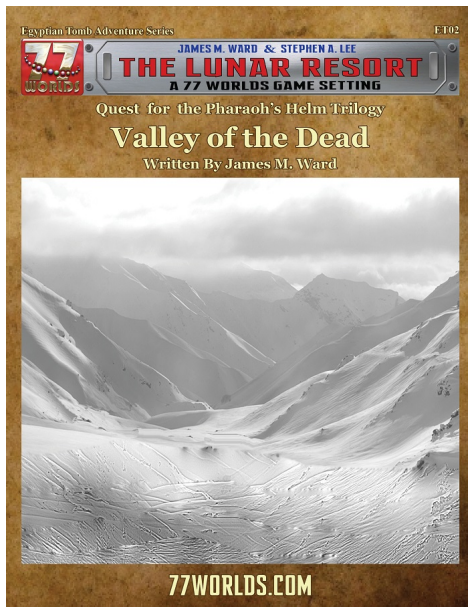


ET02 Valley of the Dead



James M. Ward

Rating: Not Rated Yet

Price

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Description

An Adventure in the Egyptian Dome

Part Two of the Quest for the Pharaoh's Helm

ET02: Valley of the Dead

It has become evident to the characters that the servants and guards of the palace also think the Pharaoh is crazy and dangerous. Since he is the living god, there is nothing anyone can do about replacing him unless the Pharaoh's Helm is located. There are rumors all over Thebes about how to find the helm. Remembering that this is a desert dome, the oddest rumor is that the helm is found in a valley of ice and snow.

The rumors are collecting telling the characters that in the middle of the desert is a deep valley. In the valley is a pyramid guarded by powerful creatures and controlled by a dead Pharaoh who lost his wife and went insane. The group will have to find their way to this Valley of the Dead to find the lost pyramid.

Now your party will venture into the valley. They will be the first to reach it in a long long time. The dangers are now very real and things have changed. Three hundred years after the Earth attack, the undead valley is truly a deadly place, where if the characters are not smart enough they die. For those that make it to the secret treasure vault in the heart of the pyramid are given the final clue that could lead them to the King Arthur dome if they were interested in leaving and exploring other domes.

While the valley can be explored by anyone it is intended as an expansion to ET1 Palace of the Pharaoh. This adventure is made for use with the 77 Lost Worlds RPG and Lunar Resort Campaign Setting. The Game Master should know the rules and understand the Ward card system before he exposes his players to this adventure.

The 2nd adventure in the Egyptian Tomb Adventure Series