

# MUMMY'S MASK

## MERET-HETEF

The masked bard Meret-Hetef leads the Cult of the Forgotten Pharaoh in its search for the Mask of the Forgotten Pharaoh in Wati. For her, the quest is a personal one, for she hopes that if she is successful, she'll sit at the right hand of the risen Sky Pharaoh himself.



### MERET-HETEF

**CR 5**
**XP 1,600**

Female human bard 6

LE Medium humanoid (human)

**Init** +1; **Senses** Perception +10

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**DEFENSE**


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**AC** 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

**hp** 54 (6d8+24)

**Fort** +4, **Ref** +6, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

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**OFFENSE**


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**Speed** 30 ft.

**Melee** mwk sickle +5 (1d6)

**Ranged** dagger +5 (1d4/19–20)

**Special Attacks** bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2, suggestion [DC 16])

**Bard Spells Known** (CL 6th; concentration +9)

 2nd (4/day)—*cat's grace*, *glitterdust* (DC 16), *sound burst* (DC 15), *summon monster II*

 1st (5/day)—*detect secret doors*, *grease* (DC 15), *hideous laughter* (DC 14), *summon monster I*

 0 (at will)—*detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *message*, *read magic*


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**TACTICS**


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**Before Combat** Before confronting opponents, Meret-Hetef casts *cat's grace* and *invisibility* (from her wand) on herself.

**During Combat** Meret-Hetef uses her bardic performance to inspire courage in her minions, then casts *summon monster II* to conjure 1d3 fiendish dogs. On subsequent rounds, she remains invisible and summons more allies, using her *lesser book of extended summoning* if necessary. Only if her location is discovered does Meret-Hetef reveal herself, casting offensive spells such as *sound burst* or *hideous laughter*.

**Morale** Meret-Hetef is terribly sensible. If all of her minions are killed or captured or she is reduced below 20 hit points, she retreats, using her *scroll of expeditious retreat* if possible. If unable to flee, Meret-Hetef fights to the death.

**Base Statistics** Without *cat's grace*, Meret-Hetef's statistics are **AC** 15, touch 9, flat-footed 15; **Reflex** +4; **Dex** 8; **Skills** Stealth +8.

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**STATISTICS**


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**Str** 10, **Dex** 12, **Con** 15, **Int** 14, **Wis** 12, **Cha** 16

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

**Feats** Augment Summoning, Iron Will, Spell Focus (conjunction), Toughness

**Skills** Intimidate +10, Knowledge (arcana) +14, Knowledge (dungeoneering) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (religion) +10, Linguistics +6, Perception +10, Perform (act) +12, Perform (oratory) +12, Spellcraft +10, Stealth +10, Use Magic Device +12

**Languages** Abyssal, Ancient Osiriani, Common, Kelish, Osiriani

**SQ** bardic knowledge +3, lore master 1/day, versatile performance (act, oratory)

**Combat Gear** *potion of cure moderate wounds*, *scroll of expeditious retreat*, *wand of invisibility* (11 charges); **Other Gear** +1 studded leather, +1 buckler, dagger, mwk sickle, *lesser book of extended summoning*<sup>UE</sup> (evil), backpack, bedroll, belt pouch, spell component pouch, gold funerary mask (worth 50 gp), lapis lazuli bracelets (2, worth 35 gp each), 17 gp

To Meret-Hetef, life is about finding opportunity in every setback. She realized this as she lay bleeding at the bottom of a pit in a forgotten tomb somewhere in the desert. She cursed fate, the gods, the companions who had abandoned her, and even her own failings, but no amount of cursing healed her broken hip. Growing up on the streets on Totra and scabbling for every crust of bread, Meret-Hetef had sworn to herself that her station in life would improve no matter who or what stood in the way. By hanging around taverns in Totra's harbor, she had picked up stray bits of knowledge and a few spells, and learned the arts of deception and persuasion well enough that she eventually found herself a member of an adventuring group intent on exploring the tombs of Ancient Osirion. She had gotten herself out of Totra then, and she would get herself out of the tomb now. Another setback, another opportunity.

Meret-Hetef eventually climbed out of the shaft and crawled out of the tomb, but the fall and long journey back to civilization left her broken hip damaged beyond repair. Seeking both arcane and divine remedies for her injury, Meret-Hetef ended up in Sothis, where she became friends with a priestess of Nethys named Serethet. The priestess's balms and spells did little to relieve Meret-Hetef's pain, but Serethet took pity on her friend and offered Meret-Hetef work in the temple's archives. Meret-Hetef resented the pity and despised having to rely on



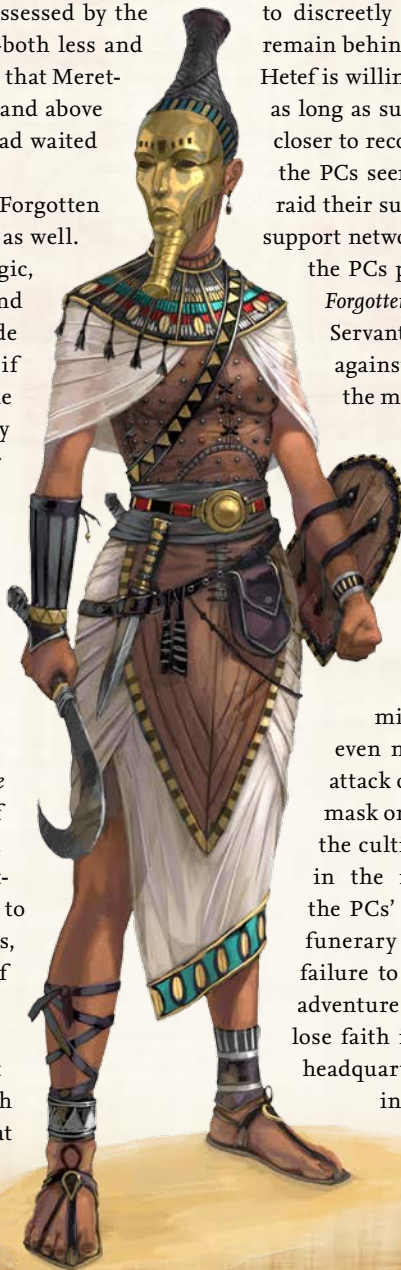
## NPC GALLERY

someone else, but the time she spent in the quiet, dusty libraries was an opportunity to acquire more knowledge and learn more magic, as well as to discover her talent for summoning magic. She also displayed skill at administration and organization, and was soon placed in charge of a sizable staff. Over the course of a few years, the angry young adventurer developed into a measured leader, willing to exploit others to save herself pain and energy. Still, she hungered for something more.

When Serethet appeared before her—wearing a gold funerary mask, claiming to be the Forgotten Pharaoh, and speaking of the glory of the Sky Pharaoh Hakotep I and the cult that would bring about his imminent return—Meret-Hetef realized this was another opportunity to seize. It was clear that Serethet, now possessed by the lost monarch's *ib*, was something else—both less and more than she had been. It was also plain that Meret-Hetef's friend now had drive, ambition, and above all, power. This was what Meret-Hetef had waited for, yearned for, *bled* for.

Serethet's transformation into the Forgotten Pharaoh transformed Meret-Hetef's fate as well. The combination of her skills and magic, her expertise with Osirian history, and her personal loyalty to Serethet made Meret-Hetef an ideal lieutenant, even if Serethet was no longer the person she had befriended. Perhaps once the Sky Pharaoh was restored to his throne, her friend's soul would be restored to her body, but Meret-Hetef realized it made no difference. She remembered the promise she had made to herself long ago in while struggling to survive in Totra's dusty alleys: let nothing stand in your way. And this included her friendship with the woman who had once been Serethet.

When the cult tracked the *Mask of the Forgotten Pharaoh* to Wati, Meret-Hetef was assigned to oversee the search. Although her hip still troubles her, Meret-Hetef has a ready supply of followers to cover the more physically demanding tasks, and her talents have always been ones of planning and command. But Meret-Hetef knows that the Forgotten Pharaoh will look poorly on any failure, and just as she put aside her own friendship with Serethet, she's no under no illusion that Serethet still considers her a friend. She must find the *Mask of the Forgotten Pharaoh* at all costs.



### CAMPAIGN ROLE

Meret-Hetef doesn't arrive in Wati until several hours after the undead uprising begins, after receiving a *bird feather token* from her lieutenant Ekram Iffek. By the time she arrives, taking the barest time necessary to gather supplies and additional cultists, the PCs have likely defeated the cultists who infiltrated the Silver Chain and have a considerable lead tracking down the source of the outbreak. Once in Wati, Meret-Hetef has one goal: recovering the *Mask of the Forgotten Pharaoh*. She doesn't want the mask to fall into the wrong hands, but if a group of adventurers can lead her to the mask and eliminate any obstacles barring her path to it, then all the better. Throughout Part

Two of the adventure, Meret-Hetef assigns her cultists to discreetly follow the PCs, always taking care to remain behind the scenes herself. If necessary, Meret-Hetef is willing to provide clandestine aid to the PCs, as long as such actions bring them—and her cult—closer to recovering the mask. On the other hand, if the PCs seem too powerful, she doesn't hesitate to raid their supplies in the night or pick away at their support network to hinder their activities. Only once the PCs pinpoint the location of the *Mask of the Forgotten Pharaoh* and enter the Sepulcher of the Servant does Meret-Hetef make an overt move against them to prevent them from reaching the mask first.

If Meret-Hetef survives her final confrontation with the PCs in Part Three and escapes, she retreats back to the cult's headquarters deep in the Osirian Desert, where she gives her old friend Serethet—now the Forgotten Pharaoh—a full report on all she knows of the PCs and their abilities and weaknesses. Meret-Hetef might assemble additional cultists and even monstrous minions to launch another attack on the PCs and attempt to take back the mask once they've left Wati. She could also join the cultists of the Forgotten Pharaoh in Tephu in the next adventure, working to hamper the PCs' efforts to research Hakotep I and his funerary mask. Alternatively, Meret-Hetef's failure to acquire the mask for the cult in this adventure might cause the Forgotten Pharaoh to lose faith in her and confining her to the cult's headquarters, where the PCs can encounter her in *Pathfinder Adventure Path #82: Secrets of the Sphinx*—this time, Meret-Hetef will do all in power to prove her worth to her friend and her pharaoh.



# MUMMY'S MASK

## NEBTA-KHUFRE

A man of ambition and confidence, Nebta-Khufre believes anything that prevents him from fulfilling his desires is akin to slavery. Thoroughly corrupted by the Mask of the Forgotten Pharaoh, he now seeks to turn Wati into a true city of the dead under his rule.



### NEBTA-KHUFRE

**CR 7**
**XP 3,200**

Male human necromancer 8

NE Medium humanoid (human)

**Init** +0; **Senses** life sight (10 feet, 8 rounds/day); Perception +8

**DEFENSE**
**AC** 18, touch 10, flat-footed 18 (+4 armor, +4 shield)

**hp** 83 (8d6+53)

**Fort** +6, **Ref** +4, **Will** +9

**DR** 10/adamantine (80 points); **Resist** fire 20

**OFFENSE**
**Speed** 30 ft., fly 60 ft. (good)

**Melee** mwk club +4 (1d6-1)

**Ranged** dagger +4 (1d4-1/19-20)

**Special Attacks** channel negative energy 8/day (DC 15)

**Arcane School Spell-Like Abilities** (CL 8th; concentration +13)  
8/day—grave touch (4 rounds)

**Necromancer Spells Prepared** (CL 8th; concentration +13)

 4th—*ball lightning*<sup>APG</sup> (DC 19), *fear* (DC 21), *obsidian flow*<sup>UC</sup> (DC 19), *stoneskin*

 3rd—*communal resist energy*<sup>UC</sup>, *fly*, *haste*, *ray of exhaustion* (2, DC 20)

 2nd—*bear's endurance*, *command undead* (DC 19), *false life*, *glitterdust* (DC 17), *scorching ray*

 1st—*alarm* (2, already cast), *mage armor*, *magic missile* (2), *ray of enfeeblement* (DC 18), *shield*

 0 (at will)—*bleed* (DC 17), *detect magic*, *light*, *read magic*
**Opposition Schools** enchantment, illusion

**TACTICS**

**Before Combat** Nebta-Khufre casts *alarm* spells in areas **Q8** and **Q13** every day, and casts *false life* and *mage armor* as soon as the alarm in area **Q8** is triggered. Once the second alarm in area **Q13** is triggered, he also casts *bear's endurance*, *fly*, *shield*, and *stoneskin*, and casts *communal resist energy* (fire) on himself and the mummies.

**During Combat** Once combat begins, Nebta-Khufre uses the *Mask of the Forgotten Pharaoh* to cast *animate dead* on the corpses piled on the dais, creating six zombies, then takes to the air and casts *haste* on himself and his undead minions and *obsidian flow* on the floor around opponents. He then rains down offensive spells and rays, sending *ball lightning* against armored warriors and targeting spellcasters with disruptive spells (modified with his *lesser disruptive metamagic rod*).

**Morale** Obsessed with his newfound power over life and death, Nebta-Khufre is unwilling to give up the *Mask of the Forgotten Pharaoh* and fights to the death.

**Base Statistics** Without *bear's endurance*, *false life*, and *mage armor*, Nebta-Khufre's statistics are **AC** 14, touch 10, flat-footed 14; **hp** 54; **Fort** +4; **Con** 14.

**STATISTICS**
**Str** 8, **Dex** 10, **Con** 18, **Int** 20, **Wis** 16, **Cha** 12

**Base Atk** +4; **CMB** +3; **CMD** 13

**Feats** Combat Casting, Command Undead, Craft Wand, Greater Spell Focus (necromancy), Lightning Reflexes, Scribe Scroll, Spell Focus (necromancy), Undead Master<sup>UM</sup>

**Skills** Bluff +9, Fly +12, Intimidate +12, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (nobility) +16, Knowledge (religion) +16, Perception +8, Sense Motive +7, Spellcraft +14

**Languages** Abyssal, Aklo, Ancient Osiriani, Common, Infernal, Necril, Osiriani

**SQ** arcane bond (mwk club), power over undead

**Combat Gear** *lesser disruptive metamagic rod*<sup>DE</sup>, *potions of cure moderate wounds* (2), *scroll of stinking cloud*, *wand of enervation* (14 charges); **Other Gear** dagger, mwk club, *Mask of the Forgotten Pharaoh* (see page 62), *ring of sustenance*, spell component pouch, spellbook (contains all prepared spells and all 0-level spells plus *animate dead*, *arcane lock*, *chill touch*, *enervation*, *gentle repose*, *ghoul touch*, *invisibility*, *knock*, *stinking cloud*, *vampiric touch*, and 1d8 additional spells), diamond dust (worth 500 gp), onyxes (worth 500 gp in total), silver holy symbols of Anubis and Pharaoh (worth 25 gp each), silver unholy symbol of Urgathoa (worth 25 gp)

Nebta-Khufre is the scion of a wealthy family from the city of Tephu who have long claimed a divine gift of speaking with the dead—an ability that gained the family untold wealth and power, particularly under the rule of the Keleshite sultans. When Khemet I seized the title of pharaoh and cast out many nobles loyal to the former regime, the family managed to survive, though their fortunes were severely diminished.

Nebta-Khufre was born the final son of this proud clan now cast down from the social peaks, and like his father he lacked the family gift of hearing the whispers of the dead. In a culture as steeped in the afterlife as Osirion's, their failure embarrassed the family, and both men suffered the



## NPC GALLERY

abuses of the family matriarch, Neferekhu. But despite his grandmother's constant abuse and belittlement, Nebta-Khufre lived a charmed life with few wants, which only fueled his desire for more. Convinced that mastering the secrets of the hereafter would restore him to his ancestors' former glory, Nebta-Khufre delved into the secrets of arcane necromancy, but his reliance on study rather than a gods-given gift only heightened his grandmother's disgust. Over time, Neferekhu turned the bulk of her rage from her drunkard son to her ambitious grandson.

Unable to find the adulation he felt he deserved from his grandmother and her associates, Nebta-Khufre formed his own court of admirers: a secret society that drew its members from both the bored children of aristocratic families and promising young toughs from Tephu's street gangs. In his arcane research and endless efforts to cow his followers, Nebta-Khufre eventually contacted the sceaduinar Sekuer, a creature of pure negative energy. Bemused by the entitled scrabbling of the living, Sekuer remained by Nebta-Khufre's side as secret tutor, enforcer, and patron, and the pair sought to influence Tephu's politics through its rulers' children, buying them off with drugs or violently coercing them.

Even with this newfound power, Nebta-Khufre lived as little more than an arrogant, spoiled child grasping at luxury until the death of his grandmother. Nebta-Khufre resolved to claim Neferekhu's gift for himself, and half-mad on drink and Sekuer's honeyed whispers, Nebta-Khufre broke into his grandmother's tomb, beheaded her mummy, and cobbled together a ritual to steal her ability to communicate with the departed. Instead, his magic returned Neferekhu's spirit to her severed head, now a tortured, undead abomination he placed in a gilded cage.

Although hindered by wine and hedonism, Nebta-Khufre was now master of not only necromancy, but Neferekhu's gift of prophecy as well. With Sekuer's vile influence, he transformed his secret society from a social club into a his cult of personality. Bribery and coercion turned into arcane domination and murder, and Nebta-Khufre became more and more obsessed with his dead grandmother's visions of a "golden face" and the return of the "god-king

of the skies"—a title that Nebta-Khufre, in his arrogance, believed would come to him.

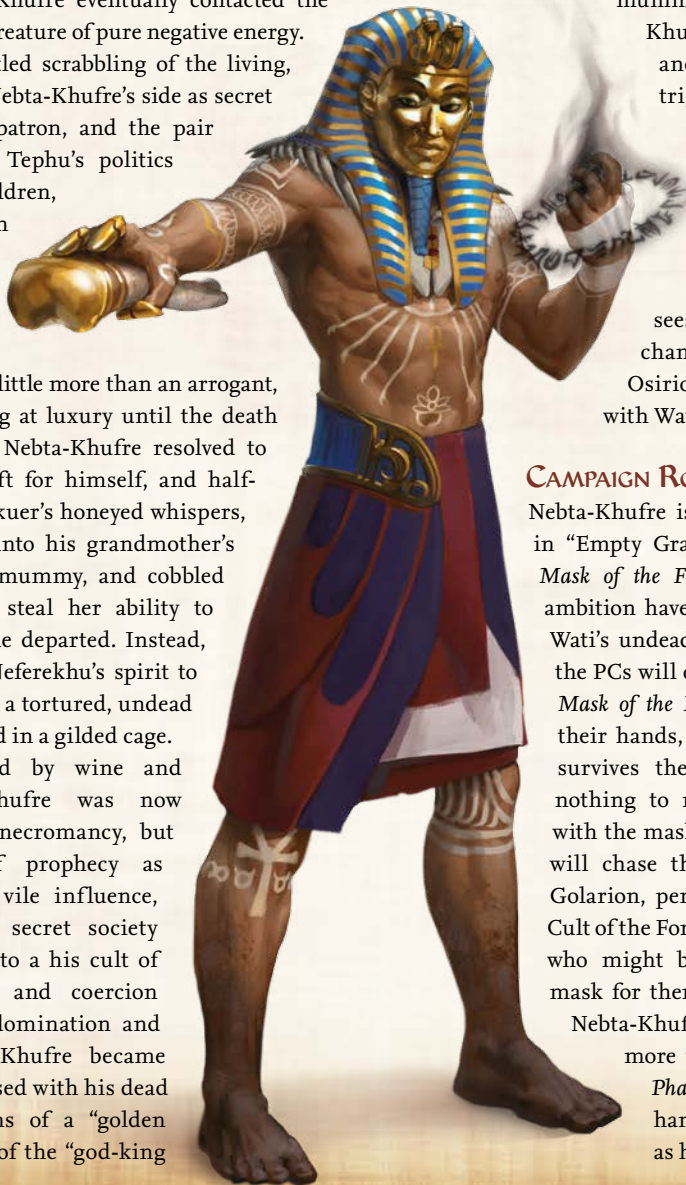
Guided by the necromancer's obsessions, the activities of Nebta-Khufre's secret sect became more and more overt. Eventually, the authorities of Tephu took notice, and inquisitors of Pharasma were dispatched to eliminate the group. Most of Nebta-Khufre's once-loyal followers held status as heirs of Tephu's prominent noble families, which allowed them to hide behind claims of magical domination. Nebta-Khufre and his few remaining disciples were banished to the desert to die.

But Nebta-Khufre saw his exile as an opportunity, and following his grandmother's deranged guidance he journeyed to Wati, where his arcane research allowed him to find the *Mask of the Forgotten Pharaoh*. With the help of Neferekhu's mummified head and Sekuer, Nebta-Khufre unlocked the secrets of ancient, profane rituals that triggered a ka pulse from the mask, causing the myriad dead of Wati to rise from their graves and attack the living. Doing so has destroyed Nebta-Khufre's own ka, however, and he now sees himself as a prophesied champion who will forge southern Osirion into a kingdom of the dead, with Wati as his capital.

### CAMPAIGN ROLE

Nebta-Khufre is the final threat to overcome in "Empty Graves," as his possession of the *Mask of the Forgotten Pharaoh* and his own ambition have woven him into the center of Wati's undead nightmare. In all likelihood, the PCs will defeat the necromancer and the *Mask of the Forgotten Pharaoh* will fall into their hands, but if Nebta-Khufre somehow survives the confrontation, he'll stop at nothing to reacquire the mask. Obsessed with the mask and its powers, Nebta-Khufre will chase the PCs across the breadth of Golarion, perhaps allying himself with the Cult of the Forgotten Pharaoh or other parties who might be interested in claiming the mask for themselves later in the campaign.

Nebta-Khufre will not rest until he once more wears the *Mask of the Forgotten Pharaoh* and the PCs are dead at his hands—and preferably reanimated as his undead minions.





# MUMMY'S MASK

## PTEMENIB

The kind eyes of Ptemenib reveal a soul that has seen much for his years. Still, he seeks ever more experiences and works hard to protect Wati's citizens—both living and otherwise—from the depredations of misery and greed.



### PTEMENIB

**CR 7**
**XP 3,200**

Male human cleric of Pharamsa 8

N Medium humanoid (human)

**Init** +0; **Senses** Perception +13

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**DEFENSE**


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

**hp** 55 (8d8+16)

**Fort** +7, **Ref** +4, **Will** +10

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**OFFENSE**


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**Speed** 30 ft.

**Melee** mwk silver dagger +6/+1 (1d4-1/19-20)

**Ranged** light crossbow +6 (1d8/19-20)

**Special Attacks** channel positive energy 5/day (DC 18, 4d6)

**Domain Spell-Like Abilities** (CL 8th; concentration +12)

At will—lore keeper (27), remote viewing (8 rounds/day)

**Cleric Spells Prepared** (CL 8th; concentration +12)

 4th—*discern lies* (DC 18), *divination*<sup>0</sup>, *greater magic weapon*, *sending*

 3rd—*prayer*, *remove curse*, *remove disease*, *searing light*, *speak with dead*<sup>0</sup> (DC 17)

 2nd—*gentle repose*<sup>0</sup>, *hold person* (DC 16), *lesser restoration*, *remove paralysis*, *spiritual weapon*

 1st—*bless*, *comprehend languages*<sup>0</sup>, *divine favor*, *hide from undead*, *sanctify corpse*<sup>um</sup>, *shield of faith*

 0 (at will)—*detect magic*, *light*, *read magic*, *stabilize*
**D** domain spell; **Domains** Knowledge, Repose (Ancestors subdomain<sup>AP6</sup>)

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**TACTICS**


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**Before Combat** If he's able, Ptemenib casts *shield of faith* before combat.

**During Combat** Ptemenib prefers a supporting role in combat, using his spells to heal and bolster his allies. If he has no other options, however, Ptemenib joins combat with his few offensive spells.

**Morale** Ptemenib is good-hearted and dedicated, but not foolish. If a battle seems lost, he's not above fleeing to heal himself, though he will return to rescue any comrades who are captured.

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**STATISTICS**


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

**Base Atk** +6; **CMB** +5; **CMD** 18

**Feats** Alertness, Improved Channel, Lightning Reflexes, Toughness, Turn Undead

**Skills** Bluff +6, Diplomacy +11, Disable Device +4, Heal +11, Knowledge (local) +13, Knowledge (religion) +13, Perception +13, Sense Motive +15, Spellcraft +9, Stealth +9

**Languages** Ancient Osiriani, Celestial, Common, Osiriani

**SQ** speak with dead (8/day)

**Combat Gear** *potion of cure moderate wounds*, *scroll of resist energy*, *scroll of sound burst*, *wand of sanctuary* (29 charges), cold iron bolts (5), holy water (2), silver bolts (5); **Other Gear** +1 *leather armor*, light crossbow with 10 bolts, mwk silver dagger, *cloak of elvenkind*, *eyes of the eagle*, cleric's vestments, mwk thieves' tools, silver holy symbol of Pharamsa, spell component pouch, incense and offerings for *divination* (worth 50 gp), 13 gp

"Death before dishonor"—in living by that mantra, the paladin Mezrenib inspired thousands and made an orphan of one. Young Ptemenib watched his father die battling insurgents, and the 7-year-old's long journey back to An showed him nothing but the cruelties of the human world. He evaded slavers, heard infants cry themselves to sleep in hunger, and watched travelers kill for scraps of food. In a way, he almost welcomed the dirty knife that someone slipped between his ribs for his waterskin.

But death wasn't the peaceful rest he expected. Ptemenib found himself standing just beside reality, a genuinely cold wind chilling him for the first time while a dark shape fluttered in the corner of his vision: a nosoi psychopomp sent to escort the fallen child to the Boneyard. The nosoi allowed her boredom and her sadness for the lonely child to overwhelm her, however, and in the endless time that measures death they sat and chatted about the bureaucracy of death, the agony of the desert, and the taste of halawa. Both Ptemenib and his curious new friend, Qasin, realized their deep love for the living world and its countless little joys, and the lonely souls formed a lasting friendship. Qasin eventually returned Ptemenib to his body, a decision that cost the young psychopomp many years of headache and paperwork.

Ptemenib awoke alone in the desert and limped his way back to An. He fell upon the mercy of the church of Pharamsa, whose clerics nursed the ailing boy back to health. Many of Qasin's blurted secrets remained in his mind, and Ptemenib's countless questions for the priests revealed great insight for one so young. By the time he



## NPC GALLERY

had fully recovered, prominent clerics from the three sister cities of An, Tephu, and Wati were arguing over who would take on this prodigy. The Grand Mausoleum won the debate, and brought the young acolyte to Wati. A bright child, Ptemenib excelled in his studies and eventually graduated from acolyte to full cleric. Like many Pharasmians, he finds the greatest comfort for death to be a life well lived, and he has grown into a happy man who takes joy in life's tiniest pleasures.

Ptemenib's experience of being left for dead, confused and alone, also impressed on him the value of proper burials, mourning, and respect for the departed. He takes affront at those who disrespect the dead, and spends an inordinate amount of his personal time investigating Wati's various grave-robbing and smuggling gangs, passing on what he learns to the Voices of the Spire. Lately, he's focused his efforts on the Silver Chain, a gang of tomb robbers skilled at smuggling stolen grave goods out of the necropolis. Recent events have shown the Silver Chain is shifting its focus, possibly expanding into other areas of crime, but Ptemenib wants to acquire more evidence before he brings this information to his superiors.

Qasin often visits her mortal friend, shirking her duty to spend quality time among the living. The immortal whippoorwill loves sharing the human experience and often invisibly accompanies Ptemenib during his duties. Most of the church accepts Ptemenib as an eccentric who talks to himself, but those of any rank at the Grand Mausoleum recognize the cleric's invisible friend for exactly what it is and take pride in the association. Despite being an immortal being of unworldly wisdom, Qasin is excitable, impatient, and always eager to see new things. She brings out her mortal friend's reckless side when visiting, leading to both Ptemenib's many great achievements for the church and his countless injuries.

Ptemenib is a handsome Garundi gentleman. His body never quite recovered from the starvation of his youth, leaving him somewhat short and thin-framed, but though his hair is stark white, he retains a young

face. He fights the youthful appearance with a frizzle of a goatee, but deep down he enjoys being called a lad by people 5 years his junior. A man who enjoys grooming and ritual, Ptemenib keeps his thick hair long and tightly braided, is meticulous about eye makeup, and complements his vestments with a variety of garish head scarves. On those occasions when Qasin pays an extended visit, the psychopomp rides invisibly on Ptemenib's shoulder. The cleric loves wordplay, and takes a shine to anyone who can give him a good verbal jousting—another reason he and Qasin have remained so close over the decades.

### CAMPAIGN ROLE

Once rescued from the hands of the Silver Chain and the Cult of the Forgotten Pharaoh, Ptemenib helps direct the PCs to trouble spots in the city and personally requests their involvement in tracking down the source of the undead uprising rather than letting the Voices of the Spire go through with their plan to cleanse the city with psychopomps.

Use Ptemenib to convey any information the PCs might miss or to give them direction if they flounder. He's happy to offer healing or advice whenever the PCs return to the Grand Mausoleum, and though he can't craft any magical items himself, he always makes sure the temple's stocks are available for the PCs to purchase. He even provide his own spellcasting services free of charge.

First and foremost, Ptemenib is a support character; he shouldn't accompany the PCs on their adventures, as his expertise is more valuable to the Grand Mausoleum with the current troubles afflicting Wati. More importantly, Ptemenib has a role to play later in the Mummy's Mask Adventure Path. The PCs leave Wati at the conclusion of this adventure, but the Half-City will have need of heroes again in the near future, and Ptemenib's friendship may be the strongest tie that can pull the PCs back to Wati. As a result, strive to ensure that Ptemenib survives this adventure so he can reappear later to fulfill his role.





# MUMMY'S MASK

## MUMMY'S MASK TREASURES

The following unique treasures can be found in “Empty Graves.” Player-appropriate handouts appear in the *Pathfinder Cards: Mummy's Mask Item Cards*.

GAME OF FORTUNATE PASSING		PRICE 1,040 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint evocation		



This wooden box contains a popular Osirian board game called senet, a game which has been played since the earliest days of Osirion's First Age. Ten pawns (two sets of five) carved

from petrified wood are stored within the box. The top of the box serves as the game board, with three rows of 10 squares each. Two characters can play the game against each other, or a single character can play against the game itself, which animates to play against its opponent.

While a mundane senet game emulates the journey into the afterlife, a *game of fortunate passing* exerts genuine influence over a player's fate—it's said that a winner the protection and favor of the gods of Ancient Osirion. A game of senet takes 30 minutes to play. At the end of this time, the players make opposed Intelligence checks; whoever wins the check wins the game. If playing against the game itself, the game has an effective Intelligence bonus of +4.

Winning a game of senet with the *game of fortunate passing* (either against another player or the game itself) charges one of the game's pawns with magic. For the next 24 hours, the winner gains a +2 luck bonus on skill checks and saving throws against fear and death effects. Once used, a pawn loses all magic, becoming a normal playing piece. A *game of fortunate passing* has 10 pawns; once all 10 pawns have been used, the item becomes a mundane senet game set.

CONSTRUCTION REQUIREMENTS	COST 520 GP
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Craft Wondrous Item, *animate objects, bless, divine favor*

HAND OF THE HONEST MAN		PRICE 3,000 GP
SLOT neck	CL 5th	WEIGHT 2 lbs.
AURA faint abjuration		



This mummified human hand comes from an honest man punished for a crime he didn't commit, and is dried and hung from a simple twine thong around the neck. The hand's scapegoat origins offer some protection to its wearer. When the

wearer of a *hand of the honest man* is targeted by a curse or a misfortune effect such as a witch's misfortune or evil eye hex, the curse is instead transferred to the hand with no ill effects to the wearer. The hand retains the curse (even if it normally expires after a set duration) until the effect is removed with a *remove curse* spell or similar effect. A spellcaster receives a +2 bonus on her caster level check to remove a curse stored in a *hand of the honest man*. Removing a *hand of the honest man* while it holds a curse instantly transfers the curse to its wearer. A *hand of the honest man* can hold only one curse or effect at a time. If the wearer is targeted by another curse while the hand is currently storing a curse, the new curse takes effect normally. A *hand of the honest man* has no effect on curses already affecting a creature.

The wearer of a *hand of the honest man* is riddled with guilt over any untruths she utters, and takes a -2 penalty on all Bluff checks while wearing the hand.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item, *remove curse*

MASK OF THE FORGOTTEN PHARAOH		MAJOR ARTIFACT
SLOT head and headband	CL 17th	WEIGHT 5 lbs.
AURA strong necromancy and transmutation		



Carved from gold and inlaid with cobalt, lapis lazuli, and onyx, this elaborate funerary mask was crafted for the Sky Pharaoh Hakotep I, and was intended to be interred along with his mummy in his tomb. Upon Hakotep's death, the Nethysian sect called the Sacrosanct Order of the Blue Feather trapped a portion

of Hakotep's soul—his *ka*, or “vital spark”—inside the mask and stole it from the pharaoh's tomb. To conceal this crime, the Order of the Blue Feather hid the mask (which came to be known as the *Mask of the Forgotten Pharaoh*) beneath the Sanctum of the Erudite Eye in Wati, where it was found millennia later by the necromancer Nebta-Khufre.

Empowered by Hakotep's *ka*, the *Mask of the Forgotten Pharaoh* is a powerful artifact. When worn, the mask occupies both the head and headband magic item slots. After 24 hours, the mask attunes itself to its wearer, granting its wearer a +2 enhancement bonus to one of his mental ability scores



## MUMMY'S MASK TREASURES

(Intelligence, Wisdom, or Charisma). The wearer chooses which ability score is enhanced the first time he puts on the mask. If the mask grants a bonus to Intelligence, it also grants ranks in skills as a *headband of vast intelligence*: first in Knowledge (nobility), then, as the bonuses increase, in Knowledge (history) and Knowledge (religion). Once the mask is attuned to a wearer, the enhanced ability score cannot be changed unless the mask attunes itself to a new wearer (which takes another 24 hours). In addition, the mask provides its wearer with *deathwatch* as a constant spell-like ability. The mask cannot be detected by any sort of divination magic, and grants its wearer a constant *nondetection* effect.

Once attuned, the *Mask of the Forgotten Pharaoh* has additional powers based on its wearer's alignment. If worn by an evil character, the mask enhances the wearer's control over undead, doubling the number of undead the wearer may control with *animate dead*, *control undead*, the Command Undead feat, and similar effects. Additionally, the wearer can cast *animate dead* once per day as a spell-like ability.

If worn by a good character, the mask grants its wearer immunity to disease, including supernatural diseases such as mummy rot. In addition, the wearer can cast *death ward* and *speak with dead* each once per day as a spell-like ability.

A neutral character who is neither good nor evil must choose to be treated as either good or evil when he first dons the mask. Once made, this choice cannot be reversed. A neutral character who uses the mask to create undead gains 1 permanent negative level for each Hit Die of undead created. These negative levels cannot be overcome in any way (including *restoration* spells), but they are immediately removed if the undead creatures are destroyed.

The *Mask of the Forgotten Pharaoh* reveals additional powers as its wearer increases in levels. At 7th level, the mask's enhancement bonus to a mental ability score increases to +4. Also at this level, an evil wearer can cast *create undead* once per day, and a good wearer can cast *eyebite* once per day instead. At 11th level, the mask's enhancement bonus increases to +6, an evil wearer can cast *control undead* once per day, and a good wearer can cast *finger of death* once per day. At 15th level, an evil wearer can cast *create greater undead* once per day, and a good wearer can cast *symbol of death* once per day.

Legends hint at unspeakable rituals that can use the *Mask of the Forgotten Pharaoh* to create a "ka pulse," channeling the energy of Hakotep's fractured soul to animate huge numbers of undead creatures in a wide area, though doing so is rumored to destroy the wearer's own ka, thereby denying the wearer access to the afterlife and enslaving his will to that of the Forgotten Pharaoh.

### DESTRUCTION

So long as the soul of Hakotep I remains sundered, the *Mask of the Forgotten Pharaoh* cannot be destroyed. If the three pieces of Hakotep's divided soul (his ba, ib, and ka) are reunited,

the mask loses all of its magical abilities, becoming a mundane but valuable funerary mask worth 50,000 gp.

NATRON FANG		PRICE 7,280 GP
SLOT weapon	CL 5th	WEIGHT 8 lbs.
AURA faint transmutation		



Carved from a single chunk of magically strengthened mineral salts, a *natron fang* is a +1 *khopesh* (*Pathfinder RPG Ultimate Equipment* 30) forged to combat the undead, specifically mummies and incorporeal undead. A *natron fang* overcomes the damage reduction of mummies, mummified creatures, and other mummy-like creatures at the GM's discretion. Once per day on a successful strike against

an incorporeal undead creature, a *natron fang* also deals 1d6 points of Charisma damage (Will DC 13 half) in addition to the weapon's normal damage.

CONSTRUCTION REQUIREMENTS	COST 3,665 GP
Craft Magical Arms and Armor, <i>consecrate</i> , <i>disrupting weapon</i>	

USHABTI OF THE WILLING SERVANT		PRICE 3,900 GP
SLOT none	CL 7th	WEIGHT 1 lb.
AURA moderate evocation		



This small stone figurine depicts a mummiform servant holding carved tools in its crossed arms. It appears similar to the funerary figurines called *ushabti* frequently found buried with the deceased in Osirian tombs.

Upon command, an *ushabti of the willing servant* conjures a ghostly attendant that performs simple duties

or manual labor at its owner's behest, as an *unseen servant*. The ghostly attendant remains for 1 hour at a time, and cannot move farther than 30 feet from its *ushabti*.

If the *ushabti's* owner inscribes his or her own name on the figurine (which requires a successful DC 10 Craft [sculpture] or [stonecarving] check), the *ushabti of the willing servant* gains an additional power. While it can still summon an *unseen servant*, the owner can command the *ushabti* to instead summon a ghostly warrior to fight and defend its owner. This warrior functions as a *spiritual ally* (*Pathfinder RPG Advanced Player's Guide* 246) armed with a flail for 7 rounds. Once an *ushabti of the willing servant* has been used to conjure a *spiritual ally* in this way, the *ushabti* loses all of its magic, becoming only a mundane figurine.

CONSTRUCTION REQUIREMENTS	COST 1,950 GP
Craft Wondrous Item, <i>spiritual ally</i> <sup>APG</sup> , <i>unseen servant</i>	