



MUMMY'S MASK

THE HALF-DEAD CITY

PART 1: THE LOTTERY AND THE TOMB OF AKHENTEPI

PAGE 7

The church of Pharasma opens the necropolis of Wati for exploration and assigns sites to adventuring companies. As their assignment, the PCs are granted access to the tomb of an ancient and renowned military commander.

PART 2: THE HOUSE OF PENTHERU

PAGE 21

The PCs explore the haunted mansion of a noble whose family and servants perished in the terrible Plague of Madness. Now a tomb for the family, the House of Pentheru is inhabited by a variety of vicious creatures.

PART 3: THE SANCTUM OF THE ERUDITE EYE

PAGE 35

The PCs explore an abandoned temple, but rival adventurers contest their claim to the secrets of the ancient tomb. Even more troubling, the PCs find signs of a mysterious third intruder who stole a hidden relic from the temple's vaults.

ADVANCEMENT TRACK

“The Half-Dead City” is designed for four characters and uses the medium XP track.

- 1 The PCs begin this adventure at 1st level.
- 2 The PCs should be 2nd level after they explore the Tomb of Akhentepi and are ready to enter the House of Pentheru.
- 3 The PCs should be 3rd level before they enter the Sanctum of the Erudite Eye and confront the members of the Scorched Hand.

The PCs should be 4th level by the end of the adventure.

THE HALF-DEAD CITY

ADVENTURE BACKGROUND

Over 6,000 years ago, in the declining years of Osirion's First Age, Pharaoh Hakotep I, known as the Sky Pharaoh, ruled the nation of Osirion. Before his death, Hakotep ordered the construction of a pyramid tomb incorporating technology stolen from the neighboring Shory civilization of the central Mwangi Expanse. Like the legendary flying cities of the Shory, Hakotep's tomb was capable of magical flight, and upon the pharaoh's death and burial, his pyramid took flight. It has remained in the skies above Golarion ever since, safe from tomb robbers and those would desecrate the pharaoh's final resting place.

Before Hakotep was buried, however, a sect of the church of Nethys known as the Sacrosanct Order of the Blue Feather stole two items from the dead pharaoh: his heart and his funerary mask, which contained two pieces of Hakotep's soul—his *ib*, the seat of emotion, thought, will, and intention, embodied in his heart; and his *ka*, or "vital spark," which the order trapped in the pharaoh's funerary mask. With Hakotep's *ib* and *ka* in their possession, the Sacrosanct Order had hoped to commune with Hakotep's soul to learn the secrets of Shory magic and technology. However, with the pieces of Hakotep's soul separated, bound in physical objects, and unable to rejoin together in the afterlife, the priests discovered they were unable to communicate with the deceased pharaoh. The two pieces of the Sky Pharaoh's soul did, however, empower the objects that contained them, creating two powerful magic items: the *heart of Hakotep* and the *mask of the Forgotten Pharaoh*.

Hakotep's successor, Djederet II, himself a priest of Nethys, learned of the sect's activities when he took the throne. Scandalized by the desecration of his predecessor's tomb by the Sacrosanct Order, Djederet hid away Hakotep's heart and mask to keep the order's misdeeds secret and to keep the pieces of Hakotep's soul apart so he could not return from death to take his revenge on those who had violated his body and soul. Hakotep's heart was taken to Sothis, while his death mask was hidden away in a temple to Nethys called the Sanctum of the Erudite Eye in the newly founded city of Wati. To prevent Hakotep's heart and mask from ever being found and reunited, Djederet purged all written records of these events, and as the centuries passed, knowledge of Hakotep, his reign, and the locations of these stolen relics have been mostly forgotten.

Over 4,000 years later, the cult of Lamashtu unleashed a terrible disease called the Plague of Madness on the city of Wati. More than 60 percent of the city's population perished in the streets and in their homes, and Wati was virtually abandoned for over 450 years. In 2953 AR, the church of Pharamasma returned to Wati and established a new temple in the city's ruins called the Grand Mausoleum. Walling off much of the original city, the Pharasmins transformed the abandoned settlement into an enormous

necropolis, consecrating it in honor of the city's dead. Over the next 1,700 years, people returned to rebuild a new city adjacent to the old one, and today the living city of Wati is more than three times the size of the old city.

Seven years ago, Pharaoh Khemet III, the Ruby Prince, formally opened Osirion's ancient tombs and burial sites to foreign explorers. Khemet III understood that adventurers who've traveled great distances in search of treasure typically do not return from whence they came to sell their discoveries. Instead, they typically sell or trade what they do not keep as quickly as possible at the closest civilized community with an economy strong enough to absorb an influx of valuable antiquities. The Ruby Prince's policy has attracted not only explorers to the desert nation of Osirion, but also countless scholars, private collectors, special interest groups such as the Pathfinder Society, and financial interests from all across the Inner Sea. A minor industry has sprung up just to support visiting explorers, and an even larger infrastructure has come into being to serve foreign investors and traders. Every opening of a major site has heralded an economic boom, for the local area and Osirion as a whole.

Unlike many of Osirion's tombs and graveyards, however, the necropolis of Wati has remained largely untouched, in no small part because of local taboos and the protection of the Grand Mausoleum's priests. But Khemet III has now ordered the local authorities and church of Pharamasma to open Wati's necropolis to exploration for the purpose of discovery, study, and economic stimulus. Neither the pharaoh nor the church of Pharamasma has any idea that the lost *mask of the Forgotten Pharaoh* lies hidden away in the necropolis, but a necromancer named Nebta-Khufre has learned of the artifact's existence, and has stolen it from the temple vault where it was housed.

But Nebta-Khufre is not the only newcomer to Wati with a secret interest in the Sanctum of the Erudite Eye. A band of adventurers called the Scorched Hand, all devout followers of Nethys, also seek the abandoned temple. Led by a Taldan woman named Velriana Hypaxes, the Scorched Hand believes that the temple is theirs to explore by right, and they plan to keep the secrets (and treasures) of the temple out of the hands of nonbelievers such as the PCs.

PART I: THE LOTTERY AND THE TOMB OF AKHENTEPI

The adventure begins in the city of Wati, where the Asp and Crook Rivers converge to form the River Sphinx in southeastern Osirion. Wati and its necropolis are detailed in the gazetteer beginning on page 62. The PCs should already be present in Wati and be acquainted with one another, with an interest in exploring the tombs of Wati's necropolis. With the necropolis opened by royal decree, the priests of the local temple of Pharamasma, the

MUMMY'S MASK

Grand Mausoleum, have been tasked with assigning sites ready for exploration to adventuring companies in a lottery. The adventure assumes that the PCs have already formed an adventuring party and have registered for this lottery with the priesthood of the Grand Mausoleum. Registering is not difficult; there are no background checks or special fees or requirements. A priest simply records the name of the group and the names of its members, and gives them a token that they should present when the group receives its first assignment at the lottery's opening ceremony.

OPENING CEREMONY

The lottery's opening ceremony takes place in the Sunburst Market in the center of the living city of Wati, between the Grand Mausoleum and Abadar's Sanctum of Silver and Gold. An array of other adventuring groups have assembled, and the ceremony has attracted throngs of local people as well as street vendors.

To set the scene and start the adventure, read or paraphrase the following to the PCs.

The bustling desert city of Wati is near bursting with excitement. Adventurers from every corner of the Inner Sea region have assembled here beneath the hot Osirian sun to explore the tombs of the city's necropolis, waiting only to be assigned their first sites for exploration. Surrounding the participants, the public has gathered to observe the ceremony as well. There is a festival-like quality in the air, and numerous street vendors are hawking goods and refreshments to participants and spectators alike. Some merchants have even brought what can only be considered adventuring gear to sell as last minute convenience items to explorers, while others advertise that they'll buy recovered treasures and antiquities from those who visit their establishments.

In front of the imposing edifice of the Grand Mausoleum, an immense awning has been erected between decorated pillars in the market to provide shade for the priests of Pharasma overseeing the lottery. Beneath the awning, two urns sit atop a table elevated a few feet above the ground on a wooden stage constructed for the event. The high priestess of the Grand Mausoleum, Sebti the Crocodile, sits behind the table, while two acolytes confer with her at either side.

Numerous adventuring groups stand in small clusters near the stage, made up of multiple nationalities and races. Most keep to themselves, but some teams engage in quiet conversation with other teams, mostly speculating about what they'll likely face in the necropolis.

The ceremony begins when the high priestess of the Grand Mausoleum, Sebti the Crocodile, rises to her feet and looks over the crowd. Sebti seems surprisingly young to hold such a distinguished position, but she has a confident air of authority. After calling for silence, she begins with an invocation to the Lady of Graves, followed by a brief history of the founding of the necropolis. This information on the necropolis's history can be found in the Wati gazetteer on page 62. Sebti concludes by saying the following.



SEBTI THE CROCODILE

“Let the lottery begin! Although many of you have requested specific sites to explore, we must leave these matters to fate. The Lady of Graves is a far better judge of destiny than we of this mortal sphere. The gates of the necropolis will open at sunrise tomorrow. Use this evening to prepare yourselves for the task ahead. Let these rules guide you in your endeavors in this holy place: remember how this came to pass, every slave's hut is a memorial, and honor the departed. May you go with the Lady's blessing.”

The priests of the Grand Mausoleum have decided on a lottery to distribute access to the tombs to make the process impartial and subject to the dictates of fate, in keeping with Pharasmin religious tenets. The church has mapped the necropolis and designated selected sites within it for exploration, dividing them into three pools, from the smallest and simplest of structures to the largest and potentially most complex. Each party of explorers is assigned three sites, one at a time, so that a group must complete its exploration of one site before gaining access to another.

This process wasn't intended to simply be arbitrary. The church also seeks to avoid conflict between groups within the necropolis, the neglect of smaller sites in favor of those that might contain more wealth, and bribery and backroom deals with local officials to gain access to specific structures researched in advance. The Grand Mausoleum is dedicated to remaining neutral throughout the entire affair.

After Sebti returns to her seat, the two acolytes accompanying her each draw a wooden token from one of the urns on the table. The first token identifies the adventuring group, matching the token that group received when it registered for the lottery. The second token determines which tomb is assigned to that group. A single representative of the chosen group is then summoned to the stage to present the token his group

THE HALF-DEAD CITY

received at registration to one of the acolytes. Once the group's identity has been confirmed, Sebti shows the representative the location of that group's first exploration site on a map of the entire necropolis. She also gives the representative a smaller, sketched map that shows the site's location in relation to the necropolis gates. Once a group has received its assignment, the process repeats with a new group.

When the name of the their group is called, the PCs should choose a representative to approach the stage and receive their assignment. Assuming the PCs follow the correct procedure, their first assignment is an actual tomb that predates the creation of the necropolis. Sebti does not encourage questions during this process, but she will answer a few questions if they are simple and direct. Once the PCs have their assignment, they are on their own until the following morning.

THE RULES

The priests of the Grand Mausoleum expect groups exploring sites within the necropolis to follow three basic rules, as mentioned by High Priestess Sebti the Crocodile in her speech during the opening ceremony.

Remember How This Came to Pass: The Plague of Madness was unleashed upon the city of Wati while religious authorities were engaged in infighting. This rule is a reminder that the necropolis remains a holy place, and those who engage in needless conflict and banditry are not only criminals, but accursed.

Every Slave's Hut Is a Memorial: Every structure within the necropolis is a testament to the people who lived and died in the city. Explorers must not desecrate or vandalize standing structures and tombs, but preserve them as the memorials they were intended to be. Some structures may be trapped or decrepit, but willful and unnecessary destruction will not be tolerated.

Honor the Departed: The dead should be treated with dignity and respect. If the interred need to be disturbed to recover an antiquity or relic, they should be returned to their resting places carefully. It is understood that the ancient dead are often brittle, but there is no need for the contents of a sarcophagus to be summarily dumped on the ground. This rule does not apply to the undead or other abominations.

Failure to comply with these rules can result in, but is not limited to, expulsion from the necropolis, a ban on continued exploration, seizure of recovered valuables, and arrest and prosecution by local authorities. In practice, the church's ability to enforce these rules is almost negligible. Most members of Wati's city guard have no desire to patrol the necropolis, even if summoned by a priest. The church does send experienced priests or members of its militant wing, the Voices of the Spire,

THE POLITICS OF TOMB ROBBING

PCs who worship Pharasma may question why the goddess's Osirian churches and temples have chosen to aid and abet what is essentially grave robbery on a national scale. The simple answer is they have not been given much choice, and they're not happy about it. Osirian tradition dictates that the material trappings of a tomb help to correctly identify a departed soul's station to Pharasma at the time of its judgment. This belief may not be metaphysically accurate, but it is nevertheless deeply ingrained in Osirian culture. Yet, from an ecclesiastical perspective, once a soul has been judged, its possessions from its former life play no role in whatever afterlife Pharasma assigns to it. In the eyes of the Ruby Prince, the ancient Osirian dead have already been judged and no longer require their grave goods. In the eyes of the church, however, this "licensed tomb raiding" sets a dangerous precedent and puts Pharasma's divine judgment on a mortal timetable.

Wisely deducing that the church of Pharasma was unlikely to directly defy him, Khemet III's response was to give the church a choice—it could either cooperate with the royal decree in exchange for limited authority over how the tombs are explored, or be overruled and have no say in the matter. Making the best of an untenable situation, the Pharasmins accept the pharaoh's offer to let them oversee the opening of the tombs and impose rules and guidelines upon explorers for the sake of propriety.

As a result, the Grand Mausoleum does not forbid PC worshipers of Pharasma from exploring the necropolis, but the priests do remind them that the goddess may hold them to a higher standard should they violate the rules, or witness such misdeeds and fail to act. Should a PC cleric or worshiper actually be a native of Wati, the local temple places her on adjunct status within the church to avoid any appearance of favoritism in the lottery.

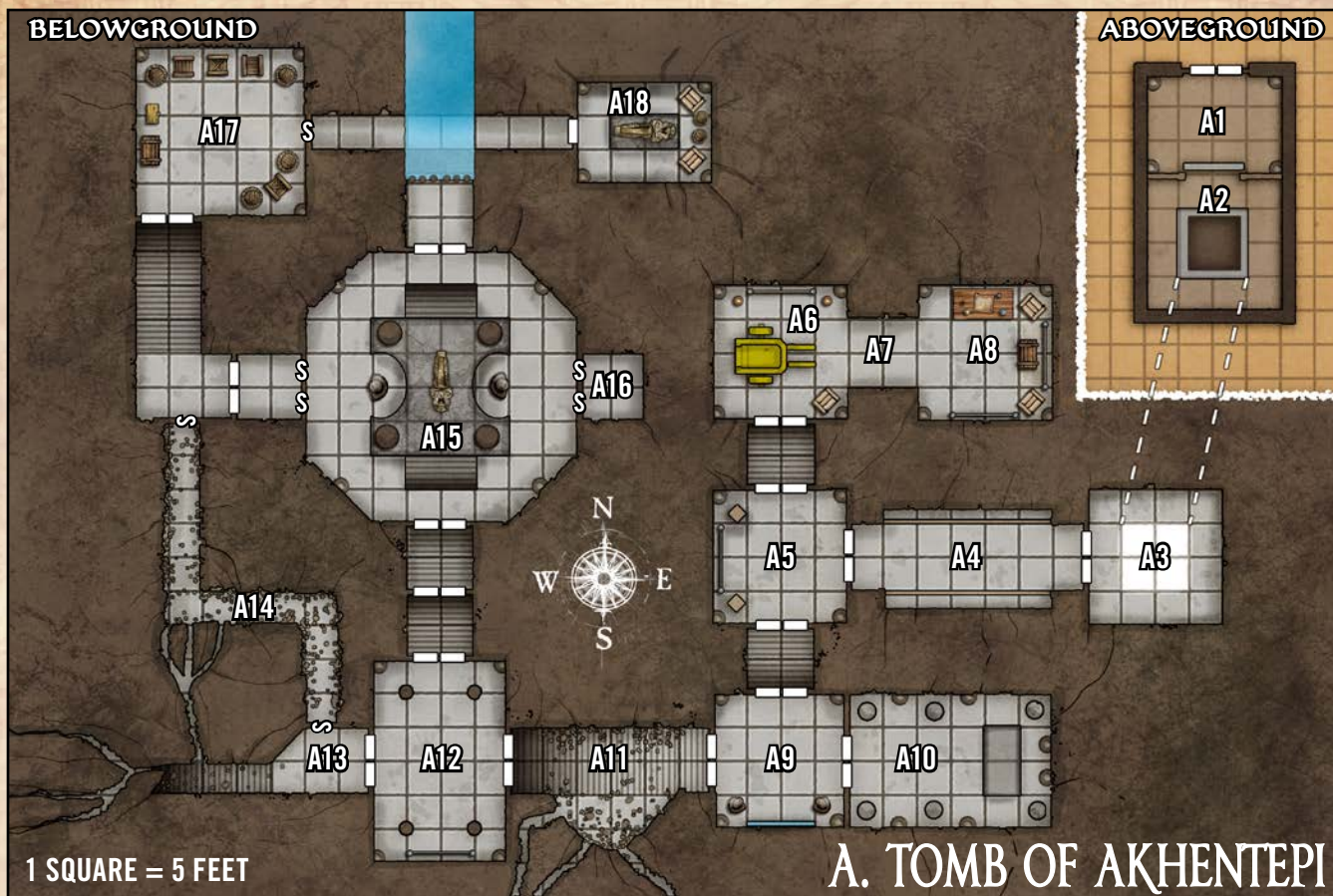


into the necropolis to make spot inspections, but it's too woefully understaffed relative to the number of adventuring companies roaming the necropolis for this to be a strong deterrent.

A. TOMB OF AKHENTEPI

The PCs can enter the necropolis as soon as the gates open the following morning. Their first assigned site is an actual tomb that predates the Plague of Madness, located in the city's original cemetery in the eastern section of the necropolis. The tomb's location is marked on the map of Wati on page 68. Using the sketched map given to them at the opening ceremony, the PCs should have no difficulty locating the site.

MUMMY'S MASK



A. TOMB OF AKHENTEPI

Read or paraphrase the following description when the PCs first arrive at the tomb.

A rectangular stone mausoleum sits alone in what appears to have once been an actual cemetery. The trunks of a few dead trees poke out of the sand around the tomb, and a hot breeze whistles through their desiccated branches. A set of massive stone double doors is affixed to the northern side of the structure, beneath a facade bearing the likeness of an Osirian man. Windblown sand is heaped around the crypt, partially burying the doors that lead within.

The name of the individual interred within the tomb, Akhentepi, is engraved upon the doors in Osiriani, along with the dates of his birth and death, indicating that the deceased was born in 2416 AR and died in 2488 AR, 11 years before the Plague of Madness decimated most of the city.

The doors are 10 feet tall and made of solid stone (hardness 8, hp 60, break DC 28), with no visible handles or hinges. A successful DC 10 Knowledge (engineering) check or DC 15 Perception check reveals that the doors are on concealed hinges and swing outward. There are also telltale traces of mortar along the seams and jamb that has since crumbled or been chipped away, indicating that

the doors were meant to be sealed permanently and not intended to be opened again. Succeeding at either check by 5 or more reveals signs of a crowbar or similar tool having been inserted between the doors at some point.

The doors swing outward, but they cannot be opened normally until the sand blocking them has been cleared away, which requires no more than an hour of sweaty labor. Once the sand has been cleared away, a successful DC 25 Strength check is required to open them. There are no exterior handles to grasp, or sections to push on for leverage. Using a tool such as a crowbar reduces the DC of the Strength check to 20, in addition to the bonus the tool provides on the check.

Once they're opened, it's apparent there are no handles on the inside of the doors either. Unless the PCs state otherwise, it is assumed that they leave the doors slightly ajar, which allows for the ghost scorpion encounter described in area A1.

Unless otherwise noted, ceilings within the tomb are 10 feet high and rooms are unlit.

A1. Tomb Antechamber (CR 1/2)

This rectangular room is empty save for some engravings and fixtures upon the walls, a pair of heavy stone doors to the north,

THE HALF-DEAD CITY

and an immense stone wheel against the south wall. The air is stale, and a layer of dust and sand covers the floor, lying in a thicker layer to the south. All four walls bear sunk-relief engravings and hieroglyphs, while small stone faces are affixed to the walls at about shoulder height in each corner. The stone wheel to the south is engraved with a large spiral and is set in stone tracks in the floor and ceiling.

The dust and sand in the room, as well as the stale air, indicate that nothing has entered this room for at least a few decades. The hieroglyphs on the walls are Ancient Osiriani and with the engravings, they describe the life of the tomb's enshrined occupant, Akhentepi, a celebrated military commander who presided over the troops garrisoned in Wati prior to the city's downfall. The hieroglyphs warn, "Akhentepi's tomb is well defended, and those who defile it tempt the wrath of the gods." An additional warning advises, "The only thing the Lady of Graves despises more than the grave robber is the unsuccessful grave robber," followed by a final admonishment to "turn back while you can."

A character who succeeds at a DC 10 Knowledge (religion) check identifies the spiral on the stone wheel as the symbol of Pharasma, and to recognize that two of the carved faces in the room's corners depict Pharasma. The other two faces require a successful DC 20 Knowledge (religion) check to recognize the likeness of Anubis, the ancient Osirian god of burials and mummification. Closer examination of the faces also reveals them to be decorative torch holders, such that when torches are placed within them, a corona of flame surrounds the deities' heads.

The stone wheel against the south wall is 10 feet in diameter and 6 inches wide, and weighs almost 5,700 pounds. The wheel can be rolled to either side along its track to reveal an approximately 5-foot-wide opening to area A2. Moving the wheel requires a total Strength score of 28; from the north, up to four characters can add their Strength scores together to move the wheel. From the south, the wheel's edges can't be reached for leverage. From the south, moving the wheel still requires a total Strength score of 28, but only two characters can attempt to do so at one time. Pitons hammered into the wheel can act as handles, allowing more characters to apply their Strength scores to moving the wheel. Alternatively, the wheel can be broken or knocked free of its tracks (hardness 8, hp 90, break DC 30). The wheel is far too heavy to roll back into a closed position by itself, but pitons or other similar tools can wedge it into either an open or closed position.

Creature: Once the exterior doors have been opened, a solitary ghost scorpion wanders into the mausoleum seeking a lair to nest in during the day. This encounter can take place at any time after the PCs enter the tomb, perhaps while they're moving the stone wheel or after

they have entered area A2. The scorpion instinctively uses Stealth in an attempt to attack a target by surprise, and fights to the death.

GHOST SCORPION

CR 1/2

XP 200

hp 13 (*Pathfinder RPG Bestiary 3 237*)

A2. Upper Shaft Room

This square room is starkly devoid of any markings or adornment. In the center of the chamber's floor, a square shaft drops straight down into darkness. A faint musty odor rises from the pit. A single piton has been hammered into the stone floor by the northeast corner of the pit, and a dusty length of rope dangles from the piton into the darkness of the shaft.

The shaft is 10 feet square and an example of superior masonry, deliberately constructed to be difficult to climb—a successful DC 25 Climb check is needed to ascend or descend. The shaft drops 60 feet down to the floor of a chamber below (area A3). The rope extends only 5 feet into the shaft before ending, having been cut at that point. The rope is thoroughly rotted and crumbles if handled.

A3. Lower Shaft Room

Mirrored images of a warrior in side profile, facing inward, are carved on an ornate pair of stone doors in the west wall of this square room. The figure is depicted wearing padded armor, with a scarab-shaped shield on the arm facing the viewer, and a raised khopesh held aloft in the other. A crumpled humanoid body lies directly in front of the doors. A hint of decay hangs in the air, and a dried stain mars the stone floor under the body. A square shaft in the ceiling leads straight up into darkness.

From this perspective, the purpose of the shaft rooms becomes evident—they're deathtraps without a mechanism. Creatures that descend the shaft without a reliable means to climb back out are effectively trapped, permanently. The opening in the center of the ceiling is 10 feet up with no adjoining walls, making it next to impossible to climb back out without a well-secured rope at the top of the shaft, flight, or magic. The shaft climbs 50 feet up to area A2.

The carvings on the doors depict Akhentepi as a younger man. The doors are unsecured, though heavy, and can be pushed open with a successful DC 10 Strength check.

The body in front of the doors is mostly skeletal, with a thin layer of desiccated tissue. A PC who investigates the corpse and succeeds at a DC 12 Heal check can identify the body as that of a male human or half-elf who obviously died

MUMMY'S MASK

ANCIENT OSIRIAN HIEROGLYPHS

Ancient Osiriani and the modern Osiriani tongue are two separate, but very closely connected, languages. Ancient Osiriani is the direct precursor to modern Osiriani, differing mainly in its simpler vocabulary and the number and complexity of its hieroglyphs. The change from Ancient Osiriani to modern Osiriani took place gradually, primarily during the Keleshite Interregnum of 1532 to 4609 AR, when Qadiran satraps and Keleshite sultans ruled Osirion. These foreign rulers deliberately attempted to transform Osirian culture by imposing Keleshite traditions on the people of Osirion, which over time resulted in the loss of much of Osirion's history and customs, including the Ancient Osiriani language. Although speakers of Ancient Osiriani can make themselves understood in modern Osiriani (albeit with a noticeably archaic accent), the same cannot be said of modern Osiriani speakers communicating in Ancient Osiriani.

In the tombs of Wati's necropolis (and other ancient Osirian sites), all mentions of "hieroglyphs" refer to the Ancient Osiriani language. Contemporary Osiriani uses much simpler hieroglyphs, and a speaker of modern Osiriani cannot automatically read Ancient Osiriani hieroglyphs. However, because of the similarities between the two languages, a speaker of modern Osiriani can decipher Ancient Osiriani hieroglyphs with a successful DC 20 Linguistics check. A character who knows neither modern nor Ancient Osiriani must succeed at a DC 30 Linguistics check to decipher Ancient Osiriani hieroglyphs.



down here. Both of the body's legs are broken from a fall from a great height, and the unfortunate man apparently crawled to the doors before he expired.

Treasure: The corpse's gear has suffered decades of rot and rust and is mostly unusable, though a thorough search yields a couple of metal pitons and a usable hammer, as well as two vials of alchemist's fire that have remained miraculously unbroken.

A4. Trapped Corridor (CR 2)

The walls of this ten-foot-wide corridor feature bas-relief carvings of great battles. Armies with spears and shields clash at the direction of generals, while other leaders direct troops from chariots that are ruthlessly overrunning their enemies. Engraved stone double doors stand at either end of the hallway.

The engravings on the insides of both sets of doors resemble those in area A3, except that Akhentepi is

depicted as an older man riding in a chariot. He carries the same scarab shield, but his other arm points at his own reflected depiction on the opposite door. The doors are unlocked and can be opened with successful DC 10 Strength checks.

Trap: This hallway is trapped, triggered by a 5-foot-by-10-foot pressure plate on the floor in front of the western doors. Once activated, the trap fires a volley of darts from concealed holes down the length of the hallway. The trap contains enough darts for 10 volleys, and has never been fired to date.

CORRIDOR DART TRAP

CR 2
XP 600
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** automatic (immediate, maximum 10 times)

Effect Atk +12 ranged (1d8+1/x3); multiple targets (all targets in area A4)

A5. Foyer

A faded tapestry hangs on a wooden frame on the western wall of this chamber. Faded and delicate, the tapestry depicts a middle-aged man, accompanied by a woman and two children, with a small estate in the background. To either side of the tapestry are two small pedestals, upon which sit two dead and preserved animals. Stone double doors exit the chamber to the north, south, and east.

The tapestry is a portrait of Akhentepi, his wife, and two children, depicted standing before their family home. Characters who study the tapestry and succeed at a DC 10 Linguistics check can discern several symbols and hieroglyphs that suggest that Akhentepi's family befell some tragedy, possibly murder or sickness, and he was left widowed. A PC who succeeds at a DC 15 Knowledge (local) check can infer that the family is probably interred somewhere else and that this tomb was prepared much later, after Akhentepi's continued successful military career.

The animals on the pedestal are mummified cats, Akhentepi's former pets. They were strangled and then mummified so they could accompany their owner to the Boneyard and his soul's final destination.

The north and south doors open without difficulty onto short stairways that descend to additional sets of doors.

A6. Chariot Chamber (CR 1)

A brightly painted chariot sits in the center of this chamber. Beyond the chariot, a large canvas stretches between two stone columns. The skins of several animals—antelopes, great cats,

THE HALF-DEAD CITY

and crocodiles—now faded and deteriorated with age, are tacked to this canvas. A wooden chest, lacquered white and trimmed with gold inlay, sits in the southeast corner. In each corner of the room a small stone shield is molded into the masonry at shoulder height. An open hallway leads to the east, and a set of stone double doors leads south.

The chariot is a light chariot, one of Akhentepi's favorite possessions from his younger days. It was fully restored and painted outside of the tomb, then disassembled, brought here piece by piece, and reassembled in this chamber. Time has still taken a toll on the chariot, such that using it as a vehicle would be dubious at best (though a *make whole* spell would fully restore it). The animal skins are trophies from Akhentepi's hunting expeditions, and have no real value, having suffered the ravages of time. The shield devices in each of the corners are torch holders.

Trap: The chest in the southeast corner is locked (hardness 5, hp 15, break DC 23, Disable Device DC 20) and trapped, such that a razor-sharp, envenomed blade slices into the hand of a would-be thief who attempts to pick it. Breaking open the chest with physical force avoids the trap, but doing so shatters the potion vials inside and ruins the value of the chest itself (see Treasure, below).

POISON BLADE TRAP

CR 1
XP 400
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +10 melee (1d4+1/19–20 plus greenblood oil)

Treasure: The chest is beautiful, and if undamaged, is worth 200 gp as an art piece (including the trap, which can be reset). The chest contains two *potions of cure light wounds* and one *potion of darkvision*. Also inside the chest are two books with thin, gold-plated metal sheets for pages. The first is a brief biography of Akhentepi, and the second is a list and description of the various military campaigns conducted by the nation of Osirion between 2350 and 2450 AR. Each book weighs 25 pounds and is worth 300 gp.

The chariot can also be considered an art piece or antiquity, but it must be disassembled, moved, and put back together, requiring a successful DC 15 Craft (carpentry) or Profession (driver) check. If successfully removed from the tomb and reconstructed, the chariot is worth 100 gp, or 150 gp if restored.

A7. Hall of Judgment

Four funerary masks hang on one wall of this short hallway, staring down as if in judgment at anyone standing in the corridor.

While these masks might appear to be some form of trap, they are simply decorations. From west to east, the masks depict the gods Pharasma, Abadar, Sekhmet, and Osiris. The first two gods can be identified with a successful DC 10 Knowledge (religion) check. Identifying the last two masks requires a successful DC 20 Knowledge (religion) check to identify—they are the ancient Osirian goddess of war and god of the afterlife, respectively.

Treasure: Each mask is gold-plated and worth 75 gp.

A8. Trophy Room (CR 2)

A table displaying a three-dimensional diorama occupies much of the north side of this room. Three shields with different designs are displayed upon a rack against the east wall, while various weapons hang from another rack along the south wall. Arrayed around the room are five small chests and a clay urn.

With a sculpted landscape and tiny stone and wooden statues, the diorama depicts an ancient battle between the city of Wati and an unidentified enemy. The rack to the east proudly displays three shields. The shield on the right is a light wooden shield identical to the shields carried by the soldiers in the diorama. It bears Ancient Osiriani hieroglyphs that spell the name “Akhentepi,” marking those soldiers as under the command of Akhentepi. The light wooden shield on the left does not appear to be Osirian in origin, and a PC who makes a successful DC 12 Knowledge (geography) check can determine that it is similar in style to those used by tribes in the Mwangi Expanse far to the south. The center shield is unusual in that it is a light steel shield shaped like a scarab; it matches the one borne by Akhentepi in the engravings on the doors in areas **A3** and **A4**. The rack on the south wall holds a composite shortbow, a khopesh^{UE}, and a spear—all of which belonged to Akhentepi.

Creatures: Three tiny wooden dolls in the diorama have been animated to serve as tomb guardians. As soon as any creature larger than Tiny enters the room, they spring to life and clamber down the diorama to attack. The dolls attack relentlessly and fight until destroyed. They pursue foes as far as area **A6**, but no farther.

WARRIOR DOLLS (3)

CR 1/2
XP 200 each

 Animated object (*Pathfinder RPG Bestiary* 14)

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** –5

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 5 each (1d10)

Fort +0, **Ref** +2, **Will** –5

Defensive Abilities hardness 5; **Immune** construct traits

MUMMY'S MASK

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +3 (1d3)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 10, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 11

SQ Construction Points (additional attack, strong), flaws (flammable)

SPECIAL ABILITIES

Flammable (Ex, +1 CP) The object gains vulnerability to fire.

Strong (Ex, 1 CP) The object is unusually strong for its size, gaining a +4 bonus to its Strength.

Treasure: Most of the arms and armor on the racks are mundane items, but Akhentepi's khopesh and spear are both masterwork weapons. The composite shortbow is still serviceable, but its string has deteriorated, and must be replaced before the weapon can be used. The scarab-shaped steel shield is a magic *scarab shield* (see page 61).



WARRIOR DOLL

The chests are of good craftsmanship but less ornate than the one found in area A6. None of the chests are locked or trapped, but each has been sealed with wax. They contain a sack with a 100 gp and 42 sp, and several scroll tubes holding papyrus records, private memos, expense ledgers, speeches, and private correspondence. Among the papers are discussions regarding the unfinished tomb of Akhentepi's mistress (area A13). There is little else of interest in the papers, but to a collector or Osirionologist, these documents are worth 250 gp total if undamaged.

The clay urn is also sealed with wax and contains nard, an expensive, oily perfume, worth 75 gp.

A9. Chamber of Reflection

A massive mirror stretches across the southern wall of this chamber, flanked by two statues. The statue to the east depicts a tall, gaunt woman in a flowing, hooded gown, holding an hourglass. The figure to the west is that of a jackal-headed man carrying a scepter or staff in his hand. Stone double doors, standing slightly ajar, lead to the east and west. A third set of double doors exits the room to the north. Torch holders sculpted in the shape of bird skulls are built in each corner, and a thin layer of dust covers every surface.

Any humanoid creature who peers into the mirror sees itself (and any other visible humanoids) reflected back—along with the likeness of Akhentepi as depicted elsewhere throughout the tomb: a human man with bronzed skin in his forties, wearing white ceremonial robes and a headdress.

The reflected images always appear stern and disapproving, regardless of a creature's actual facial expression. The mirror has a faint illusion and transmutation aura. If a creature looks at its reflection for more than 3 rounds or touches the mirror, it must succeed at a DC 10 Fortitude save or take 1 point of damage as Ancient Osiriani hieroglyphs spelling the word "thief" are etched into the creature's forehead. The hieroglyphs remain for 5 days and function as the *brand* spell (*Pathfinder RPG Advanced Player's Guide* 207). Such mirrors were devised to encourage would-be thieves to empathize with those whose tombs they were desecrating. Feel free to play out the ramifications of this event with any PCs that are so branded. Certainly the priests of the Grand Mausoleum would react unfavorably toward such a character, though they can be convinced that the character did nothing wrong if the PCs give a truthful account of their encounter with the mirror (and succeed at a Diplomacy check).

Characters who seek to identify the statues can attempt a Knowledge (religion) check. A result of 10 or higher is enough for a character to identify the eastern statue as the goddess Pharasma, while with a result of 20 or higher,

THE HALF-DEAD CITY

a character identifies the western statue as Anubis, the ancient Osirian god of burials and tombs.

A successful DC 15 Survival check turns up evidence of tracks in the dust between the east and west doors. A result of 20 or higher on the check identifies the tracks as those of animals with the vermin type.

A10. Preparation Chamber (CR 3)

Pillars line the walls of this rectangular chamber, interspersed with stone jackal heads extending from the walls. A stone altar, covered in a layer of dust, sits at the eastern end of the room. To the west, a set of stone double doors stands slightly ajar.

Akhentepi's body was embalmed (along with those of his cats and slaves who were buried in the tomb with him), and the final mummification rites and interment rituals were performed in this chamber. From here, the bodies were carried to their respective resting places before the tomb was sealed. The altar is dedicated to the ancient Osirian god Anubis, patron of embalmers and guardian of tombs, and the funerary masks on the walls depict him—a character who succeeds at a DC 20 Knowledge (religion) check recognizes his image. The masks also function as torch holders, and their eyes glow when a light source is placed within them.

A PC who makes a successful DC 15 Survival check finds tracks in the dust on the floor similar to those described in area A9.

Creatures: Giant solifugids entered the tomb through the insect tunnels in area A11, and a pair now nests in here, preying upon the mining beetles that also roam this section of the complex. The solifugids' nest is behind the altar, and any nearby noise or movement sends them scuttling out to attack.

GIANT SOLIFUGIDS (2) CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary 2* 253)

A11. Broken Stairs (CR 2)

A flight of steps gradually descends to the west down this passage. Halfway down the stairs, small holes and burrowed tunnels riddle what remains of the passage's southern wall. Earth and sand have spilled over the collapsed masonry, covering the stairs with dirt and rubble. Stone doors engraved with a golden scarab, its wings open beneath a golden sun, stand at either end of the stairs. One of the eastern doors is slightly ajar.

Mining beetles broke through the southern wall here long ago, and other vermin—such as the giant solifugids

in area A10—followed them to infest the tomb. The central 10-foot-square portion of the stairs is considered difficult terrain because of the sand and rubble there.

Creature: The staircase is currently the territory of a sandling, an elemental creature of loose earth and sand. In its natural form, a sandling resembles a pile of sand, but it can coalesce into a serpentine form at will. The sandling lies in its natural form in the 10-foot-square in the center of the ruined staircase. It hides in the sand and is very difficult to see, but PCs who actively study the ground can attempt a Perception check opposed by the sandling's Stealth check to notice the creature. If undetected, the sandling waits until a creature attempts to cross over it, then rears up in its serpentine form to attack by surprise. As a creature of elemental earth, the sandling can burrow through solid rock, leaving no hole behind it. It does not pursue threats past areas A9 or A12 unless significantly provoked. The sandling flees into the earth if reduced to 4 hit points or fewer.

SANDLING CR 2

XP 600

Tome of Horrors Complete 522

N Large outsider (earth, elemental, extraplanar)

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +9

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 19 (3d10+3)

Fort +4, **Ref** +2, **Will** +3

DR 5/bludgeoning; **Immune** elemental traits

Weaknesses vulnerable to water

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +5 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 4, **Wis** 10, **Cha** 11

Base Atk +3; **CMB** +7; **CMD** 18 (can't be tripped)

Feats Power Attack, Skill Focus (Perception)

Skills Knowledge (planes) +3, Perception +9, Stealth +3 (+7 in earth or sand); **Racial Modifiers** +4 Stealth in earth or sand

Languages Terran

SPECIAL ABILITIES

Vulnerable to Water (Ex) For every 2 gallons of water that hit a sandling, it is slowed (as the *slow* spell) for 1 round (no save).

A12. Hall of the Soul's Crossing

A tapestry hangs from a frame against the south wall of this large chamber; it depicts an otherworldly vista where the souls of the dead, shepherded by strange beings, enter an ethereal river ambling through space toward a landscape dominated

MUMMY'S MASK

by an impossibly tall spire. Columns sculpted in the shape of Osirian warriors wielding khopeshes stand in all four corners of the room. The floor is tiled in a white spiral pattern on a black background, and this spiral pattern is repeated on the stone double doors to the north, east, and west.

This room serves as a transition from the outer tomb chambers to Akhentepi's final resting place. The northern and western doors are locked (hardness 8, hp 60, break DC 28, Disable Device DC 20).

A13. Unfinished Wing (CR 1)

This short hallway narrows sharply to the west, descending to set of stairs that abruptly ends at a rough rock wall.

After the death of his family, Akhentepi took a mistress whom he planned to eventually marry. Preparations for a secondary tomb for her were begun here. When Akhentepi died unexpectedly, no financial provisions had yet been made to continue excavating her tomb. Further construction on his mistress's crypt was abandoned, and the tomb was sealed in its current state once Akhentepi's interment was complete. This information can be ascertained with a successful DC 12 Linguistics check made while carefully studying the scrolls found in area A8.

The finished north wall of the passage contains a one-way secret door. A successful DC 20 Perception check is required to locate the door to area A14, but it was specifically designed not to be opened from this side, and has no accessible hinges or lock mechanism. A *knock* spell will open the door, however, or it can be battered down (hardness 8, hp 60, break DC 28).

The area at the foot of the stairs was never excavated, though a few small tunnels pockmark the stone. These tunnels are inaccessible without a burrow speed.

Creatures: Two mining beetles nest just inside the tunnels at the base of the staircase. Preyed upon by the giant solifugids, the beetles are aggressive and attack anything descending the steps. The mining beetles fight to the death.

MINING BEETLES (2)

CR 1/2

XP 200 each

Advanced fire beetle (*Pathfinder RPG Bestiary* 33, 294)

hp 6 each

Speed 30 ft., burrow 20 ft.

A14. Secret Passage (CR 1)

In contrast to the rest of the tomb, this rough earthen passage is not lined with masonry. At various points along the tunnel, sections of the walls have crumbled, as if something had dug small tunnels in the walls that subsequently collapsed.

This secret passage was constructed so the priests who interred Akhentepi in his burial chamber could bypass the false tomb (area A15). At the time of his death, Akhentepi was a significant military figure in Wati, but not so important that the architects and workers who constructed his tomb were executed to keep its secrets. They were instead sworn to secrecy, and their last duties were to set the tomb's traps, lock doors, destroy the keys, and seal the mausoleum.

The secret doors to areas A13 and A17 are easily noticeable from inside the passage. A handle on the southern door allows it to be opened from the inside, but it shuts

MINING BEETLE



THE HALF-DEAD CITY

itself if left unattended for 2 rounds, whereupon it cannot be opened from the other side. The northern secret door can be opened from either side, but it is locked (hardness 8, hp 60, break DC 28, Disable Device DC 20); from the north, a successful DC 20 Perception check is required to detect this door.

Creatures: Two mining beetles dwell in this passage and attack if disturbed. The passage's earthen walls are soft enough for the beetles to burrow through, and while they're too mindless for true tactics, one beetle will burrow through the walls to flank with the other if they're unable to attack creatures in the tunnel.

MINING BEETLES (2)

CR 1/2

XP 200 each

Advanced fire beetle (*Pathfinder RPG Bestiary* 33, 294)

hp 6 each

Speed 30 ft., burrow 20 ft.

A15. False Burial Chamber (CR 4)

The center of this large octagonal room is a raised square platform a few inches above the floor, with a stone pillar at each corner. A gold-trimmed sarcophagus sits in the center of the platform, flanked by two statues of humanoid beings with canine heads, each of which holds an ankh in one of its crossed arms. Stone double doors exit the room to the north and south.

Although this chamber appears to be the actual tomb of Akhentepi, it is in fact a false burial chamber, designed to trap and kill grave robbers before they find Akhentepi's true resting place. The statues depict the ancient Osirian god Anubis, which characters recognize with a successful DC 20 Knowledge (religion) check.

The northern doors appear to be stuck closed (hardness 8, hp 60, break DC 28), and opening them automatically triggers the room's trap (see Trap, below).

Secret double doors stand in the east and west walls, and can be found with successful DC 20 Perception checks. The western secret doors lead to Akhentepi's real burial chamber and chamber of grave goods, and they require a successful DC 20 Disable Device check to unlock. The eastern secret doors are unlocked.

Creature: The sarcophagus on the center platform is an animated object, programmed to activate once the room's trap is triggered (see Trap, below). The sarcophagus also animates if anyone attempts to open it, whether or not the trap has been triggered. The purpose of the sarcophagus is to kill or occupy thieves as they struggle to escape the trap, and it attempts to bite, swallow, and suffocate the closest opponent while attacking other intruders with its slam. The sarcophagus fights until destroyed.

FALSE SARCOPHAGUS

CR 3

XP 800

Animated object (*Pathfinder RPG Bestiary* 14)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +1, **Will** -4

Defensive Abilities hardness 5; **Immune** construct traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee bite +5 (1d6+2 plus grab), slam +5 (1d6+2)

Special Attacks swallow whole (suffocation damage, AC 12, hardness 5, 3 hp)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 15 (can't be tripped)

SQ Construction Points (additional natural attack [bite], grab, swallow whole), flaws (brittle, slower)

SPECIAL ABILITIES

Brittle (Ex, +1 CP) The object gains vulnerability to cold.

Slower (Ex, +1 CP) The object's speed is reduced to 20 feet.

Swallow Whole (Ex, 2 CP) The object gains the swallow whole special attack, and can swallow Medium or smaller creatures (the object must have a bite attack before it can take this ability). A creature does not take damage within the sarcophagus, but there is only enough air inside to last for 3 rounds. At the end of the third round, the trapped creature must hold its breath or risk suffocation. A creature that attempts to cut its way out of the sarcophagus with a weapon must be able to penetrate the sarcophagus's hardness (hardness 5). The sarcophagus can swallow only one creature at any one time.

Trap: The architects of Akhentepi's tomb built this chamber as a deathtrap. The trap is triggered when a creature steps on the platform in the center of the room or in the 5-foot-by-10-foot space in front of the western secret double doors. The architects did install a bypass switch to deactivate the trap, located in the torch holder on the southwest wall of the room. Locating the switch requires a successful DC 25 Perception check—if the torch holder is pulled straight down, it locks the pressure plates and deactivates the trap. If not bypassed, the trap must run completely through its cycle once triggered.

Once the trap is activated, the southern and western doors slam shut (if open) and an internal bar slides into place, effectively sealing the doors until the trap has run its course (hardness 8, hp 60, break DC 30). Any creature standing adjacent to either set of doors can jump to either side of the doorway with a successful DC 15 Reflex save. On

MUMMY'S MASK

a failed save, the creature is knocked prone in the square it started in. At the same time, bolts of electricity arc between the pillars on the central platform, striking anyone standing atop the platform. One round later, the northern doors burst open. Any creature standing adjacent to them must succeed at a DC 15 Reflex save or be knocked prone. With the northern doors open, a torrent of water rushes from a large grate in a small chamber behind the doors to fill the room, fed by a subterranean aqueduct supplied by the River Sphinx.

The trap was designed so that the chamber would quickly fill with water and drown any would-be thieves. Fortunately for the PCs, the trap has never been triggered before, and after over 2,000 years, it has developed a serious malfunction. The doors still close and the electricity arcs still function, but the aqueduct no longer sends the full force of the River Sphinx into the room, and the water now fills the room to a depth of only 2 feet—more an inconvenience than certain death.

Of course, the PCs are unlikely to realize this at first, so after the trap's electricity arcs are activated, you should have the PCs roll initiative, along with the false sarcophagus, which animates on its turn to attack the nearest intruder. At the top of the initiative order on the first round after the trap activates, the northern doors open and water begins pouring into the room. At the beginning of the second round, the water reaches a depth of 6 inches, but does not affect combat. At the beginning of the third round, the water rises to 12 inches deep. It now costs 2 squares of movement to enter a water-filled square, and the DC of Acrobatics checks in the room increases by 2. At the beginning of the third round, the water rises to 18 inches, and by the fourth round, the water reaches a depth of 2 feet. There is little danger of drowning, even for Small creatures, but smaller creatures such as animal companions or familiars might require assistance, and any PC who falls unconscious into the water will require immediate aid to avoid drowning.

The PCs can push the northern doors closed with a successful DC 25 Strength check to stall the rise of the water, but the doors can be held shut for only a single round before the water pressure becomes too great and they burst back open. As before, any creature standing adjacent to them must succeed at a DC 15 Reflex save or be knocked prone, and the water continues to rise as described above.

Although the flow of water stops after 4 rounds, the water remains in the room for another 20 rounds—enough time, the architects believed, to kill any thieves, provided the chamber was completely filled with water. After 24 rounds, water starts to drain from the chamber through a “rubble drain” of loose gravel built around and underneath the room. The water subsides at the rate of 6 inches per round, and once the water has completely drained away,

the locking bars inside the western and southern doors retract and the northern doors close. Although originally designed to reset automatically, the trap can be triggered only once, thanks to the malfunction.

MALFUNCTIONING DEATHTRAP

CR 2

XP 400

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none; **Bypass** hidden switch (Perception DC 25)

Initial Effect electricity arcs (2d6 electricity damage, Reflex DC 15 half); multiple targets (all targets on the center platform); **Secondary Effect** liquid (water fills room to depth of 2 feet over 4 rounds); never miss; onset delay (1 round); duration 24 rounds; multiple targets (all targets in the room)

Treasure: There is no significant treasure in this chamber, but the false sarcophagus is trimmed with gold leaf to entice grave robbers. A PC can salvage gold leaf worth 50 gp with 30 minutes of concerted effort.

Story Award: If the PCs successfully bypass or disable the trap and avoid animating the sarcophagus, award them full XP for both the trap and the sarcophagus, as if they had defeated the sarcophagus in combat.

A16. Slave Burial Chamber

This small room is filled with human-shaped bundles wrapped in linen. Each wears a small medallion around its neck.

The dozen slaves who worked on the tomb were buried in this chamber, having been killed to protect the tomb's secrets when it was completed. The slaves were mummified and interred here with all of the proper funerary rites to ward off curses and to ensure that the slaves' souls would travel to the Boneyard and not be unjustly denied whatever afterlife they had earned. The medallions around their necks are small wooden holy symbols marked with Pharasma's spiral.

The doors to this room are watertight, but if they're opened while area **A15** is flooded, the mummies here spill out into the 4 squares just outside the doors and bob around in the water. While unnerving, the mummies are harmless, though it costs 3 squares of movement to enter any of the squares in which they float.

A17. Chamber of Grave Goods (CR 3)

This room holds several neatly arrayed chests, boxes, and urns. The dust of centuries covers every surface. The only exit is a set of stone double doors to the south.

THE HALF-DEAD CITY

Akhentepi's grave goods were placed in this chamber, in keeping with the Osirian cultural belief that his soul would have access to those items in the Boneyard while he awaited final judgment. A secret door in the eastern wall (Perception DC 20 to locate) leads to Akhentepi's true burial chamber.

Trap: A magic trap has been placed upon the secret door in a final effort to prevent access to Akhentepi's resting place. Touching or attempting to open the door activates the trap, which summons a swarm of flesh-eating cockroaches into the 10-foot square just outside the door.

SUMMON SWARM TRAP

CR 3
XP 800
Type magic; **Perception** DC 22; **Disable Device** DC 22

EFFECTS

Trigger touch (*alarm*); **Reset** none

Effect spell effect (*summon swarm*, summons cockroach swarm [*Pathfinder RPG Bestiary* 2 58] for 2 rounds)

Treasure: None of the chests and boxes in the room are locked, as the items within them were the most personal to Akhentepi, and his soul might want to have immediate access to them. Most of the goods in the chests, such as once-fine clothing and sealed jars of food, no longer have any value after the passage of centuries, but among the spoiled and ruined grave goods are several salvageable items of value, including two vials of *silversheen*, a masterwork longbow, 10 cold iron arrows, a gold scarab clasp worth 50 gp, an onyx and silver holy symbol of Pharasma worth 100 gp, a silver hand mirror worth 35 gp, and a wax-sealed clay urn of nard worth 75 gp.

A18. Akhentepi's Burial Chamber (CR 2)

A sarcophagus covered in gold leaf rests on a raised stone platform in the center of this chamber. The casket's cover is carved the likeness of an adult man with his arms crossed over his chest, and covered in thick coat of dust. Two ornate chests sit beyond the dais in the northeast and southeast corners, and between them stand two large funerary urns. The sole exit is a door to the west.

The mummified body of Akhentepi is interred in this room along with many of his riches. The door to the chamber is unlocked and free of traps, as are the two well-constructed, though dusty, chests beside the dais. The urns are made of bronze and appear to have once contained leaves or incense, but now hold nothing more than ashes and dust.

Creature: An iron cobra lurks behind the stone dais and sarcophagus. The construct is programmed to hide and

EXPLORING SITES IN THE NECROPOLIS

After the PCs have explored one of their assigned sites (such as the Tomb of Akhentepi), they should report back to the Grand Mausoleum to receive their next site assignment. The priests at the temple ask the PCs about their general impressions of the site and whether they feel they explored it fully. This questioning is not accusatory or judgmental, nor is it some sort of test. If the PCs answer openly and appear to have made a good faith effort in exploring a site, the priests assign them their next site to explore.

The Pharasmians are always keen to know who was actually interred (or even lived) at a site, and are eager to learn any historical information the PCs were able to glean, which the priests add to their own records and maps of the necropolis. If the PCs take notes, draw maps, or create reports for the temple, feel free to have the priests reward them for their efforts. Suggested rewards include extra experience points (in the form of story awards), monetary awards (up to 100 gp to the group as a whole for a detailed report with map), discounts on magic items for purchase, or free low-level spellcasting on the PCs' behalf.



strike at intruders by surprise. Since none have entered the room since the cobra was placed here, its poison reservoirs are full. The cobra attacks relentlessly until destroyed, pursuing intruders throughout the tomb as necessary.

IRON COBRA

CR 2
XP 600
hp 15 (*Pathfinder RPG Bestiary* 182)

Treasure: The gold leaf decorating the sarcophagus is worth a total of 100 gp, if enough time is spent to salvage all of it. Inside the sarcophagus, Akhentepi's mummified corpse wears an exquisitely crafted gold funerary mask worth 500 gp. One of the chests contains *Akhentepi's armor* (see page 60), the magic suit of padded armor he wore in life. The other chest holds a disintegrating cloth sack filled with 500 gp, as well as a small, well-preserved darkwood coffer worth 50 gp. Inside the coffer is a *potion of darkvision*, a *potion of lesser restoration*, an ornate lapis and carnelian pendant worth 70 gp, and an assortment of carnelian, lapis lazuli, and turquoise semiprecious stones worth a total of 55 gp.

Story Award: By the time the PCs reach this chamber, they should have effectively explored all of Akhentepi's tomb. Award them an additional 800 XP for accomplishing this task.

MUMMY'S MASK

MEETING THE COMPETITION

Once the PCs have explored the Tomb of Akhentepi, they should have the opportunity to recover from their first foray into the necropolis, sell any treasures they recovered, and make any necessary purchases for their next exploration. On the first night after the opening of the necropolis, several of the adventuring groups exploring the necropolis gather together in an inn called the Tooth & Hookah to share stories, boast of their exploits, and show off the riches they found. If the PCs take more than 1 day to explore the Tomb of Akhentepi, this event occurs on the first night when they return to the living city.

If the PCs are staying at the Tooth & Hookah, they automatically hear about the gathering. Otherwise, there should be some other reason for them to attend the meeting—perhaps they hear a rumor that another group that will be present has some information on the lottery or the distribution of exploration sites, or maybe they learn that one of the merchants staying in the inn would be particularly interested in purchasing one of the items they brought out of the Tomb of Akhentepi. If nothing else, the PCs should be interested in meeting some of their competitors and boasting of their own deeds in front of their peers.

This is a roleplaying encounter, designed to highlight the fact that the PCs are not the only ones involved in the opening of the necropolis, and to give them a chance to interact with other adventurers, including a rival group that the PCs will encounter later in the adventure. Besides the PCs, five other adventuring companies are present at the Tooth & Hookah this evening. A short description of each adventuring group is presented below, along with a few details of the group's first foray into the necropolis. Most of these groups just want to show off and share information, but one of the parties—the Scorched Hand—has a hidden agenda, described below. For a more detailed description of the Tooth & Hookah, see the Pathfinder's Journal on page 72.

Cryptfinders: Members of this group hail from all over the Inner Sea region, and include a Chelish cavalier, a Nexian summoner, a Qadiran cleric of Sarenrae, and their leader **Falto** (N male human rogue 2), a bravo from the streets of Absalom. They claim they were assigned the tomb of an important government official and hint at the wealth they brought out of the tomb after defeating a mummy inside the tomb. However, the PCs can tell that this is a fabrication with a successful DC 14 Sense Motive check. In reality, the Cryptfinders explored an old brewery, where they encountered little more than vermin and found virtually no treasure.

Daughters of the Desert: This all-female adventuring party follows the lead of **Sigrun Firehair** (CG female human bard 1), an Ulfen of the Linnorm Kingdoms

who claims to be descended from a genie. The group also includes an exiled Rahadoumi cleric of Iomedae, a barbarian from one of the nomadic desert clans of Thuvia, and two Osirian witches, twin sisters who always wear veils. Sigrun has journeyed south seeking adventure, hoping to pen an epic tale of her exploits to take back north. The Daughters were assigned the house of a wealthy pawnbroker to explore; they encountered several traps, but little else in the way of opposition. The women are cagey about what treasures they may or may not have found in the tomb, but Sigrun is very interested in hearing the stories of other groups' experiences, possibly for inclusion in her nascent manuscript.

Dog Soldiers: This group's membership is composed entirely of halflings and their pack of trained Katapeshi fighting dogs, led by the loquacious and hard-drinking **"Mad Dog" Marrn** (CN male halfling barbarian 1/ranger 2). The Dog Soldiers were sent to explore an abandoned tannery, where half of their dogs died fighting a gelatinous cube they found within. Mad Dog is broken up over the loss of several of his favorite pets, but he proudly shows off the magic sword he salvaged from the cube after slaying it. He is interested both in a potential buyer for the sword and in purchasing replacement dogs from a respected breeder.

Sand Scorpions: This party contains no fewer than three rogues, along with a single magus for combat and magic support. Each rogue specializes in a different area of expertise, whether, locks, traps, or, in the case of their leader, a mysterious woman called **Black Kiss** (NE female half-elf alchemist 4), poisons. The Sand Scorpions keep mostly to themselves and do not volunteer any information on their exploration site and the treasures they found there, but if pressed, they reveal that their first site was a perfumery and incense shop. Before they had explored much of the site, however, they found themselves caught up in what seemed to be a turf war between rival gangs of ghouls. The Scorpions were able to retreat, but not before two of their members were paralyzed by the ghouls. Black Kiss wants to continue exploring the necropolis in hopes of unearthing some long-lost alchemical secrets or items, but without a cleric in the group, the rest of the Sand Scorpions are afraid of encountering more undead.

Scorched Hand: Led by a Taldan Osirionologist named **Velriana Hypaxes** (LE female human wizard 4), this group is dedicated to the pursuit and acquisition of knowledge. With the exception of the hired mercenary **Idorii** (CN female half-elf fighter 1/rogue 2), the members of the party are all devout followers of Nethys, from whom they take their name. Native Osirians **Azaz Arafe** (N male human evoker 2) and **Khelru** (N male human cleric of Nethys 3) round out the group. All four members of the Scorched Hand are detailed fully in the NPC Appendix on pages 52–59.

THE HALF-DEAD CITY

Velriana is quite vocal in her disapproval of the Grand Mausoleum's refusal to assign specific sites to groups that requested them. It seems that the Scorched Hand was denied a petition to explore a site sacred to its members' faith, and was instead allocated what turned out to be an ancient brothel. Although the group easily dispatched the nest of zombies in the brothel's basement and even managed to recover a few minor treasures from the site, it's evident that the group's members are disappointed with their first foray. Velriana makes a point of asking everyone present at the gathering whether they have learned of an ancient temple or shrine being assigned, or heard any rumors of something called "the Erudite Eye." This name should mean nothing to the PCs at this point, but when they are later assigned the Sanctum of the Erudite Eye to explore, they may well remember the Scorched Hand's interest in the site.

This encounter can be expanded or shortened as much as you wish, but it is important that the PCs meet the Scorched Hand to foreshadow their eventual encounter with the group at the end of the adventure. At the same time, you should take care not to create an antagonistic relationship between the PCs and the Scorched Hand too early; the Scorched Hand should not be a distraction from the PCs' main goal of exploring tombs in the necropolis. Only once the PCs are assigned the Sanctum of the Erudite Eye in Part 3 should they realize that the Scorched Hand is more than just a disgruntled adventuring party complaining about unfair treatment.

Story Award: Award the PCs 800 XP for interacting with the other adventuring groups and learning of the Scorched Hand's preoccupation with the Sanctum of the Erudite Eye.

PART 2: THE HOUSE OF PENTHERU

When the PCs are ready, they can pick up the details of their next exploration site from the priests at the Grand Mausoleum. The second site is a walled, two-story mansion with surrounding grounds, which the Pharasmians believe belonged to some minor nobility of the city. As before, the PCs are given a sketched map detailing the site's location in the necropolis.

B. HOUSE OF PENTHERU

The PCs' second assigned site is an estate that belonged to the family of a man named Pentheru. Like many minor

Osirian nobles, Pentheru owned a section of farmland and was responsible for its administration, overseeing the farmers who worked the land and the distribution of grain, and ensuring the proper taxes were paid to the local authorities and the Keleshite sultan in Sothis who ruled Osirion at the time. Pentheru the Elder started construction of the estate but passed away during its construction. His son, Pentheru the Younger, inherited his lands and title and finished the house. When the Plague of Madness struck Wati, Pentheru the Younger fell victim to it and quickly died. Had he survived longer, he might have evacuated his family and household staff from the city, but without his leadership, his family interred him in a crypt on the property and tried to weather the plague in situ. Pentheru's servants and guards did their best to defend the estate and the family, but amid the chaos and the plague's virulence, the entire household perished.

Today, the House of Pentheru has become a nest of evil. A foul *doru div* named Imanish has made the estate its playground, and over the years it has attracted other evil creatures to its demesne. These entities lure would-be looters and unauthorized tomb raiders to this once-wealthy home for sport and the satisfaction of their unnatural and

unwholesome appetites.

The estate's location is marked on the map of Wati on page 68; the PCs should have no difficulty locating the site with the map they've been given.

Unless otherwise noted, ceilings within the House of Pentheru are 10 feet high and the doors are stone and unlocked. Small windows high in the exterior walls provide normal light in most of the house's rooms. Underground rooms are dark unless otherwise noted.

B1. Outer Gate

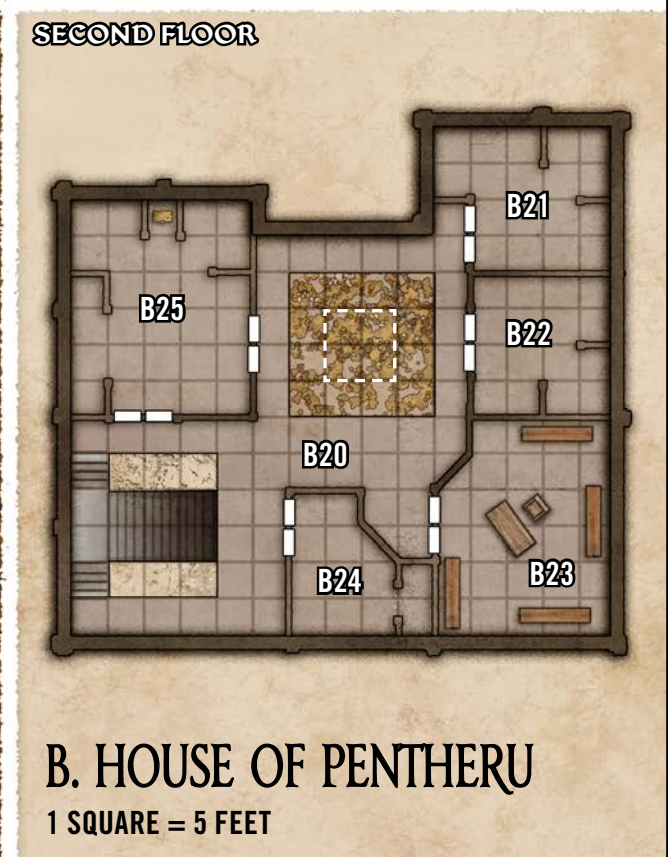
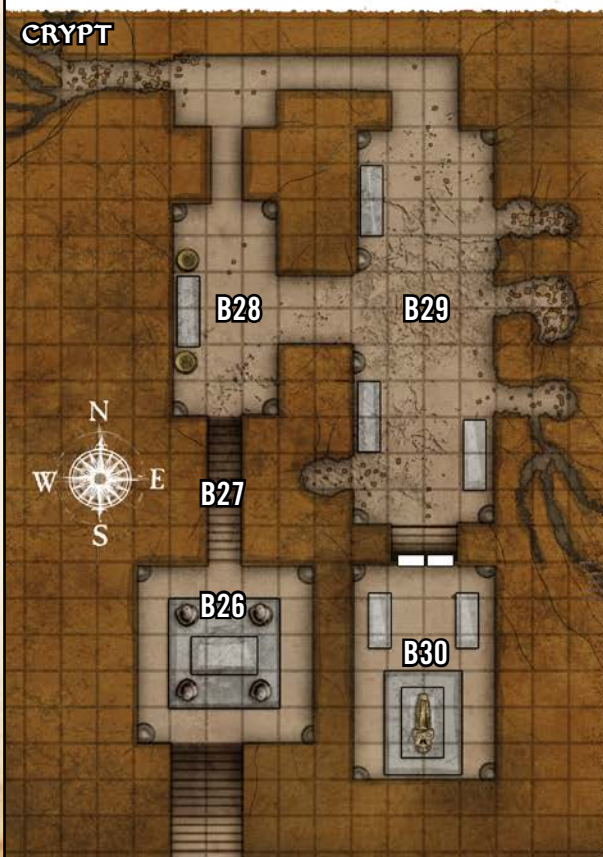
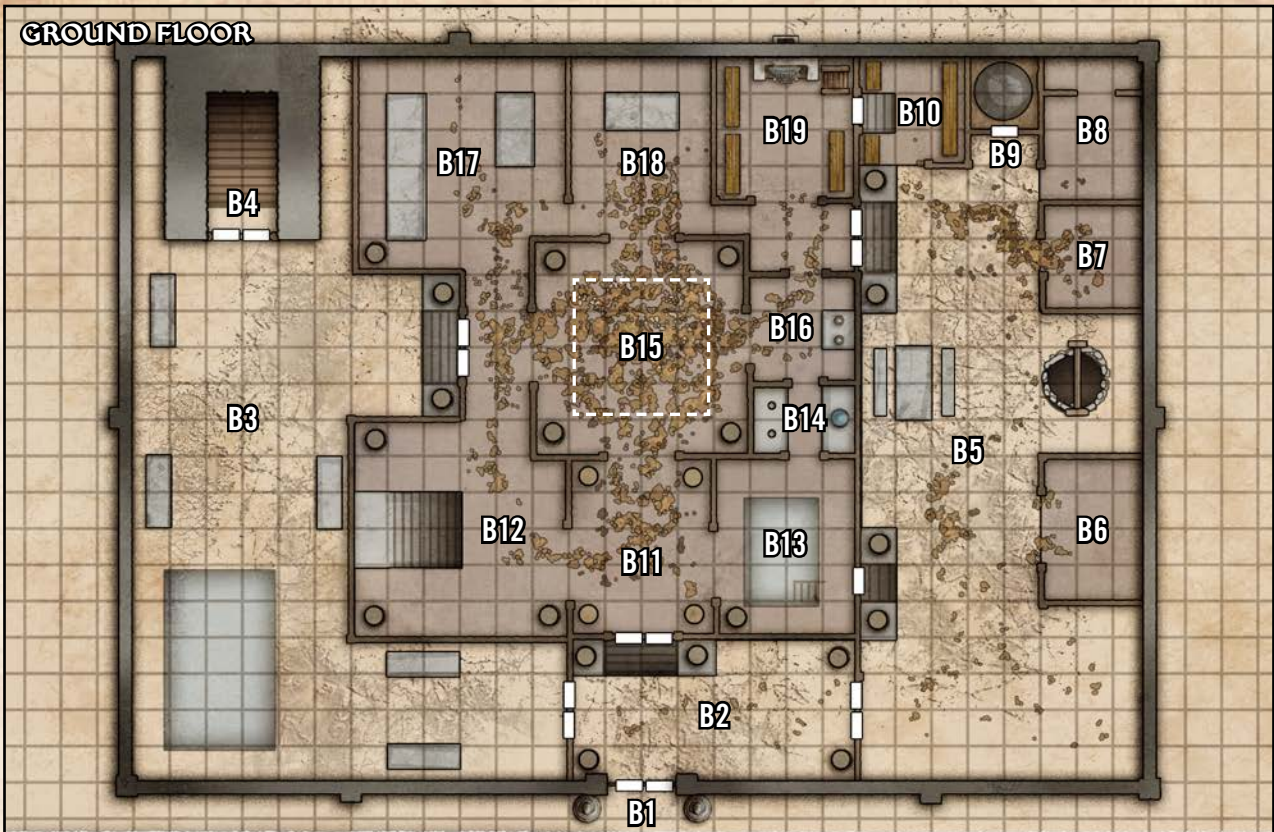
Sandstone walls ten feet high enclose this estate, affording those who once lived inside some privacy. A two-story stone house is visible beyond the walls, adjoining the rear wall of the property. In the center of the estate's southern wall stands a pair of tarnished bronze gates hanging partially open. A pair of statues flanks the gate. Dusty hieroglyphs are carved into the wall at eye level to the left of the gate.

The hieroglyphs read "House of Pentheru" in Ancient Osiriani. The statues depict two men with a regal bearing and dressed in loose, short robes and traditional Osirian



VELRIANA HYPAXES

MUMMY'S MASK



THE HALF-DEAD CITY

head cloths. A successful DC 10 Perception check reveals small hieroglyphs on the statues' bases that identify the figures as Pentheru the Elder and Pentheru the Younger.

The bronze gates are decrepit and appear to have been broken open long ago. There is no means to secure them, and they would not stand much punishment (hardness 9, hp 30, break DC 15).

B2. Outer Courtyard (CR 2)

Dust and sand cover the ground of this small courtyard. To the east and west stand pairs of columns, once brightly painted and now bleached from the sun, which support stone archways leading to other section of the property. Tarnished bronze gates hang open under both arches. To the north, a small flight of steps leads up to a pair of ornate doors in the south wall of the house between another set of columns.

The wind has obliterated any tracks or signs of passage in the courtyard, giving the impression that no one has entered the grounds in years. The gates are comparable to the ones described in area **B1**. These gates are left open to lure in wandering looters for Imanish to charm and torment.

Haunt: A minor haunt manifests just inside the gates to the estate. The haunt recreates the household's final hours as an angry mob infected with the Plague of Madness attacked the house.

MEMORIES OF VIOLENCE CR 2

XP 600

CN haunt (10-foot radius inside the main gate)

Caster Level 2nd

Notice Perception DC 20 (to hear the sounds of an angry mob in the distance)

hp 4; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, the sound of an angry mob can be heard outside the walls. A woman's voice cries out in Ancient Osiriani, "Hold the gates! Don't let them inside the compound!" Powerful blows shake and rattle the gates, and everyone in the haunt's area is affected by *cause fear* (Will DC 11).

Destruction The gate at area **B1** must be sprinkled with holy water, repaired, and secured, either with a successful DC 15 Craft (metalworking) or DC 25 Disable Device check or with magic such as *make whole*.

B3. Garden (CR 3)

The western side of the estate forms an L-shaped yard mostly given to sand, sun-dried earth, and the ancient husks of dead trees. Stone benches line the walls of the yard, and a large tiled pool sits in the southwest corner, dried and partially filled with sand. A short flight of steps leads between a pair of pillars to a

set of stone doors in the west side of the house. At the north end of the yard stands a squat stone building with columns at every corner.

This outdoor space was reserved for the family's enjoyment, but the sandy courtyard is all that remains of a garden now deprived of water and care.

Creature: A giant whiptail centipede has taken up residence in the sandy garden. It forages on corpses throughout the necropolis, returning here to coil up in the bottom of the dried pool. It hasn't fed in some days, however, and it eagerly clambers out of the pool to attack any living creature entering the courtyard.

GIANT WHIPTAIL CENTIPEDE CR 3

XP 800

hp 38 (*Pathfinder RPG Bestiary* 2 53)

B4. Family Mausoleum

A rectangular stone building sits in the northwest corner of the estate. At each corner stand columns carved to resemble men and women with their arms crossed over their chests. A set of stone doors stands in the southern face of the building, carved with bas-relief faces of two men. Hieroglyphs are carved into the doors just beneath the faces.

The faces on the doors are of Pentheru the Elder and Pentheru the Younger and match the faces on the statues outside the property at area **B1**. Two of the building's four columns also depict the two men. The other two columns depict women: the wives of father and son. The Ancient Osiriani hieroglyphs identify the building as the "crypt of the House of Pentheru" and warn, "May defilers be cursed by the gods until their day of judgment." The crypt's stone doors are heavy, but open easily. Inside, a wide stairway descends 15 feet to area **B26**. Originally, it was planned for the entire family to be buried in the tomb and crypts below, but only Pentheru the Younger was interred within before the Plague of Madness and the resulting chaos overtook the rest of the family.

B5. Servants' Yard (CR 2)

A spacious yard fills the compound east of the house. To the east, several small stone outbuildings have been built right into the compound's outer wall. A well stands between two of these outbuildings, opposite a stone table and benches that sit in the shadow of the house. To the west, two sets of steps, both flanked by columns, lead up to doors into the main house. To the northwest, an open doorway leads into an extension of the house, next to a small structure with a domed roof.

MUMMY'S MASK

The household servants used this yard. The harsh sun and lack of irrigation has left nothing but hot sand in the once-tidy yard. The well to the east is long dry.

Creature: A dark brown snake known as an asp lies coiled up in the shade of the stone table in the west of the yard. It does not move unless disturbed, but once threatened, it rises up, expands its hood, and attempts to bite anyone in reach. The asp flees if reduced to fewer than 10 hit points.

ASP **CR 2**
XP 600

Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs 55
N Medium animal

Init +6; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +5, **Will** +3

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +4 (1d4 plus poison)

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 1, **Wis** 15, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 14 (can't be tripped)

Feats Improved Initiative, Skill Focus (Stealth), Weapon Finesse^B

Skills Acrobatics +10, Climb +10, Perception +10, Stealth +14, Swim +10;

Racial Modifiers +8 Acrobatics, +4 Perception, +4 Stealth; modifies Climb and Swim with Dexterity

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves. The save DC includes a +2 racial bonus.

B6. Guard Quarters (CR 2)

This small, one-room structure is devoid of features, save the ruined remains of furniture that have all but disintegrated with the passage of time.

The House of Pentheru employed four guards; two of them lived here and the other two lived in area B7. The quarters were small, but the guards ate their meals and bathed in the main house. Rusted metal hinges in the doorframe indicate that wooden doors once hung here.

Creature: A large, two-headed canine called a death dog has made a den in this building. It leaves the estate at night to hunt, but returns to spend the day here. It has not had a successful hunt for several nights, however—it's hungry, and viciously attacks anyone investigating this building. The death dog fights until slain, and relentlessly pursues fleeing prey.

DEATH DOG **CR 2**
XP 600

hp 22 (*Pathfinder RPG Bestiary* 4 44)

Treasure: Before he died, one of the guards who lived here buried a small cache of treasure in the northeast corner of the room. The death dog has recently dug up much of the floor, and a successful DC 10 Perception check reveals 7 gp, 3 sp, and 12 cp, and a turquoise earring worth 15 gp.

B7. Guard Quarters

This building is much like area B6, save that no creatures currently live inside. The room is empty except for debris, refuse, and windblown sand.

B8. Servants' Quarters (CR 1)

A married pair of servants employed at the house resided in this dwelling with their teenaged child, who slept in a rear alcove separated by a curtain. These servants faithfully served the House of Pentheru to the very end, burying the members of the family in the family crypt (area B4). Unfortunately, no one was left to bury the servants when they eventually succumbed to the Plague of Madness, and they died here, where they lived. After the passing of millennia, nothing of interest is left here, save the dried skeletons of two house cats.

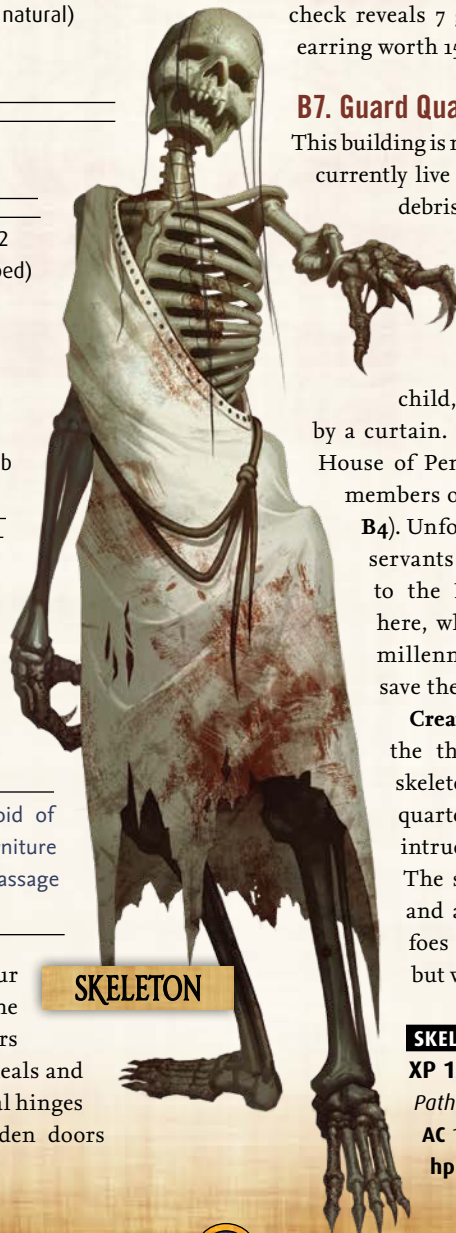
Creatures: Abandoned and forgotten, the three servants have risen as undead skeletons. They do not normally leave these quarters, but they animate and attack any intruders who enter their former dwelling. The skeletons have no armor or weapons and attack with their claws. They pursue foes throughout the house and grounds, but will not leave the compound.

SKELETONS (3) **CR 1/3**
XP 135 each

Pathfinder RPG Bestiary 250

AC 14, touch 12, flat-footed 12

hp 4 each



THE HALF-DEAD CITY

B9. Granary (CR 3)

A small granary with a domed roof and a small door in the front sits against the north wall of the compound.

Most Osirian residences do not have their own granaries, but with more than 10 people to feed, the Pentheru estate did. The grain was devoured by insects or rotted away centuries ago.

Creature: A scarab swarm nests in the granary. Imanish has taken to throwing a corpse in from time to time to feed the vermin and keep them here. As soon as the granary's door is opened, the swarm spills out to attack any creatures nearby. The swarm pursues foes throughout area **B5**, but doesn't follow anyone who flees the property entirely.

SCARAB SWARM

CR 3

XP 800

hp 22 (see page 89)

Treasure: The granary holds three fleshless human skeletons and an adamantite heavy flail. The weapon is filthy but perfectly usable. The sandman Heshsharu (see area **B15**) feared this bludgeoning weapon and its owner and so threw both in here to be rid of them.

Development: If the swarm is not destroyed, it returns to the granary after an hour or so.

B10. Pantry (CR 1)

This small room is empty save for dust, debris, and empty shelves built into the walls.

The shelves in this pantry once stored dry goods and vegetables for the house. In the hot, dry Osirian climate, servants purchased fresh fish and butchered meat from the market daily. These goods would be brought in to the kitchen through the pantry without the need to bring them through the house, and were readily accessible to the kitchen. There is nothing here now of any value.

Creature: A giant solifugid has taken up residence in the pantry. It currently clings to the ceiling of this shaded area. The aggressive solifugid attacks by dropping onto a random creature entering the room.

GIANT SOLIFUGID

CR 1

XP 400

hp 13 (*Pathfinder RPG Bestiary 2* 253)

B11. Foyer (CR 3)

Brightly colored columns stand in the four corners of this foyer. Hieroglyphs cover the walls and tiled floors, obscured

in places by piles of dust and sand. Open archways lead to the north, east, and west, while a set of stone double doors exit to the south.

The Ancient Osiriani hieroglyphs on the walls proclaim this estate to be the House of Pentheru, and convey a variety of different messages, such as "Welcome to all guests," invocations to the gods to bless all who enter here, and the like.

Creatures: Three skeletons, members of the household's guards who died and later rose from the dead, stand at attention in this room. They guard this chamber as they did in life, and attack any living creatures that enter this room. The skeletons pursue intruders throughout the estate, fighting until destroyed.

SKELETONS (3)

CR 1/3

XP 135 each

Pathfinder RPG Bestiary 250

AC 14, touch 12, flat-footed 12

hp 4 each

Melee broken khopesh^{UE} +0 (1d8), claw -3 (1d4+1)

Feats Exotic Weapon Proficiency^B (khopesh), Improved Initiative^B

Gear broken khopesh^{UE}

Haunt: Once the estate's outer gates were breached, the household's guards retreated into the house to make their stand in the foyer, doing their best to protect their noble employers and the servants. As the mob broke into the house, confusion reigned, and those who had not already fallen victim to the Plague of Madness died at the hands of the crazed mob. The spiritual echo of the guards' confusion affects any living creature that sets foot inside the room.

ECHOES OF CONFUSION

CR 2

XP 600

CN persistent haunt (10-foot radius in area **B11**)

Caster Level 2nd

Notice Perception DC 10 (to see the door closing)

hp 9; Weakness tricked by *invisibility*; **Trigger** proximity; **Reset** 1 week

Effect When this haunt is triggered, the house's front doors slam closed, held fast as if by *hold portal* (hardness 8, hp 60, break DC 33). A woman's voice (the same voice in the haunt in area **B2**) cries out in Ancient Osiriani, "They're inside! Protect the family!" and another voice shouts, "It's too late! Save yourselves!" Screams and the clash of arms fill the air, and everyone in the room is affected by *lesser confusion* (Will DC 11). The doors remain held for 2 minutes, but the *lesser confusion* effect continues each round until the haunt is neutralized.

MUMMY'S MASK

Destruction The bodies of the household's four guards (the three skeletons in this area and the one in area **B19**) must be given proper burials (respectfully interring them in area **B29** fulfills this requirement).

B12. Parlor (CR 3)

A large staircase climbs to the second floor from this room. Sand and dust cover the floor, and painted columns stand in all but one of the corners. Pieces of broken wood, shattered pottery, and disintegrating fabric litter the room's perimeter.

The family used this room to gather or entertain guests. The remains of wood and fabric are all that are left of the room's furniture, which finally succumbed to rot centuries ago.

Haunt: In the final days before the Plague of Madness overtook the house, Pentheru the Younger's daughter, Ariseti, met with her fiance in this room. Her fiance wanted to elope, but Ariseti demurred, wanting to wait until the "troubles" afflicting the city passed before announcing their engagement. Unfortunately, neither of them survived the plague and the chaos that followed it.

A search of the debris in the room turns up Ariseti's lost engagement ring with a successful DC 20 Perception check. As soon as the ring is touched, a ghostly scene superimposes itself over the ruins of the room, as translucent furniture and decorations like potted palm trees and richly upholstered divans waver into existence. In the center of the room, a ghostly young man clasps the hands of ethereal young woman. They speak in Ancient Osiriani, but any listener can mysteriously understand them, regardless of language.

"I'm so sorry," the young man says. "I can't find the ring I bought you anywhere. I just had it!"

"It's all right, my love," the girl replies quietly. "It's not the right time to tell my family anyway."

"Come with me, Ariseti! Come across the river where we'll be safe!"

"Not just yet, darling. My father says we'll be safe here. You go, and when all this is over, you can come back for me, and we'll announce our engagement then."

She pauses, and reaches out to touch the man's forehead. "Are you feeling all right? You're burning up!"

With this the vision ends, as first the figures fade from view, followed by the room and its furnishings.

FINAL NIGHTS

CR 3

XP 800

CE haunt (all of area **B12**)

Caster Level 3rd

Notice Perception DC 20 (to feel a hot and fetid breeze on the back of the neck)

hp 6; Trigger touch (ring); **Reset** 1 day

Effect When the vision ends, the character who first touched the ring feels the hot flush of a fever. Although the Plague of Madness has long since run its course, the haunt afflicts the character with an illness. The haunted character must succeed at a DC 16 Fortitude save or immediately contract mindfire (*Pathfinder RPG Core Rulebook* 557; no onset period). Once contracted, use the disease's listed frequency and save DC to determine future effects.

Destruction Ariseti's engagement ring must be willingly given to another person as a token of love.

Treasure: PCs who search the debris in this room can locate a few items of value overlooked by scavengers over the years with a successful DC 20 Perception check, including a silver anklet set with tiny gems and an ankh charm worth 150 gp, a tarnished silver serving tray worth 35 gp, and a small ornate vase worth 75 gp. In addition, Ariseti's engagement ring is a *ring of protection +1*, though touching it triggers the haunt (see above).

Development: Ariseti's engagement ring itself is not haunted, and it can be safely removed from the House of Pentheru, though this does not destroy the haunt. If the ring is removed, the haunt's trigger changes to proximity and the haunt gains the slow weakness. Only by freely giving the ring to another person out of love can the haunt be permanently destroyed.

B13. Bath

A large tiled pool sits in the center of this chamber, surrounded by sloping tiled floors. A few steps descend into the basin, which has accumulated a deep layer of sand on its bottom. Faded murals on the walls depict scenes of life along a river, with recurring themes of running water and aquatic life running through the artwork. In the northeast corner, a tarnished bronze spigot juts from the wall just above head level. Archways lead north and west, and a stone door stands in the eastern wall.

The members of the household bathed in this room—the pool was reserved for the family, while the servants and guards showered using the spigot. The spigot is a magic item that uses *create water* (CL 1st) to conjure fresh water at will, which the estate's servants would pour into the pool as needed. Two simple knobs beneath the spigot control the device and provide either hot or cold water. While a costly household feature, this device saved labor, and since the conjured water vanishes after 24 hours, there is no need for a drainage system. The spigot and control knobs are built into the walls of the house and cease to function if removed. The room's sloping floors channel overflow water into the pool, but they do not impede movement.

THE HALF-DEAD CITY

B14. Privy

A stone privy is built into one wall of this tiny room, and a stone table with a basin stands against the other wall. A large mirror once hung above the table, but it was shattered ages ago. The floor is covered in broken glass and dead scarab beetles.

A headless corpse sits upright on one of the privies, placed here by Imanish as a bit of black comedy and a striking statement on the mortal condition. Examination reveals that the corpse is clearly not ancient—with a successful DC 15 Heal check, a character dates the body as approximately 3 years old. This is the body of Imanish's charmed victim who was wearing the cursed *dead man's headband* (see area **B25**) that allowed the div to create the beheaded in area **B17**. The body is lifeless and harmless, though its head is one of the beheaded in area **B17**.

B15. Inner Courtyard (CR 3)

A tiled walkway surrounds a square patch of earth and sand in this high atrium. A balcony on the second floor overlooks the courtyard, and a square hole in the ceiling opens to the sky. Four columns in the corners of the atrium support the roof above, and the walls are decorated with symbols and hieroglyphs depicting animals, celestial creatures, and the sun and moon.

Pentheru the Elder designed his family home with a private garden in the center, but centuries without water or maintenance have transformed the once-vibrant garden into a miniature desert devoid of plant life. The second floor balcony permitted the family to look down upon the garden, and the 10-foot-square skylight in the ceiling allowed sunlight and fresh air in.

Creature: A sandman named Heshsharu inhabits this courtyard. Heshsharu is not an ally of the doru div Imanish, but it is not an enemy either—their relationship is more of a truce of nonaggression. The sandman allows Imanish's charmed victims to pass unchallenged if the div makes arrangements beforehand, especially if it's invited to witness or partake in Imanish's cruel tortures. When leaving the house, Heshsharu burrows under the earth to avoid the skeletons in area **B11** and the creatures and haunts outside.

Heshsharu has studied the ruined statues and carvings of humanity in the necropolis, and when in humanoid form, it sculpts itself into an artist's conception of the feminine form, like a statue of a beautiful woman. It finds this form effective in persuading mortals to lower their guard. Curious about non-elementals, the sandman tries to dupe the PCs into conversation if they are not immediately suspicious. Heshsharu claims to be “the spirit of the house” and feigns loneliness so that it can

ask questions about mortal existence. The ruse doesn't last long, as the sandman has a short attention span and eventually attacks. When it does, Heshsharu activates its sleep aura as a free action as its seductive form melts away into a medusa-like horror with tentacles and an enormous jaw that widens into a mouth full of fangs almost as large as its head. This entire area is sandy, and the sandman takes full advantage of the terrain to burrow under and around its enemies to take them by surprise. Heshsharu is bold and territorial, and fights to the death.

HESHSHARU

CR 3

XP 800

Sandman (*Pathfinder RPG Bestiary 2* 236)

hp 30



HESHSHARU

MUMMY'S MASK

Treasure: Buried in the sand of the courtyard are a few treasures that Heshsharu has collected from its victims over the years, including a suit of *+1 scale mail*, a *+1 light crossbow*, five cold iron crossbow bolts, 10 regular crossbow bolts, a gold holy symbol of Sarenrae (worth 25 gp), 3 pp, and 37 gp.

B16. Chapel

Hieroglyphs and images of fantastic beings cover the walls of this small room. A small stone shrine, dusty and thoroughly defaced, stands against the eastern wall.

This area was the household chapel, dedicated to Abadar, Pharasma, and Sarenrae. The Ancient Osiriani hieroglyphs on the walls offer praises to the three gods and list several common prayers to each. PCs who cannot read Ancient Osiriani can still identify the gods with a successful DC 10 Knowledge (religion) check. The shrine was defaced by Imanish, but it can be cleaned with little effort. The small altar serves all three deities, though the carvings place Abadar in the most prominent position.

B17. Dining Room (CR 3)

An enormous stone table, the marble top polished and smooth, runs parallel to the west wall of this large room. A much smaller stone table stands in the east side of the room. Splintered piles of dust and wood lie in the corners and along the walls—the only remains of chairs after untold years. A strong, fetid stench pervades the room. An open, sand-filled hallway lies to the south, while an open doorway leads east.

Pentheru the Younger hosted large dinner parties here, as was the custom of Osirian nobility. The 20-foot-long table could accommodate well over a dozen guests. The smaller table to the east is where the servants would place food and drink to serve to the guests.

Creatures: The room is now a scene of horror set by the doru div Imanish. Half a dozen human skulls have been set upon the western table. Each skull is polished clean and balances atop a tarnished silver goblet standing on a tarnished silver dinner plate. The six skulls are actually undead severed heads called beheaded.

Imanish created these beheaded using a magic item he found on one of his early charmed victims. When the man eventually fell victim to the doru's tortures and died, his head popped off and became an undead, floating severed head. As little more than a disembodied head himself, Imanish was intrigued by the beheaded, and envisioned a menagerie of flying heads in his new lair made up of beheaded and vargouilles. The div soon discovered that the creation of the beheaded was the result of a strange,

cursed headband the man had been wearing. Since then, whenever Imanish has taken a particular liking his charmed victims, he has used *suggestion* to force them to put on the headband before killing them, thereby creating more beheaded for his menagerie and preserving his favorites (or at least their heads) for eternity.

BEHEADED (6)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 4 17)

TACTICS

During Combat The beheaded rise off the table when living creatures first enter the room, silently hovering in midair for a moment before rushing forward to attack. The beheaded attempt to swarm a single target first, though if attacked, a beheaded turns its attention toward its attacker.

Morale The beheaded fight until destroyed. They pursue victims throughout the house, but do not leave the grounds of the estate.

Treasure: Six silver goblets worth 45 gp each and six silver plates worth 30 gp each sit atop the western table.

B18. Servants' Dining Room

The house's servants and live-in guards took their meals in this smaller dining room, apart from the family. This room is similar to area **B17**, but it lacks the ghastly tableau and is empty save for dust and sand.

B19. Kitchen

Two stone tables sit against the western wall of this room, while a third occupies the southeastern corner. A small, square wooden butcher's block stands in the northeast corner, now almost collapsing under its own weight. A stone oven sits in the middle of the north wall. A humanoid skeleton lies beneath the northwestern table, surrounded by smashed crockery. A door to the east and an open doorway to the south exit the room.

The household meals were prepared in this generous kitchen, capable of feeding the entire household, which numbered almost a dozen, including servants and guards. The skeleton beneath the table is one of the house's four guards, who died in the plague-driven riots millennia ago. A pitted and rusted dagger is still wedged between the skeleton's ribs. Unlike its companions in area **B11**, however, this skeleton is lifeless and harmless.

B20. Second Floor Balcony

This balcony wraps around a twenty-foot-square opening in the floor, overlooking the inner courtyard below and connecting the rooms of the second floor. Above, a square skylight in the

THE HALF-DEAD CITY



ceiling provides natural light to the ground floor and ventilation for the entire building. To the southwest, two small staircases ascend from a landing on the grand staircase between floors. Six different sets of doors lead off of this balcony.

The second floor contains the family's bedrooms and Pentheru's private study. Traces of a wooden railing around the balcony, long rotted away, can be found with only casual examination. When the house was inhabited, wooden shutters could be pulled across the skylight with hooked poles to shade the house when it became too warm or to keep out the cold desert air at night. Like the railing, these wooden fixtures have long since decayed.

Development: Loud noises on this floor are prone to attract the attention of the vargouilles in areas **B21** and **B22**. They do not usually respond to noise on the first floor, but they do investigate activity this close to their lairs. While creatures of low intelligence, the vargouilles are not without cunning, and may even peek outside the doors of their rooms before they take flight and attack.

B21. Ariseti's Bedroom (CR 2)

Dust blankets this room. The walls, once brightly painted to depict life in ancient Wati, are now faded. A smaller room or alcove takes up the northeast section of the room; it was once closed off by a wooden door that since has rotted away, leaving only its hinges in the doorframe. A strong, cloying odor of decay pervades the room.

Pentheru the Younger's daughter, Ariseti, inhabited this bedroom. The scenes painted on the walls depict the arrival of a Keleshite sultana in Wati by royal barge, a ceremony or possibly a party where a young woman is being anointed and crowned while a gathering of onlookers observe, and another where three young women swim in a river while armed guards with spears watch from beneath the shade of a tree. Ariseti, a talented young artist, painted all of these scenes to represent important moments in her life. No other features of the room have survived to tell the story of who lived here.

MUMMY'S MASK

Creature: A vargouille nests in this room. A number of these horrid outsiders were summoned by the cult of Lamashtu millennia ago when the Plague of Madness was first unleashed. The creatures reproduce easily, and despite many efforts to exterminate them over the years, they've never been eradicated. Recently, the doru div Imanish has taken it upon himself to help the creatures' infestation, making the suffering of the citizens of Wati his pastime by "breeding" vargouilles to release into the city. Although the vargouilles and the div are almost evenly matched, Imanish is smarter, speaks their language, and can use his *suggestion* ability on them.

While fairly stupid, the vargouille is cunning. If alerted to the presence of intruders on the second floor, it wastes no time exiting the room, if possible, into area **B2o**, where it has more room to avoid being surrounded.

VARGOUILLE CR 2

XP 600

hp 19 (*Pathfinder RPG Bestiary 272*)

TACTICS

During Combat If joined by the vargouille in area **B22**, both outsiders take turns using their shriek attacks. They focus on delivering their "kisses" to opponents that are paralyzed before turning their attention to new targets.

Morale While both vargouilles live, neither flees combat. If one is slain, the survivor retreats through the skylight if reduced to 4 hit points or fewer.

Treasure: Buried amid the debris in the room is a large darkwood box (Ariseti's hope chest) worth 100 gp. Inside is a white silk Osirian wedding robe that is extremely fragile with age. A successful DC 13 Perception check is enough to realize that any attempt to remove the robe from the chest will ruin it, but *make whole*, *mending*, or similar magic cast upon the robe prior to handling completely restores it. If preserved, the robe is worth 150 gp. The chest also contains several pieces of inexpensive jewelry worth 35 gp in total, and a strand of freshwater pearls worth 200 gp. A small sealed tube contains five applications of *kohl of uncanny discernment* (see page 60). Finally, a long scroll tube holds a rolled-up papyrus painting—a self-portrait of Ariseti, accompanied by her signature in Ancient Osiriani. Unlike the wedding robe, the painting has been protected from air for many years and can be safely handled without damaging it. It is worth 80 gp to a collector.

B22. Harwam's Bedroom (CR 2)

Most of the contents of this room have fallen apart or otherwise been reduced to dust from the dry desert air. A foul, cloying smell fills the room.

This was the bedroom of Pentheru the Younger's son, Harwam. It is similar to area **B21**, but even less evidence of the original occupant remains.

Creature: Imanish's newest vargouille, created from the headless corpse in area **B24**, makes its lair here. Like the other vargouille, it tends to ignore disturbances on the first floor, but any loud activity in area **B2o** or the shriek of its fellow in area **B21** rouses its curiosity. See area **B21** for details on the vargouilles' tactics.

VARGOUILLE CR 2

XP 600

hp 19 (*Pathfinder RPG Bestiary 272*)

Treasure: A few minutes searching the room turns up a Small rusted dagger, a handful of marbles, and a small lacquered wooden box. The lacquered box is an ancient board game whose rules have been forgotten over time. Inside the box are several small, carved stone playing pieces. The box functions as the game board. To an Osirionologist, the game is worth 50 gp as a rare antiquity.

B23. Office

A large lacquered desk, now in poor condition, sits in the center of this room. Bookcases stand along the eastern and southwestern walls, sagging as if ready to collapse at any moment. Their shelves have fallen out, and the piles of dust at their bases are all that remains of books and scrolls that failed to survive the long years. The lacquered wooden frames of what might once have been divans stretch along the north and south walls, but their upholstery has disintegrated. A single door in the western wall is the room's only exit.

Pentheru the Younger (and his father before him) conducted the family's business dealings from this office prior to his death. Searching among the ruins turns up a few items of small interest but no great value, such as a broken set of scales, the Pentheru family seal (for marking documents), and scattered pieces from a marble chess set (no board is present and half the pieces are missing).

Treasure: PCs who make a concerted search can locate a brass key in one of the desk drawers with a successful DC 20 Perception check. The key opens the bronze chest in area **B25**.

B24. Guest Room

The walls of this room are decorated with a scenic vista of a river valley running through a desert, resplendent with verdant life and greenery near the shores. Only a few pieces of lacquered furniture remain in the chamber. A faint, musty odor of decomposed wood and fabric lingers in the air. A set of doors stands in the western wall.

THE HALF-DEAD CITY

This bedroom was reserved for visiting guests, of which the household had very few in its final days when the Plague of Madness was unleashed upon the city.

The body of a human man lies on its back in the small alcove to the east. Unlike most of the remains in the house, the body is only a year old, and its flesh is in a state of advanced decomposition. The head is missing, but PCs who look carefully and succeed at a DC 12 Heal check notice that the body's head seems to have been pulled off rather than having been cleanly decapitated. Characters who succeed at a DC 12 Perception check can find clumps of hair on the floor beneath the body's headless shoulders. A successful DC 17 Knowledge (planes) check allows a PC to put these clues together to identify the telltale signs of a vargouille's victim. "Kissed" by the vargouille in area **B21** and sick with poison and the effects of the vargouille's kiss, the unfortunate man fled into this room, lying down here to rest. He died just a few hours later, then rose as the second vargouille that now inhabits area **B22**.

Treasure: The body carries no valuables except for a simple gold wedding ring worth 50 gp. An inscription in Osiriani inside the band of the ring reads, "To Akar from Panhet, Love Eternal."

Development: If the PCs search for Panhet in Wati, they can locate the young widow, whose husband disappeared during the last year. If the PCs return the ring to her with news of the whereabouts of Akar's body, Panhet gratefully rewards the party with 150 gp.

Story Award: If the PCs return Akar's ring to Panhet, award them 400 XP.

B25. Master Bedroom (CR 3 and CR 3)

This spacious room has entrances in the southern and eastern walls. The aged remains of dressers, a large bed, and a divan lie in ruins. The husk of large hornet's nest, gray, papery, and devoid of life, occupies one corner of the ceiling. The spaces in the northeast and northwest corners appear to be closets. Their wooden doors have all but fallen off their hinges, and heaps of disintegrated fabric mingle on the floor. Between the closets stands a single lacquered dresser covered in dust.

This was the bedroom of the house patriarch, Pentheru the Younger, and his wife, Sadekre. There is nothing of obvious value left in this room, though if the dresser is actually examined, it's revealed to be a fake. A successful

DC 15 Perception check is also sufficient to notice the false dresser. The dresser has no actual drawers, only handles on the front face, which is carved to look like drawers. The entire fixture is more akin to a box with an open back. When placed against the wall, the dresser conceals a bronze chest, which is revealed when the dresser is pulled away from the wall. The chest is tarnished, but otherwise in perfect working order.

Creature: The doru div Imanish has taken this room as his personal lair. Imanish has lived in Wati for decades, and is a blight upon not only the necropolis, but the living city of Wati as well. Wati has long been plagued by periodic vargouille attacks, and Imanish has encouraged these attacks by corralling these dull-witted monsters in the house to "breed" and ensure that they're never hunted to extinction.

Imanish's favorite game is flying into the living half of the city and using his powers of illusion to masquerade as a friendly djinni. With his *charm person* and *suggestion* abilities, he lures poverty-stricken commoners over the walls of the necropolis to the House of Pentheru in search of fabulous wealth or wishes. These unfortunates then fall victim to the div's cruel tortures and entertainments. Imanish is a perverse sadist who relishes using his magic to convince young lovers that their partners are unfaithful or whispering to orphans that they were actually abandoned by their parents because they were too homely and stupid. Eventually, Imanish tires of these mortal playthings, most of whom are used to create more beheaded for his scene in the dining room, or "bred" into new vargouilles that the div then drives back toward the city to sow more chaos.

As an extraplanar creature, Imanish has no need for sleep, and when not out creating mischief and misery, he remains alert for trespassers. If the PCs have traveled through areas **B15** or **B20**, encountered the vargouilles upstairs, or otherwise engaged in loud behavior, he is very likely aware of them and has turned invisible to assess the situation. Imanish is also a coward, however. If he can trick the PCs into an encounter with another creature on the estate, he watches that confrontation play out before he engages. A favorite opening gambit is to use *minor image* to create the illusion of a creature running or walking across the garden to lure trespassers toward the giant whiptail centipede in the garden (area **B3**) or



IMANISH

MUMMY'S MASK

the death dog in the guard quarters (area **B6**). *Charm person* and *suggestion* are also useful tools to lure PCs into dangerous areas. Imanish makes fast attacks, then turns invisible to flee again, attempting to wear his enemies down with poison and make them more susceptible to his magic.

IMANISH

CR 3
XP 800

 Advanced doru div (*Pathfinder RPG Bestiary 3* 86, 290)

hp 22

Trap: The bronze chest is locked (hardness 9, hp 15, break DC 23, Disable Device DC 25). A key to the chest can be found in the ruins of Pentheru's desk in area **B23**. The chest is also trapped, triggered once the chest is opened. When the top is lifted off the chest, a cocked crossbow mechanism rises upward at an angle and fires a poisoned bolt at the chest of the individual opening the chest. Unlocking the chest with the key does not disable the trap; it must be bypassed separately using a second lock concealed on the bottom of the chest, which the key from area **B23** also opens.

POISONED BOLT TRAP

CR 3
XP 800
Type mechanical; **Perception** DC 20;

Disable Device DC 20

EFFECTS

Trigger touch; **Reset** manual; **Bypass** hidden lock (Perception DC 25 to locate, Disable Device DC 30 or key to open)

Effect Atk +15 ranged (1d8+1/19–20 plus black adder venom)

Treasure: Pentheru was a businessman as well as a noble, and the concealed chest served as a safe for some of the family's cash assets. The chest contains 20 small gold ingots, each bearing a seal. A successful DC 20 Knowledge (history) or Knowledge (nobility) check can identify the seal as that of the Keleshite sultan who governed Osirion at the time of the Plague of Madness, 2,215 years ago. Each ingot is worth 25 gp.

In addition, a cursed *dead man's headband* (*Pathfinder RPG Ultimate Equipment* 248) is concealed inside the old hornet's nest; the headband can be found with a successful DC 15 Perception check. This is the headband

that Imanish used to create the beheaded in area **B17**. It functions as a normal *dead man's headband*, but once put on, it cannot be removed without *remove curse* or similar magic. If a character dies while wearing the headband, her head is animated as a beheaded the following round.

Development: With his flight and spell-like abilities, Imanish is capable of easily fleeing a fight, and the Tiny div could make an excellent returning villain. Dorus love to eavesdrop, spy, and gossip, and even though he hates mortals, as all divs do, if Imanish becomes aware of the Scorched Hand's rivalry with the PCs, he might make a temporary alliance with Velriana Hypaxes (see page 58) to facilitate his revenge on the PCs sometime between the House of Pentheru and the Sanctum of the Erudite Eye.

B26. Undershrine (CR 3)

A stone altar sits upon a raised stone platform in the center of this square room. Caryatid columns carved in the likenesses of male and female figures with their arms crossed over their chests and khopeshes or ankhs in their hands stand at each corner of the platform. Empty torch holders are built in all four of the room's corners. Two stairways exit the room—one climbs to the south, while the other descends from this chamber to the north.

This room is a shrine to Pharasma, where the family could come to pray for their deceased loved ones. The goddess's spiral symbol is carved into the top of the altar, recognizable with a successful DC 10 Knowledge (religion) check. The shrine has seen much in the way of violence, however. When maddened rioters stormed the estate during the Plague of Madness, those household members who had not fallen ill hid themselves down here in the darkness until they were discovered by the deranged mob, dragged from this hiding spot, and subjected to a final fate that is best left forgotten.

Creature: The undershrine is now the lair of an adherer, a horrid, once-human creature that has taken refuge here. The adherer is a hunter, though it goes long periods without feeling the need to find another victim. It is all but impossible for most of the creatures inhabiting the estate to harm the adherer because of its significant damage reduction, so those that are aware of the creature's presence tend to leave it alone.


ADHERER

THE HALF-DEAD CITY

The adherer resembles a mummy wrapped in dirty linens, particularly in darkness or dim light, and the PCs might very well mistake it for an undead mummy until they engage it in combat. Unless the PCs were very stealthy during their descent into the crypt, the adherer is likely alert and ready for intruders, though if taken by surprise, it might be resting atop the altar, making it appear even more like a mummified body.

ADHERER

CR 3
XP 800
hp 30 (*Pathfinder RPG Bestiary* 3 8)

TACTICS

Morale The adherer attempts to flee the crypt is reduced to 10 hit points or fewer, though it does not retreat deeper into the tomb. If cornered and unable to reach the surface, it fights to the death.

B27. Trapped Staircase (CR 3)

Trap: A rather ingenious mechanism is built into this staircase. Although the trap's trigger is at the top of the stairs, it does not function until weight is applied to the bottom step. This "arms" the trap but does not trigger it. The trigger is actually the top step. Once the trap is armed, any weight on the top step causes spikes to emerge from the walls on either side of the stairs. Would-be thieves would arm the trap as they descended into the tomb, only to trigger it as they tried to exit. Many ancient Osirian trap designers believed it was better to prevent thieves from escaping rather than to attempt to forbid their entry. A hidden bypass switch in area **B28** temporarily deactivates the trap.

STABBING SPEAR STAIRCASE

CR 3
XP 800
Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** manual; **Bypass** hidden switch in area **B28**
Effect Atk +15 melee (1d8+2/×3); multiple targets (all targets on staircase)

B28. Preparation Chamber

The air in this chamber is cool. The walls and ceilings are tiled with stone, but the floor is hard-packed earth, giving the area an unfinished quality. A long stone table rests against the western wall, flanked by two large brass urns. A flight of steps ascends to the south, while two passages lead north and east out of the room.

Pentheru the Younger was laid in state and mummified in this chamber while his tomb was prepared, and future deceased family members would have been similarly

prepared here had the catastrophe not occurred. The crypt was still under construction when Pentheru died unexpectedly, so the requisite sections, including this room, were hastily finished. As conditions in ancient Wati deteriorated, however, labor became unavailable, and much of the tomb remains unfinished. The brass urns were used during the mummification process and are now empty, though each weighs 200 pounds.

The bypass switch for the trap in area **B27** is hidden in the torch holder in the southwest corner of the room. It can be discovered with a successful DC 25 Perception check.

B29. Unfinished Crypt (CR 2)

An earthy scent fills this large chamber. The ceiling and walls are tiled with stone, but the ground is bare earth. Stone benches are set against the east and west walls, and torch holders are mounted in the corners and on either side of a wide doorway to the west. The beginnings of several shallow, rough passages have been started along the eastern wall and in the southwest corner, but the excavations are incomplete, ending in earth and rubble after only a few feet. At the south end of the room, a short, wide flight of steps descends to a set of stone double doors.

This crypt was intended to be used by Pentheru's family for generations to come. When the Plague of Madness struck Wati, however, work on the crypt was halted, and Pentheru the Younger was the only person ever interred here.

Creature: A swarm of undead house cats called ubashki lurks in the unfinished southwestern passage. As Pentheru's tomb was being completed, his former servants rounded up his pet cats (and a few strays from the neighborhood) and killed them to serve their master as guardians and sentries in the afterlife. Recently, the negative energy and wickedness now inhabiting the House of Pentheru has caused the cats to stir, creating a swarm of the undead cats. When living creatures enter the crypt, the ubashki swarm spills out of the cramped space like a waterfall of hairless feline bodies, spreading out to advance on any trespassers. The ubashki swarm fights until destroyed.

UBASHKI SWARM

CR 2
XP 600
Pathfinder RPG Campaign Setting: Lost Kingdoms 19

NE Tiny undead (swarm)

Init +3; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 19 (3d8+6)

Fort +3, **Ref** +6, **Will** +3

MUMMY'S MASK

Defensive Abilities half damage from weapons, swarm traits;
Immune undead traits

OFFENSE

Speed 30 ft.

Melee swarm +7 (1d6 plus distraction and disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13)

STATISTICS

Str 5, **Dex** 17, **Con** —, **Int** 2, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** —; **CMD** —

Feats Lightning Reflexes, Weapon Finesse

Skills Climb +5, Perception +5, Stealth +15; **Racial Modifiers**
+4 Climb, +4 Stealth

SPECIAL ABILITIES

Disease (Ex) *Ubashki fever*: Injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d2 Str damage and 1d2 Wis damage; cure 2 consecutive saves. A creature afflicted by ubashki fever develops unsightly splotches and sores all over its body that persist until the disease is cured. The save DC is Charisma-based.

B30. Pentheru's Tomb

A stone sarcophagus rests atop a stone platform occupying the southern end of this room. The lid of the sarcophagus bears the likeness of a man and is inlaid with gemstones and trimmed in gold. Two lacquered benches run parallel to the east and west walls just north of the platform. Hieroglyphs line the walls of the chamber, and stone torch holders are set in all four corners.

This is the tomb of Pentheru the Younger, the only member of the family to be interred in the family crypt, where he has rested, undisturbed, for over 2 millennia. The hieroglyphs on the walls tell the story of Pentheru the Younger in Ancient Osiriani, starting with the elevation of his father Pentheru the Elder to nobility, his subsequent death, and Pentheru the Younger's inheritance of his father's title and lands. The story boasts of their prosperity and success as land managers, the justness with which the family lived their lives, and the care with which they treated their slaves and servants. The text calls upon the gods to smile upon Pentheru the Younger and bless him with a good and just life in the Great Beyond.

Treasure: Alongside Pentheru's mummified body inside the sarcophagus is a small cat mummy, a *mummified guardian* (see page 60). It was placed here to ward off intruders and protect Pentheru's corpse, and PCs opening the sarcophagus are affected by the *mummified guardian's* scare ability. Besides the *mummified guardian*, the sarcophagus also contains Pentheru's gold funerary mask, worth 150 gp, and a gold-and-turquoise scarab pendent worth 50 gp. In addition, several small semiprecious stones worth a total of 40 gp can be pried off of the sarcophagus.

If the gold trim is salvaged from the sarcophagus, it is worth an additional 10 gp.

Development: If the PCs are interested in submitting a report on the site to the priests of Pharama (see the sidebar on page 19), the hieroglyphs that adorn this room provide a good overview of who the original occupants of the estate were, and are sufficient to satisfy the Pharasmins, but many other clues can also be found in the house itself.

Story Award: If the PCs visit the majority of locations within the house and grounds, award them 1,200 XP for their successful exploration of the

House of Pentheru.



UBASHKI SWARM

THE HALF-DEAD CITY

C. SKIRMISH IN THE RUINS

1 SQUARE = 5 FEET



PART 3: THE SANCTUM OF THE ERUDITE EYE

Following their exploration of the House of Pentheru, the PCs can return to the Grand Mausoleum to receive their third and final exploration site, an abandoned temple that the priests believe was dedicated to Nethys, god of magic. Just as with the first two sites, the Pharasmins give the PCs a sketched map of the temple's location in the necropolis.

C. SKIRMISH IN THE RUINS (CR 3)

Having been turned down by the priests of the Grand Mausoleum when they requested that the Sanctum of the Erudite Eye be assigned to them, the members of the Scorched Hand have decided to take matters into their own hands and explore the temple before the officially assigned group can do so, thereby keeping the secrets (and treasures) of the Sanctum out of the hands of nonbelievers. To that end, Velriana Hypaxes has hired a gang of Wati street thugs to stop any other adventuring groups from interrupting them while they're inside the Sanctum. While most local criminals lack the courage to enter Wati's city of the dead, for the right price, these thugs will break the taboo, as long as they're not required to actually set foot inside any of the necropolis's silent tombs. The thugs have been paid,

but they've also been promised that their targets will be carrying treasure looted from the necropolis's tombs.

This encounter takes place in the streets of the necropolis as the PCs are traveling toward the Sanctum of the Erudite Eye. Read or paraphrase the following as the PCs approach the area.

The sun beats down on the lonely, silent streets of the necropolis. Dust and sand now cover the once-bustling streets, and buildings that were once homes and shops are gradually disintegrating into rubble after centuries of neglect. Scattered throughout the ruins is the occasional palm tree or shrub, kept alive by the broken remnants of a long-abandoned irrigation system.

Use the map above for this encounter. The buildings depicted on the map are 15 feet high. Squares containing rubble are considered difficult terrain.

Creatures: Four Wati street thugs and two trappers from the desert wilderness outside the city have set an ambush in this section of the necropolis. The PCs should begin the encounter at the location marked C₁, heading in a southwesterly direction. The two trappers are positioned on the rooftops of the two ruined buildings at

MUMMY'S MASK

the locations marked **C2**, while the four street thugs have concealed themselves at the locations marked **C3**. Unless the PCs have specifically stated that they are moving stealthily through the necropolis, the ambushers are aware of their approach and attempt to surprise the PCs. Any PCs who succeed at a Perception check opposed by the gang's Stealth checks notice their attackers and can thus act during the surprise round. The trappers and the southernmost thug have tied ropes to the rooftops near their stations, allowing them to descend to ground level with two move actions, or with one move action with a successful DC 10 Climb check.

TRAPPERS (2)

CR 1/3
XP 135 each

WATI STREET THUG

Human warrior 2

CN Medium humanoid (human)

Init +2; **Senses** Perception +2

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 11 each (2d10)

Fort +3, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk scimitar +4 (1d6+1/18-20)

Ranged net +4 touch (entangle)

TACTICS

During Combat The trappers attack with their nets first, switching to their tanglefoot bags if they miss. If neither attack is successful, they descend to ground level to help their comrades in melee.

Morale The trappers throw down their weapons and surrender if reduced to 3 hit points or fewer.

STATISTICS

Str 13, **Dex** 14, **Con** 10, **Int** 9, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 15

Feats Exotic Weapon Proficiency (net), Stealthy

Skills Climb +6, Escape Artist +4, Perception +2, Stealth +4, Survival +2

Languages Common, Osiriani

Combat Gear tanglefoot bag; **Other Gear** padded armor, mwk scimitar, net with 50 feet of rope

WATI STREET THUGS (4)

CR 1/3
XP 135 each

Human warrior 2

CN Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 13 each (2d10+2)

Fort +3, **Ref** +1, **Will** -1

OFFENSE

Speed 30 ft.

Melee khopesh^{UE} +4 (1d8+2/19-20)

Ranged mwk longbow +4 (1d8/x3)

TACTICS

During Combat The street thugs use the ruined buildings for cover as they soften up foes with their longbows. They coordinate with the trappers on the rooftops, engaging in melee combat with their khopeshes if necessary.

Morale The thugs drop their weapons and surrender if reduced to 3 hit points or fewer.

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 15

Feats Exotic Weapon Proficiency (khopesh), Skill Focus (Perception)

Skills Climb +7, Perception +4, Stealth +3

THE HALF-DEAD CITY

Languages Common, Osiriani

Gear padded armor, khopesh^{UE}, mwk longbow with 10 arrows

Development: If the PCs capture any of the ambushers, these gang members beg for their lives, offering what gear they have in exchange, as well as information. The thugs reveal they were specifically hired to ambush anyone approaching “some old temple down the way” and stop interlopers from entering the site, but they don’t know why, and frankly, they don’t care. They don’t know the name of the person who hired them, but they can describe her, and the PCs should be able to recognize Velriana Hypaxes from the description. It should be clear to the PCs that the Scorched Hand doesn’t want them to investigate the Sanctum of the Erudite Eye, even if they don’t know why.

Unfortunately, all of this information is just hearsay. If the PCs go to the city guard or the Grand Mausoleum to lodge a complaint, the officials take notice of the accusation, but without more definitive proof than just the word of untrustworthy petty criminals, there is little they can do. If the PCs want to assert their claim to the exploration of the Sanctum of the Erudite Eye, they’ll need to investigate the site on their own.

D. SANCTUM OF THE ERUDITE EYE

The third and final site assigned to the PCs is an abandoned temple of Nethys called the Sanctum of the Erudite Eye. It was given a somewhat dry name to conceal the fact that a powerful artifact—the *mask of the Forgotten Pharaoh*—was hidden in the crypts beneath the temple. The Sanctum was built long before the Plague of Madness, but like the rest of the city’s populace, the temple’s priests succumbed to the plague and the site was abandoned. The mask’s existence was already a closely guarded secret; with the death of the priests and the abandonment of the temple, all knowledge of the mask was lost.

Hints of the temple’s secret treasure still remained in ancient records, however. Prior to the official opening of the necropolis, an ambitious necromancer named Nebta-Khufre learned of the possible existence of an artifact capable of animating the dead hidden somewhere within Wati’s necropolis. Nebta-Khufre’s research and explorations led him to the Sanctum of the Erudite Eye, where he discovered the *mask of the Forgotten Pharaoh* in the Sanctum and absconded with it. Nebta-Khufre is not detailed in this adventure, but he plays a major role in the second volume of the *Mummy’s Mask Adventure Path*. Nevertheless, the PCs can find evidence of his intrusion into the temple and discover the theft.

The Scorched Hand, the rival adventuring group that the PCs met in Part 1, also has an interest in the Sanctum,

as the PCs have likely already learned. The Scorched Hand has no knowledge of the *mask of the Forgotten Pharaoh* or Nebta-Khufre, but as devout followers of Nethys, the group’s members believe the temple is theirs to explore by right, and they have decided to exercise that right regardless of the consequences. The adventure assumes the Scorched Hand entered the Sanctum not long before the PCs head to the abandoned temple. If the PCs do not immediately visit the Sanctum after receiving their assignment (or after dealing with the street thugs on the way), you should adjust the timeline so that the members of the Scorched Hand are already inside the temple when the PCs arrive. Likewise, if the PCs leave the Sanctum to rest or heal before encountering the Scorched Hand, you should adjust the adventure so that the PCs still encounter the Scorched Hand somewhere inside the temple—perhaps the rival adventurers remained behind (or even left and returned themselves) to carefully transcribe some of the temple’s inscriptions or search for more treasure.

With their sketched map, the PCs can easily find the Sanctum of the Erudite Eye. The temple’s location is marked on the map of Wati on page 68. Although the Sanctum’s central nave is symmetrical, the rest of the structure does not conform to traditional architecture, with wings and extensions on both sides that, except for the uniformity of the stonework, appear to have been haphazard additions. A large dome over the apse tops the roof at the north end of the temple. The Sanctum is windowless, and the temple’s exterior walls are carved with likenesses of the Nethys and other celestial figures. Unless otherwise noted, ceilings within the Sanctum are 15 feet high and all of its rooms are dark.

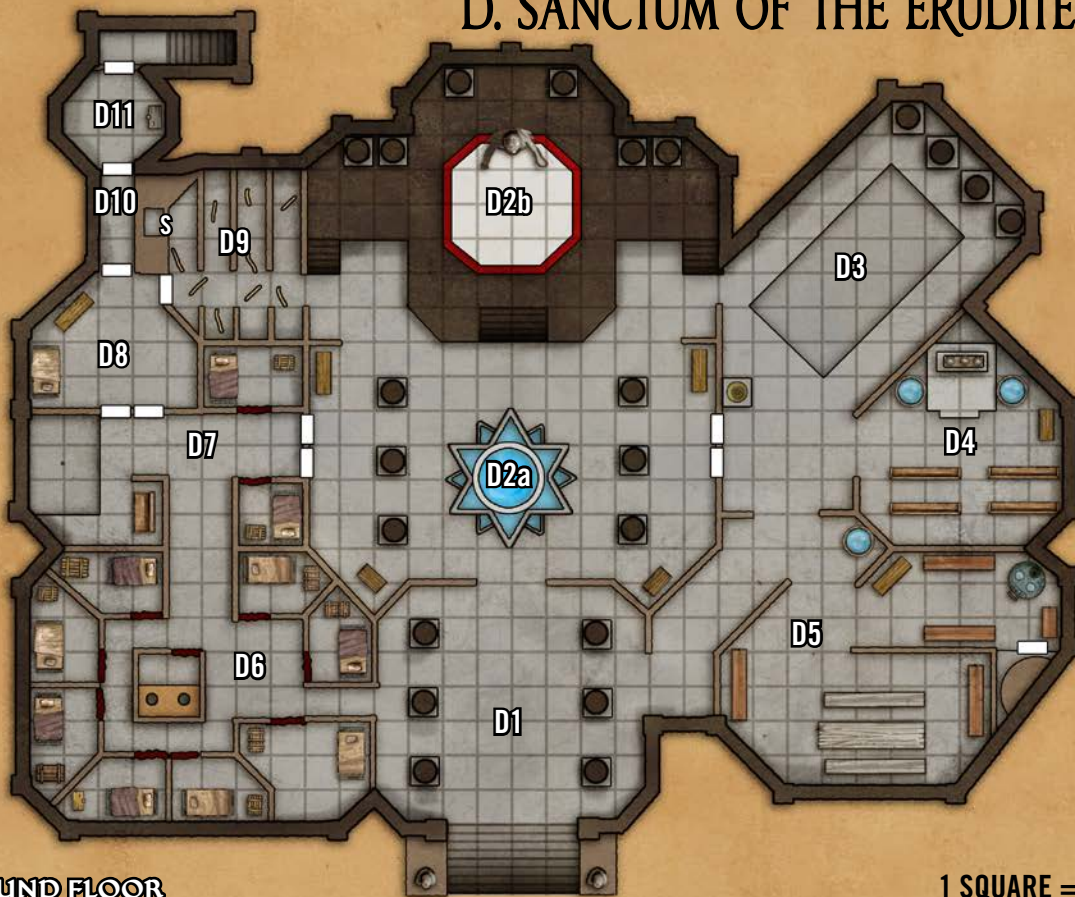
D1. Hall of Illumination (CR 3)

No doors block the grand entrance to this building—a wide flight of steps leads directly up into the temple’s interior. Two humanoid statues flank the stairs, wearing black-and-white masks and holding quarterstaves. Just inside the entry, two rows of columns lead toward an archway in the north wall. Two smaller passages open to the east and west.

The ceiling in this entryway is 15 feet high. Depending on what time of the day the PCs enter the Sanctum, there may be ambient light from outside in this room, but it is otherwise dark. Characters who succeed at a DC 15 Perception check (creatures with stonecunning can use the bonus from that ability on this check) notice that the building appears to be in remarkably good condition for its age, especially compared to the other structures in the necropolis. This is due to the actions of the akhkat in area **D2a**. A successful DC 10 Knowledge (religion) check

MUMMY'S MASK

D. SANCTUM OF THE ERUDITE EYE



GROUND FLOOR

1 SQUARE = 5 FEET

CRYPTS



THE HALF-DEAD CITY

is sufficient to identify the statues flanking the stairs as images of Nethys himself.

The wind has deposited a layer of dust and sand on the floor in this room, and PCs with the presence of mind to check for tracks can find humanoid footprints in the dust with a successful DC 14 Survival check. The tracks are fresh, less than 24 hours old, and it appears that at least four creatures passed this way. These tracks were left by Nebta-Khufre, and later, the Scorched Hand, when they entered the Sanctum. There are no other signs of these tracks beyond area **D1** except where specifically noted.

Creatures: A pack of hungry jackals was lurking in this area when the necromancer Nebta-Khufre first arrived here, but he was able to avoid the jackals with *invisibility*. The Scorched Hand then encountered and killed the jackals when they entered the Sanctum. Nebta-Khufre discovered the jackals' carcasses when he exited the temple later, and used the *mask of the Forgotten Pharaoh* to animate the jackals as undead skeletons to cover his retreat from the Sanctum. Six skeletal jackals now guard this room, attacking any living creature who enters. The jackals fight until destroyed.

SKELETAL JACKALS (6)

CR 1/3

XP 135 each

Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs 54,
Pathfinder RPG Bestiary 250

NE Small undead

Init +7; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 4 each (1d8)

Fort +0, **Ref** +3, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 13 (17 vs. trip)

Feats Improved Initiative^B

D2a. Hall of Protection (CR 4)

Space and elevation lend a sense of past grandeur and majesty to this large space. A large, star-shaped fountain with a circular pool in the center sits in the middle of the chamber. The bottom of the pool is decorated with a great mosaic eye made from tiny colored tiles, and hieroglyphs are carved into the paving stones ringing the fountain. Two rows of columns support the ceiling overhead, which continues to rise to a domed ceiling in the northern portion of the chamber. At the far end of the hall, a massive statue with arms raised

overlooks the entire length of the temple from atop a raised dais. East and west of the fountain, two sets of stone double doors exit the chamber.

This hall was a public worship area where anyone could enter to pray and ask Nethys for a blessing. The ceiling in this area is 20 feet high, rising to a 40-foot-high dome above the dais in the north half of the hall (area **D2b**), giving the impression of a great cathedral.

The Ancient Osiriani hieroglyphs ringing the fountain identify it as the "Pool of Protection." The pool has a faint aura of abjuration and transmutation, and the water within is cool, clean, and safe to drink. Any spellcaster who drinks water from the pool gains a minor blessing, allowing her to cast one spell of the abjuration school at +1 caster level and with a +1 bonus to the saving throw DC. The effect lasts for 24 hours or until used, and the benefit can be gained only once per day. Water removed from this room loses all magic and becomes ordinary water.

Creatures: An ancient elemental creature from Osirion's distant past exists within the temple. Called an ahkhat, it is essentially a consciousness bound within the building, though it is able to form a body of sorts from the walls, floors, and ceilings of the structure. The ahkhat is bound to a keystone that was made part of the Sanctum's foundation, and the ahkhat's presence is why this ancient building is still in decent repair.

Normally, the ahkhat is not aggressive (though, like most ahkhats, it has a territorial streak), but Velriana Hypaxes discovered its keystone in area **D18** and has used it to control the ahkhat, ordering it to drive away any living humanoids in the Sanctum—such as the PCs. Note that the ahkhat does not necessarily attack the PCs in this or any other specific room—rather, this area is the first location where it can take action. The ahkhat can range throughout the entire Sanctum, including the crypts. Treat the ahkhat as a flexible encounter that can be used anywhere at any time, including places that the PCs have already explored once. You can even repeat the encounter if the ahkhat flees and then returns. It makes a good impromptu encounter whenever the tension drops or the pace slows. The ahkhat ignores the undead in the temple, which have never tried to harm the structure of the Sanctum. Furthermore, Velriana did not specify that the ahkhat should take action against any creatures other than living humanoids.

In addition, an aghash div lurks at the far end of the room behind the statue. See area **D2b** for details on the div and its actions.

AHKHAT

CR 4

XP 1,200

hp 34 (see page 80)

MUMMY'S MASK

Development: If the PCs locate the ahkhat's keystone in area **D18**, they can use it to pacify or redirect the creature, possibly turning it against the Scorched Hand. If the PCs manage to wrest control of the ahkhat from Velriana, award them XP as if they had defeated the creature in combat.

D2b. Cathedral of Nethys (CR 4)

North of the Hall of Protection, the ceiling rises to a high dome 40 feet above the main floor, forming the primary cathedral of Nethys. Three flights of short, steep steps climb up to a large platform elevated 5 feet above the floor. At the rear of this platform, a 15-foot-tall statue of Nethys, half white and half black, stands atop a raised octagonal dais. The top of the main platform is tiled in black marble,

while the octagonal dais is a striking white, and the ring that separates them is tiled in red.

In ancient times, only sworn priests and acolytes of Nethys were permitted to climb the steps and prostrate themselves before the god's image. Lay worshipers were confined to the main floor of the Hall of Protection. There is nothing of immediate value in this area, but the statue and architecture are nevertheless remarkable. The statue is incredibly well sculpted, and unusual in that it appears to have been fabricated from two differently colored types of stone fused together with magic to create one solid statue. It can be identified as a representation of Nethys with a successful DC 10 Knowledge (religion) check. The steps leading up to the platform are quite steep and are considered difficult terrain.

Creature: A foul aghash div named Shargah-Katun has begun haunting the Sanctum, reveling in the irony that the arrogant, magically inclined worshipers of the god of magic have succumbed to undeath against their will. To Shargah-Katun, the entire Sanctum is a testament to the folly and weakness of mortalkind. Yet the div is no fool. When the Scorched Hand began their explorations, Shargah-Katun watched them from hiding and counted their numbers. It chose to bide its time until they came past again, hoping they would be weaker when they returned. Yet when it sees the PCs approach this area, the div decides it can suffer mortal incursions no longer, and it attacks.

Shargah-Katun is hiding behind the large statue of Nethys at the far northern end of the room. When the PCs first approach the platform from area **D2a**, Shargah-Katun peeks out from behind the statue. Have the PCs attempt Perception checks opposed by the div's Stealth check to see if they spot the creature before it can act to surprise them.



SHARGAH-KATUN

SHARGAH-KATUN

CR 4
XP 1,200

 Aghash div (*Pathfinder RPG Bestiary 3* 83)

hp 42
TACTICS

Before Combat Before it emerges from hiding and before opponents can climb the steps to the dais, Shargah-Katun casts *spectral hand*.

During Combat Shargah-Katun prefers to fight from a distance, cursing every possible foe it can with its cursed gaze or *bestow curse* delivered via *spectral hand*. Once its opponents reach the platform, the div uses *dimension door* to fall back to an adjacent room (such as area **D2a**, **D3**, or **D7**), where it attempts to summon doru divs and renew its attacks.

THE HALF-DEAD CITY

Morale If reduced to 8 hit points or fewer, Shargah-Katun tries to flee. If successful, the div does not return.

D3. Sacred Pool

An immense tiled pool, empty and no more than two feet deep, lies beneath a vaulted ceiling covered with images of celestial beings. Four columns stand beyond the pool to the northeast, each carved to represent one of the four primal elements. A ring of hieroglyphs encircles the base of each pillar.

Baptismal rites were performed in this pool, which was filled with magically created water when needed. The Ancient Osiriani hieroglyphs around the columns identify each element, and a character who succeeds at a DC 15 Knowledge (religion) check recognizes that the pool's water did not symbolize life, but rather a melange of all creative energies. A PC who succeeds at a DC 15 Knowledge (history) check realizes that such large, shallow pools were not uncommon in ancient Osirian architecture, particularly on temple grounds, though this one is unusual in that it is indoors.

D4. Chapel (CR 4)

A small shrine occupies a raised dais in the north of this room. Two waist-high fountains stand on either side of the altar, and a small wooden cabinet is bolted against the eastern wall. Two rows of stone benches stand to the south of the dais. A fetid odor permeates the room.

The shrine features a bas-relief of Nethys rising out of an artistic representation of the Maelstrom behind him, recognizable with a successful DC 15 Knowledge (religion) check. The altar has been defaced, but so long ago that the impact of the desecration has lost much of its shock value. The two fountains were once used to create holy water.

A few ceremonial religious tools, including a silver chalice, a silver ritual knife, and a tithing box, are scattered across the floor. All are slightly damaged and dented. The wooden cabinet, which once held these items, is undamaged and empty.

Creatures: Two huecuvas occupy the chapel. In life, these priests were among those who prayed for miracles to stem the virulent Plague of Madness, but they lost their faith when their god provided no more aid beyond their standard spells. As they battled the sickness and the chaos, they cursed Nethys, and in death, they returned as huecuvas, believing that their god had abandoned them.

Though of limited intelligence, the huecuvas are cunning. If it is daylight outside, they feign life, appearing as living humans with their false humanity ability. They point to the shrine and speak simple phrases such as,

“Look what has happened here! Help us!” The huecuvas speak only Ancient Osiriani, however, and their archaic accents might give away their ruse.

HUECUVAS (2)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary 3* 150)

Treasure: Though damaged, the religious articles are still solid silver. The knife can be used as a silver dagger with the broken condition. The chalice is worth 30 gp.

D5. Kitchen and Dining Hall

The southern area of this large space contains a long stone table, two benches, and two wooden hutches. Just visible behind a partition wall to the north is a kitchen with tables, cabinets, and a stove in the corner. Around a corner to the south stands a stone enclosure with a rounded top and a hatch set in the front.

The temple's priests and acolytes prepared and shared their meals in this combination kitchen and dining hall out of sight of the Sanctum's public entrance. The hutches in the dining area contain stoneware plates and other tableware, while the kitchen cabinets hold a variety of metal cooking utensils and flatware. The stone enclosure in the corner is an indoor granary whose contents long ago turned to dust.

D6. Acolytes' Dormitory (CR 2)

A series of cubicles encircle an open central space here, each separated from the common area by a curtain hanging from a rod over the doorway.

The Sanctum's acolytes lived in this common area when this was an active temple. Each acolyte had a small private room in which to meditate and sleep. Within each cubicle, a bed frame and footlocker are bolted to the floor. The curtains, bed frames, and footlockers are all dusty but in good repair. The bedding, however, has rotted away and served as nests for mice and insects over the years. The reason for this dichotomy is the ahkhat (see area **D2a**)—it has used its magic to repair the building's permanent fixtures, but it has no power over loose objects within the temple, such as the bedding, which thus decomposed with the passage of time.

The cubicle in the center of the chamber is a privy. The acolytes used magic to keep the privy clean, but it has not been used in over 2,000 years.

Creatures: Some of the acolytes who died in the plague have risen from the dead, thanks to necromantic

MUMMY'S MASK

TRESPASSERS IN THE TEMPLE

The PCs are not the first to enter the Sanctum of the Erudite Eye, and though they may find some clues in the temple's rooms, these hints are intentionally confusing. The following overview summarizes what transpired before the PCs arrived.

The mysterious necromancer Nebta-Khufre entered the Sanctum first and bypassed most of its guardians through generous use of *invisibility* and his power over undead ability. He used *knock* to enter area **D8**, where he discovered a key in the ruined desk. Using the high priest's key, Nebta-Khufre descended into the crypts and located the *mask of the Forgotten Pharaoh* in the Reliquary of the Thrice-Divided Soul, but he fell victim to both the trap in area **D10** and the *glyph of warding* in area **D14**. Not long after, the Scorched Hand entered the Sanctum. After defeating a couple of undead and stashing the bodies in area **D7**, Idorii picked the locks in areas **D8** and **D10** and disabled the trap in area **D10** to gain access to the crypts. When Nebta-Khufre became aware of the Scorched Hand's presence, he sneaked out with the mask, leaving behind a trail of bloody footprints in areas **D11**, **D12**, and **D14**. The necromancer noted that some of the doors he had locked behind him were now unlocked again, so he relocked them on the way out, and used the high priest's key to reset the wall scythe trap in area **D10**, in the hope of slowing any pursuit.

It's unlikely the PCs will entirely figure out these events, but they should soon realize that they are not the only explorers to enter the Sanctum. If they actually converse with the Scorched Hand, they should realize that a third party was also present, though the activities of this mysterious intruder will not come to light until the next adventure.



emanations from the *mask of the Forgotten Pharaoh*, which was stored in the crypts below. Without purpose or intellect, these zombies returned here. Once aware of living creatures, they move to attack.

ZOMBIES (3)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

D7. Lesser Priests' Quarters

A short hallway connects a shallow, empty pool to the west to two curtained cubicles to the east. A wooden bench is bolted to the floor in a small alcove across from the pool. A set of stone doors marked with hieroglyphs stands to the north.

The cubicles are much like the ones in area **D6**, including the bed frames, footlockers, and rotted bedding, but they

are slightly bigger, less crowded, and farther from the privy, and so were reserved for the temple's lesser priests. As in the acolytes' dormitory, the ahkhat (see area **D2a**) has maintained the permanent furnishings here. The bathing pool is a simple tiled affair with a drain in the floor, which the priests filled with magically conjured water on their bathing days.

Two corpses have been dragged into the northern cubicle here. One is a pile of bare bones kicked unceremoniously out of the way, and the other is a rotting, but still intact, cadaver. An old, broken scimitar lies nearby. The bones are scorched and still warm to the touch, and the corpse has suffered a number of recent injuries. Characters who examine the bodies and succeed at a DC 10 Knowledge (religion) check identify them as recently destroyed undead—a skeleton and zombie, respectively. The Scorched Hand fought and defeated these creatures after they entered this room from area **D2a**. Not knowing when and if the group actually assigned to explore the Sanctum would enter the temple, they shoved the corpses out of sight as a precaution.

D8. High Priest's Quarters

The doors leading into this room from areas **D7** and **D9** are both locked (hardness 8, hp 60, break DC 28, Disable Device DC 20). The double doors between this room and area **D7** are inscribed with Ancient Osiriani hieroglyphs that read, "High Priest Only—All Others Forbidden." If the PCs examine these doors and succeed at a DC 18 Perception check, they notice scratch marks around the lock, suggesting it has recently been picked.

This sparsely furnished room contains a bed frame bolted to the floor in the southwest corner next to a lacquered end table. On the opposite side of the room, a wooden desk has partially collapsed against the wall. Doors exit the room to the north, east, and south.

The Sanctum's high priest resided in these quarters, which also guarded access to the temple's lower level. The ahkhat (see area **D2a**) has maintained this area as well, but as the desk was not attached to the building, it was ignored, which explains its disrepair. There is no longer anything of interest in the ruins of the desk.

The door to the north leading to area **D10** is also locked (hardness 8, hp 60, break DC 28, Disable Device DC 20). With a successful DC 18 Perception check, the PCs can determine that it was also recently picked.

D9. Library (CR 3)

Rows of stone shelves fill this crowded room. Most of the books and scrolls once stored here have disintegrated over time, but a

THE HALF-DEAD CITY

few volumes engraved on more durable materials still endure. Numerous scroll tubes litter the floor of the room amid the dusty remains of ruined paper and papyrus. A solitary door is set into the western wall.

This was the temple's library, which once contained an impressive collection of works both mundane and magical. The Scorched Hand looted most of the obviously magical scrolls from the room, and more of this treasure trove of ancient history lies ruined on the floor, but important information can still be salvaged.

Characters who succeed at a DC 20 Appraise or DC 15 Perception check find an unrolled papyrus scroll discarded on the floor. It describes, in Ancient Osiriani, how magicians of Osirion's First Age could alter elementals to new forms and purposes. The text describes the concept of an *ahkhat* (see page 80) and the "keystone" that binds it to a building and pacifies it. The scroll further mentions that such keystones were frequently built into the foundations of the structure and often concealed by secret doors. Velriana discovered this scroll stored in an airtight scroll tube, and with its knowledge was able to locate the keystone of the Sanctum's *ahkhat* in area **D18**, allowing her to take control of the *ahkhat* and pit it against the PCs (see area **D2a**). She gave the scroll to Azaz to hold on to, but in his excitement he left it behind.

If the PCs look for tracks in this room, they can find them with a successful DC 14 Survival check, revealing that as many as four people were present in this area within the last 24 hours.

Creature: A secret panel in the western wall of the library can be discovered with a successful DC 20 Perception check. The panel is locked but not trapped, and opening it requires a successful DC 20 Disable Device check. A construct called a guardian scroll was placed in the opening behind this panel to protect the contents of this compartment. The priests of the Sanctum used a password to deactivate the scroll, but it has been lost to time. As a result, the guardian scroll immediately attacks any trespassers as soon as the secret panel is opened, fighting until destroyed.

GUARDIAN SCROLL

CR 3

XP 800

hp 27 (see page 82)

Treasure: If all of the surviving documents in the library are carefully gathered up and organized (which takes at least a day), the collection could be sold to various parties for a total of 1,000 gp. In addition to these historical documents, the library contains a *scroll of detect secret doors* and a *scroll of remove paralysis* that the Scorched Hand overlooked, each of which can be found with a successful DC 15 Perception check.

BY ROYAL ORDER OF
PHARAOH DJEDERET II
... THE HIGH PRIEST OF OUR BLESSED
TEMPLE SHALL TAKE THIS RELIC TO
OUR NEW CITY WHERE THE ASP
AND CROOK JOIN AND ENSURE IT IS
NEVER DISCOVERED. TREAT IT WITH
REVERENCE, BUT CONCEAL IT WITH
YOUR MOST TRUSTED SECRETS AND
VALUABLE TREASURES. DO NOT
ATTEMPT ITS DESTRUCTION. DO NOT
BE TEMPTED BY ITS POWERS. LET OUR
SCANDAL REMAIN FORGOTTEN UNTIL
THIS OBSCENITY CAN BE UNDONE ...

PLAYER HANDOUT

Once the guardian scroll is defeated, the PCs can inspect the space behind the secret panel, which holds a *tablet of languages lost* (see page 61) and three scroll tubes containing a *scroll of align weapon*, a *scroll of halt undead*, a *scroll of knock*, and a *wand of lesser restoration* (10 charges), respectively.

Along with these items is a second stone tablet written in Ancient Osiriani hieroglyphs. If read or deciphered, it is revealed to be a royal decree of Pharaoh Djederet II (see the Player Handout, above). The tablet refers to the hiding of the *mask of the Forgotten Pharaoh* within the Sanctum of the Erudite Eye, though there is no way for the PCs to know that at this point. With a successful DC 20 Knowledge (nobility) check, a PC can determine that Djederet II was pharaoh of Osirion sometime around -1600 AR, over 6,000 years ago. A character who succeeds at a DC 20 Knowledge (history) check can identify the city mentioned in the tablet as Wati, and knows that Djederet II founded the city. If anyone casts *detect magic*, *see invisibility*, or a similar spell on the tablet, an invisible symbol becomes visible in the upper right hand corner—an eye bisected by a vertical line. A successful DC 20 Knowledge (religion) check reveals that this mark has long been used by Osirian priests of Nethys to invoke the god's blessing and denote important documents. No references to the tablet or the symbol can be found among the surviving documents in the library. The tablet is worth 300 gp to a private collector or historian.

D10. Trapped Corridor (CR 4)

This short, narrow corridor between two stone doors appears unremarkable.

Trap: For all its innocuousness, this corridor is nevertheless trapped. A pressure plate halfway down the hallway triggers a scything blade that descends out of the

MUMMY'S MASK

corridor's western wall before automatically retracting back into the wall and resetting itself. A hidden lock at each end of the corridor safely deactivates the trap.

Nebta-Khufre triggered the trap when he passed through the hallway, but Idorii disabled it when the Scorched Hand came through. On his way back out of the Sanctum, however, Nebta-Khufre noticed the hidden bypass lock, and using the high priest's key, reset the trap once again.

WALL SCYTHE TRAP

CR 4
XP 1,200
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** automatic; **Bypass** hidden lock
(Perception DC 25 to locate, Disable Device DC 30 to open)

Effect Atk +20 melee (2d4+6/x4)

D11. Chamber of Readiness

This octagonal chamber is empty save for a large metal chest against the eastern wall. A series of hieroglyphs are inscribed on the wall above it. Stone doors are set in both the northern and southern walls.

The crypts below the Sanctum were restricted, but acolytes, lesser priests, traveling clerics, and special visitors were allowed entry if escorted by the high priest. Before descending into the crypts, however, they were expected to leave their magic items in the chest in this room, which they were assured was safe behind several locked doors and traps. The chest is unlocked and empty.

The Ancient Osiriani hieroglyphs on the eastern wall read, "The righteous and the holy have no need of staff, rod, or ring. Place your faith in the Good Magister and walk without fear." The "Good Magister" refers to the Sanctum's high priest and refers to that person's control of magic, not his righteousness. A PC who succeeds at a DC 12 Knowledge (religion) check understands this context.

Characters who search for tracks in this room can find a single set of bloody boot prints going south with a successful DC 15 Survival check. A result of 19 or more also turns up the tracks of multiple people heading north through this area. The DCs of these Survival checks are reduced by 5 on the staircase behind the north door that descends to the lower level, because of the thickness of the dust on the steps.

D12. Chamber of Waiting

A stone bench sits against the eastern wall of this octagonal chamber. Black tiles line the floor, walls, and ceiling. A short passage to the south ends at a gate of bronze bars.

There is no dust on the floor here, but with a successful DC 20 Survival check, a character detects faint bloody footprints between the gate and the stairs. The gate to the south is closed and locked (hardness 9, hp 60, break DC 25, Disable Device DC 20). Once open, the gate automatically swings closed and relocks on the following round (even if disabled) unless somehow prevented from doing so. This is a mechanical feature caused by concealed springs in specially designed hinges, as well as the design of the lock. This automatic closing and relocking feature can be permanently disabled with a separate successful DC 25 Disable Device check.

All of the gates on this level are of identical construction. Similarly, unless otherwise noted, all of the rooms and hallways on this level are tiled in the same black stone, and the ceilings are 10 feet high.

D13. Catacomb Antechamber (CR 5)

In addition to the bronze gate to the north, pairs of stone doors exit this empty room to the east and west, each emblazoned with black-and-white mask symbol of Nethys. The doors to the west are locked (hardness 8, hp 60, break DC 28, Disable Device DC 20). The eastern doors are unlocked, but with a successful DC 18 Perception check, a PC notices signs that the lock has been picked.

Creature: One of the temple's most powerful defenders, a graven guardian, stands against the southern wall of the room. A construct shaped of rune-carved clay, the graven guardian appears as nothing more than a statue of Nethys, recognizable as such with a successful DC 10 Knowledge (religion) check. The guardian silently animates and attacks anyone not openly wearing or displaying the holy symbol of Nethys who steps more than 5 feet into the room. When active, the graven guardian takes on an exceptionally lifelike appearance. It does not attack anyone with a holy symbol of Nethys unless that creature attacks it first.

Nebta-Khufre used *invisibility* to avoid the guardian, while the Scorched Hand, as followers of Nethys, were able to safely pass it (Idorii sneaked past while the other members of the group distracted the guardian).

GRAVEN GUARDIAN OF NETHYS

CR 5
XP 1,600
Pathfinder RPG Bestiary 3 140

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 53 (6d10+20); fast healing 2

Fort +4, **Ref** +7, **Will** +5

Defensive Abilities protected; **DR** 5/adamantine; **Immune** construct traits; **SR** 16

Weaknesses faith bound

THE HALF-DEAD CITY

OFFENSE

Speed 70 ft.

Melee +1 *keen* quarterstaff +11/+11/+6 (1d6+5/19–20) or slam +10/+10 (1d6+4)

Special Attacks magic weapon, rune carved

Spell-Like Abilities (CL 6th, concentration +7)
1/day—*haste* (self only)

TACTICS

Before Combat Prior to attacking, the graven guardian casts *haste* on itself.

During Combat An unintelligent construct, the graven guardian has no special tactics. It pursues fleeing targets throughout the Sanctum, but will not leave the temple grounds.

Morale The graven guardian fights until destroyed, but ceases its attacks once intruders exit the temple.

Base Statistics Without *haste*, the graven guardian's statistics are **AC** 20, touch 12, flat-footed 18; **Ref** +6; **Speed** 40 ft.;

Melee +1 *keen* quarterstaff +10/+5 (1d6+5/19–20) or slam +9 (1d6+4).

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 22

SQ guardian domains (Protection, Rune)

Treasure: The graven guardian's quarterstaff retains its enhancement bonus (but loses its *keen* special ability) when the construct is destroyed, becoming a +1 *quarterstaff*.

D14. Reliquary of the Thrice-Divided Soul (CR 3)

The secret door leading to this room was not closed properly by Nebta-Khufre when he removed the *mask of the Forgotten Pharaoh* from within. The edge of the door sticks out slightly from the wall and can be spotted with a successful DC 15 Perception check.

A stone effigy of a humanoid figure stands at the north end of this room, its arms spread in a gesture of supplication, or as if commanding an object to rise in the air. The figure's face is devoid of detail, with only vague contours where the eyes and nose should be. An extensive series of hieroglyphs covers the western wall, opposite a stone bench that stands against the eastern wall.

Instead of a grandiose tomb, the priests of the Sanctum of the Erudite Eye hid away the *mask of the Forgotten Pharaoh* in this simple room behind a secret door, further safeguarding it with a *glyph of warding* and a guardian construct. When the PCs arrive in this room, however, the mask is no longer here. Drawn by the necromantic energies of the *mask of the Forgotten Pharaoh*, Nebta-Khufre entered the crypts beneath the sanctum and discovered the secret door to this room by chance. Invisible, the necromancer escaped the notice of the room's guardian,

but he triggered the *glyph of warding* when he opened the door. Badly injured, Nebta-Khufre seized the mask and quickly fled the Sanctum, avoiding the Scorched Hand and the PCs entirely.

If the PCs search the room thoroughly, they can discover several clues as to what the room originally held and what recently occurred here. The Ancient Osiriani hieroglyphs on the western wall are written in a poetic style in an ancient dialect and are particularly difficult to follow, but if translated, they read as follows

Woe to you who would plunder the Reliquary of the Thrice-Divided Soul. Turn away, lest the harsh judgment of the Forgotten One fall upon you and your descendants for a thousand generations. Turn away, for his ka cannot be appeased and it shall call



GRAVEN GUARDIAN OF NETHYS

MUMMY'S MASK

forth legions of the dead and the damned. Turn away, and may the All-Seeing Eye and the Lady of Graves take pity on you, for if not, the Forgotten Pharaoh shall consume you, body and soul.

PCs who succeed at a DC 15 Knowledge (religion) check can identify the “ka” as one component of the ancient Osirian concept of the soul, which was divided into five parts. The ka contains a person’s “vital spark,” that which distinguishes the living from the dead.

Anyone who succeeds at a DC 10 Perception check can find droplets of blood on the floor near the door, marred by soled footprints. The blood is still tacky, hinting at its recent origin. A successful DC 18 Perception check is enough to detect faint traces of an inscription or writing on the secret door, which can be identified as the remnants of a discharged *glyph of warding* with a successful DC 23 Knowledge (arcana) or DC 18 Spellcraft check.

A PC who studies the humanoid effigy notices subtle indentations around the figure’s ears and chin with a successful DC 10 Perception check, as if something was supposed to be placed over the figure’s head or upon its face. With a result of 15 or higher on the check, a PC can see that while a fine layer of dust coats the body of the effigy, the head is free of dust, as if it once wore some sort of mask or headdress that was removed recently.

Finally, if *detect magic* is cast in this chamber, the entire room has a dim magical aura, centered on the effigy to the north. The nature of the aura is difficult to identify, but a PC who succeeds at a DC 25 Knowledge (arcana) check determines that until recently, the room held a source of necromantic power of overwhelming strength. After 24 hours, this lingering aura fades away completely. Although magic items must normally be destroyed to leave behind a lingering magical aura, the power of the *mask of the Forgotten Pharaoh* permeated this chamber during the long millennia it was stored here, constituting a special exception to that rule.

Creature: The priests of the Sanctum also left behind a guardian to protect the *mask of the Forgotten Pharaoh*—a necrophidius. Although it has the appearance of an undead creature, the necrophidius is actually a construct. It hides behind the effigy until someone approaches within 5 feet of the figure, at which point it quietly slithers out from behind the statue to entrance intruders with its dance of death. The necrophidius fights until destroyed, but does not leave this chamber.

NECROPHIDIUS **CR 3**
XP 800
hp 36 (*Pathfinder RPG Bestiary 2* 196)

Development: Although Nebta-Khufre and the *mask of the Forgotten Pharaoh* are long gone from the Sanctum by

the time the PCs reach this point, this is not the last the PCs will hear of them. The PCs will encounter both the necromancer and the stolen artifact in the next adventure, “Empty Graves,” where the clues they learn here will take on new meaning and importance.

D15. Chamber of Conjunction and Summoning (CR 5)

A large silver summoning circle is inlaid in the floor tiles near the center of this octagonal chamber. In the northeast corner of the room, a set of narrow steps leads up to a raised dais. A concave stone bench, almost a throne, perches atop the dais, flanked by two bronze braziers. Four columns carved in the form of fantastic creatures support the room’s vaulted ceiling.

The Sanctum’s priests secretly conjured and summoned outsiders of various alignments in this chamber, for a variety of different motives, far from the eyes of lay worshipers and common folk who might not be so accepting of such practices. The columns in the room are incredible examples of ancient sculpture. The column to the northeast depicts a beautiful, hawk-winged, succubus-like woman, while the southeast column is fashioned in the form of a feminine figure of billowing smoke or clouds crackling with electricity. The northwest column portrays a half-skeletal spellcaster of some kind, and the column to the southwest resembles a winged, angelic creature wearing a metallic mask.

The columns represent some of Nethys’s most favored servants. Each figure can be identified with a successful DC 25 Knowledge (planes) or Knowledge (religion) check. The hawk-winged woman is Yamasha, a master of conjuration and enchantment; the feminine cloud is Nethys’s herald, the Arcanotheign; the skeletal spellcaster is the powerful lich Takaral; and the angelic creature is the trumpet archon Bard.

The dais is 5 feet high, and the ceiling is 15 feet high in this room.

Creatures: The carved figures of the Arcanotheign and Yamasha are actually caryatid columns created to guard this room. They attack anyone in the room not accompanied by someone wearing the raiment of the Sanctum’s high priest. They don’t pursue fleeing foes beyond this room.

CARYATID COLUMNS (2) **CR 3**
XP 800 each
hp 36 each (*Pathfinder RPG Bestiary 3* 46)

D16. Catacomb of the High Priests (CR 3)

Two columns carved to resemble men with their arms crossed over their chests, holding a khopesh in one hand and an ankh

THE HALF-DEAD CITY

in the other, support the ceiling of this long chamber. Deep alcoves in the walls form burial chambers, some of which are sealed with stone doors. Other sepulchers just have sarcophagi tucked inside, while a few appear empty. To the north and south, wide passages exit the room through the east wall, each leading to stone double doors.

This catacomb was reserved for the high priests of the Sanctum. In contrast to standard Osirian burial practices of the time, the temple's high priests were expected to pass on much of their belongings to their successors, making this catacomb seem relatively spartan in comparison. While some Osirionologists might find this tomb rather strange, a successful DC 15 Knowledge (religion) check or examination of some of the surviving texts in the library (area **D9**) reveals that the priests of the Sanctum of the Erudite Eye were well versed in the matters of their faith, and believed that mortal trinkets were not required for the soul to join Nethys in the afterlife.

Six of the sepulchers (areas **D16a**, **D16b**, **D16c**, **D16e**, **D16g**, and **D16h**) all contain sarcophagi; three of them (areas **D16a**, **D16b**, and **D16g**) were sealed with stone doors that were never intended to be reopened. The doors can be smashed open, however (hardness 8, hp 30, break DC 20). The northeast sepulcher (area **D16i**) appears empty, but it is actually a false grave constructed to conceal a secret vault. The secret door in the south wall of the alcove can be discovered with a successful DC 20 Perception check.

Both sets of stone doors in the passages to the east are locked (hardness 8, hp 60, break DC 28, Disable Device DC 20).

Creature: The false grave (area **D16i**) also contains the old (but not ancient) corpse of a grave robber who died approximately 20 years ago. After being mortally wounded by the graven guardian in area **D13**, the robber crawled into the catacomb, where he died. Denied a proper burial and bolstered by the nearby necromantic energies of the *mask of the Forgotten Pharaoh*, the robber rose again as a coffer corpse. The coffer corpse rises to its feet as soon as it senses living beings in the catacomb, and at first glance it appears to be nothing more than a rotting zombie. The coffer corpse attacks the nearest creature, and once it has grappled a victim, it does not let go. Consumed with hatred for all living things, the coffer corpse pursues fleeing foes throughout the Sanctum, and fights until destroyed.

COFFER CORPSE

CR 3
XP 800
Tome of Horrors Complete 117

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 30 (4d8+12)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2, deceiving death; **DR** 5/magic and bludgeoning; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee 2 slams +6 (1d6+3 plus grab)

Special Attacks constrict (1d6+3), fear, grab (Large), strangle

STATISTICS

Str 16, **Dex** 12, **Con** —, **Int** 6, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 17

Feats Improved Initiative, Toughness

Skills Intimidate +7, Perception +6, Stealth +8

Languages Common, Osirian

SPECIAL ABILITIES

Deceiving Death (Ex) In any round in which a coffer corpse is struck for 6 or more points of damage (whether or not the damage bypasses the coffer corpse's damage reduction), the creature slumps to the ground, seemingly destroyed. If the coffer corpse is strangling a victim, it releases its hold when it falls. On its next turn, the coffer corpse rises again as if reanimated, triggering its fear ability. Characters can see through this ruse with a successful DC 20 Sense Motive check (necromancers receive a +2 circumstance bonus on this check).

Fear (Su) A creature that sees a coffer corpse rise after it uses its deceiving death ability must succeed at a DC 14 Will save or be panicked for 2d4 rounds. On a successful save, the creature is shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Strangle (Ex) A coffer corpse grasps its victims by the throat in a crushing death grip. A creature that is grappled by a coffer corpse cannot speak or cast spells with verbal components.

Treasure: Although the high priests interred here gave away most of their wealth upon their deaths, they were buried with a few select grave treasures. Each sarcophagus contains the mummy of a former high priest of the Sanctum, each of which wears a gold funerary mask worth 100 gp. The rest of the priests' grave goods consist of their canopic jars, small personal items, and wooden holy symbols of no great value.

The secret vault in area **D16i** was built to hold the Sanctum's treasures, but it did not see much use before the plague struck. Nevertheless, it contains a small, unlocked chest that holds a few riches, consisting of *apprentice's cheating gloves* (*Ultimate Equipment* 234), a *potion of bull's strength*, two *potions of cure moderate wounds*, 330 gp, and a pouch containing six rubies worth 25 gp each.

D17. Shrine (CR 4)

A stone altar flanked by two bronze urns sits against the north wall of this chamber. To the south, three rows of stone pews

MUMMY'S MASK

face the altar. A lacquered wooden cabinet is bolted to the western wall at head level, and a long stone table runs parallel to the east wall. Stone double doors exit the room to the east and west.

Special religious rites were performed in this shrine, including the preparation of the bodies of the high priests entombed in the catacomb to the west (area **D16**). The bodies were mummified and prepared on the stone table, where they also lay in state before burial. The doors to the west are locked (hardness 8, hp 60, break DC 28, Disable Device DC 20).

Creature: A skeletal champion named Senenmerek currently occupies the shrine. Senenmerek was raised from childhood in the Sanctum of the Erudite Eye, and became a temple guard as an adult, rising through the ranks to become commander of the guards. Like

all of the Sanctum's guards, Senenmerek received some clerical training, though his focus was on the martial disciplines. He swore his life to the temple, and so dedicated was he that he asked to be allowed to continue serving Nethys even after death. To that end, when he died, the high priest of the Sanctum animated Senenmerek as a skeletal champion, transforming the loyal guard into an undying defender. When the last of Sanctum's priests fell to the Plague of Madness and the site was abandoned, only Senenmerek remained, the last guardian of a forgotten temple.

It has been many years since anyone has attempted to enter the Sanctum, so Senenmerek was caught unprepared when Nebta-Khufre sneaked inside and took the *mask of the Forgotten Pharaoh*—the presence of which even Senenmerek was unaware. When the skeletal champion tried to stop Nebta-Khufre, he fell victim to the necromancer's power over undead, and Nebta-Khufre escaped.

When the Scorched Hand entered, Senenmerek vowed not to fail in his duties again, but when the group safely passed the graven guardian in area **D13** and he realized they were followers of Nethys, his will faltered. For the first time in millennia, Senenmerek was unsure of where his duty lay, and he retreated to the shrine here to pray to Nethys for guidance.

By the time the PCs arrive, Senenmerek has reached a conclusion. His duty is clear, and he will defend the Sanctum against all invaders.

As commander of the temple's guards, Senenmerek carries keys to all of the locked doors and gates in the temple's crypts (areas **D12** through **D20**).



SENENMEREK

SENENMEREK

CR 4

XP 1,200

Male human skeletal champion cleric of Nethys 1/fighter 3
(*Pathfinder RPG Bestiary* 252)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

hp 40 (6 HD; 3d8+3d10+6)

Fort +6, **Ref** +3, **Will** +8

Defensive Abilities bravery +1, channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee *spear of the watchful guardian* +10 (1d8+7/x3) or 2 claws +8 (1d4+4)

Special Attacks channel negative energy 4/day (DC 11, 1d6), destructive smite (+1, 5/day), hand of the acolyte (5/day)

THE HALF-DEAD CITY

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*bane* (DC 13), *divine favor*, *true strike*^o

0 (at will)—*detect magic*, *guidance*, *resistance*

D domain spell; **Domains** Destruction, Magic

TACTICS

During Combat Senenmerek focuses his attacks on one foe at a time, using Power Attack, Channel Smite, and his destructive smite to maximize his damage. If he reduces an enemy to unconsciousness, he moves to a different target. Senenmerek uses his hand of the acolyte ability to attack opponents at range rather than throwing his spear.

Morale If reduced to 10 hit points or fewer, Senenmerek withdraws to heal himself with channeled energy or spontaneous inflict spells, then rejoins combat. Otherwise, he fights until destroyed.

STATISTICS

Str 19, **Dex** 15, **Con** —, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 20

Feats Channel Smite, Combat Reflexes, Improved Initiative^B, Power Attack, Stand Still, Step Up, Weapon Focus (spear)

Skills Intimidate +10, Knowledge (religion) +5, Perception +10, Sense Motive +10, Spellcraft +5, Stealth +10

Languages Ancient Osiriani

SQ armor training 1

Gear mithral shirt, *spear of the watchful guardian* (+1 spear; see page 61), wooden holy symbol of Nethys, keys to temple crypts (areas **D12** through **D20**)

Treasure: The lacquered cabinet on the west wall holds simple religious tools, including a gold chalice engraved with the visage of Nethys worth 50 gp.

Development: Senenmerek is quite willing to take living prisoners. He knows nothing of how the world has changed and has many questions. You can use this plot element as an alternative to killing the entire party (if it comes that) and afford the PCs a chance to escape or bargain for their lives. Senenmerek's agenda, other than learning about the modern world, is left for you to determine, but he has no knowledge of the *mask of the Forgotten Pharaoh*, nor does he know who any of the Sanctum's recent invaders are (either Nebta-Khufre or the Scorched Hand).

D18. Pool of Destruction

A locked bronze gate (hardness 9, hp 60, break DC 25, Disable Device DC 20), identical to the one in area **D12**, separates this room from the rest of the crypts.

A large, star-shaped fountain with a circular basin in the center occupies most of this octagonal chamber, surrounded by a ring of stones engraved with hieroglyphs. Roaring blue flames rise from the basin to almost touch the ceiling. The area is separated from the rest of the complex by a metal gate just to the south.

This pool is a near twin to the Pool of Protection on the ground floor (area **D2a**), and the Ancient Osiriani hieroglyphs that encircle the fountain identify it as such. The pool has a two auras—a moderate illusion aura and a faint aura of evocation and transmutation.

The blue flames are a *permanent image* (CL 12th) that give off light equivalent to that of a torch, emanating from the center of the pool. The flames crackle softly and give off heat as well as light, though the heat causes no damage. PCs who disbelieve the illusion, or who kneel and plunge their heads under the water, can see a mosaic eye design made from colored tiles on the bottom of the pool, just like the one in area **D2a**.

The water in the pool finds water is cool, clean, and safe to drink. Any spellcaster who drinks water from the pool gains a minor blessing, allowing her to cast one spell of the evocation school at +1 caster level and with a +1 bonus to the saving throw DC. The effect lasts for 24 hours or until used, and the benefit can be gained only once per day. Water removed from this room loses all magic and becomes ordinary water.

A secret door in the chamber's eastern wall can be discovered with a successful DC 25 Perception check. The small room beyond the door contains a carved sandstone figure of a humanoid engraved with hieroglyphs. This figure is the keystone of the ahkhat detailed in area **D2a**, and the Ancient Osiriani hieroglyphs on the figure reveal how to control the creature. Velriana discovered the keystone here and used it to order the ahkhat to drive away any other visitors to the Sanctum. Details about the keystone and its relationship with the ahkhat can be found on page 81. The keystone is about 5 feet tall and weighs approximately 570 pounds, making it extremely difficult to remove from the temple grounds.

D19. Great Hall (CR 6)

Locked bronze gates (hardness 9, hp 60, break DC 25, Disable Device DC 20), identical to the one in area **D12**, block each of the entrances to this room. Idorii (see below) has disabled the northern gate's lock—it still swings closed automatically, but it does not relock, providing the Scorched Hand with a quick avenue of escape if necessary.

Two rows of columns support the vaulted ceiling of this large chamber. Inscribed hieroglyphs cover most of the room's walls, but the southern wall is rough and unfinished. Three passages, each closed with a bronze gate, exit the room to the north, east, and west.

The priests of the Sanctum used this hall for large gatherings or meetings, when the Cathedral of Nethys on the ground floor wouldn't serve for one reason

MUMMY'S MASK

or another. The priests had also planned to further expand the crypts from this location in the future, and the southern wall is one of the few walls in the entire complex that is not tiled.

The ceiling is 20 feet high in this chamber, and assuming the Scorched Hand is present, the hall is illuminated by Khelru's everburning torch.

Creatures: The Scorched Hand is most likely encountered in this area—for tactical space reasons, it is the most appropriate location for a large battle between eight or more total characters. However, the Scorched Hand may be encountered virtually anywhere within the Sanctum, and you should deploy them wherever makes the most sense for your story and campaign.

This encounter is likely to end in a fight, but depending on how the PCs handled past interactions with the Scorched Hand and how they address the immediate situation, there are other possible outcomes. If any of the PCs are devout worshipers of Nethys, Velriana and Khelru might negotiate, though they are likely unwilling to share many of the Sanctum's treasures. Alternatively, Idorii might abandon the Scorched Hand if she's given a compelling reason—such as an equal share of the treasure from the Sanctum and a 1,000 gp signing bonus (this simply is a suggested starting position; you should set the exact terms). You should determine the final terms of any agreement with the Scorched Hand, but it should be equitable from the NPCs' perspective. Nevertheless, based on the Scorched Hand's past actions, combat is the most likely possibility.

If the PCs approach this area from the west, they likely come under fire from the Scorched Hand while they attempt to open the locked gate. This eventuality also gives the members of the Scorched Hand time to cast spells before combat. The individual tactics of the group's members are detailed in the NPC Appendix on pages 52–59.

AZAZ ARAFE CR 1

XP 400

hp 11 (see page 52)

IDORII CR 2

XP 600

hp 25 (see page 54)

KHELRO CR 2

XP 600

hp 20 (see page 56)

VELRIANA HYPAXES CR 3

XP 800

hp 28 (see page 58)

Development: If the PCs confront the Scorched Hand about the Reliquary of the Thrice-Divided Soul (area D14) or the bloody footprints in areas D11, D12, and D14, the rival adventurers are baffled. They have no knowledge of Nebta-Khufre and his activities here, and are just as confused as the PCs about the presence of some unknown third party also in the Sanctum.

D20. Tomb of the Founder (CR 4)

Hieroglyphs cover the walls of this chamber. In the middle of the room, a large and majestic stone sarcophagus rests atop a raised stone platform, and several clay jars sit on the floor nearby. Two lacquered benches stand near the doors to the south.

The original founder and first high priest of the Sanctum of the Erudite Eye was laid to rest in this tomb. The hieroglyphs on the walls name him Djedihepet, and reveal that he died in –1599 AR. He is described as “a wise counselor, trusted keeper of secrets, and good friend of the Pharaoh.” With a successful DC 20 Knowledge (nobility) check, a PC can identify the pharaoh of Osirion in –1599 AR as Djederet II—the same pharaoh who was mentioned in the tablet found in area D9 and the founder of Wati.

Inside the sarcophagus, the mummy of Djedihepet is laid to rest next to a mummified rat, his familiar in life. The clay canopic jars are sealed with wax, but if opened, they contain only Djedihepet's desiccated and preserved internal organs.

Anyone who closely examines the sarcophagus can find a hidden button near the head of the sarcophagus with a successful DC 20 Perception check. Pressing the button causes the platform under the sarcophagus to slide to the south on a set of concealed tracks, revealing a secret opening beneath it.

Trap: Opening the secret compartment without speaking a password (which Djedihepet took with him to the grave) triggers a *glyph of warding* that was placed inside. Out of respect, the Scorched Hand elected to leave Djedihepet and his grave goods where they found them. As a result, they did not discover the secret opening or trigger the *glyph of warding*.

GLYPH OF WARDING CR 4

XP 1,200

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger spell; Reset none

Effect spell effect (*glyph of warding* [blast glyph], 3d8 electricity damage, Reflex DC 15 half); multiple targets (all targets within 5 feet)



Treasure: Djedihepet's mummy wears a simple onyx funerary mask worth 20 gp and a gold and black-enameled holy symbol of Nethys worth 50 gp. The secret compartment under the sarcophagus contains a *pearl of power* (1st level) and a *ring of the grasping grave* (*Ultimate Equipment* 176).

Story Award: When the PCs complete their exploration of the Sanctum of the Erudite Eye, likely after defeating the Scorched Hand, award them 1,600 XP.

CONCLUDING THE ADVENTURE

Once the PCs have completed their exploration of the Sanctum of the Erudite Eye—and dealt with the Scorched Hand—they are free to return to Wati's living half and enjoy some well-deserved rest. They shouldn't expect (and won't receive) hearty congratulations from the priests of the Grand Mausoleum, but High Priestess Sebti the Crocodile is genuinely intrigued (and just a little alarmed) about any information the PCs choose to share concerning their adventures. Of particular interest to the high priestess are the mysterious item stolen from the Reliquary of the

Thrice-Divided Soul and of the stone tablet in the library containing Pharaoh Djederet II's decree, though she has no other information about those two items or the questions that they raise. In fact, the repercussions of what transpired in the Sanctum—both between the PCs and the Scorched Hand, and the actions of the furtive intruder who visited the temple as well—will not become clear until the next adventure.

If any members of the Scorched Hand survived, those who didn't ally with the PCs earn a black reputation for violating the rules of exploration, both in Wati and beyond, particularly in adventuring, academic, and religious circles.

If the PCs are interested in selling any of the items they recovered from the necropolis's tombs, they hear of an upcoming auction in Wati where they might be able to get good prices for their treasures, as well as get a look at—and perhaps the opportunity to purchase—some of the relics other adventurers discovered in the necropolis. This auction kicks off the next installment of the Mummy's Mask Adventure Path, “Empty Graves.”