

MUMMY'S MASK

AZAZ ARAFE

The most junior member of the Scorched Hand, Azaz Arafe is a native son of Osirion and an evoker whose magical abilities are just potent enough to test the mettle of the unwary.



AZAZ ARAFE CR 1

XP 400

Male human evoker 2

N Medium humanoid (human)

Init +6; **Senses** Perception +3

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 11 (2d6+2)

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

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+1)

Ranged dagger +3 (1d4+1/19–20)

Special Attacks intense spells (+1 damage)

Arcane School Spell-Like Abilities (CL 2nd; concentration +4)

5/day—force missile (1d4+1)

Evoker Spells Prepared (CL 2nd; concentration +4)

1st—*ear-piercing scream*^{UM} (DC 14), *mage armor*, *magic missile*, *shocking grasp*

0 (at will)—*detect magic*, *flare* (DC 13), *light*, *ray of frost*

Opposition Schools enchantment, necromancy

TACTICS

Before Combat Azaz casts *mage armor* before combat.

During Combat Azaz uses *grease* and *flaming sphere* to control the battlefield while staying close to Khelru in case he needs healing. He makes liberal use of his *wand of vanish*, and uses it on his familiar, Zazu, as well, to help Zazu make poison sting attacks. If the situation looks dire, Azaz casts *ear-piercing scream* or *shocking grasp*.

Morale Afraid to look weak, Azaz is not inclined to surrender, and he certainly won't abandon Khelru, but if he is reduced to fewer than 6 hit points and is suffering from a negative condition, Azaz gives in and admits defeat.

STATISTICS

Str 13, **Dex** 14, **Con** 10, **Int** 15, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +2; **CMD** 14

Feats Alertness^B, Combat Casting, Scribe Scroll, Spell Focus (evocation)

Skills Acrobatics +4, Appraise +6, Knowledge (arcana) +7, Knowledge (history) +6, Knowledge (religion) +6, Perception +3, Sense Motive +2, Spellcraft +7

Languages Common, Ancient Osiriani, Kelish, Osiriani

SQ arcane bond (greensting scorpion named Zazu)

Combat Gear *potion of cure light wounds*, *potion of hide from undead*, *scroll of burning hands* (CL 2nd), *scroll of*

flaming sphere, *scroll of identify*, *scroll of levitate*, *scroll of magic missile*, *scroll of shocking grasp* (CL 2nd), *wand of grease* (10 charges), *wand of vanish*^{APG} (9 charges); **Other Gear** club, daggers (2), small steel mirror, spell component pouch, spellbook (contains all 0-level spells and all prepared spells, plus *burning hands*, *floating disk*, and *identify*), wooden holy symbol of Nethys

ZAZU CR —

Greensting scorpion familiar (*Pathfinder RPG Ultimate Magic* 118)

N Tiny magical beast (augmented vermin)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 16, flat-footed 16 (+3 Dex, +1 dodge, +4 natural, +2 size)

hp 5 (2 HD)

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

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft.

Melee sting +6 (1d2–4 plus poison)

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

Special Attacks poison

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** 6, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** +2; **CMD** 9 (21 vs. trip)

Feats Dodge, Weapon Finesse^B

Skills Acrobatics +8, Appraise –1, Climb +7, Knowledge (arcana) +0, Knowledge (history) –1, Knowledge (religion) –1, Perception +9, Spellcraft +0, Stealth +15

SQ empathic link, share spells

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* sickened for 1 round; *cure* 1 save.

The Arafes are a family of lesser nobility who reside in the Osirian capital of Sothis, and Azaz is the youngest of three. With Azaz's older siblings standing to inherit (and having already provided Azaz's parents with grandchildren), the family made provisions to send their youngest child to Absalom to better himself through study at the city's famed magic academy, the Arcanamirium. Highly intelligent but a dreamer, Azaz was delighted by the prospect of learning magic instead of business, economics, and other such mundane subjects, and

NPC GALLERY

applied himself moderately well to his studies—though in truth, Azaz enjoyed the social aspects of studying at the Arcanamirium more than the intellectual pursuits.

While in Absalom, Azaz met Khelru, who was on a pilgrimage to visit various temples of his god, Nethys. Although Khelru was a few years older than Azaz, Azaz fell in love with the priest overnight, and soon became a devout convert of the All-Seeing Eye to please him. During this time, Khelru met the Taldan wizard Velriana, who had caught wind of a reliable rumor that the Ruby Prince would soon open the Wati Necropolis to exploration and was recruiting a team of adventurers. Khelru was excited to be among the first Nethysians to delve into the city's ancient past, long guarded by the clergy of Pharasma. Sharing in his partner's joy, Azaz asked to join the expedition as well. Velriana accepted Azaz's participation, since it secured Khelru's partnership as well.

Unsurprisingly, Azaz's highest loyalty and deepest affection are reserved for his partner and lover, Khelru. For Azaz, their relationship is still in its springtime, and everything Khelru finds interesting and important becomes interesting and important to Azaz too. This includes, of course, Khelru's faith and calling as a priest of Nethys. Azaz can be impetuous, outspoken, and fiercely protective of his partner, and this behavior sometimes makes it appear as if Azaz is trying to prove himself to Khelru, which may well be the case. On the other hand, Khelru has the power to emotionally wound Azaz with only a sharp word or quick rebuke.

Regarding other members of the Scorched Hand, Azaz's attitude toward Velriana is mixed. Khelru obviously holds Velriana in high esteem, and Azaz tries to emulate that attitude as much as possible. Yet Azaz senses that Velriana only takes him half-seriously at the best of times, and he constantly fluctuates between seeking her respect and being frustrated because he doesn't have it.

In contrast, Azaz has a closer relationship with Idorii. He knows Khelru doesn't view Idorii as an equal within the group, and on some level he wonders if he shouldn't share some of that prejudice. But when Azaz stops to think about it, the half-elf is the one member of the group who doesn't correct him or dismiss his opinions out of hand. Idorii's self-assuredness

confuses Azaz and frequently gives him cause to question his own individuality.

Azaz is a handsome Keleshite man in his early twenties, who, when relaxed, possesses an easy smile and a friendly disposition. He is not tall, but his body is lean and fit, and he moves with a catlike grace. His hair is a lustrous black, just long enough that he must occasionally brush it out of his eyes. Thin lines of kohl rim his eyes, obviously to make them stand out rather than diminish the sun's glare.

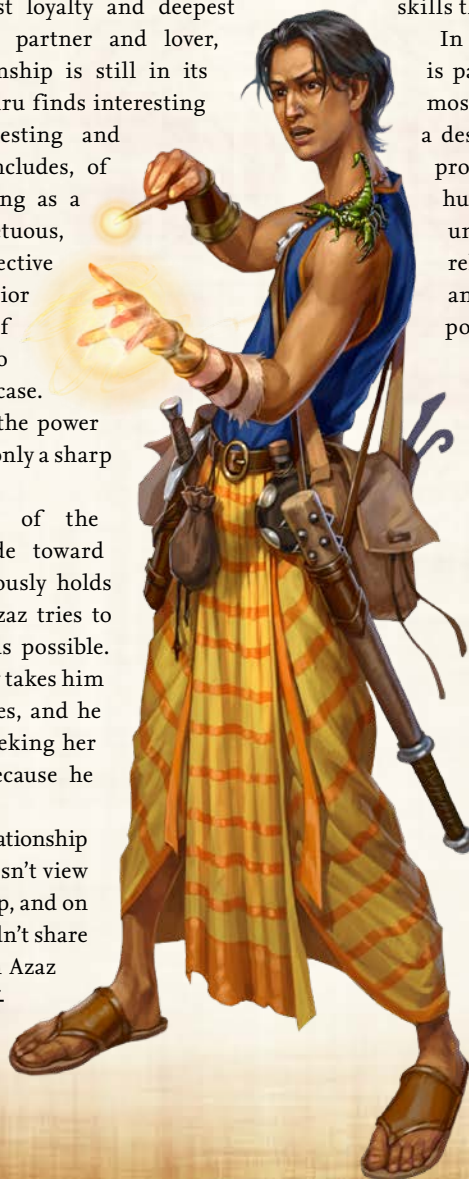
CAMPAIGN ROLE

Azaz is the member of the Scorched Hand who has the least clearly defined role. Velriana and Khelru are the group's leaders and scholars. Idorii is the fast and strong one, who acts as both defender and enforcer and deals with problems that magic cannot. Less knowledgeable than Velriana and Khelru and with fewer mundane skills than Idorii, Azaz is usually redundant.

In his interactions with outsiders, Azaz is passionate and impetuous. He is the one most likely to call the PCs out first, out of a desire to show solidarity to his allies and prove his worth. Unfortunately, Azaz's hunger for validation can make him unpredictable, even reckless. As he's the relative innocent of the group, both in love and in religion, his death holds the most potential for tragedy.

Convincing Azaz to abandon the Scorched Hand is difficult. Azaz's relationship with Khelru is the lynchpin that connects him to the rest of the group, and causing Azaz to question that relationship might be the best approach to separate him from his companions. If the party is able to bring Idorii over to their side, she might be able to help Azaz change his perspective—provided they haven't killed Khelru first. Khelru's death only makes such an outcome all but impossible.

Should the PCs successfully drive a wedge between Azaz and Khelru, the young wizard could be persuaded to join them. By then, it should be apparent that multiple parties were drawn to the Sanctum of the Erudite Eye in a combination of ambition, greed, and faith-driven competition. Azaz may be curious about the mystery of the stolen *mask of the Forgotten Pharaoh* and what this costly experience was really about.



MUMMY'S MASK

IDORII

A child of mixed heritage, Idorii is a blend of Garundi and elven grace. She is the martial arm of the Scorched Hand and resident expert in disarming traps and other hazards. More mercenary than devotee, she is paid extra to protect the group's leader, Velriana Hypaxes.



IDORII

CR 2

XP 600

Female half-elf fighter 1/rogue 2

CN Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 25 (3 HD; 1d10+2d8+6)

Fort +3, **Ref** +6, **Will** -1; +2 vs. enchantments

Defensive Abilities evasion; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk khopesh^{UE} +4 (1d8+2/19-20), kukri +2 (1d4+1/18-20) or

mwk khopesh^{UE} +6 (1d8+2/19-20)

Ranged chakram^{UE} +5 (1d8+2)

Special Attacks sneak attack +1d6

TACTICS

During Combat Idorii skillfully wields her khopesh and kukri simultaneously, focusing on one opponent at a time. If she can trip her adversary, she attempts to do so with her khopesh, following up with a strike from her kukri to take advantage of her prone opponent. Idorii seldom goes for the kill if an enemy is rendered unconscious.

Morale If reduced to 5 hit points or fewer, Idorii starts looking to make a deal if her enemy seems at all reasonable.

STATISTICS

Str 15, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +2; **CMB** +4 (+6 trip); **CMD** 17 (19 vs. trip)

Feats Combat Expertise, Exotic Weapon Proficiency (khopesh^{UE}), Improved Trip, Two-Weapon Fighting, Weapon Focus (khopesh^{UE})

Skills Acrobatics +9, Appraise +5, Bluff +4, Climb +8, Disable Device +11, Escape Artist +9, Knowledge (dungeoneering) +5, Perception +7, Stealth +9

Languages Common, Elven, Osiriani

SQ ancestral arms^{APG}, elf blood, rogue talents (weapon training), trapfinding +1

Combat Gear acid, alchemist's fire (2); **Other Gear** +1 leather armor, chakrams^{UE} (3), kukri, mwk khopesh^{UE}, backpack, mwk thieves' tools, sunrods (2), 5 gp

At the tender of age of 24, Idorii has found herself all but alone in the world. She was born to an Osirian

noblewoman engaged in an illicit affair with a traveling elven bard. After a single glance at her daughter's pointed ears, Idorii's mother knew her duplicity would soon be revealed to her husband and the entire community. It would mean scandal, divorce, and even loss of her social station. Rather than face those possibilities, Idorii's mother conspired with her handmaids to declare the child stillborn and deliver the infant to the true father before anyone caught wind of the deception.

Idorii's father is a complex soul who feigns being a much simpler man. For reasons known only to him, he avoids exclusively elven settlements, but he has staved off becoming Forlorn through his music and art. He raised Idorii to be self-sufficient, if not with a loving hand then at least out of a sense of duty. By the time she was 13, it was clear to Idorii that she either lacked a poet's soul or could not find the means within herself to unlock it. Idorii nevertheless learned whatever lessons she could in her father's shadow—how to protect herself and move about unnoticed, and how most obstacles are merely puzzles to be solved if one understands them. Her father still lives today, though the two see each other infrequently at best.

Recently, Velriana Hypaxes approached Idorii through a mutual contact. Velriana proposed an extended business relationship wherein Idorii would join Velriana's adventuring group, the Scorched Hand. Idorii's role would be acting as a "specialist" who'd find and disarm any devices that might be set to protect the archaeological sites they'd explore, and dispatch threats like guardians and other monsters. Velriana explained that Idorii would be considered an equal member of the team and receive an equal share of its fortunes. Idorii initially balked at the offer, stating that she could find work that guaranteed payment without risk or speculation. Velriana countered with the news of the impending opening of the Wati necropolis—a fact not yet widely known—and described the potential wealth to be gained from its untouched monuments. She also offered to pay the half-elf an additional retainer to see to Velriana's own personal safety above that of the others in the group. Drawn by the possibilities, Idorii agreed, though the matter of her extra retainer is a secret that she and Velriana have not shared with Khelru and Azaz.

NPC GALLERY

An unacknowledged rift exists between Idorii and the rest of the Scorched Hand. Idorii is the only non-Nethysian in the group, and the tenets of Nethys's faith dictate that the lowest commoner capable of casting a single cantrip is exalted over the greatest of magic-less kings and queens—or, in Idorii's case, the most experienced warrior. In the Scorched Hand, the skilled and deadly Idorii is the least and lowest member of the team, solely because of her lack of magical ability. While Khelru and Velriana usually take pains to skirt around or de-emphasize this facet of their faith, Idorii is no fool. But while she can't deny that it bothers her, Velriana's money does help her to forget her lowly station.

Idorii's favorite among the other members of the Scorched Hand is the young wizard Azaz Arafe, and the two share a casual friendship. Azaz tends to be regarded as the junior member of the group, and Idorii has a certain sympathy for him, especially since she sees herself as an outsider at best and merely hired muscle at worst. She is neutral toward Khelru, respecting his love for his partner, but she suspects the priest has little regard for her, even if he doesn't show it outwardly.

Although Idorii owes most of her loyalty to Velriana, ironically, she holds her Taldan acquaintance in the lowest esteem among the other members of the Scorched Hand. Idorii knows she is nothing more than a means to an end for Velriana, but then again, Velriana has paid for that privilege. Whatever Velriana actually feels toward her, Idorii keeps her opinions to herself and the two women appear to get along well enough in public.

Idorii stands a little over 6 feet tall, with a dusky complexion. Her long, dark hair is straighter than that normally found among her mother's people and is pulled back in a single braid. She has an athletic physique befitting one who is accustomed to running, tumbling, and occasionally fighting. Idorii is not oblivious to her appearance, but she doesn't go out of her way to look good. She projects a cool, confident demeanor, as would be

expected from a professional bodyguard paid to kick in doors and ask few questions—and those at swordpoint, if need be.

CAMPAIGN ROLE

Idorii is the sole member among three spellcasters within the Scorched Hand trained in both martial expertise and a variety of useful skills. Her responsibilities are to get her teammates past mechanical traps and hazards and protect them from direct violence. Idorii doesn't need to be the most heavily armed or strongest threat the PCs encounter—she only has to slow them down long enough for her teammates to incinerate them. Because of the additional retainer that Velriana paid her, Idorii is more likely to defend the Scorched Hand's leader above the other members of the group, though she does her best to apply her skills equally to the benefit of the entire party. In the heat of combat, however, it might be more difficult for Idorii to conceal her focus on Velriana's safety.

Idorii is the member of the Scorched Hand who is least invested in their cause and the one most susceptible to a bribe or other inducement to leave the group. However, she is paid to be loyal, and she upholds her side of the contract to the best of her ability.

Should the PCs try to drive a wedge between her and Velriana, the biggest obstacle they face is Idorii's sense of professionalism. The half-elven mercenary fears she might gain a reputation as a turncoat if she is disloyal to her employer. If Velriana were killed, however, or if Idorii were offered a significantly better deal (at least 1,000 gp and an equal share of treasure), she could very well be persuaded to abandon the Scorched Hand or even join the PCs.

If the PCs somehow manage to discover the secret deal between Velriana and Idorii, they could possibly use this knowledge to turn the other members of the Scorched Hand against both Idorii and Velriana. With luck, the PCs might be able to dissolve the Scorched Hand entirely, though it is more likely that Velriana would make Idorii into the scapegoat, preserving the group at the expense of Idorii's membership—but possibly driving Idorii into an alliance with the PCs instead.



MUMMY'S MASK

KHELRU

Khelru's thirst for knowledge and unshakable faith make him a natural second-in-command for the Scorched Hand. He seeks only what is fair in a situation that is anything but.



KHELRU

CR 2
XP 600

Male human cleric of Nethys 3

N Medium humanoid (human)

Init +4; **Senses** Perception +3

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 20 (3d8+3)

Fort +4, **Ref** +1, **Will** +6

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +4 (1d6+1)

Ranged sling +2 (1d4+1)

Special Attacks channel positive energy 5/day (DC 13, 2d6), hand of the acolyte (6/day)

Domain Spell-Like Abilities (CL 3rd; concentration +6)

At will—lore keeper (21)

Cleric Spells Prepared (CL 3rd; concentration +6)

 2nd—*bull's strength*, *detect thoughts*^o (DC 15), *spiritual weapon*

 1st—*comprehend languages*^o, *hide from undead*, *shield of faith*, *sun metal*^{uc}

 0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*
D domain spell; **Domains** Knowledge, Magic

TACTICS

Before Combat If he has the opportunity, Khelru casts *bull's strength* and *shield of faith* on Idorii. Because of the situation's fluid nature, these benefits have not been added to Idorii's stat block.

During Combat Khelru casts *spiritual weapon* on the first round of combat, then takes whatever actions are needed to support his companions, especially to protect Azaz when he can. Khelru is the group's primary healer, using his *wand of cure light wounds*, channeling energy, or spontaneously casting cure spells as needed. If forced into melee combat, Khelru casts *magic weapon* and *sun metal* on his quarterstaff.

Morale If Azaz's life is in danger, Khelru surrenders to save his partner's life. Otherwise, Khelru fights until killed or rendered unconscious.

STATISTICS

Str 13, **Dex** 10, **Con** 12, **Int** 8, **Wis** 17, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 13

Feats Combat Casting, Improved Initiative, Selective Channeling

Skills Heal +8, Knowledge (arcana) +3, Knowledge (local) +3,

Knowledge (religion) +5, Sense Motive +7, Spellcraft +3

Languages Common, Osiriani

Combat Gear *scrolls of bless* (2), *scroll of cure moderate wounds*, *scroll of effortless armor*^{uc}, *scroll of hold person*, *scroll of magic weapon*, *scroll of sound burst*, *wand of cure light wounds* (26 charges), alchemist's fire (2), holy water (2); **Other Gear** scale mail, mwk quarterstaff, sling with 14 bullets, everburning torch, spell component pouch, wooden holy symbol of Nethys, 29 gp

Khelru was born and raised in the city of Ipeq. He comes from a family of hardworking fishing folk, except for his brothers, who enlisted in the city's merchant marines. Khelru grew up worshiping Sarenrae with his family, and even today he remains kindly disposed toward the Dawnflower and her followers. He became interested in Nethys when he observed that most of the god's chosen were educated and enjoyed a lifestyle superior to that of his family. With curiosity, not resentment, the young Khelru stole away to the local temple of Nethys and posed a question: "How can one earn the god's favor without money for schooling or books?" Bemused, the priest replied, "The All-Seeing Eye rests his approving gaze upon the wizard and the priest alike. To those who bend their knees to his benevolence, he grants power the university will not." On that day, Khelru became a convert. Every spare moment he could steal away from the docks was spent toiling at the temple, and in return the clerics taught him his letters and numbers. The boy was never driven by greed, only the opportunity to better himself. Eventually, Khelru said farewell to the life of a fisherman and entered the priesthood, where Nethys, true to his tenets, granted him the power of magic. This was the defining experience of Khelru's life.

Khelru remained in service at the temple in Ipeq while he saved his money. About 2 years ago, he took his savings and went on a pilgrimage to visit some of the well-known temples of Nethys on neighboring lands. In Absalom, Khelru had a chance meeting with a young wizard named Azaz Arafe, also an Osirian native. The two shared coffee and conversation, and not long after that, mutual attraction. Yet the difference in their backgrounds remains a sticking point in their relationship even today. Khelru takes pride in the struggles he underwent to reach his current station, and privately thinks Azaz takes his life of academic privilege for granted.

NPC GALLERY

Khelru also became acquainted with Velriana Hypaxes in Absalom. Velriana shared the strength of Khelru's faith but traveled in wizardly circles that he did not, and it was she who first heard the rumors of the opening of Wati's necropolis, thus leading to the founding of the Scorched Hand.

Although one might assume Khelru's greatest loyalty would lie with his companion, Azaz, in truth his first loyalty belongs to Nethys—even if he is not consciously aware of the fact. Khelru is certainly attracted to Azaz and cares very deeply for his partner, but he's not in love with him. When Khelru first met Azaz, his heart skipped a beat, and he wondered that the handsome young man with eyes for him alone, but lately Khelru has felt stifled, and he wonders whether Azaz is just going through the motions of being interested in Nethys and the Sanctum of the Erudite Eye to appeal to him. Rather than being in love with Aziz, Khelru is in love with his faith, though he does not fully understand this about himself.

Khelru and Velriana get along quite well. The priest is well aware that Velriana feels the need to be in charge, but she does seek (and heed) his counsel more often than not, so he considers her to be a colleague and a peer. Khelru is gratified to have Velriana's respect, and this blinds him to the ruthlessness of her ambition.

Of Idorii, Khelru thinks very little. She is merely a mercenary hired to supply a skill set possessed by none of the other members of the Scorched Hand. He treats her with courtesy and sees to her injuries as he would any other member of the group, but leaves more personal interactions with Idorii to Velriana. The half-elf is, after all, Velriana's hireling.

Khelru is a tall Garundi man with expressive brown eyes. His physique is strong and healthy, though his movements are those of a cautious man. As an adventuring cleric, Khelru wears scale mail and a pointed helm over simple bleached linen garments, even though he is normally more comfortable in the vestments of a priest. In honor of his god, Khelru wears a sash across his waist and shoulder, half black and half white.

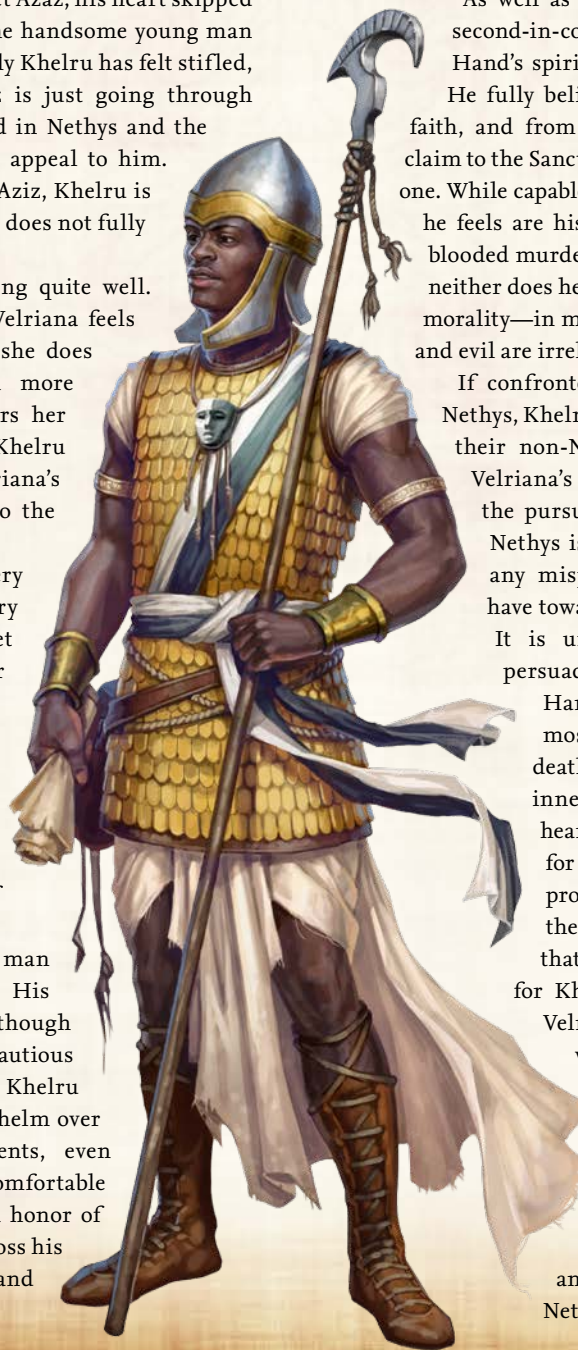
CAMPAIGN ROLE

The Scorched Hand's rivalry with the PCs stems from the Nethysian group's belief that they alone are entitled to access to the Sanctum of the Erudite Eye. Khelru believes this every bit as much as Velriana does—after all, as devout followers of Nethys, he and his companions are the ones who deserve to be assigned to explore their god's ancient temple. Unfortunately for the Scorched Hand, the priests of Wati's Grand Mausoleum consider their management of the necropolis above reproach and have the full support of the Ruby Prince to back them up.

As well as serving as Velriana's de facto second-in-command, Khelru is the Scorched Hand's spiritual advisor and group healer. He fully believes in the tenets of Nethys's faith, and from an unbiased perspective, his claim to the Sanctum of the Erudite Eye is a valid one. While capable of aggression to advance what he feels are his rights, Khelru is not a cold-blooded murderer. He is not an evil man, but neither does he feel constrained by misguided morality—in matters of magic and faith, good and evil are irrelevant.

If confronted by PCs who also worship Nethys, Khelru encourages them to abandon their non-Nethysian comrades and join Velriana's company. Khelru argues that the pursuit of knowledge in service to Nethys is a far more worthy goal than any misplaced loyalty such PCs may have toward their companions.

It is unlikely that Khelru can be persuaded to abandon the Scorched Hand, since he is one of its two most driven members. The death of Azaz, no matter Khelru's innermost feelings, hardens his heart and makes an enemy of him for life. Velriana's death would probably lead to the dissolution of the Scorched Hand, though, and that would create the opportunity for Khelru to warm to the PCs. If Velriana's ruthless determination were somehow expose, and the PCs invited Khelru to explore the mystery of the missing *mask of the Forgotten Pharaoh*, he might consider it. Eventually, he might even try to restore the Sanctum and found his own chapter of Nethys's faith in Wati.



MUMMY'S MASK

VELRIANA HYPAXES

The undisputed leader of the Scorched Hand, Velriana Hypaxes is a woman of brains, beauty, and unwavering faith offset only by her ruthless ambition and determination.



VELRIANA HYPAXES

CR 3
XP 800

Female human wizard 4

LE Medium humanoid (human)

Init +2; **Senses** Perception +4

DEFENSE

AC 18, touch 13, flat-footed 15 (+1 armor, +2 Dex, +1 dodge, +4 shield)

hp 28 (4d6+12)

Fort +2, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4-1/19-20)

Ranged light crossbow +4 (1d8/19-20)

Special Attacks hand of the apprentice (7/day)

Wizard Spells Prepared (CL 4th; concentration +8)

 2nd—*acid arrow*, *glitterdust* (DC 16), *mirror image*

 1st—*burning hands* (DC 15), *color spray* (DC 15), *magic missile*, *ray of enfeeblement* (DC 15)

 0 (at will)—*acid splash*, *disrupt undead*, *message*, *read magic*

TACTICS

Before Combat Velriana casts *mirror image* and uses her *wand of shield* before combat.

During Combat Velriana uses her spells to control the battlefield and weaken the opposition, favoring her *wand of scorching ray*. She tries to support the other members of the Scorched Hand, but she does not hesitate to strike if one of them is in the way of her attack—she believes that all members of the Scorched Hand, as followers of Nethys, should be aware of the destructive side effects of magic. Given time, Velriana uses her *scroll of warding weapon* to defend herself while casting spells, but not if her lack of offensive action might lead to the fight getting out of hand.

Morale Velriana has no interest in showing mercy to her enemies, and she doesn't expect to receive any herself. As a result, she fights to the death.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 18, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 14

Feats Dodge, Iron Will, Scribe Scroll, Toughness

Skills Appraise +8, Bluff +5, Intimidate +8, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (local) +8, Knowledge (nobility) +8, Knowledge (religion) +11, Perception +4, Spellcraft +10

Languages Ancient Osiriani, Common, Infernal, Kelish, Osiriani

SQ arcane bond (*wand of scorching ray*)

Combat Gear *alluring golden apple*^{UE}, *scroll of charm person*, *scroll of invisibility*, *scroll of magic missile*, *scroll of warding weapon*^{UC}, *wand of scorching ray* (6 charges), *wand of shield* (9 charges); **Other Gear** dagger, light crossbow with 10 bolts, *bracers of armor +1*, *ioun torch*^{UE}, backpack, explorer's outfit, signet ring, silver holy symbol of Nethys, spell component pouch, spellbook (contains all 0-level spells, all prepared spells, *charm person*, *invisibility*, *warding weapon*^{UC}, and three 1st-level spells of your choice)

Velriana Hypaxes is one of countless minor aristocrats who choke the upper echelons of Taldan society, but rather than give in to the ennui that now mires that once-great empire, she came up with a new maxim for herself: "Better to seize life by the throat than surrender willingly to obscurity." When she came of age, Velriana demanded that her family send her to the Arcanamirium in Absalom, where she could study the magical arts. There she was exposed to the worship of Nethys, whose tenets spoke to her on a personal level. The All-Seeing Eye exalts the use of magic, but underlying that is an element of meritocracy. Power is not given, but taken—by those with the strength and resolve to do so, regardless of gender or background. This was a completely different outlook from how Velriana was raised, but given Taldor's decline, it made a great deal of sense to her as a person of intelligence and determination.

After her graduation from the Arcanamirium, Velriana became intrigued with the history of Ancient Osirion and its early meteoric rise to power, and was disappointed that she'd already missed joining the first wave of explorers, who plumbed the country's ancient tombs when they were opened by the Ruby Prince 7 years ago. Recently, through her family's wealth and political connections, she caught wind of a rumor: another set of Osirian tombs was soon to be opened to foreign explorers. Velriana immediately began researching Wati's history, and in doing so made the acquaintance of the Osirian priest Khelru. By that time, Osirion's tombs had been open for exploration for some time—with the exception of the necropolis of Wati, which remained closed due to local politics with the Temple of Pharamasma. Velriana shared the rumor that the Ruby Prince intended to correct the oversight soon, and suggested she and Khelru work together. Khelru introduced her to Azaz,

NPC GALLERY

and the three traveled to Sothis. There they discovered the existence of Wati's original temple to Nethys, forgotten inside the necropolis and likely never explored. They decided to be the first to explore the lost temple, and the company of the Scorched Hand was formed.

Of the members of the Scorched Hand, Velriana's obvious favorite is Khelru. Although their interpretations of *The Book of Magic* (the Nethysian holy book) differ, they are both devout individuals. They also share a conviction that the temple of Pharamasma has mishandled the lottery, and the exploration of the Sanctum of the Erudite Eye should fall solely under their purview. And it doesn't hurt their friendship that Khelru's magic is divine, so there is no basis for competition between them.

Velriana's least favorite is Azaz, though there is nothing particularly personal about her feelings toward him. To Velriana, Azaz is simply "Khelru's boyfriend." Rather than fight against Azaz's participation, Velriana has turned it to her advantage. Azaz is an inferior wizard, but competent enough to unleash a few potent spells. Since he keeps Khelru happy and manageable, Velriana has no qualms about Azaz sharing in the risks. However, Velriana does consider the evoker the most expendable member of the team.

Despite their difference in station and vocation, Velriana feels the most loyalty to Idorii. She protects Idorii first and foremost and expects the same in return from the warrior. From Velriana's perspective, their relationship is transactional. She has bought and paid for Idorii's loyalty, so it only makes sense for her to protect that investment.

Velriana eschews court gowns in favor of a Taldan dandy's idea of an adventurer's outfit. Of average height, Velriana is the fairest member of the Scorched Hand, but even her skin is burnished a light bronze by the Osirian sun. She tucks her long, light brown hair under a flamboyant floppy hat, complete with a long feather. Velriana favors the dagger and light crossbow, but her true weapon of choice is her bonded *wand of scorching ray*, carved and painted to resemble the head of a cobra.

CAMPAIGN ROLE

Velriana is the natural leader of the Scorched Hand, and her temperament as a proud Taldan aristocrat wouldn't permit anything less. She doesn't flinch from hard decisions or shirk from the responsibility they bring—but she's skilled at rationalization. In practical matters, her knowledge of history, religion, and the arcane provide the group with the guidance necessary for their exploration.

While most members of the Scorched Hand are neutral and put forth a united (if slightly dysfunctional) front, Velriana is the villain of the group and the primary antagonist for this adventure. She has made her peace with her choice of teammates and is willing to share the knowledge and treasures they may discover with them—as long as they work with her. When it comes to opposing the PCs, however, she won't think twice about killing them if they stand in her way. This also holds true for any members of the Scorched Hand who might betray her.

Velriana views the Sanctum of the Erudite Eye as the property of her company by divine right, and there is no line she will not cross to claim it. Her long-term goal is to amass wealth, knowledge, and magical power and then return to Taldor. Eventually, she hopes to change the empire's course—by force if necessary.

The other members of the Scorched Hand might be persuaded to work with, rather than against, the PCs, but this is not the case with Velriana. While not incapable of working within a group, she is driven to be the one in charge, and would not stoop to accept a secondary role to anyone, nor would she readily forgive any who opposed her goals, such as the PCs. As a result, the campaign assumes that Velriana will die rather than surrender to the PCs. But that is not the last the PCs will see of her—Velriana is slated to return as an undead foe seeking revenge against the PCs in the next adventure. Should Velriana somehow survive at the end of this adventure, her character will need to be replaced by someone else in "Empty Graves."



MUMMY'S MASK

MUMMY'S MASK TREASURES

The following unique treasures can be found in "The Half-Dead City." Player-appropriate handouts appear in the *Pathfinder Cards: Mummy's Mask Item Cards*.



AKHENTEPI'S ARMOR		PRICE 5,235 GP
SLOT armor	CL 7th	WEIGHT 10 lbs.
AURA moderate transmutation		

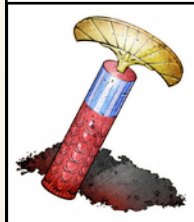


This suit of *+1 stanching^{UE} padded armor* is of traditional Osirian design, consisting of a quilted cuirass of lightweight, breathable linen; a linen kilt; and a teardrop-shaped groin guard of stiffened linen. Besides its anti-bleeding properties, *Akhentepi's armor* grants its wearer a sense of impending danger. Once per day as a free action when the wearer attempts an initiative check, the wearer can add

a +3 insight bonus on that initiative check.

CONSTRUCTION REQUIREMENTS	COST 2,695 GP
Craft Magic Arms and Armor, <i>anticipate peril^{UM}</i> , <i>stabilize</i> , <i>cure critical wounds</i> or <i>lesser restoration</i>	

KOHL OF UNCANNY DISCERNMENT		PRICE 1,500 GP
SLOT none	CL 1st	WEIGHT —
AURA faint transmutation		



The dark cosmetic in this small decorative tube is made from finely ground minerals. Favored by Osirian men and women alike, nonmagical kohl is applied around the eyes and is used to reduce the glare from the desert sun, and cosmetically to cause the whites of the wearer's eyes to stand out distinctly.

When applied to the eyes, *kohl of uncanny discernment* grants its wearer low-light vision and a +2 competence bonus on Perception checks. If the wearer already has low-light vision, the kohl doubles the distance the wearer can see. The wearer also gains a +2 resistance bonus on saving throws against gaze attacks, patterns, visual effects, and sight-based attacks. These effects last for 1 hour. Applying the kohl is a full-round action, and it must be applied to both eyes to function. An unopened tube of *kohl of uncanny discernment* contains 5 applications.

CONSTRUCTION REQUIREMENTS	COST 750 GP
Craft Wondrous Item, <i>keen senses^{APG}</i> , <i>resistance</i>	

MUMMIFIED GUARDIAN		PRICE 3,500 GP
SLOT none	CL 3rd	WEIGHT 3 lbs.
AURA faint necromancy		



This mummified house cat—dried, filled with sand, and bound in linen wrappings—appears to be nothing more than a family pet buried alongside its deceased master. Far more than a mere pet, however, a *mummified guardian* protects and preserves the corpse it is interred with and acts as a guardian against grave robbers and looters, potentially driving such trespassers toward

more dangerous defenders or traps. When placed inside a sarcophagus or coffin alongside a dead body and activated, a *mummified guardian* also infuses the corpse with positive energy, preventing the body from being turned into an undead creature, as *sanctify corpse^{UM}*.

In addition, the *mummified guardian* also creates a magical ward around the sarcophagus containing it. If the sarcophagus is opened after the *mummified guardian* is placed inside, any creature with 5 Hit Dice or fewer within 20 feet of the open sarcophagus is overcome by a feeling of dread and must succeed at a DC 13 Will save or be frightened for 3 rounds. On a successful save, a creature is instead shaken for 1 round. This ability functions only once. Once triggered, the *mummified guardian* retains only its *sanctify corpse* ability (this reduces the price of the *mummified guardian* to 3,000 gp).

If the sarcophagus containing the *mummified guardian* is placed in an area or room with multiple paths of egress, the owner may designate one general direction an affected target must take if it flees, as long as the chosen direction does not require the target to move any closer to the *mummified guardian*. After moving in the designated direction for 1 round, the target behaves as normal for the frightened condition for the remainder of the effect's duration.

A *mummified guardian* must be placed inside a sarcophagus, coffin, or other enclosed container with a dead body to function. Although cats are most common, *mummified guardians* can be created from the mummified remains of other small animals as well.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP
Craft Wondrous Item, <i>alarm</i> , <i>sanctify corpse^{UM}</i> , <i>scare</i> , creator must have 5 ranks in the Heal skill	

MUMMY'S MASK TREASURES

SCARAB SHIELD		PRICE 4,399 GP
SLOT shield	CL 3rd	WEIGHT 6 lbs.
AURA faint conjuration		



This *+1 light steel shield* is fashioned in the shape of a scarab beetle—a creature that functions as a psychopomp for Pharasma, guiding the souls of the departed into the afterlife. *Scarab shields* are especially favored by archaeologists and tomb raiders for the protection

they grant against guardians and vermin frequently found in ancient ruins and forgotten tombs.

Once per day on command, a *scarab shield* grants its wielder a *+2 sacred* bonus on saving throws against fear and death effects for 3 minutes. At any time while this bonus is in effect, the wielder can end the effect as a swift action for a burst of healing energy. The wielder loses the saving throw bonus, but is healed of 1d8+3 points of damage.

In addition, a *scarab shield* can protect its wielder from swarms. If a mindless swarm attempts to enter the wielder's space, the swarm must attempt a DC 11 Will save. If the save succeeds, the swarm can enter the wielder's space and attack the wielder normally. If the save fails, the swarm instinctively avoids the space occupied by the wielder, completely ignoring the wielder for 3 rounds. This effect ends if the wielder makes any attacks, but the wielder may use non-attack spells or otherwise act without ending the effect. This ability functions once per day.

CONSTRUCTION REQUIREMENTS	COST 2,279 GP
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Craft Magic Arms and Armor, *blessing of courage and life*^{APG}, *sanctuary*

SPEAR OF THE WATCHFUL GUARDIAN		PRICE 8,462 GP
SLOT none	CL 5th	WEIGHT 6 lbs.
AURA faint transmutation		



This magically strengthened bronze-tipped *+1 spear* enables its wielder to better face a variety of foes. Originally created by priests of Nethys for use by their temple guards, a *spear of the watchful guardian* also grants its wielder arcane aid to strike true. Once per day as a standard action, the wielder of a *spear of the watchful guardian* can alter the physical properties of the weapon, allowing it to bypass damage reduction of one of the following types: bludgeoning, cold iron, silver, or slashing. This change lasts for 5 minutes.

In addition, if the wielder of a *spear of the watchful guardian* fails an attack roll, as an immediate action once

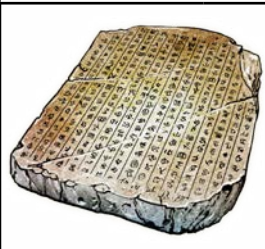
per day, she can retroactively add a *+1 competence* bonus on that roll. If this bonus is enough to make the failure a success, the attack roll succeeds.

Finally, a *spear of the watchful guardian* sharpens the senses of its wielder, granting her a *+2 insight* bonus on Perception checks.

CONSTRUCTION REQUIREMENTS	COST 4,382 GP
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Craft Magic Arms and Armor, *timely inspiration*^{APG}, *versatile weapon*^{APG}

TABLET OF LANGUAGES LOST		PRICE 1,980 GP
SLOT none	CL 3rd	WEIGHT 30 lbs.
AURA faint divination		



Fashioned from granite, this stone tablet is approximately 2 feet long, 1 foot wide, and just over an inch thick. Dating to the period of the Keleshite Interregnum in Osirion over 2,000 years ago, the tablet was once part of a larger stone

stele that was publicly displayed for all to see. Now known as the *tablet of languages lost*, the broken slab is inscribed with a vow of fealty to the Padishah Emperor of Kelesh in three different languages: Ancient Osiriani, Kelish, and contemporary Osiriani. The characters and hieroglyphs of the three languages correspond to one another and serve as a translation key between the languages.

Once per day, upon speaking the command word, the owner of the tablet can read and understand any written texts as if using *comprehend languages* for a period of 30 minutes. This does not allow the owner to speak or write unknown languages, or read magical writings (though the tablet reveals that such texts are magical). In addition, if the tablet is readily available and at hand, the owner gains a *+3 competence* bonus on all Linguistics checks. Finally, if the owner knows at least one of the three languages inscribed on the tablet, he can attempt Linguistics checks to translate the other two languages even if untrained in the Linguistics skill.

Possession of the *tablet of languages lost* serves as an acceptable rationale for the owner to learn one of the three languages inscribed upon it (by putting a rank in Linguistics during character advancement) without the need of a teacher or library.

Although the *tablet of languages lost* was created to ease the transition of native Osirians from pharaonic rule to that of a foreign monarch, other tablets could exist bearing different messages in other languages.

CONSTRUCTION REQUIREMENTS	COST 990 GP
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Craft Wondrous Item, *comprehend languages*, creator must know all three languages displayed on the tablet or have 3 ranks in Linguistics