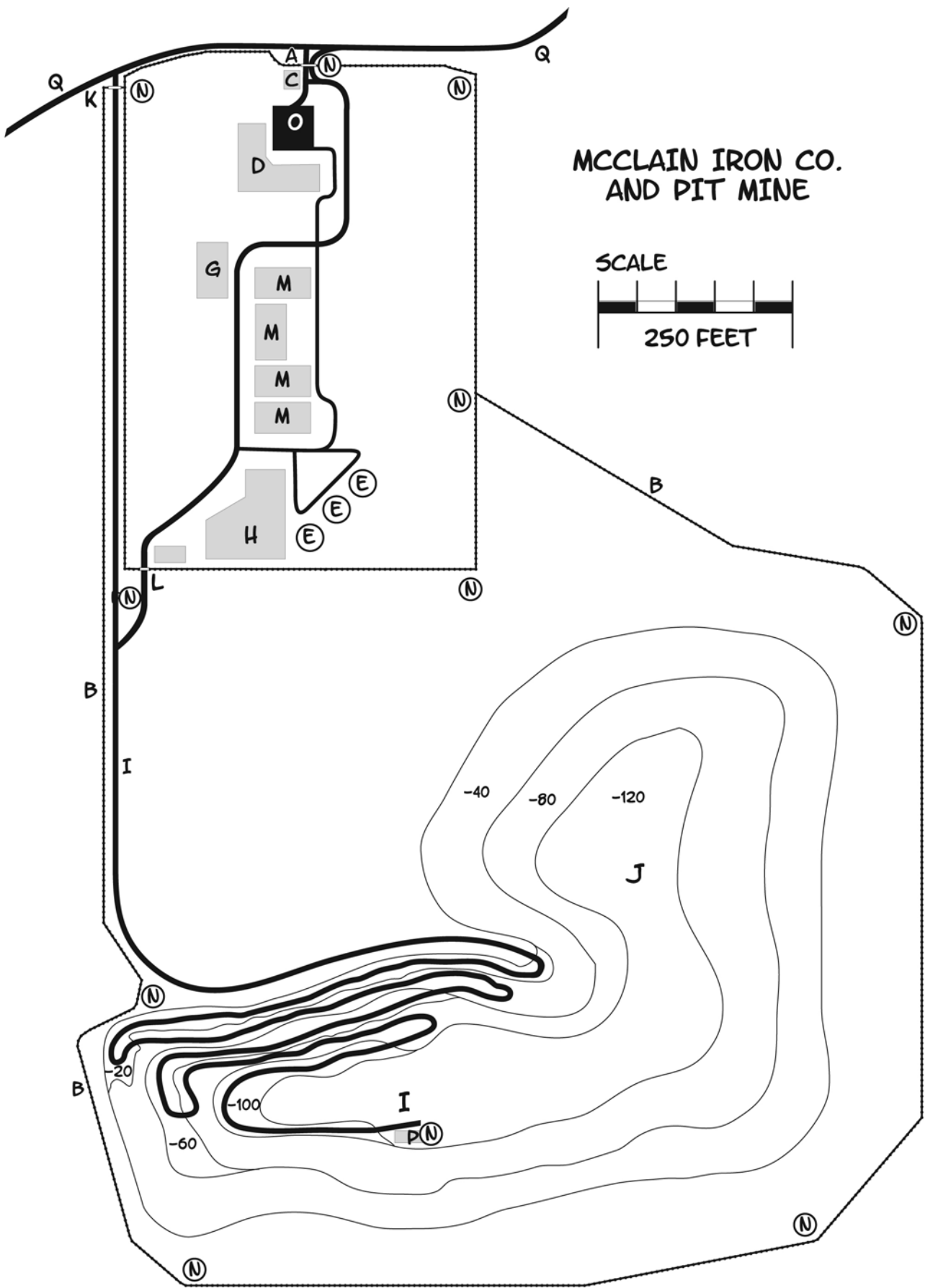
**D. Administrative Building:** All of the business ends of the company are run from this building. If the heroes come with an appointment to meet McClain, then the meeting will take place in this building. The computer system is based in this building and all sorts of other modern conveniences are also here.

**E. Water Towers:** These three round objects are water towers. The water is required during various stages of the processing of the iron. Each tower holds about 12,000 gallons of water. The supports of the towers are Structural Rating 12.

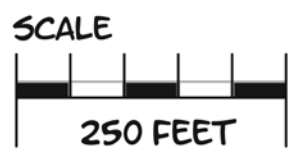
**F. Guard HQ:** This building serves as the security guards' headquarters. McClain often requires them to stay overnight, so they are able to stay here. The building contains four beds, a small kitchen area, some simple decorations, and a television with VCR. There are normally three security guards on duty. (Due to the trouble that McClain expects, all three of them have been asked to remain overnight until all of the needed iron has been transported back to 1285 B.C.) The guards have the following statistics:

Name	Level	Power	Hits	Agility	HTH	Damage	Accuracy
Joe	2	45	7	13	1d6	+1	+1
Sam	1	42	6	10	1d6	+1	—
Bob	4	48	9	12	1d6	+2	+1

All of them carry pistols.



**MCCLAIN IRON CO.  
AND PIT MINE**



(N)

B

(N)

B

I

-40

-80

-120

J

(N)

B

-20

-100

-60

I

P(N)

(N)

(N)

Q

K

(N)

A

C

O

D

G

M

M

M

M

H

E

E

E

L

(N)

Q

Q

It should be noted that all three of these men are totally innocent. They have been hired as security men and that is what they are doing. If any of them are seriously injured by any heroes, legal action may result and the GM may want to impose a Charisma penalty.

If McClain knows that the heroes are investigating him, he will probably hire some minor super-villain to act as a guard also. Use your favorite villain for this job or make one up yourself. McClain is likely to only know about the heroes' involvement if they have contacted him in hopes of getting a meeting.

Also in this building is an alarm that will sound a small alert once the cameras outside have detected intruders. These security guards will respond promptly.

**G. Shed.** This is merely storage sheds that contains various parts and cast off materials used in the mines. Nothing of interest can be found in here.

**H. Processing Building:** This large building is the object of any hero "raids." This is the building where all of the iron is processed. Regardless the activities of the adventure to this point, the precise time that the heroes decide to investigate the grounds on their own, McClain, as Hourglass, will be preparing to make another trip into the

past.

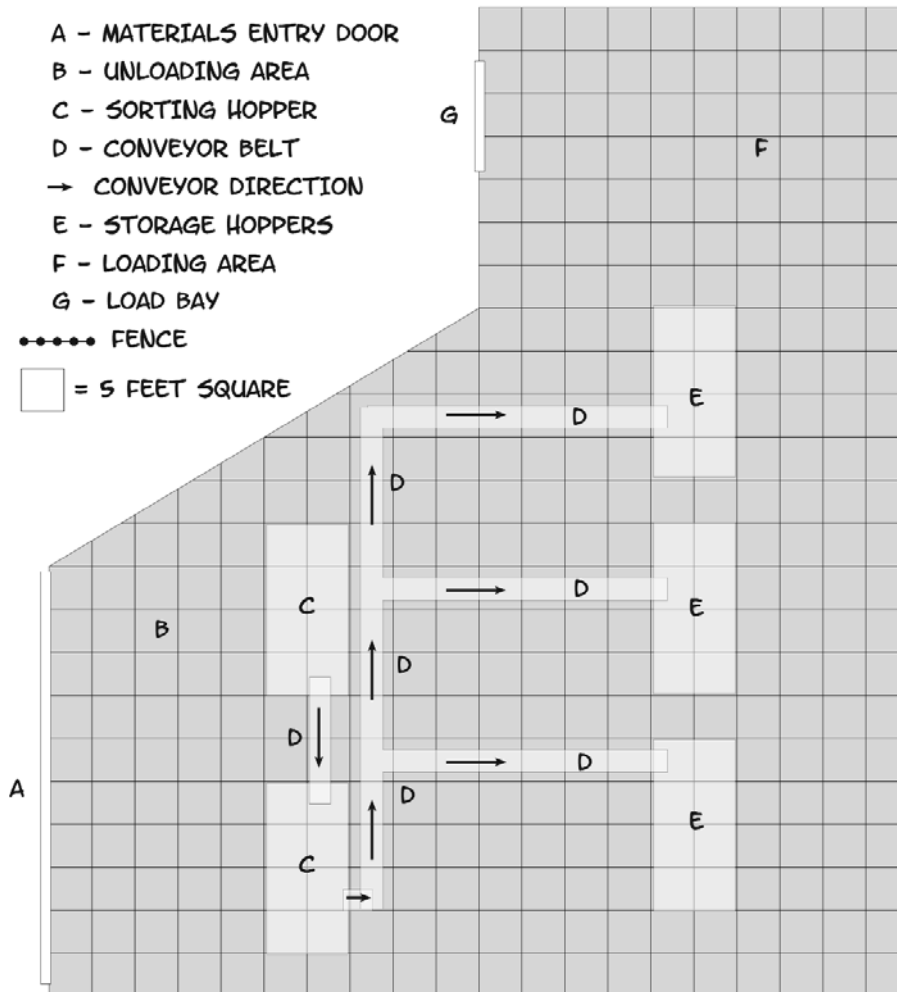
If the heroes are somehow able to avoid the security cameras and get into this building undetected, they will see Hourglass just ready to make off with huge piles of iron all around him. Even if the heroes do set off the alarms, Hourglass won't be able to complete his preparations until the heroes have found their way into this building.

At all costs, you must somehow manage to get the heroes in here before Hourglass makes off. For, unless the heroes have some sort of time travel abilities of their own, Hourglass is their only means of getting into the past.

If the heroes are able to sneak in, they might also be able to enter the area of effect that is encompassed by the 'time sphere' that Hourglass creates about himself. They will thus go into the past by hitching a ride with Hourglass and without his knowledge of the fact.

However, if the heroes have set off the alarms, Hourglass will obviously be aware of their presence, so they will not be able to sneak into the time sphere. They will, however, catch him before he is able to make off. And, knowing that he certainly cannot tackle all of the heroes himself, Hourglass can be persuaded to take the heroes back in time. A nasty surprise will await the heroes' arrival, however.

## MCCLAIN IRON COMPANY PROCESSING BUILDING



**I. Mine Access Road:** This fence enclosed road leads from the main highway, paralleling the company grounds, and going directly to the iron mines themselves.

**J. Pit Mine:** This large pit is the iron extraction operation for the mining company. The Mine Access Road continues here as a sloped road that leads deeper and deeper, from tier to tier, into the pit to provide access to the vehicles that remove the iron ore and transport it to the processing building. Nothing of importance beyond the normal and necessary equipment to do the work is located at the mines. The GM should take note of the contour lines in the mine and the elevations below zero that are labeled in the tiers. The lines themselves should be considered sheer cliff sides, except where the access road descends to the next level down.

**K. Highway Gate:** This is the gate that vehicles and machinery are brought through to go to the mine when returning empty from delivery or extended off-site maintenance. It can be opened only via remote from the main security building or on authorized remotes given to the drivers charged with company vehicles which have access. Like the Main Gate, this gate is structural rating 8.

**L. Rear Gate:** This is the gate that vehicles and machinery are brought through to go to and from the mine with raw materials to be processed. It can be opened only via remote from the main security building or on authorized remotes given to the drivers charged with company vehicles which have access. Like the Main Gate, this gate is structural rating 8.

**M. Maintenance Bays:** These are large bays that contain vehicles and equipment that is under repair or not in use. Nothing of importance beyond the normal and necessary vehicles or equipment to do the work in the mines is here.

**N. Cameras:** These are the locations of security cameras which should be assumed to be able to monitor in all directions.

**O. Main Parking Lot:** This is the general parking lot for visitors and employees alike, plenty large to accommodate the needs of the company.

**P. The Foreman's Office:** This is a small trailer that the Pit Foreman runs the site from. There is no important information here to exploit, only information related to the operation of the mine.

**Q. Main Highway:** This is the main arterial road that leads through the area. The GM may feel free to adapt the location of this to fit his or her campaign.

## VIII. BACK IN TIME

No matter how the heroes manage to get back in time (i.e. by 'persuading' Hourglass to take them or by sneaking within Hourglass's time sphere), these same events which follow will result. Several of Pharaoh's strong slaves are awaiting the arrival of Hourglass so that they can take the iron to the various furnaces where it will be shaped into the forms of weapons. These are the improved variety of slaves, so they are also intelligent. They will follow Hourglass's commands explicitly.

### EGYPTIAN 'SUPER-SLAVES'

**Powers:** Heightened Strength +12, Heightened Endurance +5

Name	Level	Power	Hits	Agility	HTH	Damage	Accuracy
Otan	1	56	20	13	1d10	+1	+1
Hamun	2	54	19	11	1d10	+1	—
Naod	2	57	23	11	1d12	—	—
Anat	1	55	18	13	1d10	+1	+1
Hath	3	59	25	10	1d12	—	—
Setmel	2	56	22	11	1d10	—	—
Ptam	2	60	22	12	1d10	+2	+1

If the heroes defeat Hourglass (which is something they should certainly be able to do), they are likely to be taken off-guard when he disappears after he is incapacitated. They may wonder at how they are going to get back to Hometown, USA (or wherever). Let them wonder. Let them worry. It'll do them good.

The players will also probably realize at this point that they have no more leads. Let them know that they are near the edge of a cliff. Refer to the area map if they decide to look about.



## IX. A LOOK AROUND

This section describes the locales of the area which are relevant to the adventure and are represented on the map titled 'A Look Around'. The areas noted may be described in further detail in later sections. The player's should be encouraged to stay in these areas when they are in danger of wandering beyond, with the GM perhaps warning that reckless roaming may further damage the space-time continuum or some such science-fiction speak.

### MAP KEY 'A LOOK AROUND':

**A. Overlook:** This is the location at which the heroes arrive in ancient Egypt in the company of Hourglass and some of the 'Super-slaves'. They will actually appear a little ways away from the edge of the cliff, so they will not be able to see "B" while the fight is in progress.

**B. Pharaoh's Pyramid:** A huge pyramid rests here. For details about the pyramid itself, you should refer to section XIII. **The Pyramid.** Some general notes are listed here though. The pyramid is about two hundred twenty-five feet long and a little more than one hundred and twenty-five feet high. Most importantly, however, the pyramid is surrounded by an army of 'Super-slaves' just like the ones the heroes have probably already defeated. The heroes will probably not be too happy with this development.

**C. River:** This is the great Nile River. The Nile flows northward and floods regularly, but Pharaoh's Pyramid is set beyond the limits of the flood plain. Some docks have been built here to service Pharaoh's army.

**D. Narrow Cave:** This is Scribe's home. It will be detailed further in section XI. **Attacked.** Scribe himself is discussed in the next section.

## X. THE MEETING

Without a clear route to follow, the heroes (players) will probably begin discussing their next course of action amongst themselves. From the vantage point of area A, they will be able to see both B and C but will not be aware of the other locales discussed in section IX. **A Look Around.**

Let them complete their discussion, but just before they begin to implement any plan that they might have made, ask for Detect Danger rolls from each hero. Any success will note the presence of an elderly Egyptian male nearby who is approaching the heroes.

This man is the Scribe. Scribe has no super-powers, but he is a remarkable "normal" person. He is a man of great legerity and should be portrayed as a somewhat kind man and a person obviously very superior to his contemporaries.

Scribe witnessed the heroes' battle with Hourglass and the Super-slaves from a distance so he knows that they are allies of his. He will attempt to enter conversation with them. Scribe will seem very accepting of any explanation that the heroes give as to being from a society in the future. Likewise, he will not be apparently impressed with any technological devices they may have or any super-powers which they demonstrate. He may comment on them, but will not be awed. Read the introduction to this adventure for an explanation of this sort of reaction.

After introducing himself and finding out who the heroes are, he will launch into a long speech/talk/explanation. Read this to the players in whatever tone of voice you have established for Scribe:

**E. Pass of Doom:** This letter marks the beginning of a pass which leads to a tower (F). The Sphinx lives in the pass at its apex (H). The pass is a wadi/ravine carved by the water in a stream flowing from a natural spring above the cliffs on the west side of the Nile Valley. It has carved a route to the Nile and is the only accessible route from the valley to the desert atop the cliffs.

**F. Sorcerer's Prison Tower:** Ramses II is a prisoner in this tower. The entire story of the imprisonment will be told to the heroes by Scribe. The tower is located near the natural oasis spring in the desert to the west of the Nile Valley.

**G. Valley of Exiles:** Ramses II's army is encamped further away in this direction.

**H. The Sphinx:** This is the area just at the end of the wadi that the Sphinx can usually be found. See section XII for more details.

As stated above, this is the area in which the adventure takes place. If your players insist on exploring the world further, there are many fine references to the ancient world to draw from and of course, you as the GM, will have your hands full trying to rope them back into the adventure.

The player-heroes should be aware, especially if they know anything of ancient Egypt that pyramids were only built in the Old Kingdom. These impressive tombs were simply too expensive and unsuccessful at protecting the treasures buried with the dead pharaohs to remain the chosen tomb of Egypt's rulers (they had shifted to elaborate tombs carved in to the canyon walls of the Valley of the Kings). The presence of a "new" pyramid in the time of the New Kingdom should trigger all kinds of alarms that something is definitely wrong in the world.



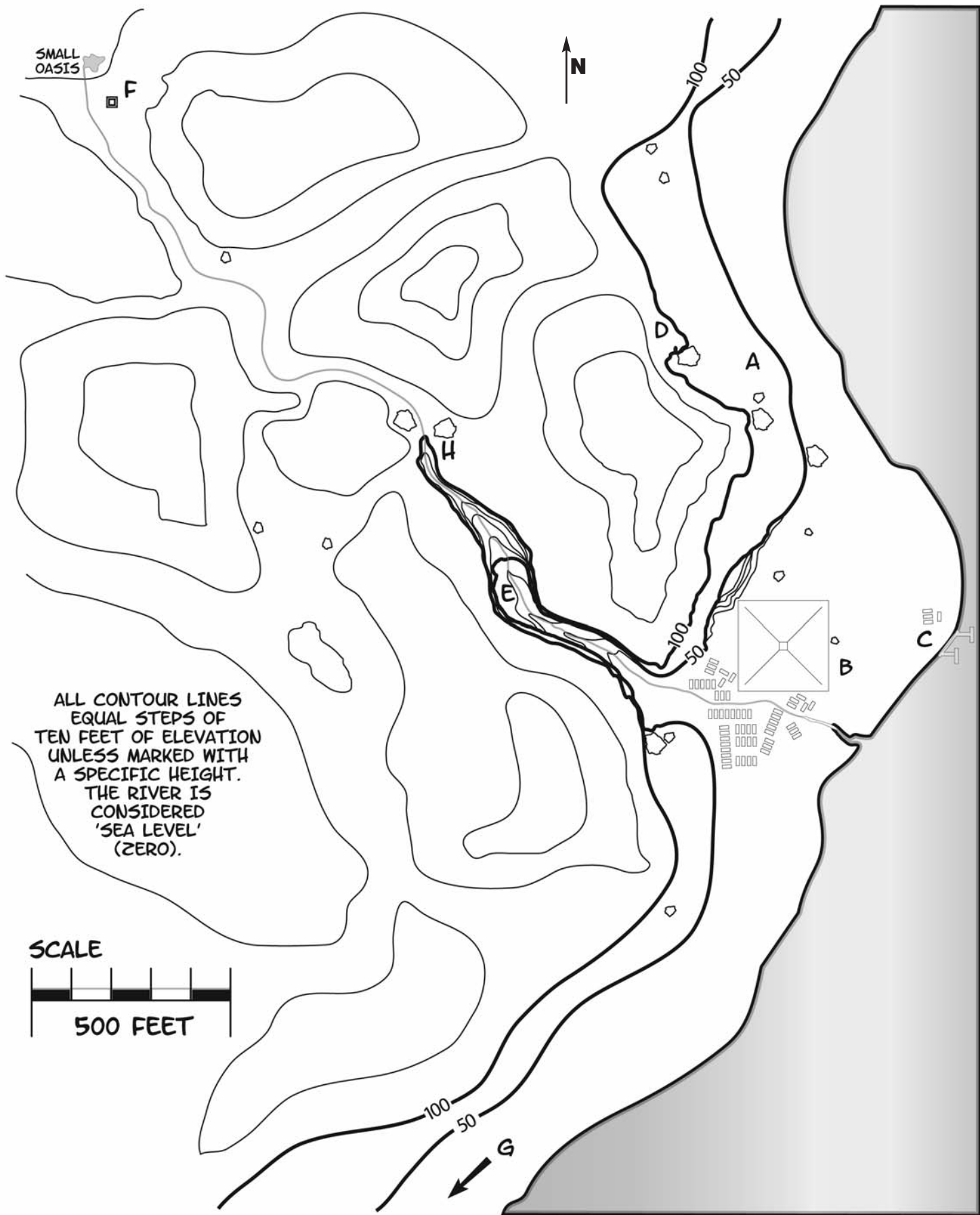
*"By means of your actions, I know that you have come here to protect the people of true Egypt. You have come to make things right once more. But you undoubtedly know the power of these Egyptians who have been perverted with an alteration of the god's chemicals..."*

*[He will motion at the 'Super-slaves' when saying this.]*

*He who calls himself 'Pharaoh' is a false god. I know this to be true for I served the true one, Ramses II. Pharaoh has demonstrated great power, yes, but his power is not truly divine. I feel that Pharaoh does what he does for Egypt, but what he does is not right. He lacks the support of many. My people have secrets which must, by necessity, die away from this world... Pharaoh seeks to preserve these things.*

*You must defeat Pharaoh, but as it is now you would also have to defeat that huge army of his. In that you have no chance. Only with the support of those loyal to Ramses II may you win. Ramses II, though, is being held; our god is imprisoned. Only he may rally the people to fight Pharaoh's army. With such a titanic struggle in the process, you would have an opportunity to slip into that pyramid and defeat Pharaoh and those who came with him. But in order to free Ramses II, you must first overcome the Sphinx.*

*You must defeat this creature either with your wits or through martial prowess. But you must now return with me to my hideaway. You need rest before attempting your coming ordeals."*





You and the players, throughout the time any discussion takes place with Scribe, may wonder at how such communication is possible. The explanation may seem a bit strange, but one is needed nevertheless: Assume that the transportation through time not only brought the heroes back to ancient Egypt, but it also impressed upon them the ability to speak the language. Even when talking just amongst themselves, they will speak Egyptian, though this has no real effect on play. In fact, they will probably not even notice that they are speaking

anything other than English (or whatever language they might otherwise communicate in).

For this reason, you should deny them the use of any modern idioms when speaking with Scribe. The Egyptians here have no real equivalent we know of for 'Hey, high five!', so such talk should not be allowed. If the players do well in restricting their speech patterns, you might consider awarding a special experience bonus at the adventure's end.

## XI. ATTACKED

Scribe's home, located at point "D" on the area map, is a cave which can only be entered or exited by squeezing through a fairly narrow crack between the side of the cave and a large rock which stands in front of the cave opening. It is relatively clean and furnished with a few modestly comfortable pillows, a small oil lamp, and a blanket.

If questioned as to why he lives in this cave, Scribe will answer, "I attended Ramses II personally before the coming of Pharaoh, but I fled when the false one took command."

The heroes probably need to take advantage of this time to rest. Most of them could probably stand to regain their healing rates. But, if they either do not need the rest and decide not to accept Scribe's hospitality or feel that they do not have the time to rest, then the attack which is detailed below will take place just as the heroes prepare to depart from Scribe's company. Otherwise, the attack will take place the next morning.

The attack will come in the form of Phoenix and Scorpion. You may wish to support the attack with a few of the "Super-slaves"; but this is

left purely to your discretion. Scribe will rush outdoors at the time of the attack along with the heroes to see what is happening. Each hero exiting the cave must spend his first action to squeeze back out of the cave. This way, they will be unable to immediately overwhelm the two villains with their superior numbers.

One of the villains will spend one action to attack Scribe or will attack the elderly Egyptian as part of a multiple attack routine with Scribe and a hero as targets. Assume Scribe to be automatically hit by the attack and automatically slain by the damage. If you have played Scribe correctly, the heroes are likely to feel a bit bad about this event. If Scribe has not already given directions, he will mumble the directions towards the valley in which Ramses II is being held with his dying breath. The access to the "valley" is to climb down the rubble south of Scribe's cave down into the ravine cut by the stream flowing from the natural spring west northwest of Scribe's cave as shown on the "Look Around" map.

## XII. THE RIDDLE OF THE SPHINX

By following the directions given by Scribe, the heroes should have no problem whatsoever locating the entrance to the valley in which Ramses II is being held prisoner by Pharaoh. Before they can free Ramses II, however, they must either defeat the Sphinx in battle or answer its riddle. And, considering the fact that they will need all of their strength later, the heroes' best bet is to answer the riddle, if they can. The Sphinx wears around its neck a cord on which hangs a key. This key is the only thing which can open the sorcerous prison which holds Ramses II, so it's senseless for the heroes to try to avoid the Sphinx and just go to the tower.

When the heroes do encounter the Sphinx, the beast will speak to them:

*"Ah, have you come to answer my riddle?  
To do so you must think more than a little.  
But beware,  
(And this warning is meant to scare),  
Each incorrect guess makes me stronger,  
So you may choose to try no longer."*

The Sphinx will then ask them the following riddle:

*"I am drawn for the purpose of combat,  
but I do not cut.  
I am driven into the enemy,  
but I do not pierce them.  
What am I?"*

The Sphinx will only speak after this according to three different situations. If the heroes try to help one another at any point, then the Sphinx will say:

*"To help one another is not fair play;  
But hurry all, guess, do not delay."*

After an incorrect guess:

*"Now, mortal, you have made your guess;  
So silence to thee, thy words you must repress."*

After a correct answer:

*"Curses you, you've gotten it right;  
Now you may pass, without a fight!"*

Oh, yes, the answer is "a chariot." It is drawn by animals and it is driven onto the battlefield.

If the players are having a lot of trouble with this, then you might allow each of their heroes to make a percentage save against Intelligence. If it is successful, then you should individually give them each this clue: "Think of what can be both drawn and driven."

If none of the heroes are successful, then the only way in which they can rescue Ramses II is by attacking and defeating the Sphinx in combat.



## THE SPHINX

Identity: Unknown  
Sex: Female  
Age: Ancient

Side: Neutral  
Level: 8  
Training: HTH Accuracy

### Powers:

1. Body Armor A: Thick Hide: ADR 80; weight multiplier = 2.4.
2. Speed Bonus: +56" to ground speed, Special: +18 Initiative.
3. Heightened Strength: +12 to the score.
4. Natural Weaponry: The Sphinx has retractable claws on both hands and feet. +2 HTH, +1d8 damage; she may opt to not use her claws may choose to pummel instead.
5. Paralyzing Glaze: Sphinx may secrete a glaze on to her claws that can paralyze her victims. It is delivered via HTH using her claws as a carrier attack and if a successful hit is scored, the victim must save versus d100 versus Endurance or be paralyzed for 1d4+3 turns while the paralyzing glaze metabolizes and eventually wears off. If the same victim is hit a second time, the save is versus Endurance is rolled on d20. A failed save on this second attack will only paralyze the victim for 1d3 turns and a third exposure to the attack will not affect the victim at all other than the damage inflicted by the claws themselves.
6. Willpower A: 1 PR per turn when used as a defense.

Weight: 440  
Agility Mod: -2  
Endurance: 18  
Intelligence: 17  
Reaction from Good: —  
Hit Mod: 11.0352  
Damage Mod: +3  
Accuracy: +3  
Carrying Cap.: 5225  
Movement Rates: 120" ground  
Det.Hidden: 8%  
Inventing Pts.: 1.8

Basic Hits: 9  
Strength: 28  
Agility: 18  
Charisma: 11  
Evil: —  
Hit Points: 100  
Healing Rate: 4.5  
Power: 81  
Basic HTH Damage: 2d8  
  
Det. Danger: 12%  
Inventing: 27%

**Origin & Background:** The Sphinx is an ancient beast of epic mythical proportions. Legend has it she once posed a famous riddle to Oedipus, who solved it causing her to throw herself to her doom. Whether this Sphinx is the same beast can only be left to speculation. It is unknown how long she has been guarding this pass or what the circumstances are that may or may not involve any contact with Pharaoh or any agreement to guard the tower.

**Combat Tactics/M.O.:** Sphinx will use the riddle to delay her quarry and size them up. Of course, she is honorable in the sense that if the riddle is solved she will keep her word and not fight at all. In fact, if the riddle goes unsolved, she will not engage unless someone tries to force their way through the pass. She will usually attack males first and move in terms of size, beginning with the largest. Anyone who tries to slip by during combat she will try to use her paralysis against and then return to the order of combat she prefers. As a last resort, the Sphinx will surrender if she is in danger of actually being killed and allow the players remaining to pass. She will, in this case, not be present if the players return to the area.

**Personality:** The Sphinx is cunning and honest; she sees no reason for deception as her riddles are quite perplexing enough. Straight forward in her purpose as the guardian of the pass, she will likely not negotiate for any reason, and unlike the myth, solving her riddle won't infuriate her and certainly won't make her throw herself to her death.

Either way, the heroes must win the key that is around the Sphinx's neck. The key does indeed open the door to the tower that is located beyond the 'valley', deeper in the desert and near the natural spring and the small oasis it supports.

Ramses II will stride royally out of the tower. You may portray this Egyptian Pharaoh however you wish to, but he is historically thought to have been very egotistical and pompous. Ramses II had more built for him and more written about him in his time than any other Pharaoh before or after him. He made himself out to be a great and powerful man while he was more likely a weak, tiny person. He will probably be thankful, though, of the rescue and will agree with the plan to create a diversion with his loyal followers so that the heroes can tackle Pharaoh.



In fact, if the heroes take Ramses II to the yet loyal Egyptians (area "G" on the area map), Ramses II will give his people a rousing speech and they will arm themselves to fight the army of Super-slaves. The Super-slaves both outnumber and outmatch the normal Egyptians, but enough of a diversion will be created anyway. Fortunately, the army of Super-slaves is not yet well trained, for it would have otherwise become a massacre. The Egyptians will lead the Super-slaves on a wild goose chase away from the pyramid. The heroes need to seize this opportunity to get inside.

There is another break in the cliffs on the west side of the Nile which forms the Valley of Exiles in which Ramses's loyal army is camped. This is some hours travel south of Pharaoh's Pyramid and is an area where the cliffs slope down into the valley, making entry from the higher desert possible. Alternatively, the heroes could attempt to sneak past Pharaoh's Super-slaves by entering the Nile Valley itself by way of the stream that runs from the area of the tower to the area of Pharaoh's Pyramid and his army camp. Obviously this would be far riskier and would probably require great stealth and making the attempt at night.

## XIII. THE PHARAOH'S PYRAMID

The Pharaoh's Pyramid stands about 127 feet tall and each side is a little over 225 feet long. Instead of coming to a point at the top, the pyramid has a flat area. The pyramid is certainly more wondrous than any that exist today (in the real world), for not only was this pyramid only recently finished, but it has not yet had to withstand the environmental effects of air pollution as those of modern times have.

Unless the heroes have some sort of diversion (i.e. an Egyptian army), they will not be able to inspect the Pharaoh's Pyramid very closely, or even get near it. If they try this sort of thing despite your warnings ("Well, there are a WHOLE lot of men like the ones you fought earlier. They're all standing around the pyramid and seem to be very aware."), then they will be attacked by the army of Super-slaves. There is no realistic way in which the heroes could possibly defeat the entire army.

The pyramid is Pharaoh's headquarters. He and few other supervillains are holed up inside. He will hear the sounds of battle so will be ready for any intrusion. The different areas of the pyramid are described hereafter:

### PHARAOH'S PYRAMID MAP KEY:

**A. Main Stair:** Up this one side of the pyramid stretches a long stairway. The steps are very smooth, so rapid movement up them is rather difficult. Running up or down them requires that a successful d20 save vs. Agility be made.

**B. Sentry Platform:** At the bottom of the Main Stair, atop a platform that forms the roof of the entry between the pylons, stand two of the strongest of all of the Super-slaves. Each of them has three spears with which they may either melee or use as thrown weapons if attacked from the air. Their statistics are as follows:

Name	Level	Power	Hits	Agility	HTH	Damage	Accuracy
Sahtep	4	66	37	12	1d12	+1	+1
Rath	4	65	37	13	1d12	+1	+1

They will remain here despite any attacks or diversions of any kind. Their only duty is keep people off of the Main Stair.

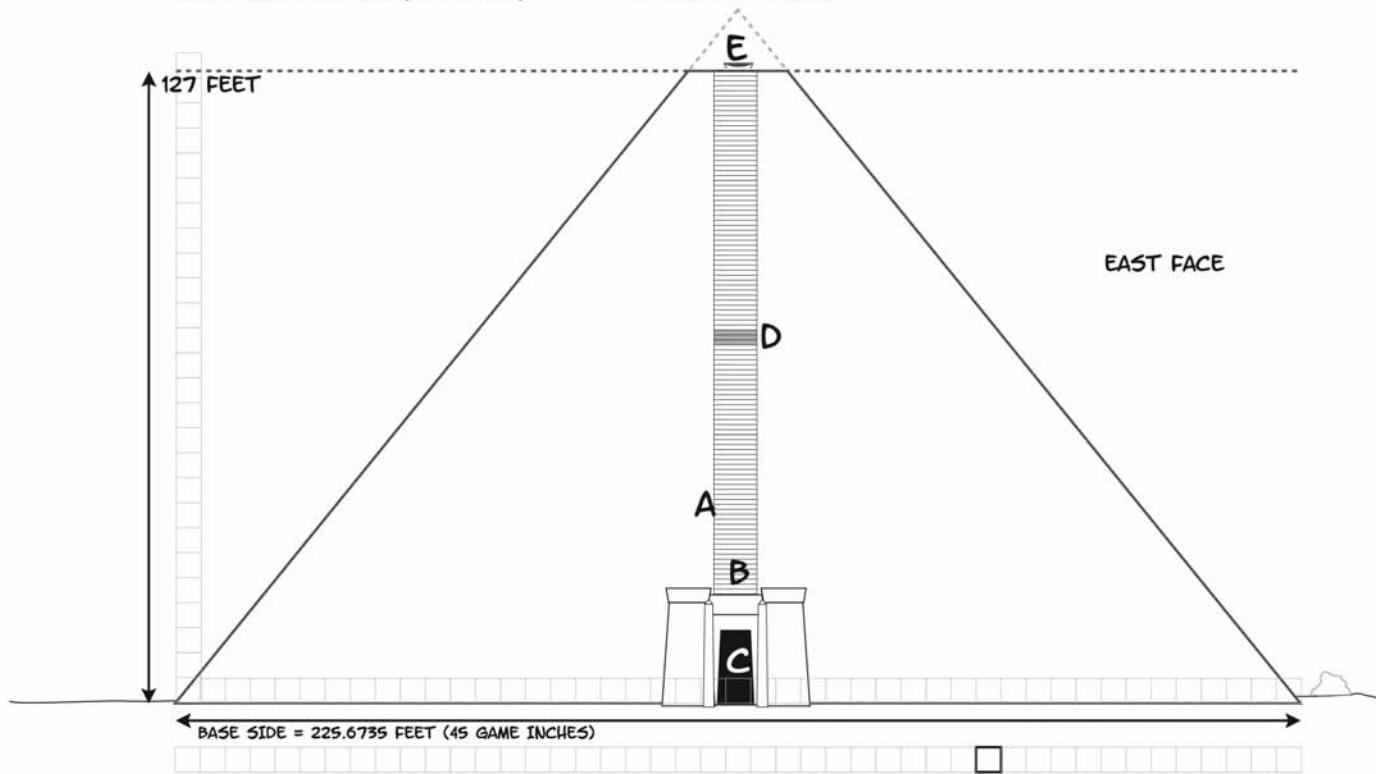
**C. Depot:** This room is just beyond an obvious entrance flanked by two pylons set into the side of the pyramid. It is in here that the iron that is brought back from the future is made into weapons. There are fairly large supplies of iron in here, along with furnaces and blacksmith's forges. At most times, the sheer volume of mass of the pyramid, as with all Egyptian pyramids that are of solid and not hollow, such as the Meso-American Pyramids, keeps every room and passage in the Pyramid at a cool 68 degrees. With the furnaces running and the ventilation duct (K) exhausting heat, this room reaches a balmy 90 degrees of heat in the summer sun, still relatively cool by Egyptian standards. Stairs lead from the first room of the Depot up through the entrance pylons to the Sentry Platform at the bottom of the Main Stair (B). There is a secret passage at the rear of the last Depot chamber that is known only to Pharaoh and his super-powered associates.

**D. Secret Entrance:** A secret entrance into the pyramid is at this point

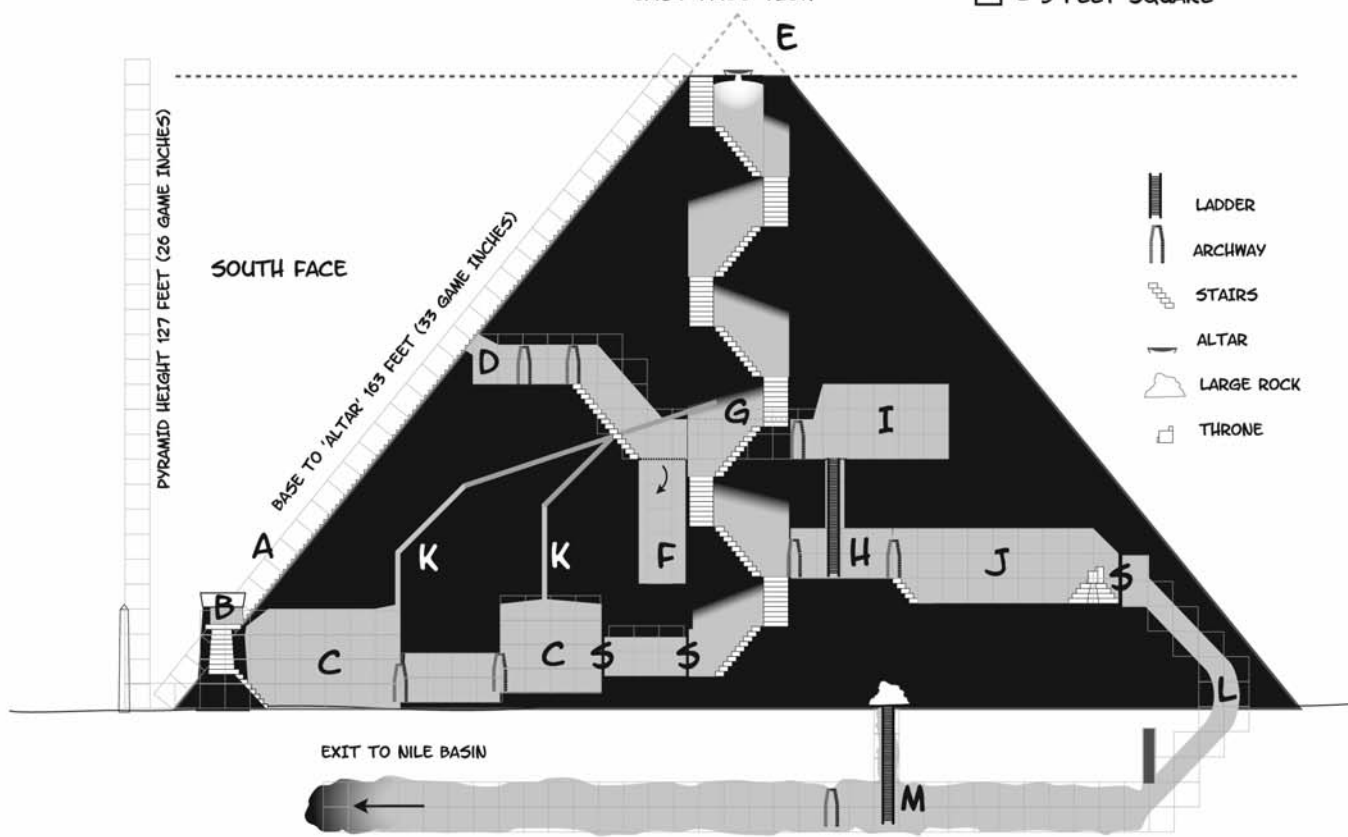


PHARAOH'S PYRAMID (EXTERIOR)

SOUTH FACE VIEW



EAST FACE VIEW



on the steps. The opening consists of the area of three steps which, when lifted, flaps open to reveal a tunnel. The inside is dark, but it is not yet dirty (as the pyramid is so new). There are a series of statues of Egyptian Gods here, each about 5 feet tall. They are, in order from closest to the secret door, Hathor, Set, Anubis, Horus, Seshat, and Thoth. The statue of Thoth's head pivots backward slightly by grasping the long beak and lifting forward and up. This is a hidden switch that disables the stair-slide and pit trap (F).

**E. Altar:** Here, at the top of the pyramid, Pharaoh will perform ceremonies of one sort or another every so often. He will not, however, venture outside after Hourglass is found to be missing for he worries that there might be some threat dangerous to him outside. The stairs of the Inner Spiral lead down from here and a warm updraft is felt from the ventilation of the furnaces below.

**F. Pit Trap:** About halfway down these stairs, a pressure plate activates and the steps will flatten down to form a slide. Any heroes who happened to be on them at this time will slide and fall into the pit. It is quite possible the heroes will take falling damage as there is nothing to break a fall. There is nothing of interest here.

**G. Inner Spiral:** This is a set of spiral stairs. They wind upwards to a door and eventually to the open sky of the Altar (E).

**H. The Antechamber:** This is the entry hall to the Great Chamber from the Inner Spiral. There is the same procession of statues here that can be found in the secret entrance (D), with an identically functioning switch to activate/deactivate the pit (F). A ladder ascends from here to (I).

**I. The Guest Chamber:** This is a large room stocked with many pillows and blankets and a few low tables. It is well lit, but currently empty. This is where the Pharaoh's minions take their rest when at the pyramid. A door set in the floor reveals a ladder that descends down to (H).

**J. The Great Chamber:** This room will be the site of the culminating battle. Pharaoh, Felina, Mummy, and Set all are in here. The floor is made of packed sand, so Pharaoh will be able to make use of his spells which affect sand (i.e. Quicksand, etc.).

Exquisite tapestries hang on the walls and treasures beyond value are also present. The number of such items is at least four times that which was found in Tutankhamen's tomb.

Whenever Pharaoh is close to defeat, he will flee through a secret door behind his throne. To complete the story, Pharaoh MUST escape.

## XIV. THE CURSE

Pharaoh will escape to the outside, emerging from a cave hundreds of yards upstream along the river, but it is a certainty that he will be pursued and imminently captured by the heroes. And, since he was forced to flee, it is probable that he is near unconsciousness. He will stand facing the heroes, and speak to them:

*"Yes, you champions of true time, you have defeated me. My plans to build a glorious Egyptian Empire have come to naught. But Egypt shall still have its revenge. I shall place a curse which will cause the pitiful curse of Tutankhamen's tomb to pale by comparison. You shall regret your defeat of me here!"*

Then, before anyone else who is present can act, Pharaoh will release a tremendous amount of energy... his life energy! This will result in many things, all of which are enumerated below:

1) Pharaoh will be irrevocably dead. NOTHING the players are able to do will bring him back to life, for his body will have been completely dispersed.

2) The heroes will be sent back to the present time (or their time of origin in the event that you are running a campaign set in some other

time period). It is likely that in some instances an eventuality will arise that would seem to keep him from being able to escape. Cheat (or "fudge") if you must, but get Pharaoh out of there so that he can do what is described in the next section, XIV. The Curse.

If the heroes are defeated in here, then they will be injected with the Super-slave formula. They will gain the appropriate bonuses to Strength and Endurance, but they will be under Pharaoh's command. If you wish, they may each receive a percentage save vs. Endurance each day to fight off the effects of the chemical. They will lose the bonuses, but will regain control of themselves. If a hero cannot be injected with the chemical (maybe they have android or robotic bodies, etc.), then that hero will be dismantled, destroyed, etc. You should give the hero one save vs. maximum Power on percentile dice to see if they might survive through some lucky circumstance. The details will have to be decided upon by you as GM.

**K. Ventilation Duct:** This is only 1 foot in diameter and is carved out of the solid rock. It exhausts heat from the forges and leads to the 'Inner Spiral' (G).

**L. Escape Tube:** Behind the secret door is a slide that curls downward towards the ground. After Pharaoh passes through here, a wall will lower at the point marked by an 'X' (about halfway down). Anyone following him on the slide will ram into the wall at a velocity of 15". The victim of such a disaster will take damage based not only on this velocity, but also in accordance to his weight. The wall is Structural Rating 7 and has 7 Hit Points. The tube levels out and opens at the back of a cavern which, although rather narrow (8 feet wide), goes on for some hundreds of yards in a south by southwestern direction and exits from a cliffside cave near the bank of the Nile. Pharaoh may choose to escape up the ladder through (M), but it is more likely he will quickly move the boulder to make this appear to be the case and hurry out the end of the passage...

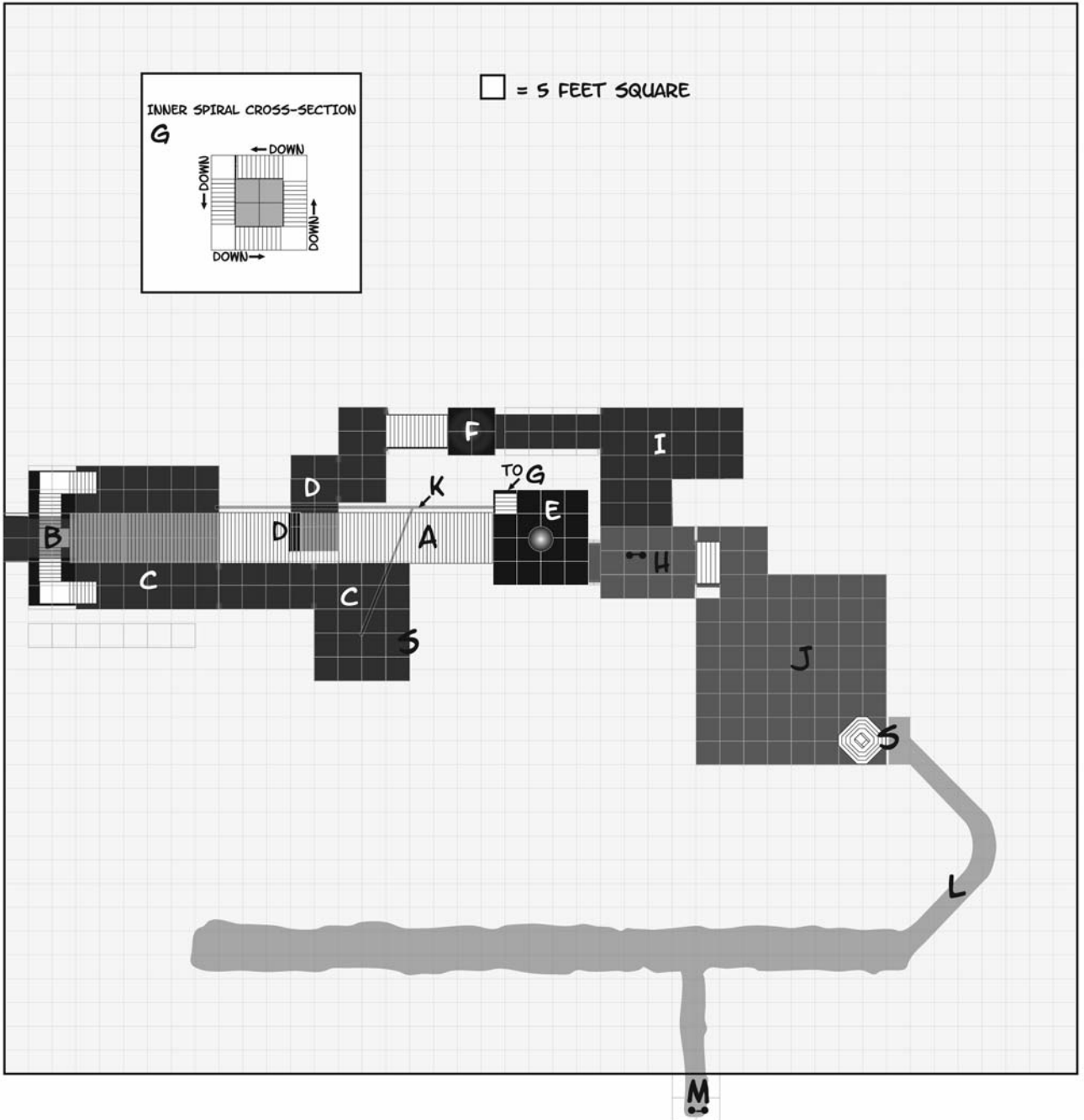
**M. Hidden Exit:** Here a ladder leads to the surface. The opening, however, is covered by a large rock. The rock weighs half a ton but may be cleared by using some explosive charges that are set beneath it. The explosion will shatter the rock so that the lid may be opened. There are other rocks of similar size around the pyramid so this one rock does not seem out of place.

**S.** This letter marks additional 'secret' passages not described in their own entries.

time period). Ask the players as this happens to their heroes if they would like to take anything else back with them. They should try to leave no marks of the future in this past time. They should therefore name the iron that had been brought back and any weapons or ammunition (bullets for example) that may have been left somewhere.

3) Finally, Pharaoh truly did cast a curse. It was such a powerful curse that his body and life and soul were all obliterated. The result of the curse is not discussed in this adventure. Rather, it is left as an open end in the event that you would like to continue the adventure or create a related adventure at some future time. Whatever the curse does, though, it should somehow be related to Egypt. The uncovering of some new tomb might release some powerful evil spirits upon the world. Some madman might find a book which gives him the knowledge to animate all of the Egyptians mummies that exist, etc. The possibilities are relatively endless. Use your thinking cap, but make sure that the heroes find out that Pharaoh's curse is responsible for the maladies somewhere along the line. Pharaoh goes with a bang, not a whimper! (At a later time, if the GM wishes to somehow resurrect a soul-less 'undead' Pharaoh as part of the on-going consequences to this adventure, that is another matter...)

PHAROAH'S PYRAMID (TOP VIEW)



# XV. EFFECTS ON THE FUTURE

Despite my advice in section two, (II. Paradoxes in Time), I feel that I should mention that some changes in the timeline might prove interesting in some campaigns. And, if not interesting, then some might be used just as a joke between you and the players.

Time will definitely be altered if the heroes fail in their attempt to make sure things remain 'status quo'. A powerful and flourishing Egyptian Empire will rule the modern world. This, however, is neither desirable (from the heroes' point of view) nor is it likely. Still, even if the heroes succeed, you might be able to fit some minor changes into your world.

The story of Pharaoh's attempt might have survived the ages and have spawned various cults intent upon succeeding where he failed. If the iron was left in ancient Egypt, then you might assume that the Egyptian Empire lasted a hundred years more or so than normal. This could have profound effects on the modern world. Pyramids might be the staple in architectural design. Mummification might be standard procedure in modern burials. You might think of other interesting changes that could be made. This is your chance.

Do it!

# XVI. THE VILLAINS

## PHARAOH

Identity: Anwar Malai  
Sex: Male  
Age: 41

Side: Evil  
Level : 11  
Training: Agility

### Powers:

1. Revivification Device: Pharaoh has an ankh which can return life to a deceased character, no matter how long he has been dead. The recipient returns with 2xEndurance points of power and one healing rate's worth of hit points. Because of the immense power involved in bringing the dead back to life, there is a 4% chance per century that the recipient has been dead that the ankh will be destroyed. The person so revived is automatically loyal to the wielder of the ankh.

The ankh can be fitted to the royal staff that Pharaoh also carries.

2. Flight: By manipulating the currents of the air, Pharaoh can fly at the rate of 240 mph, or 1056" per turn.

3. Armor: Pharaoh wears ornate, padded clothing that provides protection equivalent to ADR 40.

4. Magic Spells:

a) Curse: This powerful spell is used to place some sort of curse on an object, person, or circumstance. Refer to the text of the adventure for details on one of its uses. The PR cost is variable and should be decided case by case.

b) Sand Control: Pharaoh can create beings out of sand. Treat this power as animate illusions. Pharaoh has 152 creation points.

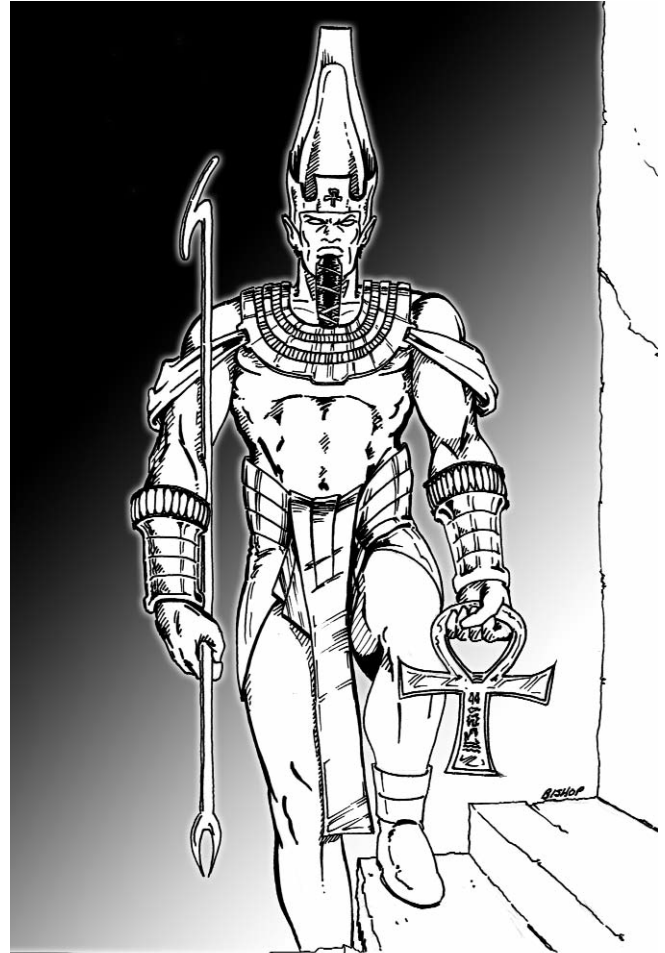
c) Sand Blast: Pharaoh can cause sand around him to blast at an opponent. Treat this as a Power Blast attack. Damage = 20,. PR cost = 2. Range = 31"

d) Quicksand: With this power, any pile of normal sand may be transformed into a quicksand trap. Any character caught in quicksand has two options, he may either fly out or he may crawl/swim out. Flying out is very simple; only 5" inches of movement must be spent to pull oneself out of the muck. However, if the trapped character cannot fly, he is in for a time consuming feat. Every time the trapped character has an action phase, he must attempt to roll under his Agility on 4d6. Two successes mean that the character has crawled out of the quicksand. Three failures, however, means that the character has been sucked under the quicksand. Also, each failure means that the character must add two to his 4d6 roll. So, after a first failure, the character must roll 4d6+2 under his Agility twice in order to escape. Any character with sufficient carrying capacity may pull another out of the quicksand in one action plus another action for each failed roll. PR cost = 4. Range = 14"

5. Heightened Intelligence: +16.

Weight: 190  
Agility Mod: —  
Endurance: 15  
Intelligence: 31  
Reaction from Good: -3  
Hit Mod: 5.5692  
Damage Mod: +4  
Accuracy: +1  
Carrying Cap.: 532  
Movement Rates: 45" ground or 1056" air  
Det. Hidden: 22%  
Inventing Pts.: 16.1  
Legal Status: not wanted for any known crimes

Basic Hits: 4  
Strength: 16  
Agility: 14  
Charisma: 18  
Evil: +3  
Hit Points: 22  
Healing Rate: 1.6  
Power: 76  
Basic HTH Damage: ld8  
Det. Danger: 26%  
Inventing: 93%



raised amongst the fabulous pyramids that were built by his ancestors. As he grew older, Malai became very interested in Egyptian history and was, in particular, fascinated by the religious beliefs of his ancestors. He went on to study Egyptology in America where he met several men with whom he would continue to keep contact.

On his sixteenth archaeological dig, Anwar Malai uncovered something more important to him than any of King Tutankhamen's treasures. He (and the very small group of dedicated people with him) uncovered a small private tomb that contained not a Pharaoh, but some important religious leader other than the Pharaoh. Malai assumed that the man had probably been a vizier to one of the pharaohs. But, as it turned out, the man must have been thought to have been mad or demented in his time, for Malai was able to translate ideas of this nature from the hieroglyphics in the tomb. Malai deciphered that this man had professed intimate knowledge of magic, when all knew that only a Pharaoh controlled such power.

Even after the dig had been completed, Malai continued to return to the tomb. During one of these visits, Malai accidentally opened a hidden hatch. In the small space behind were several books which seemed to be perfectly preserved. At first the hieroglyphics in the books seemed untranslatable, until Malai realized that the figures could be perfectly read by holding them to a mirror. They translated into magical spells and passages of arcane lore. Malai knew then that he had

**Origin & Background:** Anwar Malai was born in Egypt and was

discovered his calling. Somehow, he thought, he would give to Egypt the glory which it rightly deserved to still have.

**Combat Tactics/M.O.:** Pharaoh will normally fight from the air. From here he will trap muscle-bound foes in patches of quicksand while he decimates energy-using (Lightning Control, Power Blast, etc.) foes with his sand blasts. If outnumbered or being beaten, he will create sand beings to aid in the battle. He prefers to create many less powerful ones. If being denied a victory he feels that he deserves, Pharaoh will place some sort of a curse (as in this adventure).

**Personality:** Malai is really a very sane man. He is level-headed and very realistic in his outlook. He truly believes that Egypt was denied continued greatness by some quirk of Fate and that that quirk must be repaired or prevented.

## HOURGLASS

Identity: Felix McClain

Sex: Male  
Age: 35 (actual: 76)

Side: Evil  
(currently Pharaoh)  
Level: 7  
Training: Intelligence

### Powers:

1. Heightened Intelligence: +28.
2. Willpower: He is able to resist the nausea of time travel and gains +6 to Endurance.
3. Time Powers: Hourglass has the following powers all related to his mastery of time:
  - a) Time Travel: Hourglass discovered that the universe is formed like a giant Moebius Strip. With relatively little output of energy (only PR 8), Hourglass can force the universe to bend back upon itself. He may take himself and any within 8" (the 'time sphere') back to any time in history. He may do this only once per week. To remain in the past, Hourglass must either be conscious or only sleeping. If he is incapacitated while in the past, he will immediately disappear and travel back to the present time.
  - b) Time Slow: At the cost of PR 4 + 1/turn, Hourglass can slow a person that he has successfully hit as if with paralysis. This causes the victim's initiative score to be halved.
  - c) Time Stop: At the cost of PR 5 + 2/turn, Hourglass can effectively freeze a person in time. Because the victim is not really within the effects of time, he may not be physically harmed in any way, though imprisoning cells may be set around him so that when released he will be in a cell, etc. It attacks as gravity control and has a range of 44".
  - d) Aging: By touch, Hourglass may age another at a rapid rate. The victim receives a d100 roll to save vs. Endurance x3. Failure indicates that he has been aged five years per point of power spent by Hourglass. The maximum amount of power that may be spent equals Hourglass's level (currently 7).
  - e) Youth: The process of aging had slowed with respect to Hourglass. He ages only at the rate of one year for every ten actual years.
  - f) Time Null Field: An invisible field surrounds Hourglass that slows the speed of incoming objects, thus giving him more time to respond to the danger. Treat this as heightened defense (-4 to hit him).

Weight: 170  
Agility Mod: —  
Endurance: 19  
Intelligence: 44  
Reaction from Good: -1  
Hit Mod: 6.006  
Damage Mod: +6  
Accuracy: +1  
Carrying Cap.: 275  
Movement Rates: 44" ground

Basic Hits: 4  
Strength: 11  
Agility: 14  
Charisma: 13  
Evil: +1  
Hit Points: 24  
Healing Rate: 2  
Power: 88  
Basic HTH Damage: 1d6

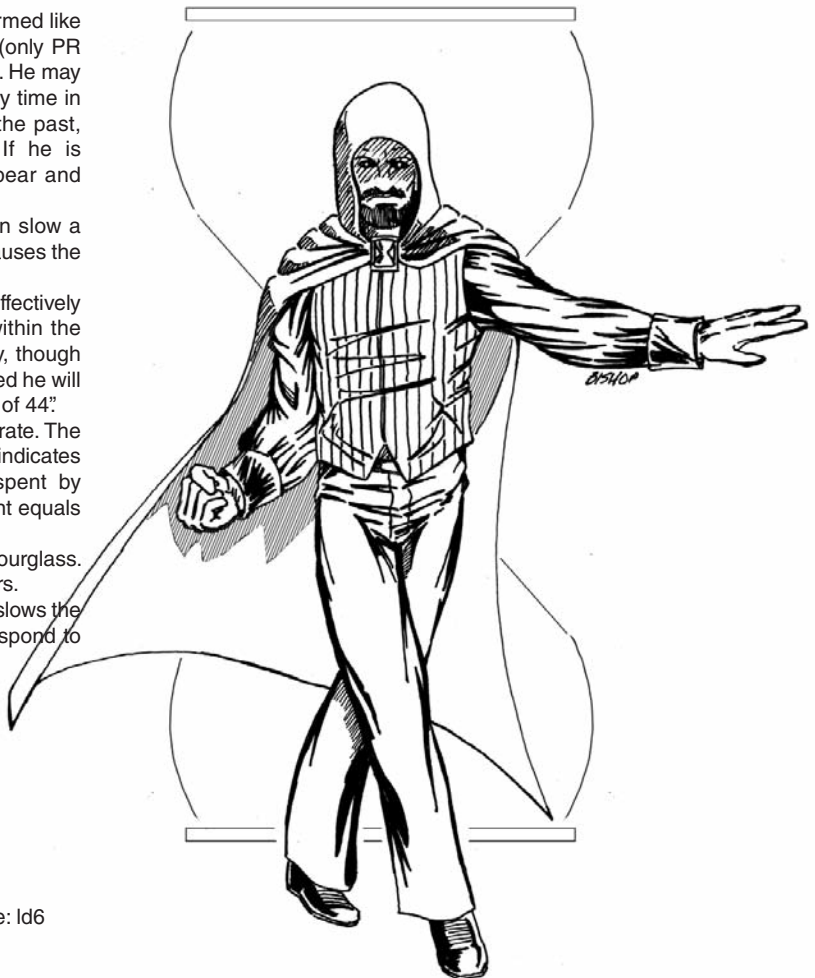
Det. Hidden: 30%  
Inventing Pts.: 21.8  
Legal Status: not wanted

Det. Danger: 34%  
Inventing: 132%

**Origin & Background:** Even as a child, Felix McClain showed great promise. His parents were very proud of his various accomplishments and Felix went on to study the higher and more complicated sciences in college. It was no surprise, then, when he became part of what is known as the Manhattan Project at age 31 in 1942. One evening, however, a freak accident occurred. While experimenting with the speeds of various protons, some sort of previously unknown sub-atomic particles were discovered by McClain. These particles escaped the acceleration tube and entered McClain's body. The particles slowed down tremendously. McClain, however, escaped from the incident unscathed and soon discovered strange new powers which he had at his disposal. His abilities were discovered by Pharaoh who then concocted his great scheme.

**Combat Tactics/M.O.:** Hourglass will first try to slow any especially nimble or fleet opponents and will try to trap powerful ones in time. He will not attack HTH unless he is threatened with similar attacks.

**Personality:** Hourglass does not particularly feel that Egypt deserves a second chance, but the scientist in him is very curious as to what exactly will happen. Hourglass is very analytically-minded and always weighs all outcomes before proceeding.





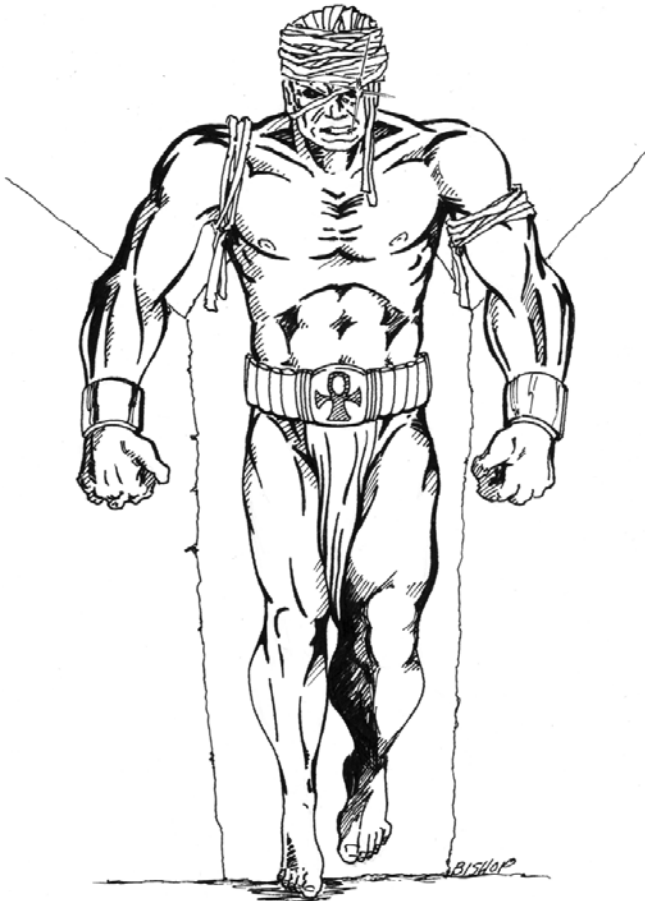
# MUMMY

Identity: Answad Caroi  
Sex: Male  
Age: 22

Side: Pharaoh  
Level: 6  
Training: Strength

## Powers:

1. Invulnerability: 24 points to all but Flame attacks.
2. 2x Heightened Strength: +50 to the score.
3. Heightened Endurance: +10 to the score.
4. Mutant Power: Deathless: Because Mummy is already dead, he cannot be "killed." Instead, when (and if) he is reduced to zero in both power and hit points, he goes into a sort of catatonic state. He then receives a d100 Save vs. Endurance roll every day in order to awaken. When comatose like this, Mummy may be destroyed by fire.
5. Body Power: Because of his massive ability to resist injury, Mummy's d100 Save vs. Endurance rolls are doubled when he is trying to awaken from unconsciousness or incapacitation. This bonus does not apply to his Deathless ability (above).
6. Chemical Power: Rotting Touch: As Mummy himself does not rot, those he touches are affected by the post-death rot which should realistically be affecting Mummy himself. Those who do not make a d20 Save vs. Endurance when touched by Mummy will begin to rot as soon as they become unconscious. When the character is not conscious (this extends even to sleeping), he will "rot" one hit point per hour. When hit points are gone, the character has gone into a coma and will survive only for a number of minutes equal to his or her power. The victim may make a d100 Save vs. Endurance roll every day to fight off the disease. Other cures may also be possible.



7. Slow Movement Rates: Mummy moves very clumsily because of his crippled legs. His movement rate is quartered.

Weight: 360  
Agility Mod: -2  
Endurance: 26  
Intelligence: 8  
Reaction from Good: -1  
Hit Mod: 12.42  
Damage Mod: — (+4 HTH)  
Accuracy: -1  
Carrying Cap.: 47,654  
Movement Rates: 26" ground  
Det. Hidden: 6%  
Inventing Pts.: 4.8  
Legal Status: not wanted

Basic Hits: 8  
Strength: 64  
Agility: 11  
Charisma: 12  
Evil: +1  
Hit Points: 100  
Healing Rate: 5.6  
Power: 109  
Basic HTH Damage: 4d10

Det. Danger: 10%  
Inventing: 24%

**Origin & Background:** Answad Caroi was one of the first slaves to be injected with Pharaoh's improved serum. Unfortunately, despite his great strength and remaining intelligence, accidents do happen. A large building block fell onto Answad's legs and the result was his death from blood loss. Pharaoh, however, always the experimenter, mummified Answad to see if the two serums would react with one another. They did, and Mummy was created. Future attempts with this process proved to be fruitless.

**Combat Tactics/M.O.:** Mummy does not have any complex strategies. He does, however, realize that flame hurts him severely and heroes with such powers will know Mummy's might. If the hero is a flying one, then Mummy will hurl large objects at him.

**Personality:** Mummy is still fairly dull-witted and acts as much beyond an automaton. He really has no unique characteristics of note.

# FELINA

Identity: Diane Ellison  
Sex: Female  
Age: 24

Side: Pharaoh  
Level: 4  
Training: Combat Evasion

## Powers:

1. Heightened Agility: +25.
2. Body Power: Felina is completely covered with a soft, blue fur. Because of this covering, she rarely wears much of a costume.
3. Animal Powers: Cat Powers:
  - a) Speed Bonus: +50" to ground speed.
  - b) Natural Weaponry: Claws (+3 , +6 ) , Teeth/Fangs (+2 , +4 ) .
  - c) Special: Cats always land on their feet, so, Felina can fall (S+A)" (currently 58") without suffering any harm. Subtract only her Agility from distances greater than this. For example, if she falls 61", she will take damage based only on a 20" fall (61-41=20).
  - d) Special Power: Escape: Because of her Agility and her smooth, almost frictionless fur, Felina is able to slip from any bonds or grapples. This costs only 10" of movement.
4. Training: Felina has trained three times in combat evasion, so she is -3 to be hit.

Weight: 110  
Agility Mod: +2  
Endurance: 14  
Intelligence: 13  
Reaction from Good: -2  
Hit Mod: 8.624  
Damage Mod: +5

Basic Hits: 3  
Strength: 17  
Agility: 41  
Charisma: 16  
Evil: +2  
Hit Points: 26  
Healing Rate: .9



Accuracy: +6  
 Carrying Cap.: 347  
 Movement Rates: 122" ground  
 Det. Hidden: 10%  
 Inventing Pts.: 5.2  
 Legal Status: wanted for several accounts of robbery.

Power: 85  
 Basic HTH Damage: 1d6

Det. Danger: 14%  
 Inventing: 39%

**Origin & Background:** Diane was a child who would make any parent happy. She did well in school, behaved well, and generally seemed destined to make a good place in society for herself. However, her parents were also overly cautious with her and far too protective. When Diane reached college, she found out what freedom was. She went way off of the deep end. She looked for adventure and became a burglar. A very good one, but still, if her parents knew, they would break down. She made quite a name for herself and soon had built up a reputation. The underworld often hired her to steal things which they did not want to be personally involved with.

It was on one such job that Diane became Felina. She was told to steal certain vials of liquid from a certain scientist's laboratory. Unfortunately, the police had been tipped off by someone and they surrounded the place while she was inside. She did not mean to surrender. One of the younger policemen, however, got nervous and began to fire. The other officers responded instinctively and began to fire too. Bullets sprayed through the laboratory and the vials were shattered. The liquid that they had contained splashed all over Diane. It seems that the liquid was quite a remarkable thing. It allowed a person to consciously alter the arrangement of his DNA. Diane, though, was much too busy to even think about her DNA had she even known what to do. Her mind, then, unconsciously altered the DNA to fit the persona in which Diane pictured herself: as a cat burglar. Diane immediately grew fur, fangs, and claws. She escaped easily, for the policemen were not watching for man-sized cats.

She was later contacted by Pharaoh who had already conceived his plan. He wanted Felina to go to the past with him, for the ancient Egyptians would think her to be Bast, the cat goddess. And, when they saw that he controlled her, he would then be able to control them.

**Combat Tactics/M.O.:** Felina enjoys thievery more than anything. But a good fight is part of her nature too. If she must fight, she enjoys doing it on some precarious place, such as a ledge or at the edge of a cliff. Here, she can fall with little harm, while her opponent may not be so lucky. She normally evades for the first of her actions.

**Personality:** Felina has a very adventurous spirit. Her loyalties are loose and she wants nothing more than to be free so that she may continue her thrilling exploits.

## SET

Identity: Sadam Baso  
 Sex: Male  
 Age: 42

Side: Pharaoh  
 Level : 7  
 Training: HTH accuracy

### Powers:

1. Transformation: Set can change each of his arms into a 2" (10 foot) long snake with mouths where his hands would be. These snakes may bite for an amount of damage equal to Set's HTH.

Each arm individually has a special attack. The head of the left arm injects a slowing paralysis poison. A bitten victim will be cumulatively -2 to Agility for an amount of turns equal to 22-E. The right arm may act as a constrictor that can cause HTH x 2 damage after one special hit to surround and grab the victim. In every other respect, Set's arms do his normal Basic HTH Damage when used to pummel.

2. Heightened Defense: Set's arms (only) are -4 to be hit.

3. Heightened Agility: +7.

4. Heightened Expertise: Set is +4 to hit with his snake arms.

5. Stretching Powers: Though his snake arms are usually only 2" (10 feet) long, they may be extended up to 8" (40 feet).

Weight: 175  
 Agility Mod: —  
 Endurance: 12  
 Intelligence: 15  
 Reaction from Good: -1  
 Hit Mod: 4.4352  
 Damage Mod: +3  
 Accuracy: +4  
 Carrying Cap.: 345  
 Movement Rates: 49" ground  
 Det. Hidden: 12%  
 Inventing Pts.: 7.5  
 Legal Status: wanted for murder

Basic Hits: 4  
 Strength: 14  
 Agility: 23  
 Charisma: 14  
 Evil: +1  
 Hit Points: 18  
 Healing Rate: 1.2  
 Power: 64  
 Basic HTH Damage: 1d6

Det. Danger: 16%  
 Inventing: 45%

**Origin & Background:** Even as a young boy, Sadam Baso was interested in the unexplainable and the strange. So, it is no wonder that he became good friends with an elderly man who was thought a fool, hermit, and devil worshipper by the community. The man was a sorcerer and he taught Baso many things. Soon, though, nature and time overcame the old man and he could teach no more, not ever. Baso then tried to proceed in the studies. He tried to learn too fast and paid for his folly. His arms were transformed into writhing snakes. It was only through quick action that he could keep the arms from killing him. He then had to spend several months trying to gain control of the arms. Finally, once mastery was won, Sadam Baso discovered that he could transform them back and forth between snake and human.

One evening, one of his experiments was interrupted by a tremendous flow of magic nearby; it was within 100 miles. Baso managed to search down the source and discovered Pharaoh, who



had summoned a 'firelord' (see Phoenix). Baso immediately saw that Pharaoh could become a new master. After Pharaoh confided his plan to Baso, the new apprentice decided to take the name of Set, the Egyptian god of evil.

**Combat Tactics/M.O.:** Baso will normally try to be lost in a crowd of spectators, as he wears no costume. He will wait until he has an opportunity to take a hero by surprise. He will then attack from behind by stretching his snakes.

**Personality:** Set is the most innately evil villain of all that are involved in this adventure except perhaps for the firelord whose whole existence is based upon destruction and deception. He is sly and will take any action that he feels might save himself from capture.

## SCORPION

Identity: None

Sex: Male

Age: Unknown (but small)

Side: Pharaoh

Level: 2

Training: tail accuracy

Powers:

1. Speed Bonus. +30" to ground movement speed.
2. Body Armor: ADR 64; weight multiplier = 1.92.
3. Body Power: Scorpion is only three feet tall. So, even with his heavy armor, he is still relatively light weight.
4. Heightened Strength: +8 to the score.
5. Natural Weaponry: Instead of hands, Scorpion has a pair of enormous pincers. They receive +2 HTH, +4 Damage modifiers. Also,

Scorpion has the option of trying for a specific hit to clench either a victim's arms or legs. This allows Scorpion to automatically inflict damage on this opponent. Also, there may be a chance of the limb being severed (this is up to individual GMs, but remember that heroes always have the opportunities to get bionic replacements, etc.). To do this, Scorpion must inflict 12 points of damage on the limb. Those with any Armor ADR remaining, Invulnerability, Android Bodies, or Bionics will likely be immune to this effect.

6. Body Power: Scorpion has retained the use of his tail. It may be used to attack opponents directly in front of him or up to 2" behind him (with no facing penalty to hit). The tail carries a powerful poison which is treated as a carrier attack for purposes of Invulnerability. On the turn following the injection of the poison, the victim will be automatically paralyzed. Then, during the next in-between turns phase, the victim must make two d20 Endurance saves. One failure results in the loss of all power and two failures means death. A hero with regeneration will not die but will be stabilized in a coma. Professional care is capable of saving such a victim. This attack may be used only three times daily.

Weight: 260

Agility Mod: -2

Endurance: 14

Intelligence: 9

Reaction from Good: —

Hit Mod: 3.64

Damage Mod: +1

Accuracy: +1 (+2 with tail)

Carrying Cap.: 1979

Movement Rates: 81" ground

Det. Hidden: 8%

Inventing Pts.: 1.8

Legal Status: not wanted

Basic Hits: 6

Strength: 24

Agility: 13

Charisma: 9

Evil: —

Hit Points: 22

Healing Rate: 1.8

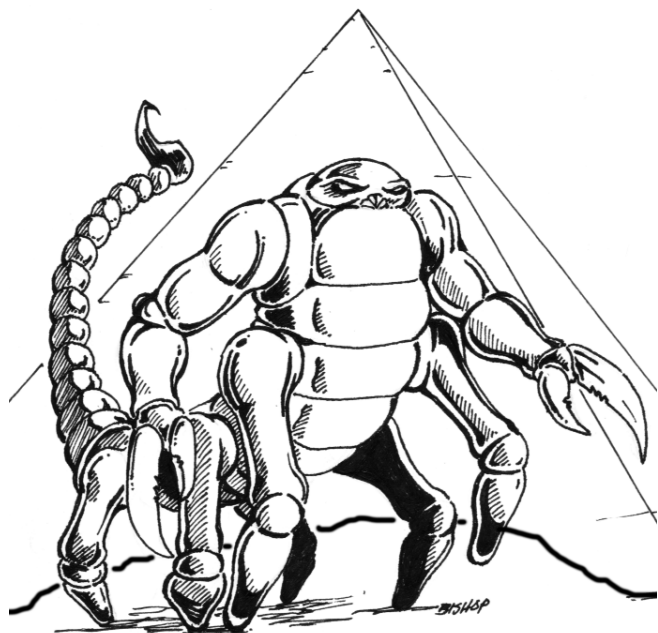
Power: 60

Basic HTH Damage: 1d12

Det. Danger: 12%

Inventing: 27%

**Origin & Background:** During one of the first visits into the past by Hourglass and Pharaoh, a small scorpion was caught within the collapsing time field. This somehow sped up the evolution of the insect to such a point as to make it nearly human in perceptive and intellectual ability. The monster has since devoted itself to Pharaoh out of gratitude.



**Combat Tactics/M.O.:** Scorpion will always fight the biggest and strongest opponent (you know, the good ole' HTH brawl). He will use his pincers in the beginning, but if he begins to lose he will not hesitate to make use of his deadly tail.

**Personality:** To be truthful, the little guy doesn't have much of one. He has no cultural precedent to rely upon so has inevitably become a mismatch of ancient ways with modern language additions (especially the four letter kind). He has never really had a chance to do right, so play him as if he is constantly victimized. Also, it should be interesting to see how our modern legal system will handle an intelligent scorpion.

## PHOENIX

Identity: Jim Byrnes	Side: Pharaoh
Sex: Male	Level: 5
Age: 31 (Byrnes), 3454 (other)	Training: Agility

### Powers:

1. Regeneration: He may heal 2.8 hit points per action once per turn.
2. Absorption: Flame or Heat attacks automatically hit Phoenix. He absorbs the damage they cause into Power.
3. Flame Power: Entire Body. PR = 3 to activate. PR = 3 per attack. PR = 1 per hour of flight. Damage = 1d12. Range = 44"
4. Heightened Endurance: +15.
5. Mutant Power: When Phoenix uses his Flame Power in a very hot area (such as under the hot sun in ancient Egypt), his Flame attack costs only PR 1 and each attack causes 3d6 damage. In addition, his flying rate is tripled.

Weight: 180	Basic Hits: 4
Agility Mod: —	Strength: 18
Endurance: 26	Agility: 17
Intelligence: 17	Charisma: 15
Reaction from Good: -2	Evil: +2
Hit Mod: 9.216	Hit Points: 37
Damage Mod: +2	Healing Rate: 2.8
Accuracy: +2	Power: 78
Carrying Cap.: 759	Basic HTH Damage: 1d8
Movement: 61" ground, 275" or 824" air	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Pts.: 6.5	Inventing: 51%
Legal Status: not wanted	

**Origin & Background:** Dr. Jim Byrnes was a college friend of Anwar Malai. The two had the same sorts of interests and talked about working on many historical digs together. This, however, didn't work out. Byrnes received an offer from a newly built historical museum to become the chairperson. He couldn't refuse such a grand offer. Malai, though, returned to Egypt and started making his digs. The two kept in contact and Malai even sold a few of the treasures he unearthed to Byrnes for ridiculously low prices. When Malai made the great discovery of the magical books (see Pharaoh's origin), he again contacted Byrnes.

When Byrnes arrived in Egypt, Malai had already read through most of the texts. He explained his discovery of a ritual which supposedly would invoke the presence of a being known as a 'firelord'. The knowledge that such a being would have would undoubtedly be tremendous. So, even though Byrnes had to become a vessel in which this firelord could materialize, the two decided that it was worth the

risk. The summoning was a success and the firelord entered the body of Byrnes. A mental duel of sorts then took place to determine who would rule the man's body. The firelord won, but he let on as if Byrnes had won. The firelord, however, is still subject to the commands of the one who summoned him (Pharaoh), but under the guise of friendship, he doesn't receive as many "commands."

**Combat Tactics/M.O.:** Phoenix will usually hold an action in reserve if one of his opponents is a flame-wielder. He will then use this saved action to intercept any flame blasts which this opponent might fire. Otherwise, Phoenix simply tries to cause as much trouble and damage as possible.

**Personality:** Phoenix actually consists of a pair of personalities. One, the facade which is presented, is that of Byrnes (calm, intelligent, curious, etc.). The other, and true one, is that of the firelord (devious, wicked, cruel, etc.).



