

PATHFINDER[®]

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MUMMY'S MASK

SHIFTING SANDS

by Richard Pett




The scent of burning oil lamps hangs in the air as scholars pore through countless scrolls. In search of fragments of knowledge to support their research, some scholars remain among the shelves of scrolls for weeks on end. Though study is often a solitary task, at times these academics come together to discuss complicated theories, share new discoveries, and simply relax their eyes and backs between long bouts of reading ancient manuscripts. More than just the original texts fill the scrolls; the margins hold notes and marks from hundreds of sages who paged through these writings long before and recorded their thoughts. This marginalia is at least as valuable to scholars as the records' original text—and sometimes even more precious.



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MUMMY'S MASK

ADVENTURE PATH  PART 3 OF 6

SHIFTING SANDS



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<i>Advanced Player's Guide</i>	APG
<i>Ultimate Equipment</i>	UE
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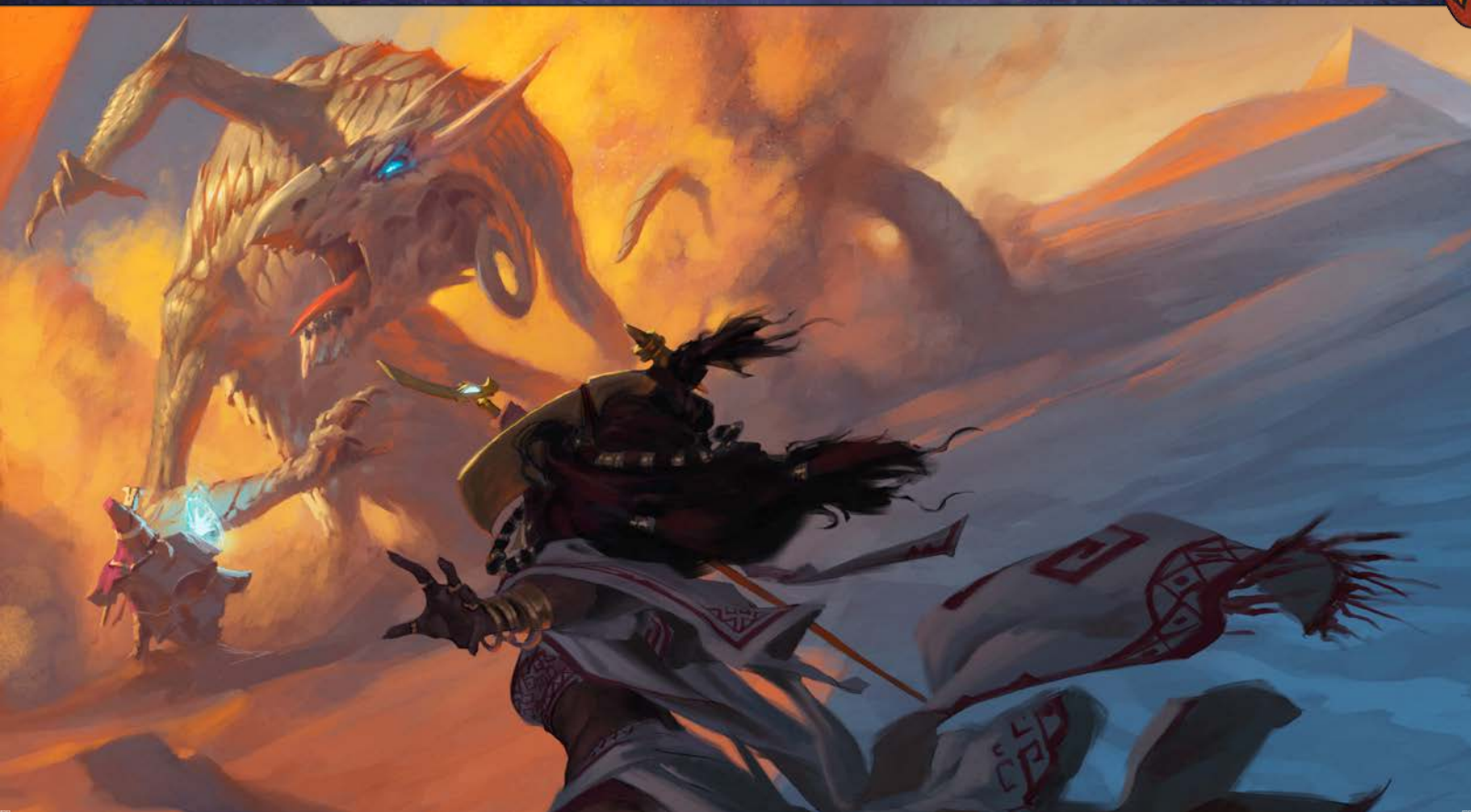


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MUMMY'S MASK



EVERYTHING OLD IS NEW AGAIN

Ever since *Pathfinder Adventure Path #2*—back so long ago that it was still just called *Pathfinder*, because we didn't yet know about all the different lines that our crazy little book would give birth to—the *Pathfinder's Journal* section has been a hotly contested topic. For years, fans on the messageboards have been passionate and vocal in both their love and hatred of having fiction in their gaming products. For some, it's a chance to get to experience the world firsthand through the eyes of the people actually living in it, and an easy way to introduce players to the flavor of a particular Adventure Path without reading GM-focused articles containing spoilers. For others... well, let's just say there have been a wide variety of suggestions for what we could do with those six pages a month, not all of them polite.

While it's true that the journal has been a fixture in *Pathfinder Adventure Path* since day one, it certainly hasn't been static. Of all the article types that go into a given Adventure Path, it was the one we knew the least about when we first launched, which is why the first installment was more setting article than fiction. By the time I was put in charge of the section, beginning with *Pathfinder Adventure Path #2*, we had decided to go a more fiction-based route, with journal entries from our soon-to-be iconic *Pathfinder*: an unknown explorer named Eando Kline, whom Erik Mona had name-dropped in the first volume. Through Eando's journals, we'd get to explore parts of the world relevant to the Adventure Path but not visited in the campaign, and also offer setting sidebars useful to Game Masters.

FOREWORD

Little did Jason Bulmahn and I know when we simultaneously wrote the entries for volumes #2 and #3 that we would be launching Eando on an epic quest that would span three whole Adventure Paths, introducing us to people and places we'd not yet imagined, from Kaer Maga's bloatmages and the Shoanti burn riders to the orc war beasts of Belkzen, telepathic serpentfolk to the Grand Lodge of Absalom. Every month, a different author gave us a whole new adventure. It was thrilling. It was fascinating.

It was exhausting. Trying to build a cohesive story arc with a different author every month has always been a challenge for the Adventure Paths, and the same was true of the journal. There were times when I had to write a 2000-word outline for a 4500-word journal entry just to make sure everything fit together (one of the reasons I ended up writing about a third of the Eando Kline journals). So with the start of the Legacy of Fire Adventure Path, we decided to try something new: giving a single author, such as *New York Times* best-seller Elaine Cunningham, a whole 6-part journal and letting her do everything. The result was "Dark Tapestry," and over the next few years we would repeat the experiment many more times, letting authors like Dave Gross and Robin D. Laws work their magic.

Yet complacency breeds stagnation, and we're always on the lookout for ways we can improve Pathfinder. With the successful launch of the Pathfinder Tales novel line, we began to hear more and more from fans who felt they no longer needed the journal to get their in-world fiction, and who were interested in something more immediately useful to Game Masters. At the same time, however, there were still just as many people who claimed that the journal was their favorite part of Pathfinder Adventure Path, as even if they were playing in a given AP—and thus felt they couldn't read the articles without spoilers—there was always something there for them. Many said the Pathfinder's Journal was the first thing they read each month. So what were we to do?

Then it hit us: What if we could keep the fiction but make it more useful to people running the campaign? What if we could make the art useful as player handouts, or have the stories provide additional in-character setting information for GMs? We thought back to the section's roots as a journal, and to things like naturalists' sketchbooks or explorers' travelogues (both historical and fantastical), and decided to take up the challenge. Henceforth, the Pathfinder's Journal would try to bridge the gap between fiction fans and gaming purists, and be everything to everyone.

All of which is why, starting with this Adventure Path, the Pathfinder's Journal has a new look. There'll still be a fun first-person story penned by a Pathfinder, pulled from that adventurer's notes for potential inclusion in the *Pathfinder Chronicles*. Yet there will also be hand-drawn maps that can be used as handouts for additional locations useful to the adventure, illustrations and information about NPCs that a

ON THE COVER

The Parched Dunes contain many mysteries—some lost to time, others newly unearthed. One such mystery is the desert druid gynosphinx Tetisurah, guardian of the hidden valley containing Chisisek's tomb. Tetisurah is now a prisoner of the Cult of the Forgotten Pharaoh, but if rescued, she can be a valuable ally for the PCs.



Game Master can pick up and include, naturalist sketches of monsters, diagrams of traps, and whatever else we and the journal's author—in this case veteran adventure writer Amber E. Scott—can think up.

You've probably already noticed the changes. In the first installment, we presented a map and setting information for The Tooth & Hookah, an inn in Wati designed specifically to be an attractive base of operations for PCs starting the adventure. We also gave you an introduction to the inn's proprietor—the retired adventurer Farhann—and what may be my favorite inn or tavern sign *ever*.

In the second, we had a hand-drawn tomb map—perfect if your players take a wrong turn and end up in a crypt not mapped in the adventure, or purchase a map from a shady information merchant—plus an Osirian-style frieze to help give players a feel for the decorations on tomb walls in the adventure. That month also offered the illustration I've been most excited about since we had this idea: a naturalist's (or mortician's) illustrated autopsy of an undead creature.

This month, we've got even more maps, a sage NPC in Tephu for GMs whose PCs zig when they were expected to zag, and an exploration of the mysterious Nethysian Eye glyph, marker of ancient secrets. Future installments will continue to parallel the adventures both thematically and geographically, and give GMs more in-character information and artwork to help enrich their games.

Rob, Jacobs, Daigle, Andrew, and I have all worked hard on the new format, and we hope that you're as excited about it as we are. But like blind archers, we only know if we've hit the mark when you tell us. Hop on the messageboards at paizo.com and let us know your ideas and opinions. Because like old Eando Kline, we never know where the next volume might take us...

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MUMMY'S MASK

SHIFTING SANDS

PART 1: SEARCH FOR THE FORGOTTEN PHARAOH

PAGE 7

In search of information on the Sky Pharaoh Hakotep I, the PCs travel to the city of Tephu to explore the archives of its Great Library—but they must navigate the city's politics to gain access to the library and contend with the Cult of the Forgotten Pharaoh as well.

PART 2: THE PARCHED DUNES

PAGE 36

The PCs journey into the harsh desert region of Osirion called the Parched Dunes in search of the hidden tomb of Chisisek, architect of the great pyramid of Hakotep I.

PART 3: THE TOMB OF CHISESEK

PAGE 45

Finding Chisisek's tomb overrun with cultists of the Forgotten Pharaoh, the PCs can rescue an ancient denizen of the desert, but they must also face the monstrous leader of the cultists before they can enter Chisisek's pyramid.

ADVANCEMENT TRACK

“Shifting Sands” is designed for four characters and uses the medium XP track.

- 7** The PCs begin this adventure at 7th level.
- 8** The PCs should be 8th level when they finish their researches in the Dark Depository.
- 9** The PCs should reach 9th level while exploring the Parched Dunes on their way to Chisisek's Tomb.

The PCs should be 10th level by the end of the adventure.

SHIFTING SANDS

ADVENTURE BACKGROUND

The pyramid tomb of the Sky Pharaoh Hakotep I was constructed with stolen Shory technology, giving it the power to fly, ostensibly keeping the pharaoh's tomb and body safe for eternity. The genius behind the tomb's construction was an architect named Chisisek, who was killed following the pharaoh's death and buried in a secret tomb somewhere in the desert, so that none could learn the secrets of Hakotep's flying tomb.

When Hakotep's successor, Pharaoh Djederet II, learned of the desecration of Hakotep's tomb by the Nethysian sect called the Sacrosanct Order of the Blue Feather, he ordered all records of the sect's activities purged to prevent further attempts to bring the deceased pharaoh back to life. Yet, believing knowledge is power, Djederet was unwilling to destroy all the accounts related to the group. To make his conscience rest easier, and in case the information should have uses in the future, Djederet preserved the sole remaining documentation in the Great Library of Tephu, secreting it away to ensure that the ignorant could not accidentally find it.

Over the millennia, as knowledge of Hakotep himself vanished from memory, only the Sacrosanct Order remembered these records in the Great Library. Knowing that secrets have a habit of being found, the order has worked to keep this information hidden, moving it around the different archives of the library's Inner Sanctum, and even laying traps for those that might stumble upon it. Their efforts have been helped by the present *haty-a*, or governor, of Tephu, Deka An-Keret, herself a member of the order, who can block access to the library's Inner Sanctum should anyone come asking the wrong questions.

Having failed to recover the *Mask of the Forgotten Pharaoh* in Wati, the Cult of the Forgotten Pharaoh has redoubled its efforts to find the missing tomb of Hakotep, but with the Sky Pharaoh gone, the only link to his flying pyramid is through its architect Chisisek. Through divinations, *legend lore*, and *scrying* spells, the cult has narrowed down the location of Chisisek's hidden tomb to the deserts west of Tephu, and is frantically searching the Parched Dunes for the architect's tomb, which they hope will lead them to the pyramid of Hakotep himself. Once the cult has recovered all the pieces of the pharaoh's soul and his body inside his tomb, they can bring Hakotep back to life to reclaim his throne.

The arrival of the PCs in Tephu, bearing the *Mask of the Forgotten Pharaoh*, brings the situation to the boiling point. The cult still needs the fragment of Hakotep's soul contained within the mask, and when they find out that the PCs are also seeking information on Hakotep and his tomb, the cultists do all they can to keep the PCs from gaining that knowledge.

PART I: SEARCH FOR THE FORGOTTEN PHARAOH

As the adventure begins, the PCs are in possession of the funerary mask of the Sky Pharaoh Hakotep I—now the artifact known as the *Mask of the Forgotten Pharaoh*—and have learned of the Cult of the Forgotten Pharaoh, who seeks the mask to resurrect the Sky Pharaoh. Although the PCs likely defeated the cult's members in Wati, they should be fully aware that the cult will not be stymied so easily, and with the mask now in their hands, the PCs will again find themselves the targets of the cult sooner or later.

Very few details on Hakotep I, the *Mask of the Forgotten Pharaoh*, or the Cult of the Forgotten Pharaoh can be found in Wati, but the neighboring city of Tephu is home to the Great Library, the largest repository of knowledge in the region, if not all of Osirion. If there is any information to be found, the Great Library of Tephu is the place to search.

Tephu lies downstream from Wati to the northwest, just a short boat ride across the River Sphinx. Ferries regularly ply the river, conveying people, goods, and livestock across the water, and their pilots cram the docks in the Veins and Bargetown—Wati's harbor districts—looking for passengers. Wati's ferrymen are forceful—some would say overbearing—and fall over themselves to obtain fares. The average fare for passage to Tephu is 5 sp per person (twice that for creatures larger than Medium or difficult to transport), though the PCs may be able to negotiate a better rate. Low fares typically increase once a ferry is halfway across the river, and the crocodiles that inhabit the river make most passengers begrudgingly pay the new, higher rate to get safely across. A ferry journey is usually shared with farmers, heaped piles of goods, and livestock such as chickens, cows, and even camels, making for a noisy and smelly, but thankfully short, trip. The journey takes only a few hours and is uneventful. Feel free to add an encounter to spice up the voyage (see Tephu Encounters on page 81), but for the most part, the PCs should arrive safely in Tephu.

ARRIVAL IN TEPHU

Like most Osirian cities on the banks of the River Sphinx, Tephu is hot, dusty, and perpetually busy. Its streets are full of hawkers and peddlers, well known for their stubbornness, sham charm, and inability to hear the word no. The PCs are immersed in this world as soon as they step off the ferry—they're offered everything from savory minced lamb, limes, olives, mint tea, and water to carpets (some of which the sellers claim to be "magic" carpets), camel hide leather goods, hookah pipes, pesh, pots and pans, and even camels and dancing girls and boys. The propositions don't stop until the PCs are away from the docks; if the PCs are obvious tourists or visitors, the offers continue unabated wherever they go. Further information on the city of Tephu may be found in the gazetteer on page 60.

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After arriving in Tephu and securing accommodations, the PCs can seek out the city's Great Library. Overlooking the Plaza of the Bright Horizon in Tephu's Old City, the library's outer sanctum is one of Tephu's most prominent landmarks and can be located with ease.

A. GREAT LIBRARY OF TEPHU: OUTER SANCTUM

Read or paraphrase the following when the PCs first arrive at the library.

The high blue dome of Tephu's Great Library, topped with shining gold pinnacles, towers over the surrounding buildings. Huge columns rise from immense footings along the edifice's sheer walls.

The Great Library of Tephu is separated into two main sections. This imposing facade is just the Outer Sanctum of the Great Library, the most visible and accessible portion of the library's vast archives. The Outer Sanctum is the public area of the library, housing a magnificent collection of maps and more modern works on Osirion and its history. Sages, scholars, and scribes from across the Inner Sea are frequent visitors to the Outer Sanctum's collections.

In contrast, the Great Library's Inner Sanctum, divided into several smaller libraries, permeates the very fabric of Tephu. Much of it is hidden beneath or within the city's buildings and foundations, and access to these restricted collections is tightly controlled.

The walls of the Outer Sanctum are 6 feet thick, made of smooth marble that is impossible to climb without aid. They rise 60 feet to the base of the great dome, made of locally quarried turquoise marble and ringed with arched windows protected by iron bars (hardness 10, hp 30, break DC 24). The dome rises a further 60 feet to a gilt-covered stone figure of a sphinx perched atop the apex. Inside, the library is adorned with Nethysian iconography and Osiriani hieroglyphs detailing the highlights of Osirion's long history.

The library opens at mid-morning and remains open until dusk. The following descriptions assume the PCs visit the library during the day, but contain details of the Outer Sanctum's nocturnal denizens as well.

A1. Outer Doors (CR 7 or 9)

Enormous bronze doors, etched with the images of rampant sphinxes, lead into the library's cavernous interior.

The huge bronze doors (hardness 9, hp 120, break DC 28) stand open during the day but are locked at night (Disable Device DC 30). One of the curators in area A4 carries the only key.

Creatures: Four library guards stand watch in front of the doors from dawn to dusk. The library is in a very public place and any assault during daylight hours is almost

certain to result in an alarm. The guards are quite lax but still alert enough to see trouble coming. From time to time, thieves do try to make off with exhibits and the guards know they will be severely punished if anything goes missing on their watch. The guards leave their post when the doors are locked at dusk.

LIBRARY GUARDS (4)

CR 3
XP 800 each

Human fighter 4

LN Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

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

hp 34 each (4d10+8)

Fort +6, **Ref** +3, **Will** +4 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee spear +8 (1d8+6/×3) or

sap +7 (1d6 nonlethal+3)

Ranged light crossbow +6 (1d8/19–20)

STATISTICS

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

Base Atk +4; **CMB** +7; **CMD** 19

Feats Alertness, Combat Reflexes, Iron Will, Stand Still, Weapon Focus (spear), Weapon Specialization (spear)

Skills Intimidate +6, Knowledge (local) +2, Perception +7, Sense Motive +7, Swim +7

Languages Common, Osiriani

SQ armor training 1

Combat Gear tanglefoot bag, thunderstone; **Other Gear** chain shirt, light crossbow with 10 bolts, sap, spear, 11 gp

Trap: The library's outer doors are well protected, even when unguarded. Locking the doors at night also arms a hail of arrows trap that triggers if anyone attempts to open the doors, even with the key, unless it is rotated four times counterclockwise before opening. The curators of the library always bypass the trap in this way when unlocking the doors in the morning; PCs who watch the opening of the doors can attempt a DC 15 Perception check to notice this activity. The trap automatically resets for up to 5 uses, at which point it must be manually reset and reloaded.

HAIL OF ARROWS TRAP

CR 9
XP 6,400
Type mechanical; **Perception** DC 25; **Disable Device** DC 25

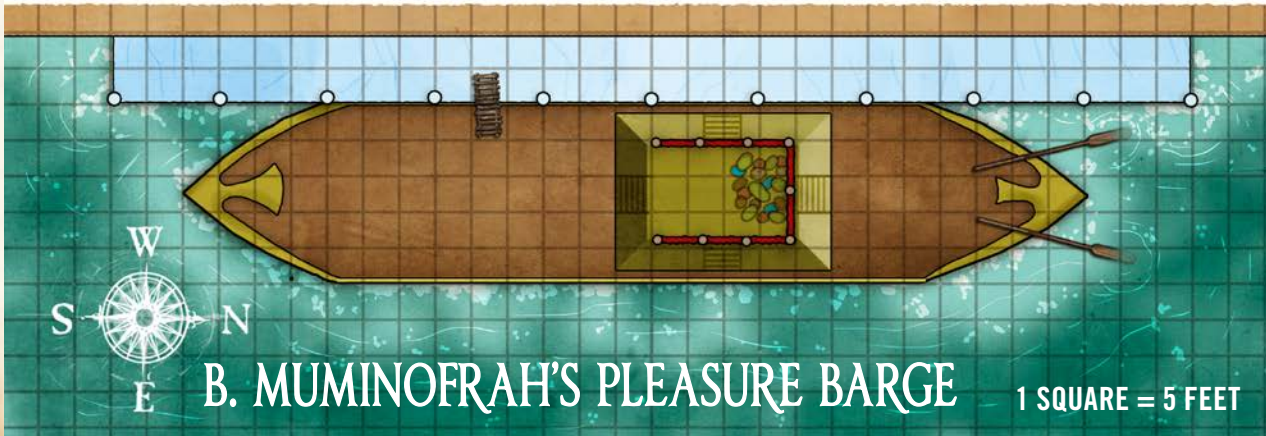
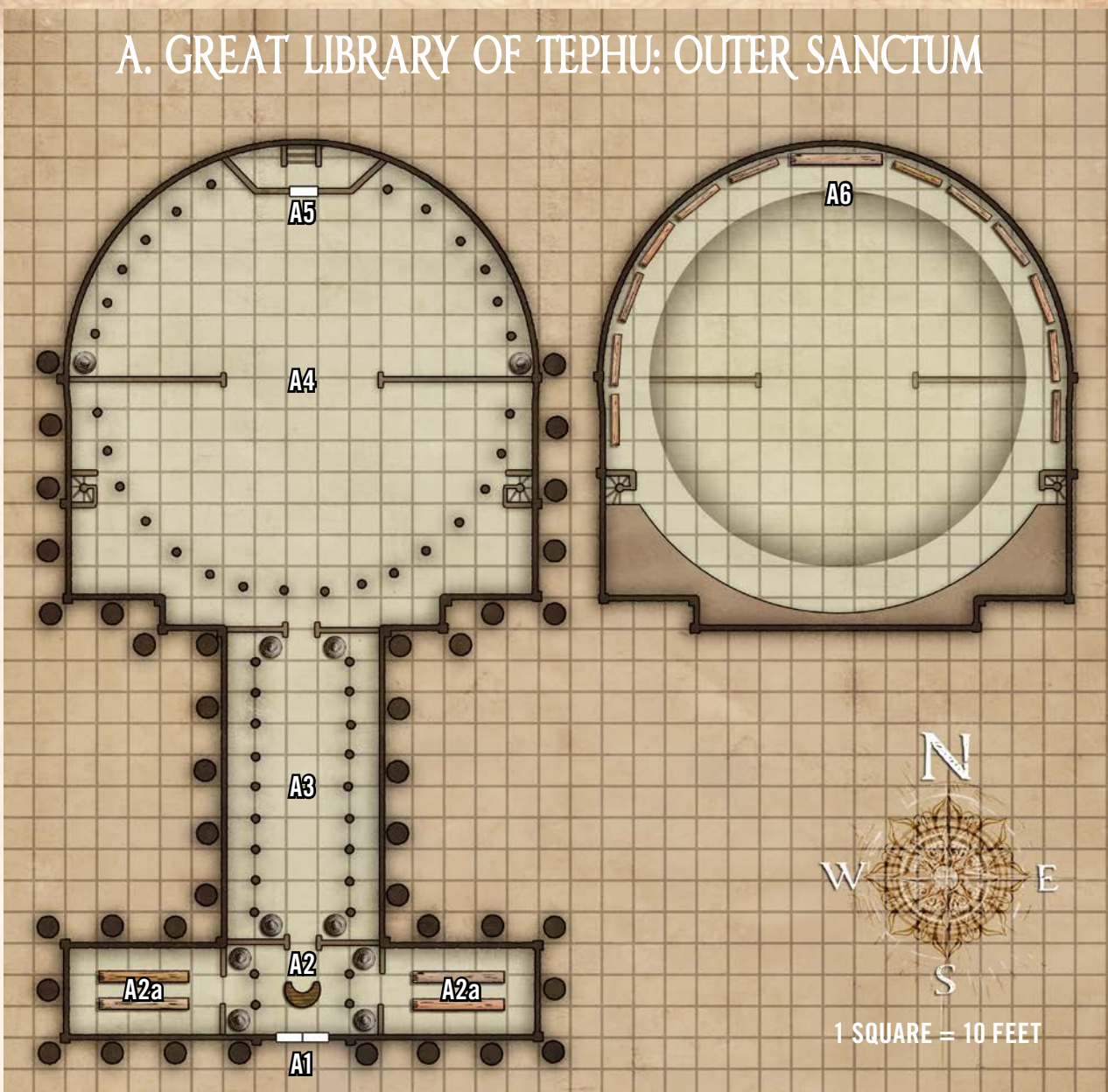
EFFECTS

Trigger touch (*alarm*); **Reset** automatic (immediate); **Bypass** lock (DC 30)

Effect Atk +20 ranged (6d6); multiple targets (all targets in a 20-ft. line)

SHIFTING SANDS

A. GREAT LIBRARY OF TEPHU: OUTER SANCTUM



MUMMY'S MASK

A2. Foyer and Outer Stacks (CR 8)

A large, ornate desk lit by a magnificent lantern seemingly made of water stands in the center of this entrance hall. Statues of enigmatic sphinxes sit in each corner of the room, their gazes an impossible mixture of pleasure and defiance. Archways in three walls open into larger spaces, the chambers beyond drowning in books, ledgers, librams, scrolls, clay tablets, tomes, and other more obscure forms of record, held in countless shelves and cabinets. The smell of old books is almost overpowering

The three chambers leading off the foyer form the Great Library's Outer Stacks (areas **A2a** and **A3**). The towering shelves lining these rooms hold a vast repository of knowledge that is but a fraction of that held beyond in the Great Chamber of Knowledge (area **A4**) and the Upper Stacks (area **A6**). Entry to the Outer Stacks is free (though a small donation is customary) and while the PCs can begin their research here, the Outer Stacks say more about the library by what they don't contain. See page 12 for details on conducting research in the Great Library.

Entry to the Great Chamber of Knowledge to the north is more controlled, requiring a donation of 50 gp per day of research. Permission to access the library's greater collections extends only until the library closes at dusk and the research fee must be paid again the next day.

Creatures: Two curators of the Great Library attend the reception desk during the day, accepting donations and assisting visitors in negotiating the jumbled shelves of the Outer Stacks. If asked about the library's Inner Sanctum, the curators inform the PCs that access to the Inner Sanctum is tightly restricted, requiring the permission of Tephu's haty-a (see Accessing the Inner Sanctum on page 13 for more details). If they become aware of theft or assault in the library, the curators first call the guards from area **A1**; only if the guards are overpowered do the curators join in the fray.

At night these chambers are empty; the curators (both here and in area **A4**) leave the library at dusk, returning as a group to their quarters in the Sanctuary of Nethys until the following morning.

CURATORS OF THE GREAT LIBRARY (2) CR 6 XP 2,400 each

Human cleric of Nethys 7
LN Medium humanoid (human)
Init +0; **Senses** Perception +6

Aura deflection aura (+2, 1/day, 20 ft., 7 rounds)

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 49 each (7d8+14)

Fort +7, **Ref** +5, **Will** +11

OFFENSE

Speed 30 ft.

Melee light mace +5 (1d6)

Special Attacks channel positive energy 4/day (DC 14, 4d6)

Domain Spell-Like Abilities (CL 7th; concentration +10)

At will—lore keeper (25), remote viewing (7 rounds/day)

Cleric Spells Prepared (CL 7th; concentration +10)

4th—*air walk*, *divination*⁰

3rd—*dispel magic*, *locate object*, *searing light*, *speak with dead*⁰ (DC 16)

2nd—*barkskin*⁰, *hold person* (DC 15), *silence* (DC 15), *spiritual weapon*, *zone of truth* (DC 15)

1st—*command* (DC 14), *comprehend languages* (2), *sanctuary* (DC 14), *shield*⁰, *shield of faith*

0 (at will)—*light*, *mending*, *read magic*, *stabilize*

D domain spell; **Domains** Knowledge, Protection (Defense subdomain^{AP6})

TACTICS

During Combat The curators are here to help library patrons, not to fight, but they are capable of defending the library if necessary. If they have time to prepare, they cast *barkskin*, *shield*, and *shield of faith*, increasing their AC to 22. In combat, they cast *hold person*, *searing light*, and *spiritual weapon*, using their *scrolls of order's wrath* as a last resort.

Morale The curators are not combative, and seek to escape or surrender if reduced to fewer than 20 hit points, casting *sanctuary* if necessary. If all of the library guards are overpowered or if any of the curators is killed, one of the surviving curators uses a *scroll of sending* to request aid from the Sanctuary of Nethys.

STATISTICS

Str 10, **Dex** 10, **Con** 12, **Int** 14, **Wis** 16, **Cha** 13

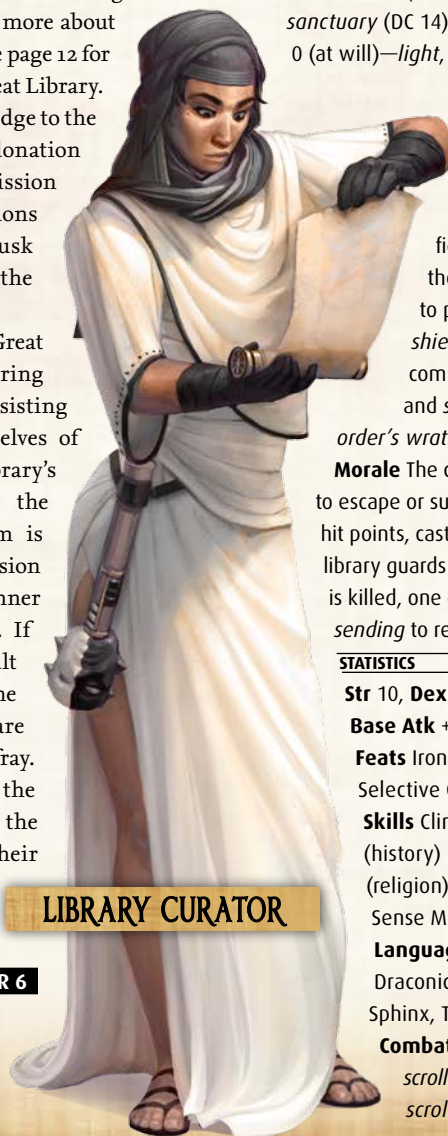
Base Atk +5; **CMB** +5; **CMD** 15

Feats Iron Will, Lightning Reflexes, Scribe Scroll, Selective Channeling, Toughness

Skills Climb +5, Diplomacy +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (religion) +10, Linguistics +12, Perception +6, Sense Motive +12

Languages Ancient Osiriani, Celestial, Common, Draconic, Dwarven, Jistka, Kelish, Osiriani, Sphinx, Tekritanin, Terran

Combat Gear *scroll of divine favor* (CL 7th), *scroll of magic weapon*, *scroll of order's wrath*, *scroll of sending*; **Other Gear** light mace,



LIBRARY CURATOR

SHIFTING SANDS

bracers of armor +2, cloak of resistance +1, unguent of timelessness, cleric's vestments, spell component pouch, silver holy symbol of Nethys (worth 25 gp), 10 gp

A3. The Processional of Learning

Two rows of columns run down the sides of this long, high hall. The corridor terminates at each end with a wide archway flanked by statues of wise-looking sphinxes. As elsewhere in the library, shelves crammed with books and scrolls line the walls.

The works held in the Processional of Learning are part of the library's Outer Stacks and may be accessed for free. Once again, however, it is clear that this portion of the library's collection is only a small percentage of its vast holdings.

A4. The Great Chamber of Knowledge (CR 10)

This breathtaking chamber is a vast, pillared hall soaring upward to a great dome overhead, an airy vastness appropriately painted with stars and clouds. A ring of columns runs around the perimeter, supporting a gallery at the base of the dome. Countless shelves divide the chamber, rising so high that ladders are needed to climb them. These shelves are in turn separated by a bewildering variety of boxes, cabinets, cases, and chests. Littered among these towers of knowledge are benches, reading tables, huge desks for spreading maps, and elaborate displays. The flickering light of lamps and lanterns mingle throughout the space.

The Great Chamber of Knowledge is almost mind-boggling, a repository for many tens of thousands of books, maps, scrolls, tomes, and other objects. A shadowy corner is reserved for wax tablets, another area for hieroglyph-carved stone slabs, and a map of the world almost 50 feet square hangs along one wall. One section of the chamber even contains a three-dimensional scale model of the entire city of Tephu more than 20 feet long by 15 feet wide. In the southern portion of the chamber, two spiral staircases to the east and west climb to the gallery of the Upper Stacks (area A6).

Although the Great Chamber is subdivided into approximate subject areas, it is very loosely cataloged, requiring time and patience to successfully navigate. See page 13 for details on researching in the Great Chamber of Knowledge.

Creatures: Four curators of the Great Library fuss about the shelves throughout the day helping visitors and scholars. One of these curators carries keys to both the outer doors (area A1) and door of the eye (area A5). The curators are aware that the knowledge in the Outer Sanctum is more general, but they allow access to the Inner Sanctum as detailed in area A5, or if coerced. Like the curators in area A2, they first rely on the guards at area A1 if there is any trouble and leave the library at night.

The Great Chamber has another guardian as well, a tophet forged to resemble a bloated pharaoh. By day, the tophet sits about 20 feet in front of the door of the eye (area A5), looking like an immobile iron statue, but 10 minutes after sunset, the construct animates, wandering the halls of the Outer Sanctum to protect its precious contents. It also animates if the door of the eye is broken or forced during daylight hours. The tophet is slow and clumsy, but tough, and it is programmed to trap rather than harm thieves, though it has accidentally killed thieves with its slam attacks before. The tophet does not engage in chases through the library—if would-be thieves attempt to flee, it takes up a defensive position outside the door of the eye. The tophet fights until destroyed. At dawn, the tophet returns to its position before the door and deactivates until the following dusk.

CURATORS OF THE GREAT LIBRARY (4)

CR 6

XP 2,400 each

hp 49 each (see page 10)

TOPHET

CR 10

XP 9,600

hp 107 (*Pathfinder RPG Bestiary* 3 271)

Development: If a PC is swallowed by the tophet, its jaw locks down, trapping the character inside. Unless he can escape, the character is handed over to the curators the next morning. Such prisoners are taken, still held within the tophet, to the Sanctuary of Nethys to await punishment. See An Audience with the Governor on page 14 for the repercussions of being caught breaking into the Great Library.

A5. Door of the Eye (CR 9)

An immense, circular bronze door rises amid a wall of huge limestone blocks at the rear of the library. A single hieroglyph of an eye engraved in the center is the door's only feature.

The door of the eye is always locked (hardness 9, hp 180, break DC 28, Disable Device DC 30). The keyhole sits in the center of the engraved eye. One of the curators in area A4 carries the only key to the door. The door is 6 inches thick and slides easily to the side when opened, cunningly engineered to move as if it weighed almost nothing. Once closed, the door automatically locks.

Beyond the door is a small chamber containing only a set of limestone steps that descend into the earth, leading to one part of the Great Library's Inner Sanctum, the Spiral Archive (area C). Access to the Spiral Archive is even more restricted than the Great Chamber of Knowledge and Upper Stacks, requiring the express written permission of the haty-a of Tephu, Deka An-Keret.

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Traps: The door of the eye is trapped with an insanity mist trap. Opening the door with the key still triggers the trap, unless the key is turned four times clockwise before opening the door. In addition, a *symbol of fear* is inscribed on the door, set to trigger when anyone passes through the portal. Disabling or triggering the insanity mist trap has no effect on the *symbol of fear*, and vice versa.

INSANITY MIST TRAP CR 7

XP 3,200

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger touch (*alarm*); **Reset** repair; **Bypass** lock (DC 30)

Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 30-ft.-by-30-ft. cube in front of area A5)

SYMBOL OF FEAR TRAP CR 7

XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger spell; **Reset** none

Effect spell effect (*symbol of fear*, panicked for 11 rounds, Will DC 19 negates); multiple targets (all targets in a 60-ft.-radius burst)

A6. Upper Stacks

The vaulted dome of the library rises like the heavens above the floor of the main chamber. A broad balcony circles the base of the dome, lined with shelves and piles of books that loom like cliffs on the brink of collapse. A jumbling array of ladders climb to these teetering shelves, propped against the stacks, hung from ledges, dangling from wires overhanging the library far below, or fashioned from spikes hammered into the walls.

The gallery of the Upper Stacks is 60 feet above the floor of the Great Chamber of Knowledge; the dome's apex is another 60 feet above that. Spiral staircases to the southwest and southeast descend to the Great Chamber below (area A4). The gallery does not have a railing, and the ladders are very difficult to use, as many overhang the chamber below.

Carrying out research in the Upper Stacks can be dangerous business. Only characters able to fly or levitate for long periods of time can search out clues without resorting to the ladders. Otherwise, for every Research check attempted in the Upper Stacks, a character must succeed at a DC 10 Climb check to employ the stacks' ladders. Failure results in a fall into area A4 below. Roll 1d6+6x10 to determine the distance of the fall. The library's curators tend to fallen characters free of charge—provided that the fall does not kill them outright. See below for details on research in the Upper Stacks.

UNRAVELING THE MYSTERIES OF THE GREAT LIBRARY

Researching Hakotep I, the *Mask of the Forgotten Pharaoh*, and the Cult of the Forgotten Pharaoh in the Great Library is an important part of the first part of this adventure, but to find the valuable nuggets of information they seek among the library's vast archives, the PCs must sort through the extensive collections of texts, investigating subtle clues and tracking down hidden leads.

Each library or collection of the Great Library has two statistics: a Complexity rating, which reflects the confusion of the library's contents, and knowledge points (kp), which are an abstract representation of the amount of information a given collection contains.

A library's Complexity rating acts as the DC for a Research check to unravel that library's clues. A Research check is essentially a Knowledge skill check, though each library details the specific Knowledge skills that may be used for Research checks based on the nature of that library's specific collection. A PC can attempt one Research check for each full day of research (from dawn to dusk). Characters who access the library at night can make one further attempt for the period from dusk to dawn. A character cannot take 10 or take 20 on a Research check, but Research checks can be made untrained due to the Great Library's extensive collections. Each library grants a bonus on specific Knowledge checks (including Research checks) made within that library, and each full day of research (dawn to dusk) in a library grants a cumulative +1 bonus on Research checks in that library. In addition, up to two additional characters can aid another in research; if an assisting character rolls a 10 or higher on a Research check, the characters gain a +2 bonus on the primary Research check.

Succeeding at a Research check reduces a library's knowledge points, similar to dealing damage to a creature's hit points. As the knowledge points decrease, a library reveals its secrets. The PCs learn the listed information when a library's knowledge points reach various "trigger points," as detailed in each library. How much a library's knowledge points decrease depends on the character's class. Bards reduce a library's knowledge points by 1d12 + the character's Intelligence modifier. Particularly scholastic characters, such as alchemists, wizards, and other characters at your discretion, reduce a library's knowledge points by 1d8 + the character's Intelligence modifier. All other characters reduce a library's knowledge points by 1d4 + the character's Intelligence modifier. For every 5 by which a Research check exceeds the library's Complexity rating, the library's knowledge points are reduced by 1 additional point. Rolling a natural 20 on a Research check acts like a critical threat. If the researcher confirms the critical hit by succeeding at a second Research check with all the same modifiers (this takes no additional time), the resulting knowledge point reduction is doubled. Conversely, rolling a natural 1 on a Research check

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automatically results in failure, and the library's knowledge points increase by 1d8 as the library's complexity causes a researcher to follow a wrong avenue of research.

When a library's knowledge points reach 0, the PCs have learned everything they can from that library. To learn additional information, they must visit another library or collection and continue their research there.

XP Awards: Each library has a CR to represent its complexity and the possible dangers found within it, and successfully learning all of a library's secrets earns the PCs experience awards. When a library's knowledge points are reduced to 0, award the PCs the listed XP, just as if they had defeated a monster or encounter.

RESEARCH IN THE OUTER SANCTUM

The Outer Sanctum of the Great Library (areas A2 through A6) is a confusing mass of charts, papers, maps, and texts, a vast store of knowledge without much of an index. The PCs' first task should be to try to find some lines of research to follow through the library's bewildering amount of information.

OUTER SANCTUM

CR 6

XP 2,400

Complexity 15

Research check Knowledge (local), Knowledge (history), or Knowledge (nobility); **Knowledge bonus** +2

kp 20

The following information can be gleaned from research in the Outer Sanctum.

kp 15: Not only does the Outer Sanctum seem to be missing quite a lot of knowledge, but some of the more interesting and secretive works seem to have been deliberately removed.

kp 10: While the Outer Stacks and Great Chamber of Knowledge contain general information on Osirion's most famous royal dynasties, information relating to less well-known dynasties and older families is contained in the Upper Stacks. Reducing the Outer Sanctum's knowledge points to fewer than 10 is only possible by carrying out research in the Upper Stacks (area A6), which is risky.

kp 5: A papyrus scroll dating from Osirion's Second Age over 6,000 years ago references a "lost" pharaoh named Hakotep. The scroll ascribes the epithet of "Sky Pharaoh" to the forgotten ruler, and recounts his ability to "ride the stars by night." The scroll even contains a crude illustration of the Sky Pharaoh, a figure standing upon a dais surrounded by glass and crystal. A researcher who succeeds at a DC 20 Perception check notes that the dais and crystals are floating, seemingly part of a vast temple that somehow sits in the night sky. With a successful DC 30 Knowledge (arcana) check, the image can be further interpreted as depicting the technology of the Shory—an ancient empire of central Garund known for its arcane engineering and flying cities.

kp 0: An obscure index compiled by a previous curator of the library lists the scroll referencing Hakotep as one of many that were copied from the personal library of the Sky Pharaoh. This collection of scrolls is held in a part of the Great Library's Inner Sanctum called the Spiral Archive (area C), described as a chamber resembling a vertical scroll tube crossed by a latticework of papyrus bridges.

ACCESSING THE INNER SANCTUM

The PCs should soon learn that the Great Library's Outer Sanctum holds little of the information they seek, and that to find out more about Hakotep I, they'll need to gain access to the Inner Sanctum—specifically the Spiral Archive, which will lead the PCs to further collections within the Inner Sanctum. However, with access to those collections tightly controlled by the Tephu's haty-a, Deka An-Keret, the PCs must be particularly cunning to get inside. There are three primary options for the PCs to gain access to the Spiral Archive and the rest of the Inner Sanctum.

Their first option is to break into the Spiral Archive. This option is likely the most dangerous, as the Outer Sanctum is located in a very public place, and by day the library is crowded with visitors, curators, and guards. There are fewer eyes to notice the PCs at night, but they must still contend with the library's traps, the tophet in area A4, and the door of the eye (area A5).

The PCs' second option is to gain the assistance of Haty-a Deka An-Keret. As her express permission is required to visit the Inner Sanctum, this is the official means through which most people gain access, but this option is fraught with difficulties for the PCs as well. Deka An-Keret is a member of the Sacrosanct Order of the Blue Feather, the Nethysian sect responsible for the desecration of Hakotep's tomb, and she has a vested interest in keeping her order's activities from being brought to light. See An Audience with the Governor on page 14 for details of the PCs' meeting with Deka An-Keret.

The third option is for the PCs to coerce Deka An-Keret into granting them access to the Inner Sanctum. As a loyal subject of the Ruby Prince and his appointed representative in Tephu, she must obey any orders from above. Fortunately for the PCs, a high-ranking courtier of the pharaoh's court, Her Excellency Muminofrah of Sothis, has recently arrived in the city, offering them the opportunity to befriend a powerful noble who can influence, or even override, the haty-a's decisions. See The Palace of Gentle Reeds on page 15 for details on how the PCs can turn this opportunity to their advantage.

But Deka An-Keret is not the only obstacle to the PCs finding the information they seek. The Cult of the Forgotten Pharaoh has not forgotten the PCs nor their defeat in Wati at the PCs' hands. The cult is aware that the PCs are searching for clues about Hakotep and likely know that they possess the *Mask of the Forgotten Pharaoh* as well.

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To them, the PCs are the enemy, and cultists have arrived in Tephu to further hinder the PCs and attempt to claim the mask for the cult.

These three factions—Deka An-Keret, Muminofrah, and the Cult of the Forgotten Pharaoh, as well as their interactions with the PCs—are detailed on the following pages. Take care when juggling these different factions—it can be very easy for the PCs to step into dangerous waters as they navigate the politics of Tephu, and even their best ally, Muminofrah, is a fickle friend at best. To get the best use out of these sections, you should take the time to familiarize yourself with these NPCs and their personalities and goals, as well as with the events and library locations presented afterward.

AN AUDIENCE WITH THE GOVERNOR

At some point, the PCs are going to realize that the information they seek in the Great Library lies deep in the vaults of its Inner Sanctum. The simplest option to gain access is to ask for permission from the haty-a of Tephu, Deka An-Keret, who is also the city's high priestess of Nethys.

Deka An-Keret oversees the city from the imposing Sanctuary of Nethys, which faces the Great Library's Outer Sanctum across the wide expanse of the Plaza of the Bright Horizon. Most of the temple's priests are, like the governor, members of the secretive Sacrosanct Order of the Blue Feather. While worshipers at the Sanctuary are common, visitors are less so, and they are only admitted at the express permission of one of the temple's priests.

When the PCs first visit the Sanctuary, they are met by a veiled priestess who introduces herself as **Deaconess Sekek** (LN female human cleric of Nethys 7; use stats for a curator of the Great Library on page 10 if necessary). If the PCs request an audience with Deka An-Keret, Sekek politely, but firmly, refuses, stating that the haty-a is kept very busy with both civic and religious duties and has no time for audiences with casual visitors. If the PCs tell Sekek they seek permission to enter the Spiral Archive or another part of the Inner Sanctum, Sekek asks them what topics they wish to research. She promises to bring their request to the haty-a and asks them to return the following day. When Deka An-Keret becomes aware of the topics the PCs wish to research, she declines to meet with them, paranoid about her order's past activities being discovered. When the PCs return the next day, Sekek regretfully informs them that the haty-a is still unavailable. If the PCs persist, Sekek apologetically suggests that they try again the next day, promising to repeat their request to the haty-a. Coercion

is ineffective against Sekek; she has no authority to grant the PCs permission to the Inner Sanctum, and can only communicate their wishes to Deka An-Keret. If the PCs lose their tempers or get violent, they are escorted out by the temple's guards.

This obfuscation continues for 1d3 days before the haty-a finally relents and agrees to meet with the PCs, though assuming that the PCs were honest about they were looking for, she is still unwilling to grant them access to the Inner Sanctum. Deka An-Keret receives the PCs in her audience chamber inside the Sanctuary of Nethys, but the meeting is short and frustrating. Deka has already cast *zone of truth* before the meeting, and when the PCs enter, she casts *discern lies* before asking them the topics they wish to research in the Inner Sanctum. If the PCs are truthful, Deka politely declines to grant them permission to enter the Inner Sanctum. If she catches them lying, her refusal is more blunt. She accuses them of attempting to deceive her rightful authority, and suggests they carry out their fruitless research elsewhere in Osirion.

Nonmagical attempts at coercing Deka An-Keret (such as Diplomacy or Intimidate) automatically fail, and attempts to coerce her through magic are risky, to say the least. The governor is very well guarded, attended by both priests and temple guards, who will likely spot any

spellcasting on the part of the PCs and intervene. (You can use the stats for curators of the Great Library and library guards on pages 10 and 8, respectively, to represent these attendants if needed). In addition, Deka An-Keret is well protected against spells by virtue of *spell resistance* and her *mind sentinel medallion* (*Pathfinder RPG Ultimate Equipment* 259). Even if an attempt to charm or dominate her succeeds, her attendants still have chance to sense the enchantment upon her with successful Sense Motive checks. Full information on Deka An-Keret, including her statistics, can be found in the NPC Appendix on page 54.

Following this exchange, the brief meeting draws to a close. Before Deka can dismiss the PCs, however, a slave enters the audience chamber and prostrates herself on the floor in front of the governor, begging to deliver a message. Deka excuses herself and takes the slave to one side to listen to the message, but a successful DC 10 Perception check allows the PCs to overhear the whispered conversation. The slave tells the haty-a that she has been sent by Her Excellency Muminofrah of Sothis, who requests the governor's presence immediately. With a resigned sigh, Deka abruptly ends the meeting with the PCs and exits the room.



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Once Deka leaves, the slave remains, and if the PCs ask, she's more than happy to tell the PCs about her wise and magnificent mistress, Her Excellency Muminofrah of Sothis, Fan-Bearer on the Right Side of the King, who has blessed the people of Tephu with her presence. With a successful DC 10 Diplomacy or Intimidate check, the slave informs the PCs that Her Excellency is in Tephu as the personal representative of the Ruby Prince himself, though the slave is unaware of the exact nature of her mistress's business in the city. With a result of 15 or higher on the check, the slave reveals that Her Excellency is currently residing at the Palace of Gentle Reeds just outside the Old City. With a result of 20 or higher, the slave divulges that Muminofrah has summoned the haty-a many times since arriving in Tephu, and is likely to continue to do so. Her Excellency speaks for the pharaoh and expects to be obeyed at all times. In a hushed whisper, the slave confides that Muminofrah has an alleged habit of tossing those she dislikes to the crocodiles and laughing as they are eaten. She is a great lady, with great appetites.

With Deka An-Keret's refusal to grant the PCs her official permission, their remaining options are to attempt to break into the Inner Sanctum, or to go over the governor's head by seeking an audience with Muminofrah.

Development: If the PCs manage to coerce Deka An-Keret into granting them access to the Inner Sanctum (such as by the order of Muminofrah), she does so very begrudgingly, and only to one library at a time, meaning that even if the PCs secure permission to enter the Spiral Archive, they'll need to get additional authorization to enter the Inner Sanctum's other libraries.

Access to the Inner Sanctum takes the form of a sealed and signed letter from the haty-a herself that must be presented to the curators in the Outer Sanctum. The curators are keen to help legitimate users, and give directions to any areas requested if they are allowed to give such access, but some of the Inner Sanctum's archives have other methods of entry that might require the PCs to navigate their own way through the libraries or use trickery or magical means to find the locations. Further information on accessing various collections is detailed in each library's section.

Once the PCs have received official permission at least once, it might be possible for them to forge new letters to access other libraries. Replicating Deka An-Keret's seal and signature requires a successful Linguistics check with a -4 modifier, and the curators of the Great Library who peruse the forged document receive an opposed Linguistics check to verify its authenticity or recognize it for a forgery.

If at any time the PCs are discovered doing wrong (including being caught breaking into the library, being captured by the tophet in area **A4**, forging letters of permission, or magically coercing Deka An-Keret or a library curator), they are brought before Deka An-Keret. As haty-a, Deka commands the city and can pit its resources

THE SACROSANCT ORDER OF THE BLUE FEATHER

The Sacrosanct Order of the Blue Feather is a secretive sect of the priesthood of Nethys dedicated to the collection and preservation of knowledge in all its forms, but with a special focus on arcane knowledge. The order is not necessarily concerned with keeping such information hidden, but secrecy is a useful tool for safeguarding it. The order's members are also unconstrained by such mortal concerns as morality—the acquisition and preservation of the information is paramount, not the methods used to do so. The order had no enmity against Hakotep when it broke into the Sky Pharaoh's tomb and stole his heart and funerary mask, nor did it have any wish to keep the secrets of Shory technology to itself. In the eyes of the Order, Hakotep possessed knowledge that it did not, and rather than suffering its loss upon the pharaoh's death, the order's members resolved to claim it for themselves.

Knowledge of the order's failure to gain the secrets it sought from Hakotep's shattered soul, however, is another matter. Hakotep's successor, Djederet II, himself a priest of Nethys, decreed that the order's desecration of Hakotep's corpse and tomb be kept secret to preserve the legitimacy of pharaonic rule and the reputation of the Nethysian faith, and the Sacrosanct Order agreed. The order has been successful for the past 6,000 years, and as its ranking member in Tephu, Deka An-Keret is not about to be the one responsible for this knowledge falling into the hands of outsiders like the PCs.



against the PCs, but she is unwilling to simply kill them outright, even with the risk of the Sacrosanct Order's research and mistakes being exposed. She would much rather see such troublemakers gone from Tephu entirely. Her punishment takes the form of a *mark of justice* cast upon each offender and banishment from the city; the mark is activated if the PCs reenter Tephu. The repercussions of this punishment are beyond the scope of this adventure, and if the PCs do fall afoul of Deka An-Keret's justice, you will need to modify the adventure accordingly, taking into account the PCs' new position as fugitives operating outside the law.

THE PALACE OF GENTLE REEDS

With Deka An-Keret unwilling to allow them to access the Great Library's Inner Sanctum, the PCs will likely want to seek out the visiting noblewoman Muminofrah of Sothis, the only person in Tephu who can overrule the governor and grant the PCs permission to enter the Inner Sanctum.

The Palace of Gentle Reeds sits on an estate outside Tephu's Old City on the banks of Wadjet's Walk, the canal

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that flows through the city. The estate and palace are reserved for the use of the pharaoh, or more usually, his official representatives—such as its current resident, Muminofrah of Sothis

When the PCs arrive at the palace, read or paraphrase the following.

A great palace towers over the canal, fronted with a palisade of beautifully painted pillars in dazzling colors. In front of the palace, moored to a magnificent marble quay, a luxurious river barge wallows in the turbid waters of the canal. Between the barge and the palace, a makeshift camp of colorful tents and stalls has sprung up, creating a small village worth of bustling activity.

With Muminofrah in residence, the palace and its grounds have become the center of a storm of movement and excitement, housing countless traders and petitioners bearing trade goods and gifts for the visiting noblewoman. Muminofrah herself spends most of her time on her pleasure barge moored in the canal (area **B**), her privacy protected from the rabble on shore by hefty, tanned guards wearing heavy armor and carrying scimitars.

When the PCs first approach the palace, these guards soon stop them, questioning why they are here (use the stats for the library guards on page 8 if necessary). They initially refuse any requests for an audience, claiming that Her Excellency is engaged with important business for the Ruby Prince and has no time for petitions from peasants and slaves. If the PCs can convince the guards that they have something of value or interest to Muminofrah with a successful Bluff check, DC 19 Diplomacy check, or DC 15 Intimidate check, or by producing a gift for Muminofrah worth at least 500 gp or a bribe of 50 gp, the guards let them pass and lead them to the deck of Muminofrah's pleasure barge.

B. Muminofrah's Pleasure Barge

As the PCs come aboard the pleasure barge, read or paraphrase the following.

A gangplank leads up from the quay to the deck of the pleasure barge. Brightly painted and trimmed with shining gold, the barge's polished wooden planks gleam in the sun. Toward the stern of the vessel, painted and gilded columns support a silken canopy, shading a pyramid-shaped dais heaped with cushions that rises from the barge's deck. Sheer curtains between the pillars stir slightly in the weak breeze along the canal.



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The barge is inundated with courtiers, guards, slaves, and servants. Wealthy citizens and members of the local aristocracy sit upon cushions on the deck, beneath huge parasols held up by eunuchs. A lion is tethered to each of the four corner pillars, each watched by a guard holding a huge whip. Scantly clad slaves move silently through the gathering, bearing trays and pitchers of refreshments for the guests.

Use the map on page 9 for this location.

Creature: A heavysset woman dressed in revealing silks and wearing a gold headdress lounges atop the pyramid, almost lost in the vast mountain of cushions. This is Her Excellency Muminofrah of Sothis, Fan-Bearer on the Right Side of the King, and personal representative of Ruby Prince Khemet III. With a successful DC 15 Knowledge (nobility) check, a PC can recognize Muminofrah's title as that of a high-ranking courtier in the Ruby Prince's court—one that implies a close personal relationship with the pharaoh and incidentally, places her above Deka An-Keret, a mere haty-a, in the hierarchy of Osirian nobility.

Muminofrah has a rather fierce reputation in Tephu, which she has visited on more than one occasion. A successful DC 15 Knowledge (local) check is enough to know some of the stories that abound of the dreadful fates suffered by those who displeased her, including rumors of feeding them to the crocodiles of the River Sphinx. But tales are also told of Muminofrah's generosity, such as the poet she showered in gold after he pleased her with a particularly beautiful poem, or the young slave she made a noble after the girl ran a hundred miles to pick a rare flower for her.

As the PCs come on deck, Muminofrah looks them up and down as if appraising cuts of meat, languidly cooling herself with a long fan bearing a single ostrich feather—a symbol of her rank and title. Muminofrah is intrigued (and perhaps a little lustful) at her first sight of the PCs, and she waits to see what they have to say for themselves.

A PC who succeeds at a second DC 15 Knowledge (nobility) check knows the proper etiquette for greeting a person of Muminofrah's station, as well as the fact that one should officially request an audience with her before asking her for favors (such as granting them access to the Inner Sanctum). Muminofrah's starting attitude is indifferent, and if the PC succeeds at a DC 18 Diplomacy check, she grants them an audience. Muminofrah is easily bored and above all, vain, so if the PCs make an effort to fawn over her and sweet-talk her, or present her with a gift worth at least 500 gp, the PC attempting the Diplomacy check gains a +5 bonus.

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With Muminofrah, flattery will get you everywhere. On the other hand, any talk of business at this point offends her, imposing a –5 penalty on the check. Alternatively, the PCs can impress her with a successful DC 15 Perform check.

Assuming the PCs are successful, the audience ends with Muminofrah inviting the PCs to join the gathering on the barge. She gestures with one ring-laden hand and a slave appears to lead the PCs to cushions on the deck in the shade and offer them refreshments. Muminofrah turns her attention to another guest and the party restarts. The gathering continues in **Event 1: Lust at First Sight**.

Muminofrah is fully detailed in the NPC Appendix on page 56.

MUMINOFRAH **CR 9**
XP 6,400
hp 65 (see page 56)

THE CULT OF THE FORGOTTEN PHARAOH

Following the events in Wati in the previous adventure, the Cult of the Forgotten Pharaoh has been wounded, but it is far from destroyed. Continuing its search for the *Mask of the Forgotten Pharaoh*, the cult has sent additional members to Tephu to steal the mask from the PCs and do everything in their power to thwart the PCs' efforts to find Hakotep.

THE UNNAMED ISLE (CR VARIES)

The cultists have set up a concealed camp on a low, nameless island in the River Sphinx about 2 miles downriver from Tephu. The island lies hidden among reeds in the middle of the river amid scores of similar places. It rises just a few feet above the water, giving the cultists an excellent view of anyone approaching. Their camp nestles in a clearing amid the reeds about 100 feet across.

Creatures: Six Forgotten Pharaoh cultists, led by a sorcerer named Khabekh-shu, have been sent to Tephu to recover the *Mask of the Forgotten Pharaoh* from the PCs. In addition, they are accompanied by a charmed hieracosphinx named Akitar that Khabekh-shu has pressed into the cult's service. The cultists are wary of Deka An-Keret and the visiting dignitary Muminofrah, however, and they avoid open combat in the city if they can, keeping their actions within the law as much as possible. Instead, Khabekh-shu keeps tabs on the PCs by joining the courtiers on Muminofrah's pleasure barge to witness their activities there (see Development on page 10) and through *screaming*.

Wary of the cult's camp being discovered, Khabekh-shu has ordered the hieracosphinx Akitar to regularly patrol the area around the island. If the PCs track Khabekh-shu or the cultists back to the island, Akitar is either hiding among the reeds or flying high in the sky above the river. If the sphinx spots the PCs approaching, it shrieks to warn the cultists before attacking the intruders.

The PCs will encounter some of the cultists during the events in Tephu; their statistics are presented below so you can use them as you wish while the PCs are in Tephu. If the PCs encounter them as a group, remember to remove any cultists the PCs have already slain or defeated.

AKITAR **CR 5**
XP 1,600
 Charmed hieracosphinx (*Pathfinder RPG Bestiary 3* 253)
hp 60

KHABEKH-SHU **CR 9**
XP 6,400
 Male human sorcerer 10
 CE Medium humanoid (human)
Init +3; **Senses** low-light vision; Perception +4

DEFENSE

AC 23, touch 15, flat-footed 19 (+4 armor, +1 deflection, +3 Dex, +1 dodge, +4 shield)
hp 89 (10d6+52)
Fort +7, **Ref** +8, **Will** +10
Resist cold 5, fire 5

OFFENSE

Speed 30 ft.
Melee mwk dagger +6 (1d4/19–20)
Bloodline Spell-Like Abilities (CL 10th; concentration +13)
 At will—aurora borealis^{APG} (20 HD, DC 18, 10 rounds/day)
 6/day—minute meteors^{APG} (1d4+5 fire, DC 18)
Sorcerer Spells Known (CL 10th; concentration +13)
 5th (3/day)—*cone of cold* (DC 19)
 4th (5/day)—*call lightning storm* (fire damage, increased damage outdoors at night, DC 18), *charm monster* (DC 17), *screaming* (DC 17)
 3rd (7/day)—*blink*, *fly*, *lightning bolt* (DC 17), *vampiric touch*
 2nd (7/day)—*acid arrow*, *defensive shock*^{UM}, *false life*, *glitterdust* (DC 15), *scorching ray*
 1st (7/day)—*burning hands* (DC 15), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *unseen servant*
 0 (at will)—*acid splash*, *guidance*, *detect magic*, *mage hand*, *message*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 13)
Bloodline starsoul^{APG}

TACTICS

Before Combat Khabekh-shu casts *false life* and *mage armor* every day. Before combat, he casts *defensive shock* and *shield*.

During Combat Khabekh-shu varies his tactics based on the situation, but he tends to start combat by casting *blink*, followed with his most powerful spells, such as *cone of cold*, *call lightning storm*, *lightning bolt*, *scorching ray*, and so on.

Morale Khabekh-shu tries to avoid capture at all costs, fleeing back to the cultists' camp if unmasked or reduced to fewer than 25 hit points. He reserves one spell slot to cast *fly* to escape, only using his *scroll of teleport* if he has recovered

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the *Mask of the Forgotten Pharaoh*. If killed or captured, Khabekh-shu triggers his Troth of the Forgotten Pharaoh feat, immolating his body to avoid capture.

Base Statistics Without his spells, Khabekh-shu's statistics are **AC** 15, touch 15, flat-footed 11; **hp** 74.

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 20

Feats Combat Casting, Deceitful, Dodge, Eschew Materials, Iron Will, Spell Focus (evocation), Toughness, Troth of the Forgotten Pharaoh (see page 19)

Skills Bluff +12, Disguise +12 (+22 with *disguise self*), Fly +10 (+15 with *fly*), Intimidate +10, Knowledge (arcana) +9, Knowledge (nature) +9, Linguistics +2, Perception +4, Spellcraft +9

Languages Ancient Osiriani, Common, Osiriani, Sphinx **SQ** bloodline arcana (dazzled for 1 round per spell level on a failed save vs. evocation), voidwalker^{APG}

Combat Gear *potions of undetectable alignment* (2), *scrolls of dream* (2), *scroll of fireball*,



KHABEKH-SHU

scroll of teleport, *wand of disguise self* (38 charges); **Other Gear** mwk dagger, *cloak of resistance* +2, *ring of protection* +1, *sleeves of many garments*^{UE}, gold funerary mask (worth 50 gp), silver mirror (worth 1,000 gp), 278 gp

FORGOTTEN PHARAOH CULTISTS (6)

CR 5

XP 1,600 each

Human fighter 4/sorcerer 2

LE Medium humanoid (human)

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

DEFENSE

AC 18, touch 11, flat-footed 17 (+3 armor, +1 Dex, +4 shield)

hp 50 each (6 HD; 4d10+2d6+17)

Fort +7, **Ref** +3, **Will** +5 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk falchion +11 (2d4+8/18–20)

Ranged +1 heavy crossbow +7 (1d10+1/19–20)

Bloodline Spell-Like Abilities (CL 2nd; concentration +3)
4/day—touch of destiny (+1)

Sorcerer Spells Known (CL 2nd; concentration +3)

1st (5/day)—*shield*, *true strike*

0 (at will)—*acid splash*, *detect magic*, *guidance*, *read magic*, *touch of fatigue* (DC 11)

Bloodline destined

TACTICS

Before Combat The cultists cast *shield* before combat.

During Combat The cultists work together as a team to take advantage of their Outflank teamwork feat. They make Power Attacks with their falchions, preferring melee combat to spellcasting, though if the opportunity presents itself, or if they are having trouble hitting opponents, they cast *true strike* (which does not incur a spell failure chance). If need be, the cultists cast *magic weapon* on their falchions from their scrolls.

Morale The cultists fight to the death, which triggers their Troth of the Forgotten Pharaoh feat, destroying their bodies. If knocked unconscious or capture seems inevitable, a cultist activates his Troth of the Forgotten Pharaoh feat as an immediate action to avoid capture and questioning.

STATISTICS

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

Base Atk +5; **CMB** +9; **CMD** 20

Feats Combat Casting, Eschew Materials, Outflank^{APG}, Power Attack, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion), Troth of the Forgotten Pharaoh (see page 19)

Skills Acrobatics +5, Climb +8, Intimidate +6, Knowledge (arcana) +3, Knowledge (history) +3, Linguistics +0, Perception +4

Languages Ancient Osiriani, Common, Osiriani

SQ armor training 1, bloodline arcana (gain luck bonus on saving throws when casting personal-range spells)

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Combat Gear *potion of heroism, scrolls of magic missile (2), scrolls of magic weapon (2)*; **Other Gear** studded leather, +1 heavy crossbow with 20 bolts, mwk falchion, *cloak of resistance +1*, gilt wooden funerary mask (worth 25 gp), 23 gp

Development: Unless the PCs take extraordinary measures, the Cult of the Forgotten Pharaoh becomes aware of the PCs' research, lodgings, and actions. Starting with **Event 2**, Khabekh-shu inveigles himself onto Muminofrah's pleasure barge. Using his *wand of disguise self*, Khabekh-shu poses as Talibah, a passing noblewoman from Ipeq, accompanied by two bodyguards (two of the cultists). Khabekh-shu is present on the barge during all subsequent events (unless the PCs pay an unexpected visit to Muminofrah) and learns of later events as the PCs do. He uses this knowledge to lay traps for the PCs as described in individual events.

Outside of those events, Khabekh-shu also uses *screying* to spy on the PCs, and uses his *scrolls of dream* to keep his superior, a lamia matriarch named Jamirah, updated about the PCs and their activities. Jamirah is out in the desert overseeing the cult's work at Chisisek's tomb (area N). Khabekh-shu informs Jamirah before he attacks the PCs, and if she hears nothing else from him, she assumes the PCs defeated Khabekh-shu and expects them to eventually come to her. By the time the PCs meets her at the tomb, Jamirah should know the PCs' strengths and weaknesses, and she adjusts her tactics accordingly.

If the PCs do not deal with Khabekh-shu and the cultists beforehand, the group follows and attacks the PCs when they leave Tephu (see **Event 6**).

EVENTS IN TEPHU

Several events take place during the PCs' stay in Tephu. The majority of them revolve around Muminofrah, as she is the most likely means for the PCs to gain access to the various collections of the Inner Sanctum. The adventure assumes that the PCs use Muminofrah to gain permission to access the Inner Sanctum over Deka An-Keret's objections. However, Muminofrah is only willing to grant permission for limited amounts of time; if the PCs want enough time to fully carry out their research, they must keep the visiting dignitary happy and so ensure her continued support. On the other hand, if the PCs fail to amuse Muminofrah, they are denied access to the library until the next event gives them a chance to reclaim access. Of course, the PCs can still resort to breaking in or using magic to coerce access.

However, you should be willing to modify the outcome of events if the PCs fare poorly in their interactions with Muminofrah. Her help is important, but it is not necessarily a disaster if the PCs fail to impress her. If the PCs are unsuccessful at a particular check, feel free to use their failures as a source of amusement for Muminofrah, allowing them to retry a check, or even causing the

NEW FEAT

Many cultists of the Forgotten Pharaoh take part in a painful ritual where they carve the cartouche of Hakotep into their flesh to demonstrate their devotion to the cult. This ritual takes the form of a new feat.

Troth of the Forgotten Pharaoh

You've pledged your body to the Forgotten Pharaoh, and are willing to sacrifice yourself to keep his secrets even in death.

Prerequisite: Must be a member of the Cult of the Forgotten Pharaoh.

Benefit: Upon taking this feat, you undergo a ritual where the cartouche of Pharaoh Hakotep I is carved into your flesh (typically on the chest or back), and then embellished with painful crimson and ochre tattoos. The ritual takes 1 hour to complete, and you take 3 points of damage from the wound (see Special, below). Upon completion of the ritual, you gain the feat's benefits.

As an immediate action, or when you die, you can cause white-hot fire to burst from the tattooed cartouche on your flesh, immolating your body in a bright flash and instantly reducing it to ash. If you are still alive, you are immediately slain. Spells such as *raise dead* or *speak with dead* cannot be used on your remains, but your equipment is unaffected.

As the fire consumes you, fiery snakes whip out of your body in a 5-foot-radius burst, dealing 1d6 points of fire damage + 1 per character level. Creatures in the area can attempt a Reflex save to negate the damage (DC 10 + 1/2 your character level + your Constitution modifier). In addition, creatures within a 10-foot burst must succeed at a Fortitude save (DC 10 + 1/2 your character level + your Constitution modifier) or be blinded for 1 round. Blind or sightless creatures are unaffected by this blinding effect.

Special: You permanently lose 3 hit points when you take this feat. This damage can only be healed with a *miracle* or *wish* spell, but doing so causes you to lose all benefits of this feat.



mercurial Muminofrah to change her mind. These events should provide the means for the PCs to get into the library, not an obstacle to block their access.

For the most part, these events do not occur at planned intervals. They should be used as needed, interspersed between the PCs' forays into the Inner Sanctum, such as when the PCs run out of time in the library and must come running back to ask Muminofrah for more, or if Muminofrah gets bored and summons them. These future summons are incorporated into the following events, but the nature of the summons can vary depending on the PCs'

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current relationship with Muminofrah. The adventure runs most smoothly if Muminofrah views at least one of the PCs as a confidant, friend, or even potential lover, and simply invites her favorite to join her for a particular event. If the PCs offend her, however, her summons is much more harsh, and she orders their participation in the events to follow. In addition, the sidebar on page 57 provides ideas for additional encounters with Muminofrah if the PCs need more time to carry out their research.

Should the PCs feel the need or want to split up, be aware that the following encounters with Muminofrah are intended for the whole party. Although she focuses most of her attention on one character (see **Event 1**), Muminofrah does not take kindly to anyone snubbing her invitations or summons. If all of the PCs are not present during a given event, Muminofrah makes her displeasure known to the PCs by granting only 1 day of access to the library instead of the usual 3 days.

EVENT 1: LUST AT FIRST SIGHT

During the PCs' first audience with her, Muminofrah becomes infatuated with one of them. She is shallow and obvious, preferring conventional beauty and a muscled body over intelligence or wit, but she is not overly concerned with gender, and is just as likely to choose a woman as her paramour as she is to lust after a man. Alternatively, she might desire two PCs and try to play them off against each other as competing suitors for her affections. This character becomes the focus of Muminofrah's interactions with the PCs for the remainder of their time in Tephu. If the object of her lust goes along with her whims, all is well, but if he plays games with her emotions or spurns her advances, he risks upsetting her (see Development below for the repercussions of such behavior).

Once the PCs are seated on the deck of Muminofrah's pleasure barge, slaves come on deck to serve a tagine of River Sphinx perch cooked with olives from huge silver tureens, along with grapes, huge loaves of bread, and copious amounts of barley beer and mint tea. Coily batting her eyelashes, Muminofrah invites her paramour to sit with her, showing adolescent ardor, but little genuine interest in the character. At this stage, Muminofrah just wants to be entertained by the new arrivals. This is primarily a roleplaying encounter; as long as they make an effort to amuse the noblewoman, the PCs need not make any skill checks and Muminofrah is happy to give the PCs a small token of her affection—such as 3 days of access to the Spiral Archive, if they ask for it. In exchange, however, she wants frequent visits from the object of her desire. When Muminofrah calls her paramour, she expects him and his friends to come running.

Thirty minutes after the PCs arrive, Deka An-Keret comes to the barge in answer to Muminofrah's summons.

If Muminofrah has already agreed to give the PCs access to the Spiral Archive in spite of Deka's wishes, Muminofrah orders Deka to give them an official letter of permission. Deka politely accepts Muminofrah's order, though a PC who succeeds at a DC 20 Sense Motive check can see she is hiding her anger, perhaps even fear, at this development.

If the PCs have not yet asked Muminofrah for access, Deka remains on the barge, hoping to block any such attempts. In this case, the PCs must attempt a series of Bluff or Diplomacy checks, which Deka opposes with her own Deka's Sense Motive or Diplomacy checks, respectively. If the PCs succeed at two of the three checks, they convince Muminofrah to grant them access to the Spiral Archive for 3 days over Deka's objections. Once they have permission, the PCs may go to the Spiral Archive (area C) as soon as they are ready.

Development: Muminofrah is spiteful and capricious, and displeasing her is a bad idea. If the PCs annoy or offend Muminofrah during this encounter or in any of the following events, she summarily dismisses them, only to summon them again a day or two later. Muminofrah scolds the PCs, particularly the object of her desire, who she thought was her friend and admirer. Muminofrah makes it clear that her paramour has deeply hurt her, and that next time she expects the PCs to be more friendly and make more of an effort to please her.

If the PCs offend Muminofrah twice in a row, she has her paramour arrested and thrown into jail until the other PCs can convince her to release their companion, either by impressing her during the next event or by presenting her with a suitably lavish gift worth at least 1,000 gp. Once mollified in such a way, Muminofrah forgives the PCs and releases him, going back to her former relationship with that character as if nothing had happened.

RESEARCH IN THE INNER SANCTUM

The Inner Sanctum of the Great Library consists of several collections scattered throughout Tephu, but the PCs' researches will only take them to three of them: the Spiral Archive (area C), the Dark Depository (area D), and the Vault of Hidden Wisdom (area E). As detailed earlier, access to various archives of the Inner Sanctum requires the permission of Deka An-Keret (likely at Muminofrah's command), or failing that, stealth or trickery. Research in one library should point the PCs toward another library's collections, at which point they'll need to acquire new permission to visit that library, until they finally find all the information they seek.

C. SPIRAL ARCHIVE

The Spiral Archive is located below the Great Library's Outer Sanctum, past the trapped door of the eye (area A5) and down the limestone stairs. The curators in the Outer Sanctum can give directions, and information

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about some of the Spiral Archive's guardians (such as the ceustodaemon in area C1 and the invisible stalkers in area C3), but they will not accompany the PCs into the Spiral Archive. Unless otherwise noted, ceilings within the Spiral Archive are 10 feet high, and rooms and corridors are lit with regularly spaced *continual flames*.

C1. Guardian of the Spiral (CR 6)

The walls of this hexagonal chamber are covered with scribbles carved into the stone.

The carved scribbles on the walls are in Abyssal and Infernal, and are the names of all of the intruders (and a few curators) that the library's ceustodaemon guardian (see Creature, below) has dispatched over the centuries.

Creature: A ceustodaemon named Tholurtu was bound to the Spiral Archive hundreds of years ago with a *binding* spell, with the confines of the library his hedged prison. Originally charged with guarding the Spiral Library from intruders for a period of 101 years, Tholurtu has been here far longer. One of the conditions of his binding was that killing anyone who had permission to be in the library would add another 101 years to his term of service. Angered at his being pressed into service, Tholurtu took out his frustration on several of the library's curators in his first few years here before his anger finally cooled. Now, Tholurtu is much more careful in his duties. He normally stays in this room, watching the corridor to area A5 with *detect good*, *detect magic*, and *see invisibility*. He accosts any intruders, but does not attack anyone bearing a signed letter of permission or wearing the vestments of a curator of the Great Library. Anyone else is fair game, however. Before attacking, Tholurtu telepathically asks for his victims' names, promising to add them to the Spiral Archive's "wall of fallen heroes" when they die. The ceustodaemon pursues intruders throughout the Spiral Archive, but he cannot pass the steps leading up to area A5.

THOLURTU

CR 6
XP 2,400

 Ceustodaemon (*Pathfinder RPG Bestiary 2* 65)

hp 68

Story Award: If the PCs avoid fighting Tholurtu, either because they have permission to access the library or convince him that they do, award them XP as if they had defeated him in combat.

C2. Reading Room (CR 7)

This small room contains three desks and a handful of uncomfortable-looking chairs.

Creature: A medusa named Udjebet is currently reading through some books and scrolls in this chamber. An obsessive collector of rings, Udjebet is here researching a legendary artifact called the *uræus ring*. She does not have permission to be in the Spiral Archive, and though she managed to bluff her way past the ceustodaemon Tholurtu in area C1, her initial assumption when she first encounters the PCs is that they are agents of the Great Library sent to remove her.

Dressed in a dark, hooded cloak, Udjebet uses her *ring of blending* (see Treasure, below) to appear as a normal human woman, and she greets the PCs as fellow researchers. She attempts friendly conversation, but she is nervous, and a PC who succeeds at a DC 20 Sense Motive check gets a hunch that she's hiding something. Udjebet tries to appear busy, hoping that the PCs will leave her alone, but if they don't, or if they confront her about her presence here, she changes tack, offering to guide them

past more of the Spiral Archive's guardians in exchange for a ring. Udjebet would prefer a magic ring, of course, but if the PCs give her any ring, even one hastily made of reeds or twine, she agrees to take them to the Spiral's Heart (area C4), guiding them past the invisible stalker in area C3. If the PCs refuse, attempt to intimidate her, or otherwise challenge her, Udjebet drops her disguise as a free action and throws back her hood to use her petrifying gaze before attacking.


UDJEBET

UDJEBET

CR 7
XP 3,200

 Medusa (*Pathfinder RPG Bestiary 201*)

hp 76

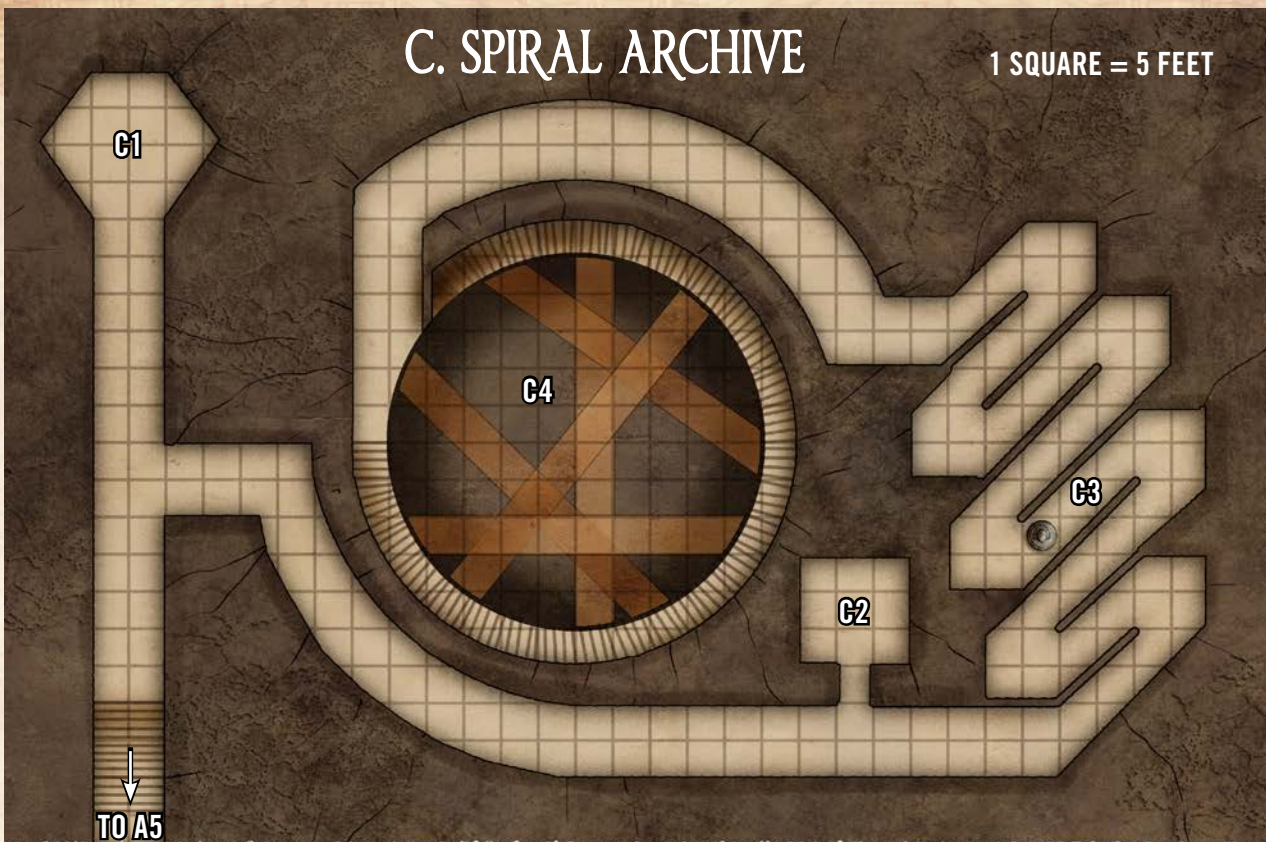
Treasure: Numerous rings adorn Udjebet's fingers: a length of leather twine wrapped around a tiny turquoise feather (a *whip feather token*), a plain gold ring (a *ring of blending* that functions as a *robe of blending*, but uses the ring slot), a worn leather band set with a silver bird's foot (a *ring of jumping*), a bone ring set with a tiny ruby (worth 250 gp), three copper rings (worth 10 gp each), a magnificent platinum ring set with a tiger eye (worth 600 gp), six silver wedding rings (worth 50 gp each), a carved stone ring (worth 5 gp), and half a dozen rings made of twisted reeds, string, and wire.

Story Award: If the PCs gain Udjebet's aid without fighting her, award them XP as if they had defeated her in combat.

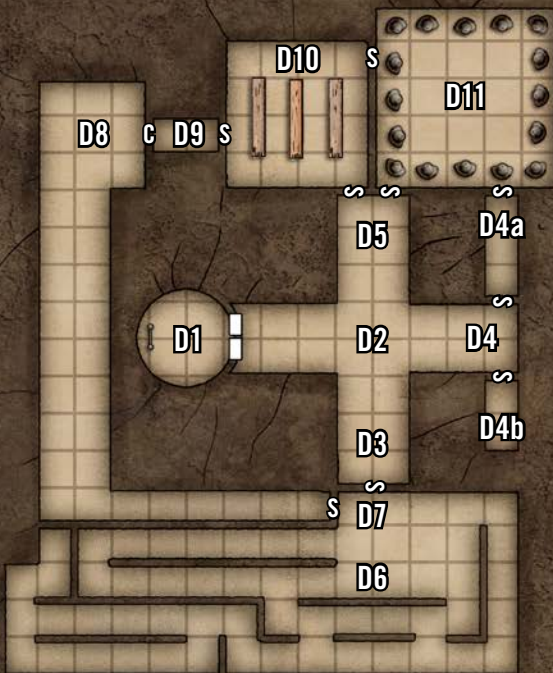
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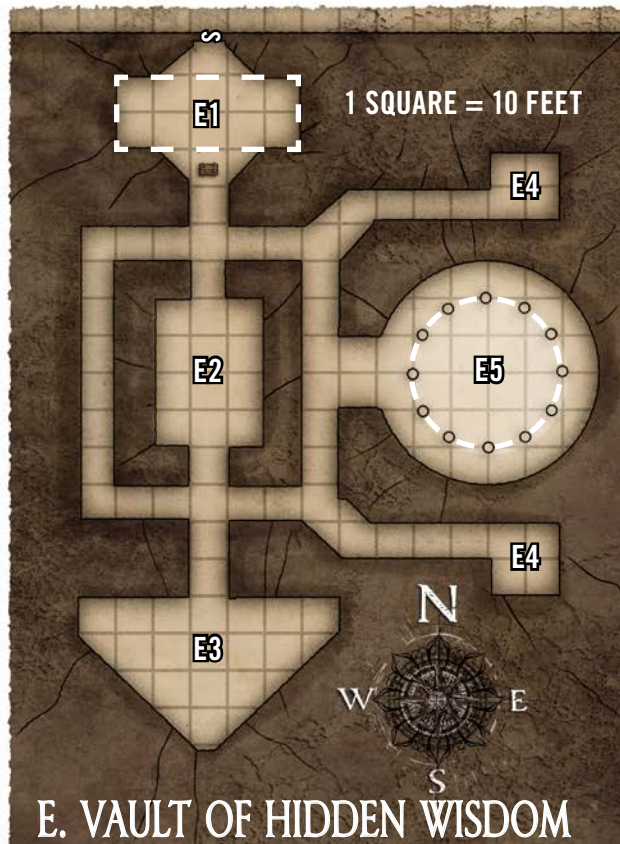
1 SQUARE = 5 FEET



D. DARK DEPOSITORY



1 SQUARE = 5 FEET



1 SQUARE = 10 FEET

E. VAULT OF HIDDEN WISDOM

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C3. The Winding Path (CR 7)

A stone statue depicting clouds or billowing mist shaped into a humanoid form stands in the middle of this winding corridor that turns abruptly back upon itself in a series of switchbacks.

A successful DC 17 Knowledge (planes) check identifies the statue as a depiction of an invisible stalker. In truth, the statue is an invisible stalker turned to stone by the medusa Udjebet's petrifying gaze. Two invisible stalkers once patrolled this corridor, but after Udjebet petrified this one, the other decided to leave her be, allowing her to freely pass between the reading room (area C2) and the Spiral's Heart (area C4).

Creature: The surviving invisible stalker still lurks in the corridor and attacks any intruders it finds. If Udjebet is accompanying the PCs, the stalker leaves them alone, remaining motionless in one of the switchbacks' corners until they pass.

INVISIBLE STALKER

CR 7

XP 3,200

hp 80 (*Pathfinder RPG Bestiary* 181)

Development: If not slain, the invisible stalker remains here after the PCs pass. If they come back this way when leaving the Spiral Archive and Udjebet is no longer with them, the invisible stalker attacks.

C4. The Spiral's Heart

The corridor opens into a wide, circular chamber. Instead of a floor, a vast well lined with row upon row of books, scrolls, and parchment plummets downward. Below, flickering flames gently illuminate the chamber in soft light. A flight of narrow stone stairs descends in a spiral along the inner walls of the shaft, which is crisscrossed by a lattice of slender, impossibly thin bridges.

The Spiral's Heart contains the majority of the Spiral Archive's holdings. The shaft is 160 feet deep, and the thin bridges that cross the shaft at various levels are actually made of magically strengthened papyrus (hardness 2, hp 5, break DC 23).

Researching in the Spiral's Heart is tricky. Although the papyrus bridges are as strong as thick leather, they are flexible and bow when weight is placed on them. For every Research check attempted in the Spiral Archive, a character must succeed at a DC 10 Acrobatics check to safely cross the bridges. A character can avoid having to attempt an Acrobatics check by slowly and carefully moving across the bridges, but that character takes a –2 penalty on his Research checks for that day. On a failed Acrobatics check, a character must succeed at DC 17 Reflex save or fall off the

bridge. Roll 2d8x10 to determine the distance of the fall. A falling character can attempt to land on a lower bridge and halt his fall with a second successful DC 17 Reflex save. Failing this second save results in a fall for the full distance.

RESEARCH IN THE SPIRAL ARCHIVE

Following the clues they found in the Outer Sanctum, the PCs should search the Spiral Archive for the collection of scrolls copied from Hakotep's personal library. The Spiral Archive contains copies of older works, though in many cases, the copies themselves are many centuries old. All of the works in the Spiral Archive are written in Ancient Osiriani hieroglyphs. To attempt a Research check in the Spiral Archive, characters who don't speak Ancient Osiriani must succeed at a DC 30 Linguistics check (DC 20 if a character speaks modern Osiriani) or have magic such as *comprehend languages*. See *Unraveling the Mysteries of the Great Library* on page 12 for rules on library research.

SPIRAL ARCHIVE

CR 7

XP 3,200

Complexity 20

Research check Knowledge (history), Knowledge (nobility), or Knowledge (religion); **Knowledge bonus** +3

kp 25

The following information can be learned from research in the Spiral Archive.

kp 20: An index catalogs all of the scrolls copied from Hakotep's library, but the scrolls have clearly been moved or hidden and are not where they are supposed to be.

kp 15: The PCs locate the missing scrolls from Hakotep's library, a huge pile containing several references to the Sky Pharaoh and his participation in some ancient war. The Sky Pharaoh is represented by a very distinct hieroglyph of a winged pyramid. According to the scrolls, the Sky Pharaoh was convinced that an attack was coming from enemies who lived in cities in the clouds, and that he was frantically searching for a weapon to defeat them. Apparently, the pharaoh eventually succeeded in finding this weapon, but all that remains of the scrolls that detail this weapon are a handful of ragged papyrus scraps depicting confusing geometrical patterns. Characters who succeed at a DC 20 Perception or Intelligence check understand that these scrolls should be here, but have clearly been removed.

kp 10: A large collection of tablets bound in cloth marked with the Sky Pharaoh's winged pyramid hieroglyph contains a number of transcribed recollections of several courtiers at Hakotep's court. These accounts make passing references to the Sky Pharaoh having access to stolen Shory magic.

kp 5: A dusty, otherwise unremarkable scroll contains a lengthy passage about the burial of Hakotep I, with a passing reference to his tomb having wings. The scroll also contains

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a tantalizing fragment of the confession of a member of a group called the Sacrosanct Order of the Blue Feather, who claimed that when the Sky Pharaoh was interred, his heart and funerary mask were stolen from his tomb before it was lost to the skies. These two objects supposedly contained the pharaoh's soul, but his body was left behind in the tomb. This confession was extracted in –1560 AR, some 50 years after the pharaoh's death. There are also references to considerable efforts by Hakotep's successor, Pharaoh Djederet II, to round up members of the Sacrosanct Order for questioning. The results of the interrogations were recorded on a collection of scrolls called the Scrolls of Inquiry, but this collection is not held within the Spiral Archive. A PC who succeeds at a DC 20 Knowledge (local) or Knowledge (religion) check can identify the Sacrosanct Order of the Blue Feather as a secretive sect of the priesthood of Nethys dedicated to the collection and preservation of knowledge (see the sidebar on page 15 for more details on the order).

kp o: A curator's catalog reveals that the Scrolls of Inquiry were moved to another of the Inner Sanctum's libraries, the Dark Depository (area D), 103 years ago.

EVENT 2: CHARIOT RACE (CR 7)

Muminofrah summons the PCs to her barge at dawn to join her for breakfast. She has had an idea and would be pleased if her favorite and his friends would participate. When the PCs arrive at the Palace of Gentle Reeds, they see a number of ugly local camels being harnessed to chariots. Muminofrah, who for this event is dressed in tight lemon-colored silks, welcomes the PC on board and serves them a light repast of *bastela*, a meat pie made with squab in a savory sauce baked in a sweet pastry shell with almonds, cinnamon, and sugar.

As the PCs eat, Muminofrah tells them that she is hosting a chariot race around Tephu to amuse the local populace, and she would like the PCs (especially the object of her desire) to participate. Muminofrah has convinced Deka An-Keret to call a public holiday so that the city's residents can enjoy the spectacle, and most businesses and government offices (including the Great Library) are closed for the day. The first chariot to race around the course she has set through the city and cross the finish line will win a prize, and perhaps even a special gift, Muminofrah confides, with a leer and a wink at her chosen paramour. As for the rules of the race, Muminofrah explains that there are no rules, and begins to laugh hysterically, her whole body shaking and wobbling with laughter. It is clear that she expects the PCs to compete, and any hint of reluctance to do so brings a petulant frown to her face.

All of the competitors are provided with a light chariot (*Pathfinder RPG Ultimate Combat* 181) pulled by a single grumpy camel (*Pathfinder RPG Bestiary* 2 154), and each driver is given a long whip to encourage her steed. Each chariot holds only two people; the PCs can either double

up, two to a chariot, or each can drive her own chariot. A score of brave (and some nervous) charioteers line up at the start line near the wharf where Muminofrah's barge is moored. When everyone is ready, Muminofrah blows a kiss at her paramour and throws a thunderstone on the ground, signaling the start of the race.

The race uses a variant of the chase rules detailed on pages 232–233 of the *Pathfinder RPG GameMastery Guide*. Since this is an abstraction of a race and not an actual chase, only the PCs participate in the chase mini-game; the other competitors are not represented. The point is to complete the race as fast as possible, rather than pursue another character (see *Winning the Race* on page 25).

All of the competitors are assumed to be going as fast as they can, which is 100 feet for a camel-drawn light chariot. As a result, the baseline speed of the race is 100 feet, and each “chase card” represents 100 feet of distance. The actual speed of the PCs' chariots does not matter, and the normal speed rules for chases are not used for this race, but if the PCs use some other means to increase their speed (such as casting *haste* on their camels), they gain a +2 bonus on any checks made to navigate obstacles.

Creatures: Khabekh-shu takes advantage of the chaos of the spectacle by attempting to interfere with the PCs during the race. Two cultists in a chariot join the race when it is already in progress, and Khabekh-shu posts more cultists along the race route to harry the PCs. The cultists' activities are presented as additional obstacles to overcome during the race rather than as combat encounters. Some (or all) of the PCs can stop to fight the cultists, but any who do automatically forfeit the race.

FORGOTTEN PHaraoh CULTISTS (2 AT A TIME) CR 5
XP 1,600 each
hp 50 each (see page 18)

Obstacles: The race consists of 13 sets of obstacles along the course (see the chase diagram on the following page). For a graphic representation of the race, you should transfer the information for each pair of obstacles to a slip of paper or sticky note to create “chase cards,” laying them out in numerical order to create the chase “track.” Everyone starts on the Crowded Start card. The PCs must attempt checks to overcome obstacles and move through the cards. If an obstacle requires a Handle Animal or Profession (driver) check, the driver must attempt the check; otherwise, any character in a chariot may attempt the check. Note that characters without ranks in Handle Animal can attempt untrained Charisma checks to handle the domesticated camels in overcoming obstacles.

Failing a check to overcome an obstacle means the character stops moving for that round and must face the obstacle again on the next round. Failing a check by 10 or more requires

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1. Crowded Start

Jockey for Position: Handle Animal or Profession (driver) DC 10

Scream and Dash: Intimidate DC 15

2. Excited Spectators

Make Way!: Intimidate DC 20

Entertain the Crowd: Perform (any) DC15

3. Bridge Under Construction

Find an Alternate Route: Knowledge (local) DC 15

Jump the Gap: Handle Animal DC 25

4. Skullduggery!

Two Forgotten Pharaoh cultists in a chariot join the race. Emerging from a side alley at full tilt, they try to run one of the PCs' chariots off the road.

Something's Not Right Here: Sense Motive 20

Knock 'Em Off the Road: Bull rush CMD 20

8. Rooftop Snipers

Two Forgotten Pharaoh cultists hide on the rooftops overlooking the race route. As the PCs pass by, the cultists fire poisoned crossbow bolts at them.

Dodge a Crossbow Bolt: Reflex DC 25

Poisoned Bolt: Fortitude DC 20

7. Tricky Maneuvers

Sharp Corner: Handle Animal or Profession (driver) DC 25

Hidden Shortcut: Perception DC 20

6. Steep Steps

Whip the Camel: Strength DC 15

Don't Get Bounced Out!: Acrobatics DC 20

5. Quiet Neighborhood

Low Laundry Lines: Perception DC 10

Housewife Emptying a Chamber Pot: Reflex DC 15

9. Crowded Market

Smoky Confusion: Perception DC 15

Cut Through the Crowd: Intimidate DC 20

10. Camel Souk

Dodge the Fat Merchant: Handle Animal or Profession (driver) DC20

Spitting Camels: Fortitude DC15

11. I Can't See!

Sand in the Eyes: Reflex DC 20

Sun in the Eyes: Perception DC 20

12. Cultists in the Crowd

Two more Forgotten Pharaoh cultists wait in the crowd just before the finish line, firing volleys of crossbow bolts at the PCs as they race by.

Outrun Them: Handle Animal or Profession (driver) DC 25

Fire Back: Ranged attack roll at -8 against AC 18

13. Finish Line

Fake Out the Competition: Bluff DC 25

Charge Ahead: Handle Animal or Profession (driver) DC 25

CHARIOT RACE PROGRESSION

the driver to attempt a DC 15 Handle Animal or Profession (driver) check to avoid crashing. If this check fails, the chariot crashes and is eliminated from the race. Characters inside a crashing chariot take 10d6 points of damage from the crash; a successful DC 20 Reflex save halves this damage.

Winning the Race: The race ends when all of the PCs have exited the Finish Line card. To win the race, the PCs must complete the race in 10 rounds. Simply moving through one card each round takes 13 rounds, which is an automatic loss. However, a PC can attempt to move three cards as a full-round action by overcoming both obstacles on the card she is exiting. In order to win, at least one of the PCs must attempt this more than once during the race to finish within 10 rounds.

Treasure: The prize for the winner of the race is a gem-encrusted gold camel statuette worth 2,000 gp. In addition, the winner gets to keep his chariot and camel. The prized racing camel is worth 300 gp, the chariot is worth 50 gp.

Development: In addition to the prizes, Muminofrah rewards the winner with a kiss. If the winner is her paramour, she is delighted and showers him with kisses. Whether or not the object of her desire won the race, Muminofrah grants her paramour a wish for amusing her

by participating, expecting the wish to be for some sort of romantic dalliance. If the PCs ask for more access to the library instead, Muminofrah grants them 3 more days, though she is obviously disappointed.

If told about the cultists' attacks, Muminofrah is horrified, and immediately dispatches Tephu's city watch to investigate. They return 24 hours later empty-handed, having found nothing, and comment that the PCs might have enemies in Tephu.

Story Award: If one of the PCs wins the race, award the PCs 3,200 XP. If none of the PCs win, but they manage to receive more time in the library, award them 1,600 XP.

D. DARK DEPOSITORY

Once the PCs have completed their investigations in the Spiral Archive, they should head to the Dark Depository to continue their research. As this is a different collection of the Inner Sanctum, they'll once more need to secure permission to access the library.

One of the deepest parts of the library, the Dark Depository lies beneath the foundations of the district called Wadjet's Walk, at the bottom of a deep shaft that appears to be nothing more than an abandoned well. If the PCs have permission to

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access the Dark Depository, the curators in the Outer Sanctum can give directions to the library's entrance, but they warn that few scholars tread the library's dark halls, and that the forbidden knowledge held within the Dark Depository has spawned things that have never seen the sun. If the PCs do not have permission and wish to sneak into the library, finding the Dark Depository without directions can be difficult. A successful DC 20 Diplomacy check to gather information or Knowledge (local) check places the Dark Depository in Wadjet's Walk. Once its general location is narrowed down, a DC 25 Diplomacy check to gather information is required to pinpoint the entrance.

The Dark Depository is divided into four distinct sections, each of which contains different pieces of information. If the PCs have yet to discover or explore a section, the knowledge within remains hidden until they do so. The Dark Depository has a total of 30 knowledge points. Reducing the depository's kp to fewer than 25 is only possible if the PCs take their research beyond area **D6**; research in area **D8** can only reduce the kp to 16; and only by entering area **D10** can the kp be reduced to 8. Further research to discover the depository's deepest secrets (reducing kp to fewer than 8) can only be achieved in area **D11**. If the PCs enter the various wings of the Dark Depository out of this order, feel free to change which "trigger points" are associated with each area, as long as the library's information is still divided between different locations. Research in the Dark Depository is detailed after the library's encounter locations on page 29; you should refer to this section as needed to provide information to the PCs as they work their way through the archives.

The Dark Depository is heavily trapped and contains numerous secret doors. Unless otherwise noted, rooms and corridors in the Dark Depository are unlit. Ceiling height averages 10 feet throughout the library. Use the Dark Depository map on page 22 for this location.

D1. Entry Shaft (CR 7)

The entrance to the Dark Depository lies at the bottom of a 450-foot-deep shaft, accessible by a series of iron ladders bolted to the wall. A set of bronze double doors is set into the eastern wall at the bottom of the shaft.

Trap: To safeguard the dangerous knowledge within the Dark Depository, a previous high priest of Nethys had a *greater glyph of warding* placed on the doors that triggers when the doors are opened. Clerics of Nethys, or characters that somehow bypass the door without opening it, do not trigger the glyph.

BLAST GLYPH

CR 7

XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger spell; Reset none

Effect spell effect (*greater glyph of warding* [blast glyph], 10d8 cold damage, Reflex DC 19 half); multiple targets (all targets in a 10-ft.-square area)

D2. Three Choices (CR 8)

Three short corridors slope down from the center of this cruciform chamber, each ending at a wall with a large, carved stone face—one frightened, one sad, and one angry. Tablets, statues, icons, and carvings cram the corridors. A fourth hallway leads west to a set of bronze double doors.

The corridors angle downward at a 45-degree angle and their smoothly polished floors are slippery. Characters must succeed at a DC 10 Acrobatics check to move at half speed down the corridors (DC 15 to move at full speed) or fall prone and slide to the end of the corridor. Characters are considered flat-footed when traversing these corridors.

The carvings and tablets in the chamber are greatly aged and so badly worn as to be unreadable and useless.

Creature: A heap of skeletons topped with a crocodile skull, sits in the intersection of the corridors. This pile of bones is actually a bone golem. The golem animates if attacked, but otherwise remains inactive until one of the entrances to the Hall of Lost Curators (area **D11**) is opened, at which point it animates and guards this intersection, attacking any intruders attempting to leave the Dark Depository with the forbidden knowledge they gleaned within.

BONE GOLEM

CR 8

XP 4,800

hp 90 (*Pathfinder RPG Bestiary* 3 133)

Treasure: The bone golem wears a silver collar (worth 750 gp) around its neck.

D3. The Face of Fear

The carved face down the southern corridor bears a frightened expression. Perfectly round and about 3 feet across, the face is a secret door that pivots on a central axis (Perception DC 20). The door is warded with a *phantom trap* spell (CL 10th), and anyone examining the face for traps is convinced that opening the door will trigger a trap of scything blades. The door is perfectly safe to open, however, and leads into area **D6**.

D4. The Face of Sorrow (CR 6)

The stone face at the end of the eastern corridor is carved with an expression of sadness. Like the other faces, it is about 3 feet across and perfectly round. Two secret doors flank the face of sorrow, one in the north wall and one in the south wall. The northern door is incredibly well hidden, requiring a successful DC 35 Perception check to locate. It opens into a

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low, arched tunnel only 2-1/2 feet high, just big enough for a Medium creature to crawl through while squeezing (area **D4a**); a successful DC 20 Perception check at the end of this tunnel reveals another secret door leading into area **D11**. The southern secret door requires a successful DC 20 Perception check to locate. The face itself is not a secret door, but a character who succeeds at a DC 20 Perception check notices that the face pivots quite easily if pressed.

Trap: Pivoting the face of sorrow reveals another carved face on its reverse side, one with an expression of surprise. Doing so, or opening the southern secret door, triggers a flame strike trap, which fills the end of the corridor with a pillar of divine fire.

FLAME STRIKE TRAP CR 6

XP 2,400

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*flame strike*, 8d6 fire damage, Reflex DC 17 half); multiple targets (all targets in a 10-ft.-radius cylinder)

Treasure: The southern secret door opens into a cramped, closet-like chamber filled with refuse (area **D4b**). A character who succeeds at a DC 15 Perception check finds what appears to be a *headband of vast intellect +4* in the debris, but it is actually a cursed *headband of stupidity* (*Ultimate Equipment* 346).

D5. The Face of Disgust

The northern corridor ends at a carved stone face twisted in an expression of revulsion. The face of disgust actually conceals two secret doors. A character who examines the face and succeeds at a DC 20 Perception check detects a secret door. Sliding the face to the right reveals the secret door to area **D10**, but doing so blocks the second secret door to the right. A second successful DC 25 Perception check is required to notice the second secret door, which is opened by sliding the face to the left. This second door leads to area **D11**.

D6. Shadow Stacks (CR 8)

A series of high walls blanketed in hieroglyphs forms a twisting maze of narrow corridors in this chamber. Shelves, recesses, cabinets, and cubbyholes crammed with scrolls, stone slates, and wax tablets line the walls.

This archive forms the outer section of the Dark Depository, and contains some of its secrets. Research in the Shadow Stacks cannot reduce the library's knowledge points to fewer than 25 kp. The ceilings are 20 feet high in this chamber.

Creatures: Three shadow mastiffs roam the dark labyrinth of shelves here. As soon as one detects intruders, its bay brings the others running. The mastiffs coordinate as a pack to harry their prey, pursuing victims throughout the Dark Depository.

SHADOW MASTIFFS (3) CR 5

XP 1,600 each

hp 51 each (*Pathfinder RPG Bestiary* 3 241)

Treasure: The Dark Depository holds several necromantic spells among its archives. Reducing the library's kp to 25 reveals arcane scrolls of *animate dead*, *contagion*, *ray of exhaustion*, and *symbol of pain* in this chamber.

D7. The Secret Face (CR 9)

Another carved stone face is subtly concealed among the hieroglyphs on this wall. A successful DC 25 Perception check is required to notice the face, which displays an expression of furious anger. This face, 3 feet in diameter, is another secret door that pushes easily inward.

Trap: Opening the door triggers a trap that summons a zelekhut inevitable. The zelekhut appears in a torrent of golden light, chastising intruders for seeking forbidden knowledge and promising to send them back to the anarchic realms they serve. The zelekhut casts *fear*, then attacks anyone who remains with its chains. It remains on the Material Plane for 13 rounds before vanishing.

INEVITABLE TRAP CR 9

XP 6,400

Type magic; **Perception** DC 32; **Disable Device** DC 32

EFFECTS

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

Effect spell effect (*summon monster VII*, summons a zelekhut inevitable for 13 rounds)

ZELEKHUT CR —

hp 115 (*Pathfinder RPG Bestiary* 2 167)

D8. Inner Archive (CR 7)

Hundreds of scrolls, tablets, tomes, and wax carvings pack this cramped archive. Even the walls, scrawled with thousands of tiny, spidery hieroglyphs, seem to be part of the collection stored here.

A pile of tablets is heaped up in front of a low archway in the eastern wall. This concealed door leads to area **D9** and can be located with a successful DC 15 Perception check. Research in the Inner Archive cannot reduce the library's knowledge points to fewer than 16 kp.

Trap: The Sacrosanct Order of the Blue Feather realized that the knowledge contained herein could expose them,

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but unwilling to destroy such information, they placed a *greater glyph of warding* on the Scrolls of Inquiry stored here. The glyph targets the character who first learns useful information in the Inner Archive (likely the character who reduces the library's kp to 20 in this chamber) with a *slay living* spell (CL 12th).

SLAY LIVING GLYPH CR 7

XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger spell; Reset none

Effect spell effect (*greater glyph of warding* [spell glyph: *slay living*], 12d6+12 damage, Fortitude DC 17 save for 3d6+12 damage)

D9. The Way of Obedience

Medium characters must squeeze and crawl on hands and knees through this low tunnel. To the east, the tunnels ends at a secret door, which can be located with a successful DC 15 Perception check from this side. To the west, the tunnel opens into area **D8**, the opening blocked by a large pile of tablets.

D10. Secret Archive

A vast collection of scrolls, clay tablets, and stone carvings litter this chamber, the records neatly stored on shelves and haphazardly scattered across the floor.

The ceiling is 20 feet high in this chamber. Successful DC 20 Perception checks are required to find the room's three secret doors, one to the west, one to the east, and one in the south wall. Research in the Secret Archive cannot reduce the library's knowledge points to fewer than 8 kp.

Treasure: When the Dark Depository's kp are reduced to 15, the PCs discover arcane *scrolls of blight*, *finger of death*, and *soul bind* inside a codex placed atop a marble plinth here.

D11. Hall of Lost Curators (CR 6)

The walls of this cramped chamber are riddled with shelves, cabinets, and cupboards wreathed in cobwebs. More than a dozen sarcophagi stand against the walls, all with disturbingly blank carved faces.

The Hall of Lost Curators is the deepest archive of the Dark Depository, and the library's kp can only be reduced to 0 by carrying out research in this chamber.

The sarcophagi hold the mummified bodies of library curators who delved too deeply into the Dark Depository's forbidden knowledge and were punished by being embalmed and mummified while still alive. Hieroglyphs inscribed

on each sarcophagus name the "lost curators" within and their crimes. A character able to read Ancient Osiriani who succeeds at a DC 25 Perception check locates one sarcophagus whose occupant, Khnenti, is listed as having researched too deeply into the life of the Sky Pharaoh. A character who is specifically examining the sarcophagi can automatically find this information after a day of research.

The sarcophagi are swollen shut (hardness 5, hp 15, break DC 23). If opened, all but Khnenti's sarcophagus (see Creature, below) contain a single mummy, their mouths open in silent screams.

Three secret doors exit the room; all of them can be found with successful DC 20 Perception checks.

Creature: In addition to the lost curator's body, Khnenti's sarcophagus holds a mummy golem, a construct crafted from knotted linen bandages and wrappings sprinkled with mummy dust. Further seeking to contain any knowledge of its activities without destroying it, the Sacrosanct Order of the Blue Feather sealed the mummy golem into Khnenti's sarcophagus to prevent anyone from interrogating Khnenti's corpse using *speak with dead*. A character who succeeds at a DC 25 Perception check before opening the sarcophagus notices that the casket has been tampered with. Opening the sarcophagus frees the mummy golem, which is easily mistaken for a real mummy, though it is unaffected by positive energy. The golem attacks all occupants of the room, attempting to constrict and strangle them with its wrappings. The golem fights until destroyed, pursuing intruders throughout the Dark Depository.

MUMMY GOLEM CR 6

XP 2,400

Tome of Horrors Complete 338

N Medium construct

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

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 64 (8d10+20)

Fort +2, Ref +2, Will +2

DR 10/magic and piercing or magic and slashing; Immune construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +13 (1d8+5 plus grab)

Special Attacks constrict (1d8+7), grab (Large), grasping wrappings, strangle

STATISTICS

Str 20, Dex 10, Con —, Int —, Wis 11, Cha 1

Base Atk +8; CMB +13 (+17 grapple); CMD 23

SPECIAL ABILITIES

Grasping Wrappings (Ex) A mummy golem can grapple and constrict with bandages from anywhere on its body, allowing

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it to continue attacking with its slams and constrict ability against other foes. Grappled creatures keep the grappled condition, but the mummy golem does not. A grappled creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. The mummy golem's wrappings are AC 15 and have 6 hit points for the purpose of a grappled creature cutting itself free. A mummy golem has plenty of wrappings, allowing it to continue using this ability even if a creature cuts itself free. A mummy golem can constrict up to four opponents at one time using this ability.

Immunity to Magic (Ex) A mummy golem is immune to any spell or spell-like ability that allows spell resistance, except as noted below.

- Spells with the fire descriptor deal full damage to a mummy golem.
- A *mage's sword* spell deals full damage to a mummy golem.

Treasure: Once the Dark Depository's *kp* are reduced to 3 or fewer, the PCs find three iron tablets inscribed with arcane spells. The tablets are very heavy (each weighs 55 pounds), but they function as scrolls of *clone*, *energy drain*, and *wail of the banshee*. Using a tablet as a scroll causes the writing to vanish when the spell is activated, like a normal scroll.

Development: Khnenti's mummified body lies in the sarcophagus behind the golem. If the PCs cast *speak with dead* and can speak Ancient Osiriani, they are able to interrogate him, gaining a +5 bonus on Research checks made in the Dark Depository.

RESEARCH IN THE DARK DEPOSITORY

Following the clues in the Spiral Archive, the PCs should focus their research in the Dark Depository toward finding the Scrolls of Inquiry. The Dark Depository is better cataloged than the Spiral Archive, though most of the works here are still mostly written in Ancient Osiriani hieroglyphs. Characters who do not speak Ancient Osiriani must succeed at DC 30 Linguistics checks (DC 20 if a character speaks modern Osiriani) or have magic such as *comprehend languages* to attempt Research checks in the Dark Depository. See *Unraveling the Mysteries of the Great Library* on page 12 for rules on library research.

DARK DEPOSITORY CR 8

XP 4,800

Complexity 20

Research check Knowledge (arcana), Knowledge (local), or Knowledge (religion); **Knowledge bonus** +4

kp 30

The following information can be learned from research in the Dark Depository.

kp 25: The Dark Depository primarily contains knowledge deemed too dangerous for general use. Numerous references to interrogations can be found, including mentions of the Scrolls of Inquiry, recording the confessions of members of the Sacrosanct Order of the Blue Feather, a sect of Nethysians who were questioned immediately after the death and burial of Hakotep I. The fact that the members of the sect were priests and priestesses of Nethys was kept secret, as Nethys was much revered in Ancient Osirion. Hakotep's successor, Djederet II, was a priest of Nethys himself, and he deemed that the potential backlash of such information becoming public could lead to dangerous civil unrest. The PCs undoubtedly have the right place, but further research is needed to uncover the Scrolls of Inquiry.

kp 20: Scraps of a personal journal reveal that a priest of Nethys named Khnenti (see area **D11**) clearly became



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EXCERPT FROM THE SCROLLS OF INQUIRY

Inquisitor: Why did the Sacrosanct Order enter Hakotep's tomb?

Prisoner: Mercy! May the gods pity me!

Inquisitor: Why did the Sacrosanct Order enter Hakotep's tomb?

Prisoner: To take the Pharaoh's heart and death mask.

Inquisitor: Why?

Prisoner: I cannot! Death is better than the punishment I'll receive.

Prisoner subjected to further flaying for approximately one hour, and subsequently revived after passing out.

Inquisitor: Why did the Sacrosanct Order steal the Pharaoh's heart and mask?

Prisoner: [unintelligible] Please, no more!

Inquisitor: Why? Answer!

Prisoner: It was believed the Pharaoh's soul, his *ib* and *ka*, were contained within them. Please, gods have mercy!

Inquisitor: Why did the order want the Pharaoh's *ib* and *ka*?

Prisoner: No, I cannot!

Inquisitor: Why did they divide his soul?

Prisoner: No more! Have pity!

Prisoner subjected to the Trial of Seventy-Seven Scarabs. Questioning resumed.

Inquisitor: Why did the order steal the Pharaoh's *ib* and *ka*?

Prisoner: We hoped to learn the secrets of the Shory from his soul.

Inquisitor: Did you succeed?

Prisoner: No, no! May the gods pity us for our hubris!

Inquisitor: Where is the Pharaoh's heart? Where is the mask?

Prisoner: No, no, please! I'll tell you! The heart was taken to Sothis, hidden beneath Azghaad's Spire.

Inquisitor: And the mask?

Prisoner: A shrine. A shrine to Nethys in Wati, where none would ever find it. No more, I beg you!

Questioning continued for three more days without further confessions until subject expired. Subject interred for future questioning, if needed.

PLAYER HANDOUT

obsessed with the mystery of the Sky Pharaoh. One extract from Khnenti's journal reads, "The *Mask of the Forgotten Pharaoh* is said to contain a portion of Hakotep's soul, his *ka*, which gives the mask its magical abilities." If the PCs have not yet learned the powers of the *Mask of the Forgotten Pharaoh* (see *Pathfinder Adventure Path* #80 62), they can find details on its abilities here. Khnenti seems to have set out upon some sort of quest to unravel these mysteries. There is also brief mention of the Sacrosanct Order of the Blue Feather hoping to commune with the Sky Pharaoh to learn his "darkest secrets," but with ambiguous results.

kp 10: Research in the Secret Archive (area **D10**) finally reveals the Scrolls of Inquiry. The scrolls are cumbersome and difficult to read, and most of the confessions recorded upon them are of no use to the PCs' research. One transcript, however, does contain some useful information (see the Player Handout).

kp 8: The PCs discover a collection of architectural plans detailing a series of tomb designs of incredible complexity. Each plan is labeled with a double hieroglyph of an owl inside a house. A character who can read Ancient Osiriani or succeeds at a DC 20 Linguistics check realizes that this hieroglyph is the "signature" of the architect, a person named Chisisek. A successful DC 30 Knowledge (engineering) or Knowledge (local) check identifies Chisisek as a well-known architect from the First Age of Osirion. There is also a note mentioning a meeting between Chisisek and the Sky Pharaoh, but nothing more in this archive.

kp 0: Following up on Khnenti's research on Hakotep, the PCs learn that the priest carried out further study in an archive of the Great Library called the Vault of Hidden Wisdom (area **E**). The location of the Vault is secret, but worthy scholars can find the entrance by casting their eyes from the summit of the Tower of Ra's Glory at dawn on midsummer's day.

EVENT 3: AMUSE ME, MY FLOWER

This event should occur at a highly inconvenient moment, perhaps as the PCs are close to learning all of a library's secrets. One of Muminofrah's oiled, half-naked servants tells Muminofrah's paramour that Her Excellency is bored to the point of despair and requires amusement.

Assuming the PCs answer Muminofrah's summons, they find her on her pleasure barge wearing diaphanous vermillion silks. She is depressed and feeling very sorry for herself, nibbling at a crocodile tongue tagine between overwrought sighs of ennui. Muminofrah wants to be entertained, hopefully by her paramour, but any amusement will do. Allow the PCs to come up with their own method of amusing Muminofrah, whether a Perform check or some other talent. This goes on all day, however, as every time the PCs try to leave, Muminofrah insists that they stay, and it is dark by the time she retires to her bath of goat's milk for the evening.

The PC that is primarily entertaining Muminofrah must succeed at a DC 20 skill check to keep her amused. If successful, the PC can ask a favor of Muminofrah, but if they ask for more time in the library, Muminofrah flies into a rage, claiming that her paramour is more interested in words than her and refusing to consider such a selfish request. If her paramour immediately succeeds at a DC 20 Bluff or Diplomacy check, he can convince Muminofrah that nothing could be farther from the truth, and she relents, granting 3 more days of access to the library.

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Story Award: If the PCs manage to secure more time in the Inner Sanctum, award them 4,800 XP.

EVENT 4: NAMELESS ASSASSINS (CR 10)

This event should occur after the PCs have spent considerable time in the Inner Sanctum. If they are doing so secretly, you can omit this event.

The PCs' activities in the Inner Sanctum have not gone unnoticed by the Sacrosanct Order of the Blue Feather, which knows that the only records of their desecration of Pharaoh Hakotep's tomb lie in the archives of the Great Library. The order also realizes that Deka An-Keret, as haty-a of Tephu, is constrained by the very laws she is bound to uphold. The order's leaders do not feel beholden to the same mortal laws, however, and they have decided to go over the haty-a's head and take matters into their own hands.

Creatures: The order has contracted three assassins to eliminate the threat the PCs pose to it. The assassins are distantly related to a cabal from the far north who cut their tongues out to ensure the keeping of secrets, but as they were hired through intermediaries, they don't even know they are working for the Sacrosanct Order.

The assassins wait to strike at some point when the PCs are going to or from the library, or perhaps on their way to visit Muminofrah to secure more access to the library. The assassins are trained killers and coordinate their attacks. One of the assassins waits on a rooftop overlooking the PCs route, lurking in the shadows and studying the PCs to deliver a death attack. She then flees, heading down a tangle of alleyways where the other two assassins wait to deliver their own death attacks.

NAMELESS ASSASSINS (3)

CR 7

XP 3,200 each

Human rogue (sniper) 5/assassin 3 (*Pathfinder RPG Advanced Player's Guide* 134)

NE Medium humanoid (human)

Init +4; **Senses** Perception +13

DEFENSE

AC 20, touch 17, flat-footed 15 (+3 armor, +2 deflection, +4 Dex, +1 dodge)

hp 60 each (8 HD; 8d8+21)

Fort +4, **Ref** +10, **Will** +4; +1 vs. poison

Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +10 (1d6+1/18–20) or dagger +9 (1d4+1/19–20)

Ranged +1 heavy repeating crossbow +11 (1d10+1/19–20 plus poison)

Special Attacks accuracy, deadly range (40 ft.), death attack (DC 13), sneak attack +5d6

TACTICS

Before Combat An assassin drinks a *potion of blur* and a *potion of shield of faith* before combat, and poisons his crossbow bolts with wyvern poison.

During Combat The assassins prefer to deliver death attacks from range with poisoned crossbow bolts. Once in melee combat, they work together to flank targets and prevent themselves from being flanked.

Morale These professionals try to carry out the task they have been hired for, fighting until the absolute last moment. Once reduced to 10 hit points or fewer, however, the assassins judge escape is worth more than the blow to their reputations.

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 23

Feats Dodge, Exotic Weapon Proficiency (heavy repeating



NAMELESS ASSASSIN

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crossbow), Point-Blank Shot, Rapid Shot, Weapon Finesse, Weapon Focus (heavy repeating crossbow)

Skills Acrobatics +15, Climb +12, Craft (alchemy) +11, Disguise +10, Escape Artist +13, Knowledge (local) +11, Perception +13, Stealth +15

Languages Common, Osiriani

SQ poison use, rogue talents (bleeding attack +5, finesse rogue)

Combat Gear *potions of blur* (2), *potion of cure serious wounds*, *potions of shield of faith* (2), wyvern poison (2 doses); **Other Gear** +1 leather armor, +1 heavy repeating crossbow with 20 bolts, dagger, darts (3), mwk rapier, disguise kit, 115 gp

E. VAULT OF HIDDEN WISDOM

The PCs' research in the Dark Depository points toward the Vault of Hidden Wisdom, the most secret archive of the Great Library. Once again, the PCs will need to gain permission to get inside, but even if Deka An-Keret can be convinced to give them permission, she refuses to tell them where the entrance to the vault is located, claiming that knowledge of the entrance's location has been lost. Likewise, the curators in the Outer Sanctum have heard of the Vault of Hidden Wisdom, but they have no idea where it is. Even with permission, the PCs will need to find their own way into the vault.

How the PCs go about locating the vault's entrance should be left to them. Some possible options are explored below, but don't feel constrained by these methods. If your players come up with believable or creative ways to access the library or find the entrance that aren't detailed here, by all means allow them to do so.

The entrance to the vault is virtually impossible to find by chance, but the long shadow of the Tower of Ra's Glory in the dawn sun of midsummer is said to point toward the door. Unfortunately, the Tower of Ra's Glory collapsed years ago. It lay as a ruin for decades, and in recent months the tower's location has become a building site, as the tower's fallen stone and marble blocks are being removed or incorporated into the foundations of a new building under construction.

Finding the ruins of the Tower of Ra's Glory is easy. Many locals remember the tower, but few can recall its height. None know anything about the Vault of Hidden Wisdom. If the PCs succeed at a DC 15 Diplomacy check to gather information, they learn of a trio of old locals named Adull, Hamask, and Toothless Mhetek, who sip mint tea at a nearby hostelry. These old-timers played in the tower as children and know it very well, and can tell the PCs it was 125 feet high. A successful DC 25 Diplomacy check to gather information leads the PCs to **Ramat Glyphkeeper III** (N venerable male dwarf expert 6), a Pahmet dwarf who was one of the original builders of the tower hundreds of years ago. Although not as quick-witted as he was in his youth, Ramat recalls working on the tower and its height,

and if the PCs succeed at a DC 15 Diplomacy check, he also remembers an architectural plan of the tower which he is happy to give to the PCs.

The PCs can learn the position of the dawn sun at midsummer by succeeding at a DC 25 Knowledge (nature) check, or by visiting the astronomers at Tephu's observatory, the Eye of the Heavens, who have recorded different positions of sunrise throughout the year going back to the founding of Tephu. Once the PCs know the height of the tower and the position of the dawn sun at midsummer, they can attempt a DC 30 Knowledge (engineering) check to calculate where the shadow of the tower would point.

The PCs might also remember the scale model of Tephu in the Outer Sanctum's Great Chamber of Knowledge (area A4). If they got a copy of the tower's architectural plans from Ramat, the PCs can construct an accurate model of the tower. By placing the model tower in the correct spot on the three-dimensional map city, they can use a *daylight* or similar spell to cast a shadow of the tower across the model city.

Other options include magic such as *stone tell* to speak with the tower's fallen blocks, or a *find the path* spell, which will lead the PCs directly to the hidden door. *Detect secret doors* might also be useful, though with only a 60-foot range, it would likely take some time to pinpoint the door if the PCs have not yet narrowed down its general location.

The actual entrance to the Vault of Hidden Wisdom is located in an otherwise nondescript wall of a bathhouse in the Wadjet's Walk district. If the PCs have been able to recreate the shadow of the Tower of Ra's Glory, it points them to the temple, and the secret entrance can be found with a successful DC 15 Perception check. Blindly searching for the door is much more difficult; at a minimum, a DC 40 Perception should be required to find the door, and only if the PCs are searching the correct wall.

As in the Dark Depository, different knowledge is held within different areas of the Vault of Hidden Wisdom. The vault has a total of 25 knowledge points. These can only be reduced to 20 kp in area E2, and down to 10 kp in area E3. The PCs must research in area E5 to reduce the library's kp below 10, and must discover the hidden fresco in area E5 to completely reduce the vault's kp to 0. Research in the vault of Hidden Wisdom is detailed on page 35, following the library's encounter locations.

Unless otherwise noted, rooms and corridors in the vault are unlit and ceilings are 10 feet high. Use the Vault of Hidden Wisdom map on page 22 for this location.

E1. Trapped Entry (CR 8)

Two deep alcoves open on either side of this dusty chamber. A small, battered bronze chest sits on the floor at the far end of the room. Beyond the chest, a passage continues to the south.

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Trap: The builders of the Vault of Hidden Wisdom wanted to ensure no unauthorized visitors could access the library, and placed a camouflaged spiked pit trap in the vault's entry hall. The trap does not trigger until at least 150 pounds of weight stands or is placed in the square in front of the chest, at which point the floor falls away, dumping everyone in the room into a deep pit. A character who searches the wall east of the secret door and succeeds at a DC 25 Perception check can locate the hidden switch that bypasses the trap. The bronze chest is empty.

CAMOUFLAGED SPIKED PIT TRAP CR 8

XP 4,800

Type mechanical; Perception DC 25; Disable Device DC 20

EFFECTS

Trigger location; **Reset** manual; **Bypass** hidden switch (DC 25 Perception to locate)

Effect 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex negates; multiple targets (all targets in a 20-ft.-by-50-ft. area)

Development: A permanent *alarm* spell has been placed on the corridor intersection just south of this room. The sound alerts the clockwork soldiers in area E4, who activate and begin patrolling the vault's corridors looking for intruders. If the *alarm* is triggered, the PCs can encounter the clockwork soldiers anywhere in the vault, depending on their actions and the path they take.

E2. Reading Room (CR 2)

Several desks piled with scrolls and codices sit in this chamber, though they seem to have seen little recent use.

Scholars undertaking research in the vault can use this room to peruse the library's collections, but it has been decades since anyone living has set foot in here. *Continual flames* provide enough light to read by. Carrying out research in the Reading Room is possible, but the library's knowledge points cannot be reduced to fewer than 20 kp.

Creature: A single clockwork servant stands in the middle of the room, but it has wound down and is currently inactive. The clockwork servant is "awakened," with an Intelligence score of 11, and though designed to service and repair the clockwork soldiers in area E4, it can also assist visitors with their research in the library. A successful DC 15 Perception check reveals the thick layer of dust on the clockwork servant, a sign that it has not been used in some time. A character who succeeds at a DC 12 Knowledge (arcana) check recognizes that the clockwork servant needs to be wound up, but that its key is missing (see Development, below).

RESEARCHING THE CULT OF THE FORGOTTEN PHARAOH

Regardless of where the PCs look, the Great Library of Tephu contains no information on the Cult of the Forgotten Pharaoh, which has only been in existence for a few months. Once the PCs have learned that the Sacrosanct Order of the Blue Feather hid Hakotep's heart in Azghaad's Spire in Sothis, they might wish to follow up on that lead. With a successful DC 15 Diplomacy check to gather information, questioning any of the library's curators or priests of Nethys in Tephu about events in Sothis reveals that a priestess of Nethys named Serethet discovered something beneath Azghaad's Spire in Sothis and vanished soon after. This is merely an unconnected event in the eyes of the Nethysians, who know nothing of the Cult of the Forgotten Pharaoh, and likely will have little meaning to the PCs at this point as well. However, the players might well surmise that Serethet discovered Hakotep's heart as Nebta-Khufre found the *Mask of the Forgotten Pharaoh* in Wati. While this information will be of little use to the PCs at this point, it does foreshadow their encounter with Serethet—now possessed by Hakotep's ib and calling herself the Forgotten Pharaoh—in the next adventure, *Secrets of the Sphinx*.



Once activated, the clockwork servant only attacks if attacked first. It attempts to entrap opponents with its nets, then summons the clockwork soldiers from area E4 to deal with the intruders.

CLOCKWORK SERVANT CR 2

XP 600

hp 31 (*Pathfinder RPG Bestiary* 3 56)

Feats Skill Focus (Knowledge [history])

Skills Craft (clockwork) +2, Knowledge (history) +5

Languages Ancient Osiriani

Development: If the PCs recover the clockwork servant's key from the clockwork soldier in area E4, they can wind up the clockwork servant and use it to assist them in their research in the vault. The clockwork servant grants a +2 bonus on one Research check per day. It does not leave the library.

Story Award: If the PCs wind up the clockwork servant and use it to help them with their research, award them 4,800 XP.

E3. Archive of Architects (CR 9)

Long racks of dusty papyrus scrolls line the walls of this semi-triangular chamber.

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This room contains plans and architectural drawings for the tombs and pyramids of many of Ancient Osirion's greatest pharaohs—though plans of Hakotep's tomb are conspicuously absent. Research in the Archive of Architects cannot reduce the library's knowledge points to fewer than 10 kp.

Creatures: Two theletos aeons inhabit this room. These impartial guardians follow their own unfathomable code, but strive to uphold the balance of fate by destroying those who learn the knowledge stored within the vault. They neither voice their reasons nor explain them, simply broadcasting mental flashes of burning books and scrolls with their envisaging ability before attacking.

THELETOS (2) CR 7

XP 3,200 each

hp 76 each (*Pathfinder RPG Bestiary* 2 14)

Treasure: Reducing the Vault of Hidden Wisdom's kp to 12 reveals a 4th-level *page of spell knowledge* (*Ultimate Equipment* 314) containing the *phantom chariot* spell (*Pathfinder RPG Ultimate Combat* 239).

E4. Guardrooms (CR 6 or 8)

Creatures: Two clockwork soldiers wait on standby in these small chambers (one in each room), activating in response to the *alarm* in area E1 or if anyone enters the room. The two soldiers meet in front of area E5 2 rounds after the *alarm* goes off, then patrol the vault's corridors together looking for intruders.

CLOCKWORK SOLDIERS (2) CR 6

XP 2,400 each

hp 64 each (*Pathfinder RPG Bestiary* 3 57)

Treasure: The clockwork soldiers carry +1 *halberds*, and if they're destroyed, a successful DC 20 Appraise or Perception check allows a character to salvage crafted clockwork gears and mechanisms worth 1,000 gp from each soldier. In addition, the clockwork soldier in the northern guardroom carries the key to the clockwork servant in area E2.

Development: The soldiers only function for 3 days before they wind down. If the clockwork servant in area E2 is active at this time, it dutifully rewinds the clockwork soldiers. Otherwise, if not destroyed, the clockwork soldiers become inactive wherever they are when they wind down.

E5. The Rotunda (CR 10)

A ring of stone pillars supports a white domed ceiling above this circular chamber. Along the perimeter of the rotunda, shelves crammed with crumbling papyrus scrolls and clay tablets stand behind iron mesh doors.

The ceiling in this chamber is 30 feet high, though the white-painted dome is actually a false ceiling fashioned with *stone shape* spells, set in place 10 feet below the rotunda's true ceiling dome. A successful DC 40 Perception check is required to notice the false ceiling with the naked eye, but a character who succeeds at a DC 20 Craft (stonemasonry) check, a DC 20 Knowledge (engineering) check, or a character with the stonecunning ability who succeeds at a DC 20 Perception check, notices that the proportions of the dome are wrong, hinting at the existence of the false ceiling. *Detect secret doors* also reveals the presence of the cavity above the false dome. The false ceiling is fashioned of stone a foot thick (hardness 8, hp 180, break DC 35).

The vault's kp can only be reduced to 5 in this chamber; reducing it to 0 requires discovering the hidden fresco behind the false ceiling (see Development, below). Breaking through the ceiling to access the fresco sets off a trap and frees the room's guardians.

Creatures: Two mummified caracals, or desert lynxes, lie in wait in the space above the false ceiling. Strangled and mummified, the caracals were animated as undead guardians called ubashki lynxes. When the ceiling collapses (see Trap below), it triggers a *feather fall* effect on the lynxes, who float down and attack any creatures in the rotunda.

UBASHKI LYNXES (2) CR 6

XP 2,400 each

Pathfinder Campaign Setting: Lost Kingdoms 20

NE Large undead

Init +7; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp 60 each (8d8+24)

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

Immune undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee bite +11 (2d6+5 plus ubashki rot), 2 claws +10 (1d8+5)

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

Special Attacks piercing howl, rake (2 claws +10, 1d8+5)

STATISTICS

Str 21, **Dex** 17, **Con** —, **Int** 2, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +12; **CMD** 25 (29 vs. trip)

Feats Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (bite)

Skills Acrobatics +9, Climb +10, Perception +6, Stealth +8;

Racial Modifiers +4 Acrobatics, +4 Stealth

SPECIAL ABILITIES

Piercing Howl (Su) When an ubashki lynx howls, all creatures except other undead within a 300-foot spread must succeed at a DC 16 Will save or be frightened for 1d4 rounds. This is a sonic, mind-affecting effect. Whether or not the save

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is successful, an affected creature is immune to the same ubashki lynx's piercing howl for 24 hours. The save DC is Charisma-based.

Ubashki Rot (Su) Curse and disease—bite; *save* Fort DC 16; *onset* 1 hour; *frequency* 1/day; *effect* 1d6 Str and 1d6 Wis; *cure* —. Ubashki rot is both a curse and a disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of ubashki rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. The save DC is Charisma-based.

Trap: To conceal all references to the location of Chisisek's tomb, the Sacrosanct Order of the Blue Feather constructed the false ceiling as a trap, placing a quantity of loose rubble inside the hidden cavity, held up by the strength of the dome beneath. If the false ceiling is fractured, this rubble cascades down into the rotunda below. The collapse of the ceiling also releases the two ubashki lynxes from their confinement (see Creatures, above).

FALSE CEILING TRAP CR 8

XP 4,800

Type mechanical; **Perception** DC 40; **Disable Device** DC 20

EFFECTS

Trigger special (breaking the false ceiling); **Reset** none

Effect falling rubble (8d6); **Reflex** DC 15 half; multiple targets (all targets in a 40-ft.-diameter area)

Development: The collapse of the false ceiling reveals the hidden fresco painted upon the dome of the rotunda. Read or paraphrase the following when the rotunda's true dome is revealed.

The domed ceiling is one vast illustration, a fresco that must once have been incredibly vivid. The painting is confusing, however, consisting of several scenes surrounded by a mass of hieroglyphs and strange geometric shapes.

The fresco depicts the major life events of the great architect Chisisek: his birth, study, marriage, designing the winged pyramid of an Ancient Osirian pharaoh, and eventually, funeral. Once the fresco is revealed, the PCs can study it to reduce the vault's kp to 0.

RESEARCH IN THE VAULT OF HIDDEN WISDOM

The clues the PCs found in the Dark Depository point to the Vault of Hidden Wisdom and the ancient scrolls stored there, describing both Hakotep's tomb and its architect, Chisisek. All of the information within the vault is in Ancient Osiriani, and characters who do not speak that

language must succeed at a DC 30 Linguistics check (DC 20 if a character speaks modern Osiriani) or have magic such as *comprehend languages* to attempt a Research check in the vault. See *Unraveling the Mysteries of the Great Library* on page 12 for rules on library research.

VAULT OF HIDDEN WISDOM CR 9

XP 6,400

Complexity 25

Research check Knowledge (engineering), Knowledge (history), or Knowledge (nobility); **Knowledge bonus** +5
kp 25

The following information can be learned from research in the Vault of Hidden Wisdom.

kp 20: The PCs find the remainder of the journal of the Nethysian priest Khnenti. According to the journal, with Hakotep's ib and ka trapped in his heart and funerary mask, the third part of his soul, the ba, remained trapped within the pharaoh's body in his pyramid. In order for the Sky Pharaoh to pass into the afterlife, the three parts of his soul—his ba, ib, and ka—must be rejoined. Khnenti goes on to speculate that reuniting Hakotep's divided soul might even return the Sky Pharaoh to life.



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kp 15: The architect Chisisek designed and built Hakotep's pyramid. When construction was completed, Chisisek was killed and buried in a hidden tomb to preserve the pyramid's secrets. No plans of the pyramid seem to have survived.

kp 10: The Sky Pharaoh's pyramid was capable of flight, and when Hakotep's body was entombed within, the pyramid vanished into the sky. None know where the tomb now lies, or if it still soars through the skies over Osirion.

kp 5: Although none know the location of Chisisek's tomb, his funeral was commemorated in a fresco in the Vault's rotunda (area E5) by the greatest artist of the age, Hor-hepu.

This last clue is tantalizing, for the PCs can find no fresco depicting Chisisek's funeral in the Vault of Hidden Wisdom. Hor-hepu's fresco is actually hidden behind a false ceiling in the rotunda (see area E5 for details).

kp 2: By studying the fresco painted on the true dome of the rotunda (area E5), the PCs learn that Chisisek's tomb, sealed with his double hieroglyph of an owl inside a house, is said to be located "across two bridges, where the sphinxes ponder the crook, the scarab, and the sun." A character who succeeds at a DC 15 Knowledge (geography) or Knowledge (local) check recognizes this as a reference to the area between the Crook and Scarab rivers and the Pillars of the Sun mountains—a desert region called the Parched Dunes—though the tomb's exact location is not pinpointed.

kp 0: The geometric shapes on the fresco are far more than just design elements; they represent a fantastic weapon of vast size used against winged cities populated with strange figures bearing weapons that launch black fire. A character who succeeds at a DC 25 Knowledge (arcana) or Knowledge (history) check can identify these cities and figures as Shory.

EVENT 5: FAREWELL, MY LOVELY

Time this encounter just before the PCs have finished their research, when it is clear that they will need no further interactions with Muminofrah to gain more access time to the library. The PCs receive word that Muminofrah and her party are leaving. If they try to visit her before she leaves, they are barred from approaching Muminofrah's pleasure barge by her guards. As her barge pulls away from the wharf, the PCs can attempt a DC 15 Perception check to see Muminofrah on the deck of the barge in the arms of a huge, dark-skinned man, giggling as he feeds her dates. With Muminofrah's departure, Dekka An-Keret resumes control of the city and denies the PCs access to the Inner Sanctum completely.

EVENT 6: LEAVING TEPHU (CR VARIES)

Once the PCs have completed their research in the Great Library, they may leave Tephru for the Parched Dunes as soon as they wish.

Creatures: If the PCs have not yet dealt with the Cult of the Forgotten Pharaoh in Tephru, Khabekh-shu and his followers plan one final attack against the PCs. Unless the PCs take

extraordinary measures to keep their departure secret, the cultists wait for the PCs on the edge of the desert outside the city with the charmed hieracosphinx Akitar (assuming it is still alive). Remember to account for any cultists the PCs might have already encountered or slain and reduce the cultists' numbers accordingly. If the PCs are mounted, the cultists are likewise mounted on camels. Otherwise, they are on foot. The cultists charge out of the sun and launch a final, desperate attack on the PCs, fighting to the death.

AKITAR

CR 5

XP 1,600

Charmed hieracosphinx (*Pathfinder RPG Bestiary 3* 253)

hp 60

FORGOTTEN PHARAOH CULTISTS (UP TO 6)

CR 5

XP 1,600 each

hp 50 each (see page 18)

TACTICS

Before Combat At this final fight, the cultists drink their *potions of heroism* before combat, which grants them a +2 bonus on attack rolls, saving throws, and skill checks.

KHABEKH-SHU

CR 9

XP 6,400

hp 89 (see page 17)

TACTICS

Morale This is Khabekh-shu's last chance to recover the *Mask of the Forgotten Pharaoh* from the PCs, and he fights to the death in service to the cult.

PART 2: THE PARCHED DUNES

Following the clues found in the Vault of Hidden Wisdom, the PCs should realize that their best lead to find Hakotep's tomb likely lies in the tomb of his architect, Chisisek, which lies somewhere west of Tephru in the Parched Dunes, one of the least hospitable regions of the great Osirian Desert. To find Chisisek's tomb, the PCs must explore the southern reaches of the Parched Dunes, which primarily consist of rocky desert and sand flats, but also incorporate badlands, hills, and sand dunes.

Part 2 of this adventure is a sandbox-style hex-crawl across the Parched Dunes using the exploration rules detailed on pages 154–159 of *Pathfinder RPG Ultimate Campaign* (also available online at paizo.com/prd). You should familiarize yourself with these rules before running this section, as well the rules on desert terrain on pages 430–431 of the *Pathfinder RPG Core Rulebook*. Temperatures in the Parched Dunes fluctuate between very hot (above 90° F) and severe heat (above 110° F) during the day. Rules for heat dangers, starvation, and thirst may be found in the *Core Rulebook*, though at this point in their careers, the PCs are likely able to easily overcome

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such problems with spells such as *create water* and *endure elements*, and the focus in this part of the adventure should be on exploration and adventure, not bookkeeping and resource tracking.

The PCs can track their exploration on a piece of hex paper. A sheet of blank hex paper is provided in the *Mummy's Mask Player's Guide*. The direction and speed of their exploration is left to the PCs; not every hex contains an encounter or treasure, but there's no way to know without exploring a hex first!

Story Awards: Award the PCs 100 XP for fully exploring a hex.

HEX TERRAIN TYPES

The vast majority of hexes within the southern Parched Dunes are considered desert terrain—this includes areas of dunes, rocky plains, and sand flats. Badlands hexes are also desert, but automatically contain difficult terrain elements. The hilly hexes to the northwest are considered hill terrain. All of the hexes in the Parched Dunes are considered

trackless. If more than one terrain is present in a hex, treat it as if it were a hex of the dominant terrain type.

Travel time through the Parched Dunes is determined by the slowest member of the party, but assuming a base speed of 30 feet, it takes 8 hours to travel through a desert or hill hex. It takes 2 days to explore a desert hex, and 1 day to explore a hill hex.

RANDOM HAZARDS AND WANDERING MONSTERS

As the PCs explore the southern Parched Dunes, you can liven things up with random encounters. Roll once per day (or once per hex, if the PCs enter multiple hexes in a single day) on the Random Encounters table on page 155 of *Ultimate Campaign*. If the result is a hazard, you can use the sample hazards on page 159 of *Ultimate Campaign*. Other possible hazards include dry quicksand (*Core Rulebook* 427) and duststorms (*Core Rulebook* 438). If the result is a monster, you can randomly generate it using the tables on page 81 of this book, page 324 of the *Pathfinder RPG Bestiary*, or the Osirian Desert table on page 53 of *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.

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SOUTHERN PARCHED DUNES LOCATIONS

The following section presents specific, planned encounters the PCs might come across as they explore the Parched Dunes. Unless otherwise noted, the PCs must explore a hex to encounter the creature or location there; simply traveling through a hex does not trigger the encounter. The adventure assumes that the PCs take the easiest route from Tephu to the Parched Dunes, up the Crook River, a journey of approximately 120 miles. A riverboat can make the trip in 12 days, for a cost of 12 gp per passenger. The PCs can easily purchase all of the supplies they might need for a journey into the desert, including food, water, and even camels, before leaving Tephu.

South of the Parched Dunes, a small, unnamed tributary joins the Crook from the north. This stream is too small to allow travel by boat, but following the stream by foot takes the PCs into the southern reaches of the Parched

Dunes. Assuming they take this route, the PCs begin their explorations on the southern edge of the map, in the hex containing the stream (area F).

F. SLAVERS (CR 9)

The meandering tributary of the Crook River passes through rocky desert in this hex.

Creatures: A group of four gnoll slavers and their hyena animal companions has paused by the stream here to rest and water their charges—a chain of a dozen human slaves. The gnolls captured the slaves from isolated villages and nomadic groups in the Osirian Desert and are escorting them back to the gnolls' tribe in the foothills of the Brazen Peaks. The hyenas are posted around the perimeter and howl if anyone approaches. The gnolls try to capture the PCs and add them to their slave chain.

GNOLL SLAVERS (4)

CR 5

XP 1,600 each

Gnoll ranger 4 (*Pathfinder RPG Bestiary* 155)

CE Medium humanoid (gnoll)

Init +3 (+5 in deserts); **Senses** darkvision 60 ft.; Perception +8 (+10 in deserts)

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 shield)**hp** 47 each (6 HD; 2d8+4d10+16)**Fort** +9, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.**Melee** mwk scimitar +8 (1d8+4/18–20), mwk scorpion whip^{UE} +8 (1d6+2)**Ranged** composite shortbow +8 (1d6+4/×3)**Special Attacks** combat style (two-weapon), favored enemy (humans +2)**Ranger Spells Prepared** (CL 1st; concentration +2)1st—*lead blades*^{APG}

TACTICS

Before Combat The gnolls cast *lead blades* before combat.**During Combat** The gnolls fight two-handed, using their whips to disarm and trip opponents, and order their hyena animal companions to flank and trip foes as well. The gnolls throw *bottles of shifting sand* at anyone trying to flee.**Morale** As soon as half their number are slain, the surviving gnolls abandon their slaves and attempt to flee into the desert.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 13, **Cha** 6**Base Atk** +5; **CMB** +9; **CMD** 22**Feats** Endurance, Exotic Weapon Proficiency (scorpion whip), Power Attack, Two-Weapon Defense, Two-Weapon Fighting**Skills** Handle Animal +5, Intimidate +7, Linguistics +0, Perception +8 (+10 in deserts), Stealth +8 (+10 in deserts), Survival +8 (+10 in deserts)

GNOLL SLAVER

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Languages Gnoll, Osiriani

SQ favored terrain (desert +2), hunter's bond (hyena), track +2, wild empathy +2

Combat Gear *bottle of shifting sand* (see page 58); **Other Gear** mwk chain shirt, composite shortbow (+4 Str) with 20 arrows, mwk scimitar, mwk scorpion whip^{UE}, manacles, waterskin, 44 gp

HYENA ANIMAL COMPANIONS (4)

CR —

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 11 each (2d8+2)

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

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6 plus trip)

STATISTICS

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 6

Base Atk +1; **CMB** +0; **CMD** 13 (17 vs. trip)

Feats Improved Natural Attack (bite)

Skills Perception +5, Stealth +11

SQ link, share spells, tricks (attack, come, defend, down, guard, heel, track)

Development: The gnolls have a total of 12 human slaves with them (use the statistics for a pig farmer on page 256 of the *Pathfinder RPG NPC Codex*, if needed). Worn out from the journey through the desert and their mistreatment at the hands of the gnolls, the slaves are ill prepared to return to their homes on their own. However, the city of Ipeq lies only about 45 miles to the southeast, and if the PCs free the slaves and escort them to Ipeq, the PCs can leave the freed slaves with the city's authorities.

Story Award: Award the PCs an additional 6,400 XP if they rescue the slaves and return them to civilization.

G. THE DESERT'S HUNGER (CR 7)

This area of barren sand flats has no outstanding features, but danger lurks just beneath the windswept sands.

Creature: An exceptionally large and hungry death worm makes its home in this hex. It hides beneath a thin covering of sand, only revealing itself when it detects potential prey with its tremorsense. The death worm attacks with its breath weapon, then attempts to catch victims with its poisonous bite.

GIANT DEATH WORM

CR 7

XP 3,200

hp 84 (*Pathfinder RPG Bestiary* 2 76, 293)

H. THE SINGING STORM (CR 8)

This area of rocky plains is littered with huge boulders that have been scoured smoothed by sandstorms. A large, dry

sinkhole nearly 40 feet across opens in the rocks in this hex. The hole is approximately 150 feet deep, with smooth-sided walls, requiring a successful DC 20 Climb check to climb.

Creature: An infamous behir known as the Singing Storm lurks in this sinkhole by day, raiding the surrounding desert at night looking for prey. The creature gained its name from its deep breathing, which sounds like air whistling musically through brass pipes. The Singing Storm is a brute opponent, likely to rush into combat at the first sign of intruders in its territory. However, it also has a somewhat draconic personality, which manifests in a fondness for music that clever PCs might take advantage of to calm the beast.

If an opponent succeeds at a DC 20 Perform check in combat, the behir stops, tips its vast head to one side, and listens. It does not attack from this position unless provoked, but it responds in kind to any hostile acts. Another successful Perform check, this time with a DC of 25, pleases the behir enough to make dialogue possible. The Singing Storm possesses considerable knowledge of the Parched Dunes, and with gentle words and a successful DC 26 Diplomacy check, the PCs can learn details of the inhabitants of areas **G**, **I**, **L**, and **O**. The behir has no knowledge of the cultists or Chisisek's Tomb, however.

THE SINGING STORM

CR 8

XP 4,800

Behir (*Pathfinder RPG Bestiary* 34)

hp 105

Treasure: The behir's lair is a jumble of crushed bones, mangled skeletons, dried carcasses, and enough musical instruments to hint at the behir's love of music. In addition, a successful DC 20 Perception check turns up the following objects among the debris in the lair: three +4 arrows, a +1 falchion, a *potion of blur* in a beaten copper vial sealed with wax, an *arghul* (a traditional Osirian double-pipe woodwind instrument) set with an onyx horse figurine worth 200 gp, and scattered coinage to the sum of 407 gp and 308 sp.

I. SALT LAKE (CR 9)

PCs entering this hex automatically discover this location. In addition, a PC in an adjacent hex who spends 1 hour studying this hex from afar can attempt a DC 10 Survival check to discover this location.

A large salt lake stretches across much of this hex, its edges blurred by haze and lined with bizarre twisted rock formations. Some of the rock formations are actually of petrified victims of the creatures that lair near the salt lake, but the harsh desert winds have so eroded the stone flesh of these unfortunate victims that a successful DC 15 Perception check is required to notice anything vaguely humanoid about them.

MUMMY'S MASK

Creatures: A colony of four basilisks has made its lair in a bowl of rock by the eastern shore of the lake. They attack any creatures that enter their hunting ground.

BASILISKS (4) CR 5

XP 1,600 each

hp 52 each (*Pathfinder RPG Bestiary* 29)

Treasure: The basilisks' lair is a mass of weathered stones and worn, petrified victims in a low depression. A search of the lair turns up a dried suit of leather armor with a +2 *punching dagger* tucked in a secret pocket inside (a successful DC 30 Perception check is necessary to accidentally notice this item), a single right-handed *glove of arrow snaring* (its twin can be found in the roc nest at area I), a copper wind chime decorated with gold jackal heads worth 200 gp, a sack of caltrops, 13 pp, 298 gp, 1,090 sp, and 203 cp.

Development: Although almost all of the basilisks' victims have been eroded to the extent that restoring them with the likes of *stone salve* or a *stone to flesh* spell would be a cruelty, a successful DC 25 Perception check while specifically looking for petrified victims yields two intact stone bodies. The first, **Ashmenak** (N female human rogue 6; use the statistics for a tomb raider on page 257 of the *GameMastery Guide*), was petrified over 3 decades ago while searching for ancient tombs to loot. The second victim, **Anhakht** (LN male human ranger 5; use the statistics for a mounted archer on page 130 of the *NPC Codex*) has been petrified for a dozen centuries, turned to stone by the ancestors of the basilisks currently inhabiting this hex. Both people are grateful for release, but they have difficulty adjusting and remember little. After a day or so, however, Anhakht recalls a small pyramid in a hidden valley in the hills to the northwest (Chisisek's Tomb at area N) and, given time, might be able to lead the PCs to it.

J. MERCHANT OASIS (CR 9)

The desert gives way to a bloom of color, where a cluster of date palms towers over a spring of clear blue water.

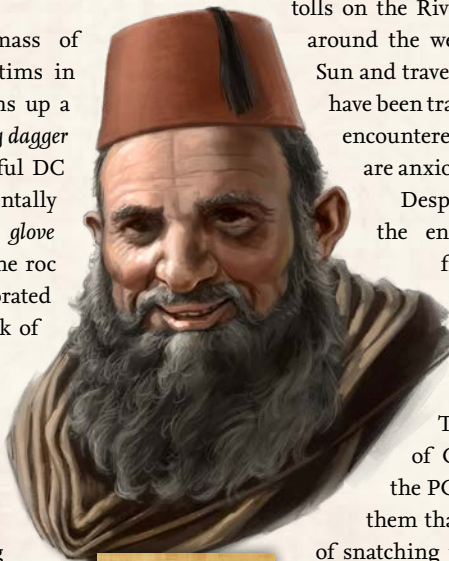
This oasis is a good and permanent supply of water in the wastes of the Parched Dunes.

Creatures: A caravan of nomadic merchants from Eto has set up a temporary camp at this oasis, led by a large, smiling bearded man with a fez named Agymah. He is accompanied by his servant and bodyguard Nseema, an imposing, scarred woman who never smiles, as well as 12 caravan guards and eight camels.

When the PCs arrive at the oasis, Agymah invites them into his tent and offers them strong black coffee. Nseema stands behind him with a huge fan, doing her best to create a breeze in the sultry air. Agymah tells the PCs that his caravan is heading for Tephu, the city of knowledge, where he hopes to find a good market for selling treasures found by adventurers in the deserts near his home. To avoid the tolls on the River Sphinx, Agymah chose to come around the western flanks of the Pillars of the Sun and travel through the Parched Dunes. They have been traveling for several weeks and, having encountered several bands of gnolls on the way, are anxious to reach the city.

Despite his huge smile, Agymah begins the encounter as indifferent. If made friendly with a successful DC 16 Diplomacy check, he is willing to show the PCs his wares and offer them good prices on anything that strikes their fancy (see *Treasure*, below). He knows nothing of Chisisek's tomb, but he can warn the PCs of the salt lake in area I, and tells them that a bird of prodigious size, capable of snatching up a camel in each clawed foot, is known to inhabit the badlands to the southwest (he is referring to the roc in area I).

If the PCs attack Agymah, Nseema leaps to his defense, and the caravan guards do their best to repel the PCs.



AGYMAH

AGYMAH CR 5

XP 1,600

Successful merchant (*Pathfinder RPG NPC Codex* 263)

hp 31

CARAVAN GUARDS (12) CR 1

XP 400 each

Caravan guard (*Pathfinder RPG GameMastery Guide* 282)

hp 16 each

NSEEMA CR 5

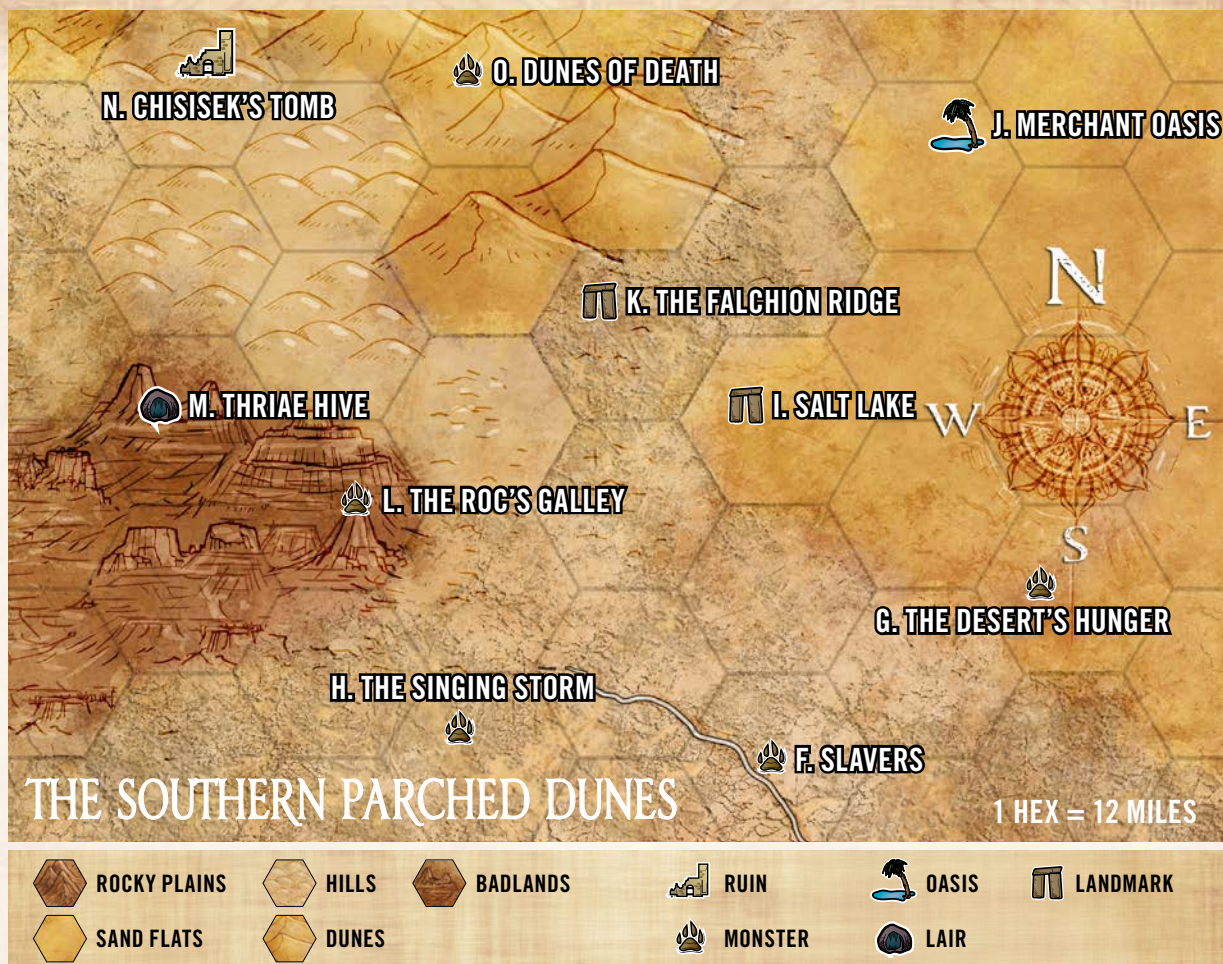
XP 1,600

Expert bodyguard (*Pathfinder RPG NPC Codex* 269)

hp 59

Treasure: Agymah's wares include the following items (their prices are in parentheses): a *scroll of blade barrier* (1,650 gp), a *scroll of rainbow pattern* (700 gp), a *scroll of stonewalk* (950 gp), a *wand of lightning bolt* (7 charges; 1,575 gp), an onyx dog figurine of wondrous power (15,500 gp), a mundane brass hunting horn that Agymah claims is a *horn of blasting* (20,000 gp), 2 ounces of *stone salve* (4,000 gp per ounce), 12 20-gallon barrels of fermented date

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wine (100 gp per barrel), 20 pounds of cinnamon (20 gp), 15 pounds of pepper (30 gp), 20 pounds of tobacco (10 gp), three polished gnoll skulls (5 gp each), eight hyena pelts (1 gp each), the ornate sarcophagus of Remekin III, a former merchant-prince of Eto (250 gp, mummy not included), the supposed ashes of a lammasu held within a glass sphere (500 gp), and what the merchant calls that rarest of rare creatures, a single-headed hydra in a brass and silver cage (really a constrictor snake, 10,000 gp).

K. THE FALCHION RIDGE (CR 10)

PCs entering this hex automatically discover this location. In addition, a PC in an adjacent hex who spends 1 hour studying this hex from afar can attempt a DC 10 Survival check to discover this location.

The Falchion Ridge is a high, curving hill carved from the desert stone by winds. The ridge arches like the blade of the sword it takes its name from, rising 250 feet above the rocky plains along a track that is barely 10 feet wide.

Creatures: Four Forgotten Pharaoh cultists and two flame drakes scour the desert here, foraging for food and water. The cultists are mounted on camels.

FLAME DRAKES (2) **CR 5**
XP 1,600 each
 hp 57 each (*Pathfinder RPG Bestiary 2* 106)

FORGOTTEN PHARAOH CULTISTS (4) **CR 5**
XP 1,600 each
 hp 50 each (see page 18)

Development: The cultists immolate themselves with their Troth of the Forgotten Pharaoh feat rather than reveal the location of Chisisek's Tomb, but one of the cultists is carrying a fragment of weathered stone carved with Chisisek's double hieroglyph of an owl inside a house—a sign that the cult knows of the tomb, and implying that they may have found it before the PCs.

L. THE ROC'S GALLEY (CR 9)

A high finger of rock thrusts out of the desert, its sides scoured smooth from wind and sand. A vast nest perches atop the massive tor, an incongruous aerie constructed around what appears to be a seagoing galley.

MUMMY'S MASK

These rocky badlands are riddled with twisting valleys, jagged rubble, and drifts of loose sand. The hills here are higher, the climbs more strenuous. All encounters in this hex take place in difficult terrain.

The rocky spire is 340 feet high, composed of smooth, weathered sandstone. A successful DC 25 Climb check or some means of flight is required to reach the top. The nest at the top is a 20-foot-square cube of bones, desert scrub, and uprooted trees, jumbled among the precariously balanced pieces of a shipwrecked galley the nest's occupant carried here all the way from the Coast of Graves

Creature: A brooding roc occupies the nest, guarding the single, human-sized green egg within. The egg is due to hatch soon, and the roc makes daily flights over the desert looking for food. The roc is not interested in combat, preferring to capture prey and bring it back to her nest.

ROC CR 9

XP 6,400

hp 120 (*Pathfinder RPG Bestiary* 236)

TACTICS

During Combat The roc makes Flyby Attacks with its talons, attempting to grab potential prey. Once she has pinned a victim, the roc flies back to her nest to kill her prey there.

Morale If encountered outside her nest and reduced to fewer than 60 hit points, the roc flees back to her nest. Inside the nest, however, the roc fights to the death to protect her egg.

Treasure: A successful DC 20 Perception check is required to locate each object of value among the nest's clutter of debris. These include a brass lamp filled with *elixir of fire breath*, a left-handed *glove of arrow snaring* (if matched with its twin in area I, the pair functions normally), an *immovable rod*, a copper pot in which is crammed a fine silk shawl laced with gold threads worth 200 gp, a fancy pearl and obsidian fly-whisk worth 150 gp, a pair of camel saddle bags containing three jars of olives, and a leather sack containing 31 pp and 209 gp. The roc's egg is worth 4,000 gp if it can be safely transported back to market. If one of the PCs wants a roc as an animal companion, the egg could hatch, at your discretion.

M. THRIAE HIVE (CR 9)

A large, vaguely hexagonal mound stands atop a stone outcrop jutting out of the badlands. Below, winding gullies and steep ravines carve through the harsh landscape.

The hexagonal mound is a thriae hive. Once vibrant, the colony was nearly annihilated by the Cult of Forgotten Pharaoh, who happened upon the hive on their way to Chisisek's tomb. During the ensuing battle, the thriae queen was slain by the cultists, who then stole the larva of

the queen's successor in the hopes of using it to found a new thriae hive loyal to the cult and the Forgotten Pharaoh. The majority of the colony's soldiers fell in battle defending their queen, and left leaderless and motherless, the surviving thriae have struggled to survive. Only the efforts of the hive's seer, Zizzira, have kept the colony from completely disbanding, and unless they can recover the kidnapped royal larva, the colony is doomed to extinction.

Creatures: Thriae scouts spot the PCs as they approach the hive. Wrongly assuming the PCs to be cultists, Zizzira orders a thriae dancer and three thriae soldiers to attack the interlopers, and summons two giant queen bees to accompany them. The bees enter combat first, while the soldiers target intruders with their bows. As soon as she is within 60 feet of the intruders, the thriae dancer drinks her merope and performs a dance of fervor with her inspiring dance ability. The bees fight until slain; the thriae retreat back to the hive entrance (area M1) if one of their number is slain.

GIANT QUEEN BEES (2) CR —

hp 59 each (*Pathfinder RPG Bestiary* 2 43)

THRIAE DANCER CR 6

XP 2,400

hp 60 (see page 90)

THRIAE SOLDIERS (3) CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary* 3 267)

Development: Due to the loss of their queen, the thriae are quite aggressive, and it is likely that the PCs will need to fight at least some of the them. If the PCs try to communicate with the thriae, however, they can learn that the bee-people believe they are cultists. With exceptional roleplaying, or a successful DC 33 Diplomacy check, the PCs can convince the hostile thriae of their good intentions enough to conclude the fight. Once the thriae have calmed, a successful DC 18 Diplomacy check is enough to persuade them to take the PCs to their leader Zizzira in area M4.

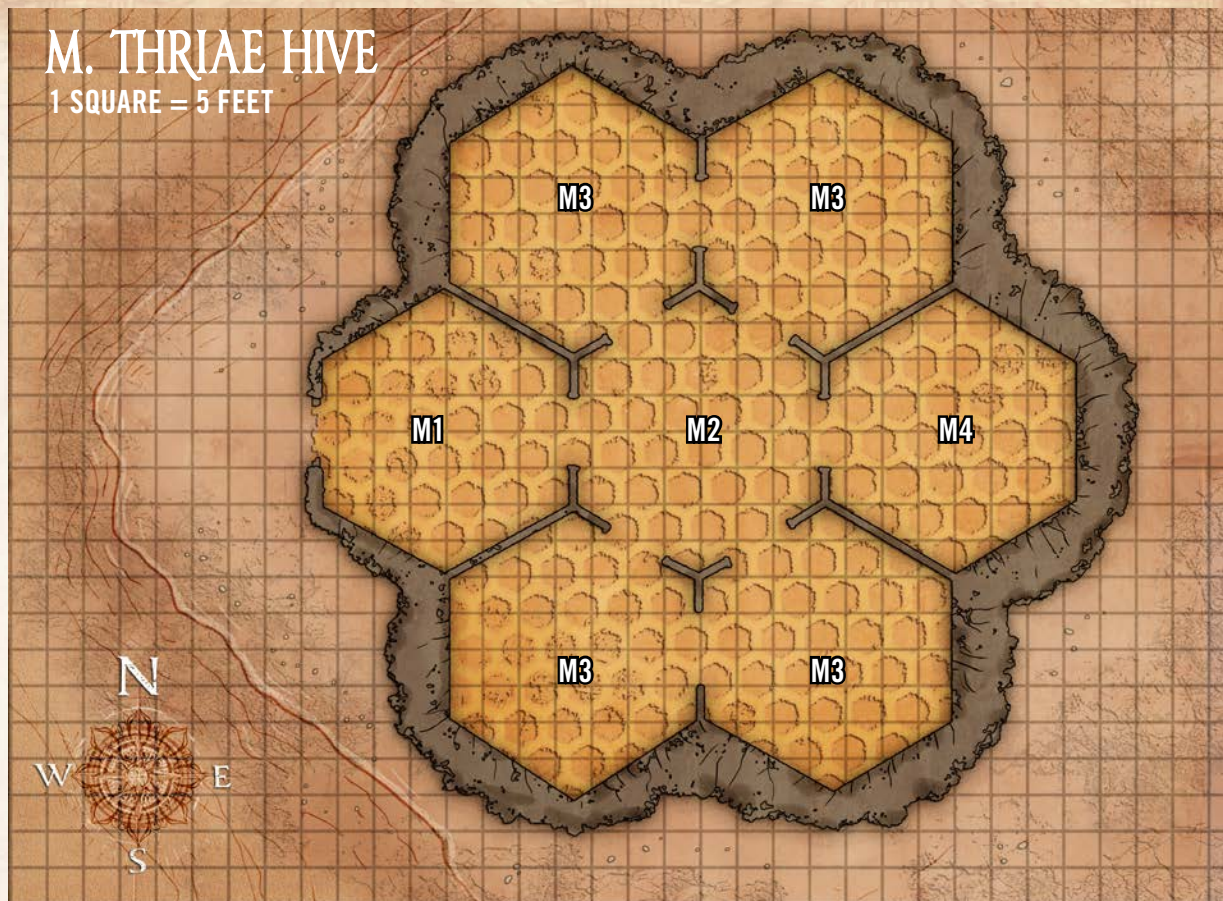
M1. Hive Entrance

The thriae hive stands upon a rocky outcrop approximately 75 feet above the floor of a ravine. Flight or a successful DC 15 Climb is needed to reach the top of the outcrop. The entrance to the hive is a 10-foot-wide hexagonal opening. Inside, the ceilings of the hive tower 40 feet high.

M2. Commons

A vast space opens in the center of the hive, every surface etched with hundreds of hexagonal chambers that form an interlocking pattern across the floor, walls, and ceiling.

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M. THRIAE HIVE

1 SQUARE = 5 FEET

In the hive's heyday, this space was a common room for the thriae to meet, mingle, eat, and watch the performances of the colony's dancers. Now the cavernous hall is empty and disused. The ceiling is 80 feet high in this chamber.

Development: Unless the PCs are escorted through this area by other thriae, the thriae in area **M3** swarm into this chamber to defend the hive from intruders.

M3. Workers' Quarters (CR 10)

These chambers are the living quarters for the hive's workers, soldiers, dancers, and seers. Most of these rooms are now empty, serving as silent monuments to the vibrant community that once thrived here.

Creatures: A thriae dancer and four thriae soldiers inhabit these chambers. The soldiers' commander, an advanced thriae soldier named Xerippe, wields a magic shortbow called a *swarmbow* (see page 59). The thriae attack any intruders not escorted by other members of the colony. Having already failed their queen, the thriae fight to the death to save what remains of their hive.

THRIAE DANCER

CR 6

XP 2,400

hp 60 (see page 90)

THRIAE SOLDIERS (4)

CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary* 3 267)

XERIPPE

CR 5

XP 1,600

Advanced thriae soldier (*Pathfinder RPG Bestiary* 3 267, 290)

hp 52

Ranged *swarmbow* +12 (1d6+7/×3 plus poison) or

Rapid Shot +10/+10 (1d6+7/×3 plus poison)

M4. Queen's Chamber (CR 11)

The colony's deceased queen ruled the hive from this expansive chamber, which displays numerous signs of the terrible battle fought within. Hexagonal cells in the walls that once held the queen's larvae are broken and empty, and the once-fine furnishings now lie in ruins.

Creature: The colony's de facto leader, the thriae seer Zizzira, now resides here, doing her best to stand in for the irreplaceable queen. Before the PCs arrive, Zizzira inscribes a *symbol of sleep* on the wall behind her, shielding it with her body. If the PCs have successfully treated with the thriae and are brought peacefully before Zizzira, the seer questions them as to their business here, and what relation they have

MUMMY'S MASK

with the masked humans “who crawl over the desert like dung beetles.” Her initial attitude is unfriendly; if made at least indifferent with a successful DC 28 Diplomacy check, Zizzira explains the cult’s attack on the hive, the thriae’s current situation, and the necessity of recovering the royal larva to rebuild the colony. She does not know where the cultists are, but her merope-induced visions lead her to believe they have set up camp in a hidden valley somewhere in the hills to the north.

If attacked, Zizzira steps aside, revealing the *symbol of sleep*, then calls for any remaining thriae to defend the hive. She refuses to surrender her home under any circumstances, and if fought in here, both Zizzira and her followers fight to the last.

ZIZZIRA **CR 11**
XP 12,800
 Thriae seer (*Pathfinder RPG Bestiary 3* 266)
hp 133



ZIZZIRA

Treasure: The colony’s remaining treasure consists of a handful of gourds containing 10 doses of merope (worth 10 gp per dose) and 4 pounds of giant bee royal jelly (worth 100 gp per pound, see page 43 of *Pathfinder RPG Bestiary 2*).

Development: If the PCs agree to search for the royal larva, they will not find it with the cultists at Chisisek’s tomb. Agents of the cult have already transported the larva to the cult’s secret headquarters farther to the north. The PCs will have the opportunity to rescue the larva in the next adventure when they finally confront the leader of the Cult of the Forgotten Pharaoh in the Sightless Sphinx. These events are detailed in *Pathfinder Adventure Path #82: Secrets of the Sphinx*.

Story Award: If the PCs are able to calm the thriae and talk peacefully to Zizzira, award them 12,800 XP, as if they had defeated the thriae seer in combat.

N. CHISESEK’S TOMB

This area is detailed in Part 3.

O. DUNES OF DEATH (CR 8)

Creature: A bloated, sandy-brown, octopus-like creature with 10 tentacles called a sand kraken lurks just a few feet beneath the dunes in this hex. When it detects motion within 60 feet of it with its tremorsense ability, the sand kraken lashes out with its tentacles, attempting to grab nearby prey. Once a victim is grappled, the sand kraken either constricts or brings the prey to its beaklike mouth to bite and devour.

SAND KRAKEN **CR 8**
XP 4,800
Tome of Horrors Complete 520
 N Large magical beast
Init +4; **Senses** tremorsense 60 ft.; Perception +13

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)
hp 105 (10d10+50)
Fort +12, **Ref** +7, **Will** +5

OFFENSE

Speed 10 ft., burrow 20 ft.
Melee 10 tentacle +12 (1d4+2 plus grab) or bite +14 (2d6+5)
Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)
Special Attacks constrict (1d4+7)

STATISTICS

Str 20, **Dex** 11, **Con** 21, **Int** 2, **Wis** 10, **Cha** 1
Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 26 (can’t be tripped)
Feats Critical Focus, Improved Initiative, Iron Will, Multiattack, Power Attack
Skills Perception +13
SQ camouflage, tentacle regeneration

SPECIAL ABILITIES

Camouflage (Ex) Because it remains buried until it attacks, a successful DC 20 Perception check is required to notice

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a sand kraken before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the sand kraken.

Tentacle Regeneration (Ex) The only parts of a sand kraken that are normally exposed are its tentacles, which a foe can attack individually. Each tentacle has 15 hit points. A sand kraken can no longer use a destroyed tentacle to make attacks, but damage dealt to a tentacle does not affect the sand kraken's hit point total. Destroyed tentacles regrow in 1d4 days.

Treasure: Buried with the sand kraken beneath the dune is a *rod of the uraeus* (see page 59), lost by one of the kraken's victims.

PART 3: THE TOMB OF CHISISEK

While the PCs have been exploring the Parched Dunes in search of Chisisek's tomb, the Cult of the Forgotten Pharaoh has already discovered the hidden valley where it is located. After defeating and capturing the valley's guardian—a gynosphinx named Tetisurah who has watched over the tomb for millennia—the cult excavated the pyramid and removed Chisisek's body, transporting it to their secret headquarters farther north. However, the cultists have yet to fully explore the area and still remain in the valley. The cultists' leader, Jamirah, a fearsome and brutal lamia matriarch rogue, has been regularly updated on the PCs' activities in Tephu by Khabekh-shu. When she receives no further communications from Tephu, Jamirah assumes that Khabekh-shu failed and that the PCs are heading here, giving her the opportunity to recover the *Mask of the Forgotten Pharaoh* for the cult. Jamirah has posted guards in the ravine outside the tomb in anticipation of the PCs' eventual arrival.

N. CHISISEK'S TOMB

The tomb of Chisisek lies in a steep ravine at the western end of a hidden valley in area N of the Parched Dunes. Finding the valley while exploring the hex requires a successful DC 20 Perception check, or a successful DC 20 Survival check to notice the tracks of the cultists coming and going from the valley. The valley itself is a little over a mile long, flanked on either side by steep ridges between 100 and 300 feet high. The tops of these ridges are jagged and loose, and characters attempting to climb them or traverse them as an alternative to the valley floor must succeed at DC 20 Climb checks and DC 20 Acrobatics checks to avoid falling to the valley floor below. The sides of the valley taper together at its western end, creating a narrow route that leads into the ravine. The gap is barely 5 feet wide, just big enough for Medium creatures to pass through. Larger creatures must squeeze through the gap or attempt Escape Artist checks to do so.

N1. Hidden Gorge (CR 10)

The gap in the stone opens suddenly into a narrow gorge crossed by a pair of natural stone arches. To the west, a small pyramid towers over the ravine from its perch atop the cliffs. Below, a columned facade has been hewn from the soft sandstone of the ravine's northern wall, and though weathered by wind and sand, the carvings were clearly once opulent and intricate. A broad doorway leads inside this structure, while dark openings farther up the facade appear to open into a higher level.

The sides of the ravine are as rugged and high as those of the larger valley outside, and require the same checks to climb or traverse.

Creatures: The lamia matriarch Jamirah has posted a desert giant and two Forgotten Pharaoh cultists here to guard the approaches to Chisisek's tomb. Under the influence of Jamirah's *charm monster* spell, the giant is



DESERT GIANT

MUMMY'S MASK

a devoted defender of the cult's camp. The cultists hang back at first, allowing the giant to engage intruders in melee while they fire their crossbows. The cultists fight to the death, triggering their Troth of the Forgotten Pharaoh feat once defeated, but the giant attempts to flee if reduced to fewer than 25 hit points. In addition, a dozen camels are tied up here next to the entrance to the mortuary temple (area N3). If any opponents try to flee the ravine, the cultists give chase riding the camels.

DESERT GIANT CR 9

XP 6,400

hp 123 (*Pathfinder RPG Bestiary* 3 128)

FORGOTTEN PHARAOH CULTISTS (2) CR 5

XP 1,600 each

hp 50 each (see page 18)

Development: Once the cult is aware of the PCs' presence—which is likely following this battle—Jamirah posts cultists on the two natural bridges crossing the ravine (areas N7 and N9) to guard the approach to Chisisek's tomb.

N2. Tetisurah's Hermitage (CR 11)

The twisting ravine ends at a narrow cave entrance. The walls of this end of the valley form a single vast piece of art composed of carved figures and hieroglyphs.

The cave at the end of the valley is also adorned with similar carvings to those in the ravine outside. These carvings are the life's work of the gynosphinx Tetisurah, the guardian of the hidden valley and Chisisek's tomb for more than 2,500 years. They show a history of the region, including the tomb's construction and the sphinxes who have watched over it. A small spring in the rear of cave provides fresh water for the seps and cultists, as it did for Tetisurah before them.

Creature: A huge armored serpent called a seps now resides in the cave, which was once the dwelling of Tetisurah before her capture by the cult. Jamirah encountered the snake in the desert and charmed it, bringing it here as an additional guardian for the cultists' camp. Despite its size, the seps is able to squeeze through the ravine's narrow openings, and can climb the steep walls of the gorge as well. If the seps hears the sounds of combat in the valley, there is a 40% chance that it slithers out of its cave to investigate.

SEPS CR 11

XP 12,800

hp 147 (*Pathfinder RPG Bestiary* 4 237)

N3. Mortuary Temple (CR 9)

Carved sandstone pillars rise to a ceiling covered in hieroglyphs. A large, circular opening in the center of the ceiling leads to a space above.

This temple was dug into the cliffs of the ravine to memorialize Chisisek. The hieroglyphs on the ceiling include Chisisek's double hieroglyph of an owl inside a house and detail the many architectural works of Chisisek, though no mention is made of Hakotep's tomb. The ceiling is 20 feet high. The hole in the ceiling leads to area N6 above. The cultists use ropes to move between the levels, and though no ropes are currently dangling from the hole, one coiled rope near the edge of the hole is clearly visible from below.

Creatures: Two lamia sisters named Bekutenre and Inihete have joined the Cult of the Forgotten Pharaoh and have claimed the mortuary temple as their living quarters. The lamias are fanatically loyal to Jamirah, and when not tormenting their prisoner in area N4, the sisters try to keep themselves entertained with human cultists, one of whom is currently visiting them.

BEKUTENRE AND INIHETE CR 6

XP 2,400 each

Lamia (*Pathfinder RPG Bestiary* 186)

hp 67 each

FORGOTTEN PHARAOH CULTIST CR 5

XP 1,600

hp 50 (see page 18)

Treasure: Both of the lamias have gold funerary masks worth 50 gp each. In addition, one carries a *potion of cure serious wounds* and a piece of amber worth 50 gp. The second lamia has a gilded dragonne skull worth 250 gp.

N4. Prisoner of the Cult (CR 10)

Creature: The guardian of Chisisek's tomb, a gynosphinx desert druid named Tetisurah, is imprisoned in this chamber, trapped in a shimmering amber field of force. Tetisurah has watched over the hidden valley since her mother's death long ago, but was overwhelmed by the Cult of the Forgotten Pharaoh. Jamirah used a *scroll of sepia snake sigil* to entrap Tetisurah and handed the sphinx over to her lamia subordinates until the lamia matriarch decided what to do with her. Since then, several of the cultists have used the imprisoned sphinx for target practice, and several arrows and crossbow bolts protrude from her immobile body.

The *sepia snake sigil* holds Tetisurah in stasis and she is unaware of her surroundings. A targeted *dispel magic* spell (DC 16) suffices to release Tetisurah from her imprisonment,

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however, once freed, her wounds catch up to her, and she slumps to the floor, unconscious and dying at –8 hit points.

If healed, Tetisurah thanks her rescuers and describes her capture at the hands of the Cult of the Forgotten Pharaoh. Like her mother before her, Tetisurah guards the hidden valley and Chisisek's tomb, and it is her sacred duty to defeat the cultists who have taken over the area. She asks the PCs to assist her in this task, though she will need further healing before entering battle.

The sphinx is a follower of the Ancient Osirian deity Horus, god of the sun and the sky. Tetisurah has wandered the Parched Dunes for centuries and loves its harsh beauty, its constantly changing forms, and its secrets lost and rediscovered. Remember that while Tetisurah is beautiful and looks at least partly human, she is a sphinx, a magical beast of incredibly long life with a very inhuman outlook and personality. Play up these enigmatic, confusing, and sometimes frustrating quirks to make her a distinct and memorable personality.

If attacked, Tetisurah defends herself, but she has no desire to fight the PCs. Her primary concern is to drive the cultists from her valley, not waste time and resources against her rescuers.



TETISURAH

TETISURAH CR 10

XP 9,600

Gynosphinx druid (desert druid) of Horus 4 (*Pathfinder RPG Bestiary* 257, *Pathfinder RPG Advanced Player's Guide* 99)

N Large magical beast

Init +8 (+10 in deserts); **Senses** darkvision 60 ft., low-light vision; Perception +23 (+25 in deserts)

DEFENSE

AC 24, touch 13, flat-footed 20 (+4 Dex, +11 natural, –1 size)

hp 132 (16 HD; 12d10+4d8+48)

Fort +15, **Ref** +13, **Will** +14

OFFENSE

Speed 40 ft., fly 60 ft. (poor)

Melee 2 claws +19 (2d6+5/19–20)

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

Special Attacks pounce, rake (2 claws +19, 2d6+5)

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*

3/day—*clairaudience/clairvoyance*

1/day—*dispel magic*, *legend lore*, *locate object*, *remove curse*

1/week—any one of the following: *symbol of fear* (DC 21), *symbol of pain* (DC 20), *symbol of persuasion* (DC 21),

symbol of sleep (DC 20), *symbol of stunning* (DC 22); all symbols last for 1 week maximum

Domain Spell-Like Abilities (CL 4th; concentration +10)

9/day—*fire bolt* (1d6+2 fire)

Druid Spells Prepared (CL 4th; concentration +10)

2nd—*bull's strength*, *gust of wind* (DC 18), *heat metal*, *produce flame*^o, *spider climb*

1st—*burning hands*^o (DC 17), *cure light wounds*, *magic fang* (2), *obscuring mist*, *speak with animals*
0 (at will)—*create water*, *detect poison*, *guidance*, *mending*

TACTICS

Before Combat If she has time to prepare for combat, Tetisurah casts *bull's strength* and *magic fang*.

During Combat Under normal circumstances, Tetisurah prefers to use Diplomacy or Intimidation to avoid combat. If fighting is unavoidable, however, she targets opponents with offensive spells such as *burning hands* or *heat metal* before attacking with her claws. Despite her ferocity, Tetisurah prefers to leave foes alive. She always seeks to achieve surrender, charging an opponent his deepest secret as the price for freedom.

Morale Tetisurah has no wish to die, and if reduced to 50 hit points or fewer, she yields, though always with an eye toward eventual escape or revenge.

STATISTICS

Str 20, **Dex** 18, **Con** 16, **Int** 20, **Wis** 22, **Cha** 21

Base Atk +15; **CMB** +21; **CMD** 35 (39 vs. trip)

Feats Alertness, Bleeding Critical, Combat Casting, Critical Focus, Hover, Improved Critical (claw), Improved Initiative, Power Attack

Skills Bluff +15, Diplomacy +15, Fly +10, Heal +10, Intimidate +15, Knowledge (geography) +15 (+17 in deserts), Knowledge (history) +20, Knowledge (local) +20, Knowledge (nature) +20, Perception +23 (+25 in deserts), Sense Motive +20, Spellcraft +16, Survival +20 (+22 in deserts)

Languages Ancient Osiriani, Common, Draconic, Druidic, Osiriani, Sphinx, Terran

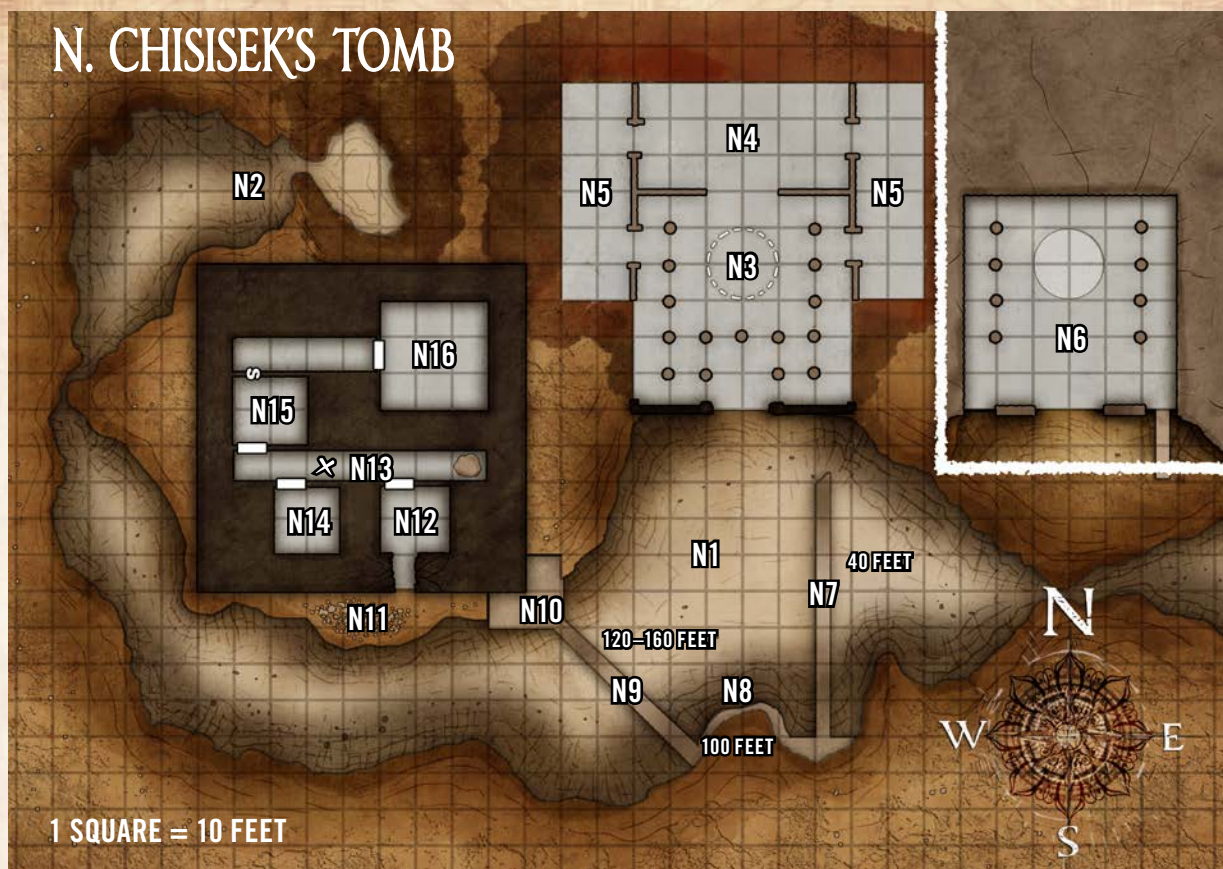
SQ desert endurance, desert native +2, nature bond (Fire domain), nature sense, sandwalker, wild empathy +9

Gear *sun falcon pectoral* (see page 59)

Treasure: If the PCs defeat Jamirah and the Cult of the Forgotten Pharaoh (or drive them from the hidden valley) and agree to return Chisisek's body to its tomb, Tetisurah rewards them with her *sun falcon pectoral* (see page 59).

Development: Once Tetisurah discovers that the cult has stolen Chisisek's body from his tomb, she asks the PCs to recover it and bring it back to the pyramid to be safely laid

MUMMY'S MASK



to rest again. She has overheard the cultists talking of their secret headquarters, which they called the Sightless Sphinx. Although Tetisurah does not know this place, she believes it lies somewhere in the Parched Dunes to the north, and that is the most likely destination for Chisisek's stolen body.

If the PCs do not rescue Tetisurah, the *sepia snake sigil* ends in 1d4 days, automatically freeing her. See Concluding the Adventure for her actions if the PCs do not free her themselves.

Story Award: If the PCs free Tetisurah and defeat the cultists, award them 9,600 XP, as if they had defeated the sphinx in combat.

N5. Workers' Rest

When construction on Chisisek's tomb and mortuary temple were completed, the workers who helped build them were slain and interred in these chambers. Over the millennia, the corpses have fallen prey to desert scavengers and time, leaving behind only a few scattered bones and scraps of mummified flesh. The cult uses this chamber to store supplies, including a 3-month supply of smoked meat (mostly antelope and camel), three full casks of water collected from the spring in area N2, camel tack, firewood, and a selection of well-used digging tools, including axes, picks, pry bars, shovels, and rope.

N6. Upper Hall (CR 9)

This large, vaulted chamber has been carved from the sandstone of the cliffs. Three arched doorways in the south wall open to the valley outside, while a large circular hole in the floor allows access to the chamber below. A tidy camp has been set up by the west wall.

Four 50-foot lengths of rope are tied to the pillars in this room to enable the cultists to enter and exit through the mortuary temple, 20 feet below (area N3). One coil of rope lies immediately next to the hole in the floor. The easternmost archway in the south wall leads to the Sunrise Bridge (area N7).

Creatures: The cultists' main camp is located in this chamber. Four cultists are currently here resting. If alerted by the sounds of combat in the ravine outside or in the mortuary temple below, they leap to attack.

FORGOTTEN PHARAOH CULTISTS (4) CR 5
XP 1,600 each
hp 50 each (see page 18)

Treasure: Besides the cultists' gear, the camp has a very fine orange-and-gold rug worth 400 gp.

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N7. Sunrise Bridge (CR 7)

A natural sandstone bridge of breathtaking grace arches across the ravine to a narrow balcony on the southern cliffs.

The bridge starts at the upper hall of the mortuary temple (area N6) 20 feet above the valley floor, rising to a height of 40 feet where it joins the Crawl (area N8) on the southern wall of the ravine. The bridge is incredibly narrow, barely a foot across, and smoothed by winds and sand. Moving across the bridge requires a successful DC 10 Acrobatics to move at half speed without falling, or DC 15 to move at full speed. Any fall from the bridge is between 20 and 40 feet, but a character can attempt a DC 15 Reflex save to catch himself before falling. Characters moving at half speed across the bridge are considered flat-footed and lose their Dexterity bonus to AC.

Creatures: Once the PCs engage the cult's forces in the hidden valley, Jamirah posts two cultists on this bridge and two more on the Sunset Bridge (area N9). The cultists have their crossbows loaded and keep a sharp eye out for intruders trying to cross the bridge or fly toward the pyramid on top of the cliffs.

FORGOTTEN PHARAOH CULTISTS (2)

CR 5

XP 1,600 each

hp 50 each (see page 18)

N8. The Crawl

A narrow path along the cliff links the two natural bridges, but the winds have scoured the path away in the middle, leaving a wide gap. Two long chains, one above and one below, stretch across the gap, swaying in the wind.

The chains replace a 20-foot-long section of the path where it rounds a rocky protrusion. The chains hang 100 feet above the valley floor, and require either a successful DC 15 Acrobatics check or DC 15 Climb check to cross safely.

N9. Sunset Bridge (CR 7)

A second sandstone bridge, much higher than the first but equally narrow, stretches back across the valley before arriving at a small stone platform at the foot of the pyramid.

This bridge climbs to nearly 200 feet high as it nears the pyramid on the north side of the ravine. Like the Sunrise Bridge, crossing the Sunset Bridge requires a successful DC 10 Acrobatics to move at half speed without falling, or DC 15 to move at full speed. Any fall from the bridge is between 120 and 160 feet, but a successful DC 15 Reflex save allows a character to catch herself before falling

Creatures: Jamirah posts two more cultists here to defend the last bridge to Chisisek's tomb.

FORGOTTEN PHARAOH CULTISTS (2)

CR 5

XP 1,600 each

hp 50 each (see page 18)

N10. Pyramid Platform (CR 12)

A small pyramid perches on the cliffs above the valley, almost as if it had fallen from the sky. At the base of the pyramid, a tent squats on a stone platform built where the natural bridge ends.

Creature: The leader of the cultists at Chisisek's tomb, the lamia matriarch Jamirah, has set up camp on the platform at the base of the pyramid, where she has unrivalled view of the valley below. Already informed of the PCs' likely arrival through her communications with Khabekh-shu in Tephu, Jamirah spends her days organizing the cultists and searching the hidden valley for anything else that might be of interest to the cult. She's convinced that Chisisek's pyramid contains more hidden secrets, but she has yet to figure out a safe way to defeat the stone golem in area N15, which is necessary to give her the time she needs to search the pyramid more carefully.

Although she lusts for battle, Jamirah is content to let the cultists under her command deal with the PCs; if they fail, however, she is more than happy to take on the intruders herself. Jamirah attempts to engage foes on the Sunset Bridge, where the narrow space gives her the advantage. With her climb speed and ledge walker rogue talent, Jamirah can move at full speed across the bridge without penalty and take 10 on Climb checks to maneuver on the bridge, even climbing under the arch to move beneath or behind opponents.

JAMIRAH

CR 12

XP 19,200

Lamia matriarch rogue 8 (*Pathfinder RPG Bestiary 2* 175)

CE Large monstrous humanoid (shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 27, touch 15, flat-footed 21 (+4 armor, +6 Dex, +8 natural, -1 size)

hp 159 (20 HD; 12d10+8d8+57)

Fort +11, **Ref** +20, **Will** +15

Defensive Abilities evasion, improved uncanny dodge, trap sense +2; **Immune** mind-affecting effects; **SR** 19

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee +1 *crue^{UE} long spear* +23/+18/+13/+8 (1d8+7/19-20/x3 plus 1 Wisdom drain on first hit each round) or touch +21 (1d4 plus Wisdom drain)

Ranged composite shortbow +23/+18/+13/+8 (1d6+4/x3)

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

Special Attacks sneak attack +4d6, Wisdom drain (DC 23)

Spell-Like Abilities (CL 12th; concentration +19)

At will—*charm monster* (DC 21), *ventriloquism* (DC 18)

3/day—*deep slumber* (DC 20), *dream*, *major image* (DC 20),
mirror image, *suggestion* (DC 20)

Sorcerer Spells Known (CL 6th; concentration +13; spell failure 5%)

3rd (5/day)—*haste*

2nd (7/day)—*hold person* (DC 19), *sound burst* (DC 19)

1st (8/day)—*bungle*^{UM} (DC 19), *corrosive touch*^{UM}, *magic missile*, *vanish*^{APG}

0 (at will)—*acid splash*, *bleed* (DC 17), *detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 17), *prestidigitation*

TACTICS

During Combat Jamirah casts *haste* on the first round of combat, and begins combat with ranged attacks targeting obvious spellcasters. Once in melee combat, she uses her Stand Still feat to prevent opponents from getting within her longspear's reach. She makes sneak attacks as often as

possible, using *vanish*, *hold person*, *sound burst*, and her Stunning Assault feat, as necessary, to keep foes flat-footed and susceptible to her sneak attacks.

Morale If reduced to 40 hit points or fewer, or if attacked by ranged weapons or spells and unable to engage opponents in melee, Jamirah retreats into the pyramid (area **N12**) to wait for opponents there. Fanatically devoted to the Sky Pharaoh, Jamirah does not surrender, choosing instead to immolate herself with her Troth of the Forgotten Pharaoh feat while at the center of a group of opponents screaming Hakotep's name.

STATISTICS

Str 18, **Dex** 23, **Con** 17, **Int** 18, **Wis** 20, **Cha** 24

Base Atk +18; **CMB** +23; **CMD** 39 (can't be tripped)

Feats Combat Reflexes, Dazzling Display, Great Fortitude, Improved Critical (longspear), Power Attack, Shatter Defenses, Silent Spell, Stand Still, Stunning Assault^{APG}, Troth of the Forgotten Pharaoh (see page 19), Weapon Focus (longspear)

Skills Acrobatics +33, Bluff +34, Climb +25, Disable Device +25, Disguise +20, Escape Artist +29, Fly +17, Intimidate +30, Knowledge (dungeoneering) +12, Knowledge (local) +12, Perception +28, Sense Motive +28, Stealth +25, Swim +12, Use Magic Device +24

Languages Abyssal, Ancient Osiriani, Common, Draconic, Osiriani
SQ change shape (fixed Medium humanoid form; *alter self*), rogue talents (bleeding attack +4, ledge walker, resiliency, weapon training), trapfinding +4, undersized weapons

Gear *locust cuirass* (+2 *lamellar cuirass*^{UE}; see page 58), +1 *cruel*^{UE} *longspear*, composite shortbow (+4 Str) with 20 arrows, mwk thieves' tools, gold funerary mask (worth 100 gp)

Treasure: Jamirah's tent is crammed with objects, but among the dates, smoked snake meat, waterskins, copper pots, and piles of cushions are *boots of elvenkind*, a silver kettle worth 200 gp, two bottles of luxuriant perfume worth 100 gp each, and a magnificent silver-and-gold teacup inlaid with obsidians worth 300 gp. In addition, the tent contains three large chests taken from Chisisek's tomb. A character who examines the chests and succeeds at a DC 25 Perception check notices that the chests were trapped with hail of arrows traps that have already been triggered. The chests are crammed with coinage from Ancient Osirion, totaling 943 pp, 2,806 gp, 4,012 sp, and 6,308 cp.



JAMIRAH

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N11. Tomb Entrance

A ragged hole gapes in the southern face of the pyramid, leading into the tomb's dark interior. Piles of rubble and discarded digging tools lie on the ground outside the hole.

Chisisek was interred inside this pyramid, which rises nearly 60 feet from its base to its peak. Although an architect of great renown, Chisisek did not design his own tomb, which was hurriedly constructed after Chisisek was killed to protect the secrets of Hakotep's tomb. The pyramid's polished limestone sides are steep, and require a successful DC 20 Climb check to successfully clamber up.

Rather than waste time trying to find the pyramid's sealed and secret (and likely trapped) original entrance, the cultists instead dug their own way into Chisisek's tomb. All areas within the pyramid are dark. Ceilings are 10 feet high, and all doors are made of stone (hardness 8, hp 60, break DC 28).

N12. Ransacked Outer Tomb

The narrow tunnel hewed by the cultists slants sharply downward into the heart of the pyramid, ending in a small chamber that is almost startling in its plainness. This chamber once contained a variety of grave goods, similar to area N14, but the cultists have already looted it of everything of value.

If Jamirah fled into the pyramid (see area N10), she hides in this chamber and casts *ventriloquism* in an attempt to lure the PCs into area N13, hoping they will trigger the trap there.

N13. The Way of the Sphere (CR 11)

This corridor slopes steeply down to the west.

Trap: A cruel trap was built into this corridor to protect Chisisek's tomb. A huge sandstone sphere, nearly 10 feet in diameter, rests at the eastern end of the corridor behind a false wall of thin plaster. When more than 50 pounds is placed on a pressure plate near the western end of the corridor (at the point marked X on the map), the sphere is released to roll down the corridor, crushing all in its path. When the cult first entered the pyramid, Jamirah detected and bypassed the trap without disarming it, so that anyone else entering the tomb after the cult would trigger the trap.

ROLLING SPHERE TRAP

CR 11

XP 12,800

Type mechanical; Perception DC 29; Disable Device DC 29

EFFECTS

Trigger location; Reset manual

Effect rolling stone sphere (10d6, Reflex DC 20 half); multiple targets (all targets in area N13)

Development: If the trap is triggered, the stone sphere smashes into the wall at the end of the corridor, blocking the

door to area N15. Bypassing the sphere is left as a challenge for the PCs to overcome. The sphere weighs over 27 tons, and is virtually impossible to move or destroy (hardness 8, hp 1,620), but spells such as *disintegrate*, *passwall*, *shrink item*, or even *stone to flesh* could be used to bypass the sphere. However, the force of the impact also damages the wall between areas N13 and N15, leaving large cracks in the now-weakened wall (hardness 8, hp 75, break DC 25). Spells such as *gaseous form* can be used to pass through the cracks, or if all else fails, the wall can be broken down with brute strength.

N14. Burial Goods Chamber

This unadorned chamber contains a variety of grave goods buried with the deceased for use in the afterlife, including furniture, tools, urns of seeds, and dozens of scrolls with detailed architectural plans for tombs and other structures. None of the scrolls contain any information on either Chisisek's tomb or Hakotep's pyramid.

Treasure: The cultists overlooked a set of masterwork stonemasonry tools and three flasks of *unguent of timelessness*, which can be found with a successful DC 20 Perception check.

N15. Chisisek's Burial Chamber (CR 11)

The door leading into this room from area N13 is inscribed with Chisisek's hieroglyph, depicting an owl inside a house.

Hieroglyphs depicting the life of a master craftsman decorate the walls of this chamber. A large stone sarcophagus fills the center of the room, but its lid lies on the floor next to it, and the cavity inside is empty.

The hieroglyphs on the walls detail the public life and works of the acclaimed architect and master tomb builder Chisisek, the greatest of his generation. The hieroglyphs make no mention of the final years of Chisisek's life, however, with no references to the construction of Hakotep's tomb or of Chisisek's work with Shory technology.

Chisisek's mummified body was placed within the sarcophagus and buried in this chamber, but it has already been removed by the Cult of the Forgotten Pharaoh. After bypassing the rolling sphere trap in area N13, Jamirah used *vanish* and *stealth* to avoid this room's guardian and steal Chisisek's corpse.

A character who succeeds at a DC 20 Knowledge (engineering), Knowledge (local), or Knowledge (religion) check realizes that burial practices in Ancient Osirion often dictated that the deceased be interred in a separate chamber from his greatest treasures, which were stored in hidden rooms elsewhere, particularly in grand tombs like this one. In fact, a secret door in the north wall of the chamber leads to just such a treasure chamber, but it is skillfully constructed and requires a successful DC 30 Perception check to locate.

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With no time to search the room, Jamirah did not find the secret door, though she was convinced that there was more to the architect's tomb than this bare burial chamber.

Creature: A stone golem guards Chisisek's burial chamber, attacking any creatures that enter the room. The golem is carved to resemble the Ancient Osirian creator god Ptah, deity of architecture and craftsmanship, identifiable with a successful DC 20 Knowledge (religion) check. It fights until destroyed, but does not leave this chamber.

STONE GOLEM **CR 11**

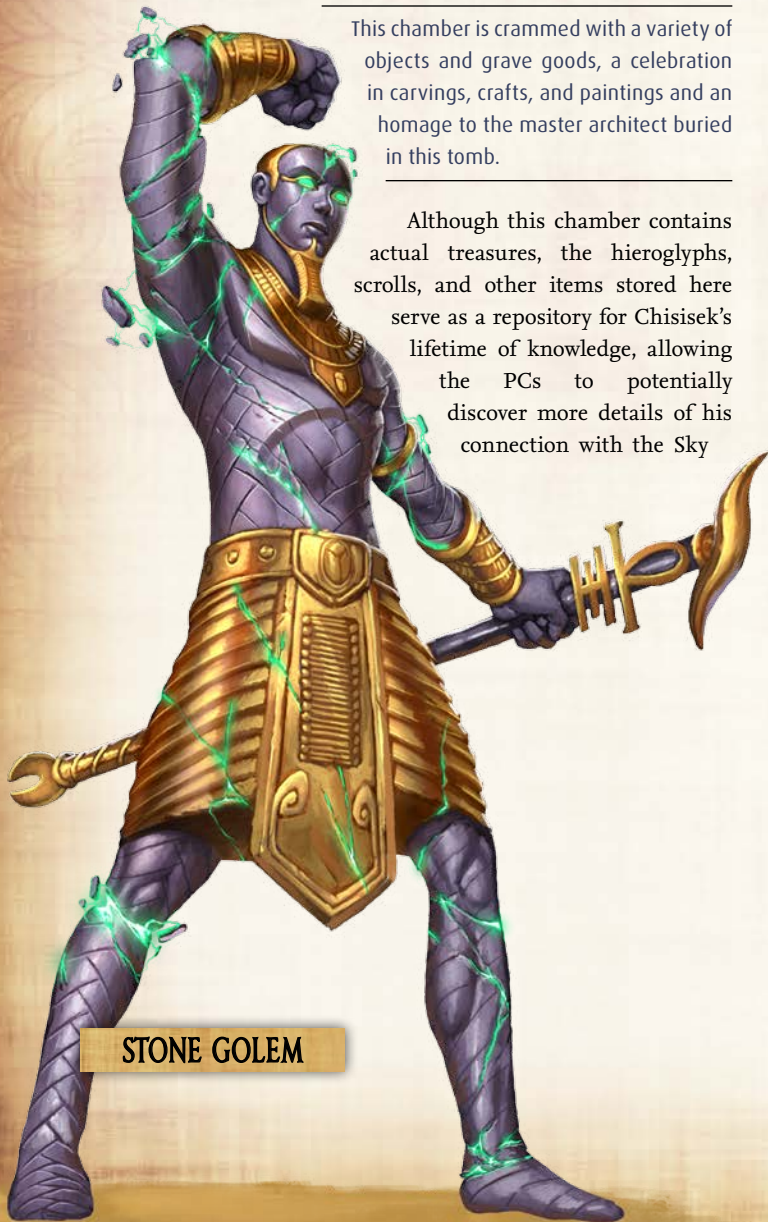
XP 12,800

hp 107 (*Pathfinder RPG Bestiary* 163)

N16. Chisisek's Treasure Trove (CR 12)

This chamber is crammed with a variety of objects and grave goods, a celebration in carvings, crafts, and paintings and an homage to the master architect buried in this tomb.

Although this chamber contains actual treasures, the hieroglyphs, scrolls, and other items stored here serve as a repository for Chisisek's lifetime of knowledge, allowing the PCs to potentially discover more details of his connection with the Sky



STONE GOLEM

Pharaoh. See Research in Chisisek's Treasure Trove below for more information.

Creature: Chisisek was more than just an architect, and one of his other creations, a clockwork golem, was placed in this chamber to guard his secrets and treasures for eternity. As soon as the door to this room opens, the golem moves forward and unfolds itself into a wall of gears to block access to the chamber. Once any creatures pass through the wall of gears, or if it's attacked in that form, the golem resumes its normal form and attacks, fighting until destroyed.

CLOCKWORK GOLEM **CR 12**

XP 19,200

hp 118 (*Pathfinder RPG Bestiary* 2 137)

Treasure: The treasures buried in Chisisek's tomb include an *effigy of Anubis* (see page 58); *eyes of the eagle*; a *rod of metal and mineral detection*; a *scarab of mummy defense* (see page 59); a *scroll of stone to flesh*; a *wand of stone shape* (43 charges); a platinum comb worth 300 gp; a crocodile mask with obsidian eyes worth 250 gp; a magnificent gold funerary mask set with jade worth 3,500 gp; a magnificent model of a galley crewed by ivory, jade, and onyx figurines worth 500 gp in total; a gold shepherd's staff worth 790 gp; three mummified cats; a collection of wax-sealed urns containing human ashes; and an assortment of coins totaling 109 pp, 2,037 gp, 4,789 sp, and 6,158 cp.

RESEARCH IN CHISESEK'S TREASURE TROVE

Chisisek's treasure trove is a complex depository of lore, consisting of carvings, hieroglyphs, scrolls, and architectural plans. All of the information here is in Ancient Osiriani, and characters who do not speak that language must succeed at DC 30 Linguistics checks (DC 20 if a character speaks modern Osiriani) or have magic such as *comprehend languages* to attempt Research checks in the treasure trove. See Unraveling the Mysteries of the Great Library on page 12 for rules on library research.

CHISESEK'S TREASURE TROVE **CR 9**

XP 6,400

Complexity 20

Research check Knowledge (arcana), Knowledge (engineering), or Knowledge (history); **Knowledge bonus +0**

kp 15

The following information can be learned from research in the Chisisek's treasure trove.

kp 10: Chisisek's greatest achievement was the design and construction of a flying pyramid tomb for the Sky Pharaoh Hakotep I, utilizing Shory technology.

kp 0: In Hakotep's later years, considerable resources were consumed constructing a vast system of earthworks

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that claimed the lives of thousands of slaves and incorporated bound elementals to create a mighty weapon that could be used against the Shory. Chisisek contributed his expertise to this grand design, and took some pride in the completion of this great work.

CONCLUDING THE ADVENTURE

At the conclusion of this adventure, the PCs need to head farther north into the Parched Dunes to find the Sightless Sphinx, the secret headquarters of the Cult of the Forgotten Pharaoh. Once the PCs have explored Chisisek's tomb, it should be clear to the PCs that the cult has already been inside, and while there are a few tidbits of information to be learned within the Chisisek's pyramid, there is still not enough to find Hakotep's tomb. At the same time, the cult has apparently stolen Chisisek's body and taken it elsewhere.

If the PCs rescued the gynosphinx Tetisurah, she can point them in the right direction, and may even accompany the PCs until the cult has been thwarted and she can return the body of Chisisek to its rightful resting place. She can

also point out that communicating with Chisisek's spirit might give them the information they still seek.

If the PCs did not rescue Tetisurah, the *sepia snake sigil* imprisoning her should end soon after the PCs finish exploring Chisisek's tomb. In this case, it is better for Tetisurah to survive her wounds so she can approach the PCs and request their aid, as detailed in the Development section of area **N4**. Alternatively, you can provide the PCs with other clues that the cult (and Chisisek's body) lie farther to the north. More cultists could arrive in the hidden valley to attack the PCs, carrying written orders instructing them to bring the *Mask of the Forgotten Pharaoh* back to the Sightless Sphinx, or the PCs might encounter a friendly NPC in the Parched Dunes who has seen more cultists in the desert north of here. If all else fails, the PCs could use *Speak with Dead* to communicate with the dead gynosphinx, who has clearly been the cultists' prisoner for some time. However they learn this information, the PCs should be ready to once more head into the Parched Dunes in the next adventure, "Secrets of the Sphinx."



DEKA AN-KERET

Deka An-Keret is the governor of Tephu and a member of the Sacrosanct Order of the Blue Feather. She controls access to the city's Great Library, and while not necessarily an enemy of the PCs, she is certainly a rival, as she seeks to prevent them from learning her sect's secrets.



DEKA AN-KERET

CR 9
XP 6,400

Female middle-aged human cleric of Nethys 10

LN Medium humanoid (human)

Init +0; **Senses** Perception +6

DEFENSE

AC 15, touch 13, flat-footed 15 (+2 armor, +3 deflection)

hp 38 (10d8-10)

Fort +8, **Ref** +5, **Will** +15; +2 vs. mind-affecting

SR 22

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +6/+1 (1d8-2)

Ranged hand of the acolyte mwk heavy mace +14 (1d8-2)

Special Attacks channel positive energy 5/day (DC 17, 5d6), hand of the acolyte (9/day)

Domain Spell-Like Abilities (CL 10th; concentration +16)

At will—lore keeper (31), remote viewing (10 rounds/day) 1/day—dispelling touch

Cleric Spells Prepared (CL 10th; concentration +16)

 5th—*flame strike* (DC 21), *greater command* (DC 21), *greater forbid action*^{UM} (DC 21), *spell resistance*⁰

 4th—*discern lies* (DC 20), *divination*⁰, *order's wrath* (DC 20), *sending*, *spiritual ally*^{APG}

 3rd—*bestow curse* (DC 19), *dispel magic*⁰, *invisibility purge*, *prayer*, *searing light*

 2nd—*arrow of law*^{UM} (DC 18), *calm emotions* (DC 18), *detect thoughts*⁰ (DC 18), *eagle's splendor*, *hold person* (DC 18), *spiritual weapon*, *zone of truth* (DC 18)

 1st—*command* (DC 17), *comprehend languages*⁰, *divine favor*, *entropic shield*, *forbid action*^{UM} (DC 17), *sanctuary* (DC 17), *shield of faith*

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

TACTICS

Before Combat Deka casts *shield of faith* and *spell resistance* before any audience or combat.

During Combat Deka tries to avoid conflict, leaving her defense to her priests and temple guards while she casts *sanctuary* and withdraws from combat. She is conscious of her frailty, and if forced to fight, she uses her spells wisely, casting *order's wrath*, *spiritual ally*, and if necessary, *flame strike*. After that, she uses her spells to support her guards. It has been over 20 years since Deka raised her mace in anger,

and more often than not she leaves the heavy weapon behind or asks others to bear it for her.

Morale Deka is a pivotal and important figure not only in Tephu, but in Osirion as well. She chooses escape over death, or failing that, surrender.

STATISTICS

Str 7, **Dex** 11, **Con** 9, **Int** 14, **Wis** 22, **Cha** 15

Base Atk +7; **CMB** +5; **CMD** 18

Feats Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Scribe Scroll, Skill Focus (Sense Motive)

Skills Diplomacy +15, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (local) +15, Knowledge (nobility) +10, Knowledge (religion) +15, Sense Motive +25, Spellcraft +10

Languages Ancient Osiriani, Celestial, Common, Osiriani

Combat Gear *scroll of greater magic weapon*, *scroll of mark of justice*; **Other Gear** mwk heavy mace, *bracers of armor* +2, *headband of inspired wisdom* +2, *mind sentinel medallion*^{UE}, cleric's vestments, spell component pouch, gold holy symbol of Nethys (worth 100 gp), incense and offerings for *divination* (worth 25 gp)

Deka An-Keret is both the *haty-a*, or governor, of the city of Tephu, and the high priestess of the city's largest temple, the Sanctuary of Nethys. She has served in both positions for nearly 20 years, and if not loved by the city's populace, she is respected for her wisdom, sense of justice, and adherence to the law. Trained in the Temple of the All-Seeing Eye in Sothis, Deka was always inquisitive, forever seeking more learning in the temple's deepest archives. The knowledge she gained helped propel her through the ranks of the priesthood of Nethys, and she soon attracted the attention of the secretive Sacrosanct Order of the Blue Feather. The goals of the Order matched Deka's own ideals, and she became an eager convert. Using the influence and political connections of its members, the Order secured her the post of *haty-a* of Tephu, where she could further the sect's aims in her capacity as overseer of the Great Library.

Never physically imposing, Deka has always focused more on improving her mind than on improving her body. Now in middle age, she might even be considered frail, but her dark eyes hold a depth of wisdom, dignity, and spiritual energy, and she still retains a youthful, if severe, beauty. Her garments favor a traditional Osirian style—a white

NPC GALLERY

linen sheath dress beneath a sheer, flowing wrap dress, and a wig of long, straight, black hair covering her shaved head. When holding audiences, Dekka wears a heavy gold headdress, as befits her station as both haty-a and high priestess, but she goes nearly everywhere barefoot. At her breast hangs a gold holy symbol of Nethys on a necklace whose beads are worn smooth with years of contemplation, meditation, and prayer.

CAMPAIGN ROLE

Dekka is not so much an enemy to the PCs as a barrier, but she is an unusual obstacle. On one hand, she wants to further the goals of the Sacrosanct Order and has a lot to lose if the PCs discover the order's secrets, but on the other hand, she is strictly bound by the very laws she is sworn to uphold. Furthermore, she enjoys a position of absolute authority over the PCs, yet she can still be overruled by one with even greater influence and power.

Handling Dekka requires a little forethought, particularly if the PCs behave unexpectedly. She is not an evil villain or a monster, and she can't simply kill the PCs. Instead, her weapon is the law, and her armor is her hundreds of devout followers. Likewise, the PCs can't simply kill her to remove her as an obstacle—at least not without facing the consequences of killing a lawfully appointed ruler.

Although the PCs will likely use Muminofrah to bypass most of the barriers Dekka puts in their way, it is also possible that at some stage the PCs' efforts to work with the system will fail and they will decide to enter the library illegally. If the PCs are caught in the midst of such an activity, they are brought before Dekka as judge and jury. This poses a dilemma for the governor—she has to be seen to be firm but fair. Dekka's punishment for such a transgression is detailed in the adventure, but what happens if the PCs are caught a second time, or even a third? The answer to this question is entirely dependent on the circumstances of the PCs' capture. Are they imprisoned a second time by the tophet in the Outer Sanctum, or did they burn down part of the library during a battle? In deciding Dekka's actions, bear this one fact in mind: she acts within the law, and if the PCs do not, she can do pretty much as she pleases with them. Be careful not to prematurely end the campaign with these repercussions, though. If the PCs are to be executed, for example, they should have the chance to escape or to be freed by allies, and then should continue their research in the library through other means.

One thing that Dekka has completely at her disposal is command of divine spellcasting at the Sanctuary of Nethys. She can refuse any requests for spellcasting from the PCs, particularly those divine spells such as *raise dead* that they might not yet have access to. Of course, other avenues exist for the PCs to acquire these services—the priests of Maat and Thoth at the Houses of Order and

Wisdom might be more than willing to help the PCs in such a case, if for no other reason than that doing so would displease the Nethysians.

Should the PCs actually come into direct conflict with Dekka, she is still a powerful enemy. If she is captured or kidnapped, the Sanctuary of Nethys offers a hefty ransom for her return, but those who claim it should spend the rest of their days looking over their shoulders. If the PCs kill Dekka, the Sanctuary's likely response would be to send several powerful priests to bring her killers to justice, to say nothing of what the Ruby Prince might do to those who slew one of his regional governors.



MUMMY'S MASK

HER EXCELLENCY MUMINOFRAH OF SOTHIS

As the personal representative of the Ruby Prince, Muminofrah has the power and influence to override Tephu's haty-a, Deka An-Keret, but staying on the notoriously capricious Muminofrah's good side is a challenge.



MUMINOFRAH CR 9

XP 6,400

Female human aristocrat 6/bard (court bard) 4 (*Pathfinder RPG Advanced Player's Guide* 81)

CN Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

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

hp 65 (10d8+20)

Fort +7, **Ref** +6, **Will** +12; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 dagger +9/+4 (1d4+2/19–20)

Ranged +1 dagger +8 (1d4+2/19–20)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate [DC 16], mockery^{APG} –2, satire^{APG} –1)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—*reckless infatuation*^{UM} (DC 17), *suggestion* (DC 17)

1st (4/day)—*charm person* (DC 16), *fumbletongue*^{UM} (DC 16), *unnatural lust*^{UM} (DC 16), *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *message*, *prestidigitation*

TACTICS

During Combat Muminofrah is not a warrior and she knows it. She prefers to defuse any potentially hostile situation with her skills or spells, making full use of *charm person*, *suggestion*, *reckless infatuation*, or *unnatural lust*. Failing that, she lets her guards deal with any threat. If hard-pressed, Muminofrah uses her *necklace of fireballs*, even sacrificing her own guards if it means she can escape.

Morale Muminofrah surrenders as soon as it becomes clear she and her guards will not prevail, offering her captors a sizable ransom for her release. She has more than enough money, but only one life, and she's willing to spend as much of the former as is necessary to preserve the latter.

STATISTICS

Str 13, **Dex** 10, **Con** 15, **Int** 8, **Wis** 12, **Cha** 18

Base Atk +7; **CMB** +8; **CMD** 19

Feats Great Fortitude, Improved Initiative, Iron Will, Persuasive, Spell Focus (enchantment), Vital Strike

Skills Bluff +17, Diplomacy +19, Intimidate +21, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nobility) +14, Perception +10, Perform (act) +9, Perform (oratory) +9, Perform (sing) +17, Sense Motive +17

Languages Common, Osiriani

SQ heraldic expertise^{APG} +2, versatile performance (sing)

Combat Gear *necklace of fireballs* (type III); **Other Gear** +1 dagger, *bracers of armor* +2, *ring of protection* +1, noble's outfit, signet ring, jewelry (worth 500 gp)

Her Excellency Muminofrah of Sothis, Fan-Bearer on the Right Side of the King, is a powerful courtier from Osirion's capital city. Her rank is mostly ceremonial, but it carries significant prestige and influence, implying a close, familiar relationship with the Ruby Prince Khemet III, and Muminofrah acts as the pharaoh's personal representative when she's on official business.

Muminofrah's family has been a part of the Sothis elite since the



NPC GALLERY

Keleshite Interregnum, and her ancestors were close confidantes of and served as advisors, concubines, and even wives to several of Osirion's Keleshite sultans. When Khemet I restored native Osirian rule, Muminofrah's grandfather, a high-ranking priest of Abadar, deftly maneuvered the family through courtly intrigues to retain its position and influence in the new regime. Muminofrah's mother was a concubine in the harem of Khemet II, and Muminofrah grew up in the court of Khemet III, quickly making a name for herself as a virtuoso entertainer and a diva. After witnessing one of Muminofrah's performances, the Ruby Prince bestowed upon her the title of Fan-Bearer on the Right Side of the King—though some whisper he did so more to keep a close eye on her and her schemes than as a mark of his favor. However she came by her title, Muminofrah is one of the most powerful nobles in Sothis, and this prestige extends even into the other cities of the Sphinx Basin and beyond.

Muminofrah is a woman of enormous appetites and passions. She has been married no fewer than eight times. Though she claims to have always married for love, it's clear that many of Muminofrah's marriages were shrewd political and social stepping-stones, and she is careful to remain on good terms with all of her surviving ex-husbands (and one ex-wife). She has had legions of lovers, and while the more salacious gossips love to link Muminofrah and the Ruby Prince together romantically, Muminofrah herself always demurely proclaims that she and the pharaoh are "just good friends."

Muminofrah embraces a hedonism and joy in living that contrasts with more traditional—Muminofrah would call them vapid—Osirian aristocrats. She enjoys exotic foods and glamorous lovers, and favors brightly colored, revealing silks and gowns. She surrounds herself with attractive slaves, servants, and sycophants, but she shrewdly watches all that transpires around her, filing away everything she sees and hears for future use—provided she's not distracted by the latest object of her impulsive affections, of course.

CAMPAIGN ROLE

Muminofrah is the primary means by which the PCs can enter the Inner Sanctum of the Great Library of Tephu. The city's haty-a, Deka An-Keret, has complete control over access to the library, but her influence pales in comparison to that of Muminofrah, and she dare not oppose the Sothis courtier. For her part, Muminofrah is terribly bored in Tephu, and views the PCs (particularly the one she chooses as a paramour) as an interesting diversion from the otherwise tedious government business she must complete in the city. Provided they amuse her and keep her entertained, Muminofrah is happy to use her rank and prestige to help them—and

MORE TIME WITH MUMINOFRAH

If the PCs need more time to complete their research in the Inner Sanctum than the adventure's scripted encounters provide, a few ideas for additional interactions with Muminofrah in which the PCs can secure more access are given below.

Crocodile Hunt: Muminofrah invites the PCs on a dire crocodile hunt in the swamps upriver from Tephu. Besides tracking and fighting dire crocodiles, the PCs might even have a run-in with the Cult of the Forgotten Pharaoh, who attempt to assassinate Muminofrah and frame the PCs for the deed.

Feeling a Little Peckish: Muminofrah has a craving for bulette strips simmered in hippopotamus blood sweat, but sadly, such avant-garde cuisine is virtually unknown among the provincials of Tephu. She asks the PCs to go hunt down a bulette and a hippopotamus for her before she literally wastes away from hunger.

Find Me a Scapegoat: An expensive lime green gown that Muminofrah was planning to wear for her paramour has gone missing, and Muminofrah is convinced that one of her slaves stole it. The PCs must investigate the theft, only to discover that the gown was simply misplaced. Muminofrah will hear nothing of it however, and demands that someone pay for the crime.

Just You and Me, My Sweet: If Muminofrah's paramour wants to take things to the next level, Muminofrah is more than willing to do so. For such personal devotion, Muminofrah might even grant more than the standard 3 days of access to the library as a reward. Muminofrah is insecure, however, and needs to be reassured that her paramour feels real affection for her and is not just using her to get into the library.

Sweet Words: Tephu's bards are sorely lacking in talent, so Muminofrah asks the PCs to compose a poem about her and present it to the gathering on her pleasure barge, hinting at dark consequences should the verse fail to adequately capture her ineffable qualities.



she takes no small pleasure in watching the stuffy Deka An-Keret fume helplessly in anger.

Yet a distraction is all the PCs are to Muminofrah. She's much more interested in the dangerous dance of courtly politics, and is highly unlikely to do more than just dally and flirt with a common adventurer so far beneath her station. Nevertheless, Muminofrah is a romantic at heart, and if a dedicated suitor took the time and effort to prove his or her devotion, Muminofrah might just reciprocate—at least until someone more interesting catches her eye.

MUMMY'S MASK

MUMMY'S MASK TREASURES

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

BOTTLE OF SHIFTING SAND		PRICE 750 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint transmutation [earth]		



This ornate glass bottle is filled with loose sand. A *bottle of shifting sand* can be thrown as a splash weapon targeting a specific grid intersection (*Pathfinder RPG Core Rulebook* 202). Treat this attack as a ranged touch attack with a range increment of 10 feet. If thrown on an earthen or sandy surface, the bottle breaks, creating an area of churning, shifting sand in a 20-foot spread that

obliterates tracks and is considered difficult terrain. Acrobatics checks in the area take a -5 penalty. Creatures entering or beginning their turn in the affected area must succeed at a DC 14 Reflex save each round or become entangled until the beginning of their next turn. If they attempt to move while entangled, they must succeed at a second Reflex save or fall prone. At the end of 5 rounds, the sand disappears, leaving no aftereffects.

If a *bottle of shifting sand* is thrown at a creature, a direct hit instead throws up a cloud of whirling sand that surrounds the creature. This cloud of sand provides concealment to the target and any creatures in adjacent squares for 1 round, but has no effect on the surrounding terrain.

CONSTRUCTION REQUIREMENTS	COST 375 GP
Craft Wondrous Item, <i>shifting sand</i> ^{APG}	

EFFIGY OF ANUBIS		PRICE 6,900 GP
SLOT none	CL 13th	WEIGHT 1 lb.
AURA strong necromancy		



This figurine stands several inches tall and is carved of black stone with gold highlights, resembling a man with the head of a jackal. With a successful DC 20 Knowledge (religion) check, a character identifies the figure as Anubis, the Ancient Osirian god of burial, funeral rites, mummification, and a protector of the dead and their tombs. Once per week, an *effigy of Anubis* enables its possessor to use *speak with dead* and ask up to six

questions. The effigy must be placed within the rib cage of a corpse, and the corpse's answers come through the effigy—the jackal's mouth moves with the words. The corpse must still be mostly intact and have a mouth for the spell to work.

In addition, an *effigy of Anubis* can be used to bring a dead creature back to life, though Anubis, as god of the dead, is willing to grant only a temporary reprieve from oblivion. Breaking the figurine reveals a hollow interior filled with diamond dust. If this diamond dust is sprinkled on a corpse that has been dead for less than 48 hours, the creature comes back to life as with *temporary resurrection* (*Pathfinder RPG Ultimate Magic* 243). This effect lasts for 24 hours, at which point the creature dies again. Once used in this way, an *effigy of Anubis* loses all of its magic and is destroyed.

CONSTRUCTION REQUIREMENTS	COST 3,700 GP
Craft Wondrous Item, <i>speak with dead</i> , <i>temporary resurrection</i> ^{UM}	

LOCUST CUIRASS		PRICE 6,565 GP
SLOT armor	CL 6th	WEIGHT 8 lbs.
AURA moderate conjuration		



The overlapping leather plates of this +2 *lamellar cuirass* (*Pathfinder RPG Ultimate Equipment* 12) oddly feel more like insect chitin than the supple leather they are crafted from. This armor's lightweight construction gives it a maximum Dexterity bonus of +6.

The wearer of a *locust cuirass* can take 10 on Acrobatics checks to jump even if distracted or in danger. Once per day as an immediate action, the wearer can summon a swarm of locusts that surround her and support her weight during a fall, causing her to drift slowly down to the ground, similar to *feather fall*. While falling, the wearer can move up to 5 feet in any horizontal direction for every 1 foot she falls, at a speed of 60 feet per round. The wearer takes no damage upon landing. The effect ends as soon as the wearer touches the ground or after 6 rounds, whichever comes first. If the effect expires while the wearer is still in the air, she falls the remaining distance as normal.

CONSTRUCTION REQUIREMENTS	COST 3,365 GP
Craft Magic Arms and Armor, <i>cape of wasps</i> ^{UM}	

MUMMY'S MASK TREASURES

ROD OF THE URAEUS		PRICE 14,400 GP
SLOT rod	CL 8th	WEIGHT 4 lbs.
AURA moderate necromancy		

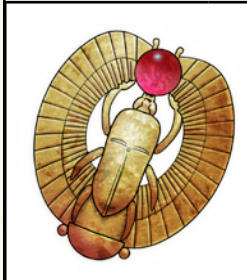


This rod is fashioned in the form of a uraeus (*Pathfinder Campaign Setting: Osirian, Legacy of Pharaohs* 63), the legendary two-headed winged cobra that is the symbol of the Ancient Osirian deity Wadjet, patron of Osirion and the goddess of good serpents, the River Sphinx, and wisdom. The priesthood of Wadjet is credited with creating the first *rods of the uraeus*, but others have since replicated the feat.

A *rod of the uraeus* can be wielded as a +1 *light mace*. When holding the rod, the wielder gains a +2 resistance bonus on Reflex saves and a +5 competence bonus on Sense Motive checks. The wielder can fire a 30-foot line of stinging poison from the rod up to twice per day (once for each head of the uraeus). A creature in the area of effect can avoid the poison with a successful DC 13 Reflex save. On a failed save, a creature is blinded and paralyzed for 8 rounds. Each round on its turn, an affected creature may attempt a DC 13 Fortitude save to end the blindness and paralysis effects. A *rod of the uraeus* functions only if its possessor is lawful.

CONSTRUCTION REQUIREMENTS	COST 7,200 GP
Craft Magic Arms and Armor, Craft Rod, <i>poison</i> , <i>resistance</i> , creator must have 5 ranks in Sense Motive	

SCARAB OF MUMMY DEFENSE		PRICE 12,000 GP
SLOT neck	CL 5th	WEIGHT —
AURA faint abjuration		



This gold amulet is fashioned in the shape of a winged scarab beetle holding a large ruby that represents the solar disk. The scarab grants its wearer a +4 bonus on saving throws against fear effects, and enables its wearer to detect any mummy within 60 feet, although he must concentrate as

a standard action to use this ability. In addition, anytime the wearer would be affected by a curse or disease effect, the *scarab of mummy defense* can absorb the effect with no harm to the wearer. Upon absorbing 12 such effects, the scarab turns to dust and is destroyed. An effect that's both a curse and a disease, such as mummy rot, is considered a single effect for these purposes.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Craft Wondrous Item, <i>detect undead</i> , <i>remove curse</i> , <i>remove disease</i> , <i>remove fear</i>	

SUN FALCON PECTORAL		PRICE 5,400 GP
SLOT neck	CL 5th	WEIGHT 3 lbs.
AURA faint evocation [light]		



This ornate pectoral necklace is crafted out of articulated gold plates arranged in the shape of a falcon—the sacred animal of Horus, the Ancient Osirian god of the sun and the sky.

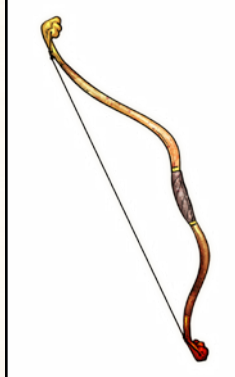
When outdoors and in an area with direct, natural sunlight, the wearer of a *sun*

falcon pectoral can call down dazzling beams of sunlight from the sky once per day. As a standard action each round for 5 rounds, the wearer can call down a 5-foot-wide, 30-foot-long vertical sunbeam anywhere within 100 feet. A creature struck by a beam takes 3d6 points of damage and is blinded (a successful DC 14 Reflex save halves the damage and negates the blindness). The wearer does not need to call down a sunbeam each round, but once 5 rounds have passed, no more beams can be called down.

Indoors, underground, or in areas of darkness, the wearer can instead create a *daylight* effect from the necklace once per day. The daylight effect lasts up to 2 hours. Whether used to create *daylight* or sunbeams, a *sun falcon pectoral* can only be used once per day.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
Craft Wondrous Item, <i>daylight</i>	

SWARMBOW		PRICE 11,275 GP
SLOT weapon	CL 6th	WEIGHT 2 lbs.
AURA moderate conjuration		



This +2 *composite shortbow* is carved of withered juniper wood to resemble a swarming mass of wasps. Favored by the mystical bee-people called the thraie, a *swarmbow* has a considerable draw, requiring a minimum Strength modifier of +5 to use it without penalty. Once per day on a successful strike with an arrow fired from a *swarmbow*, the wielder can cause a wasp swarm (*Pathfinder*

RPG Bestiary 275) to appear around the target of the attack as an immediate action. The swarm attacks any creatures occupying its area, but remains stationary and does not pursue fleeing creatures. The wasp swarm remains for 1d4+2 rounds or until destroyed.

CONSTRUCTION REQUIREMENTS	COST 6,075 GP
Craft Magic Arms and Armor, <i>summon swarm</i>	

MUMMY'S MASK



TEPHU, CITY OF THE REED PEOPLE

Just upriver from the city of An stands its sister city Tephu: City of the Reed People and home to the Great Library of Tephu, the greatest repository of knowledge in Osirion. Tephu is an enigma, with secrets shrouded behind an innocent facade. The gently waving reeds hide the black-scaled hetkoshu, just as the smiling face of the Outer Sanctum conceals an empire of knowledge with lurking secrets and outrages. Some say the library is a living thing that winds through the city, ever-shifting and loath to give up its secrets. In truth, the full extent of the Great Library is a mystery known only to a handful blessed enough to walk its stacks and pluck knowledge from its branches.

—Excerpt from *Along the Sphinx*

TEPHU, CITY OF THE REED PEOPLE

The confluence of the Crook and the Asp, where they join to form the great River Sphinx, is the site of the three sister cities Wati, An, and Teph. Founded in -1605 AR, Teph sits on the west bank of the confluence, across the water from its sister cities. While An and Wati glower enviously from across the rolling river, Teph folk look down upon the other two cities, regarding them as lesser, and those two cities bear the butt of Teph's jokes. Teph is not the oldest of the sister cities, nor is it the largest, but having made a fortune in papyrus and become a center of scholarship, Teph regards itself as the home of culture—not just in the region, but in all Osirion.

Surrounded by tall, swaying papyrus reeds and towering orchards of date palms, this ochre city teems with movement, its famous papyrus merchants busily filling the latest shipments for Sothis and beyond. The papyrus of Teph, they say, does not keep secrets; the secrets return home like fish returning to spawn. All knowledge eventually returns to the Great Library of Teph, sitting among millions of words of recorded history and academic texts carefully shelved into the stacks, for the library to either boast about or hide.

Yet it's not only the library that most know Teph for—it is also Teph's papyrus trade. This was a town that grew on the back of the papyrus that was so easily created here, and later a city that grew on the money of the traders in the town. This is a land of plenty and fortunes are waiting to be made. From the lowliest apprentice rolling her first fibers to the master artisans crafting the finest quality papyrus, all work and trade here, hoping to make their fortunes and often succeeding. As competition within the city is fierce, Teph traders are astonishingly aggressive. They learn from their masters, who in turn learned from their masters, and have over centuries honed their talents for commerce and negotiation. To a merchant from Teph, the only reason the word "no" enters a conversation is because the price is not yet quite right.

The River Sphinx toils on its way to the Swells of Gozreh nearly 200 miles northward. Near the city, the fields of papyrus plants that grow for miles around keep the river's flow calm. These plants add stability to the shore and keep the worst effects of erosion at bay, while intermixed white and blue lotus flowers lend an air of tranquility to the landscape and a gentle perfume to the breeze.

From the endless parade of barges to the abundant fish that are devoured by the great hetkosu, the waters of the River Sphinx are never still. Those who fish here

are always on the lookout for the black-skinned crocodiles, the clumsily aggressive hippopotamuses, and even worse creatures that lurk in the depths of the river.

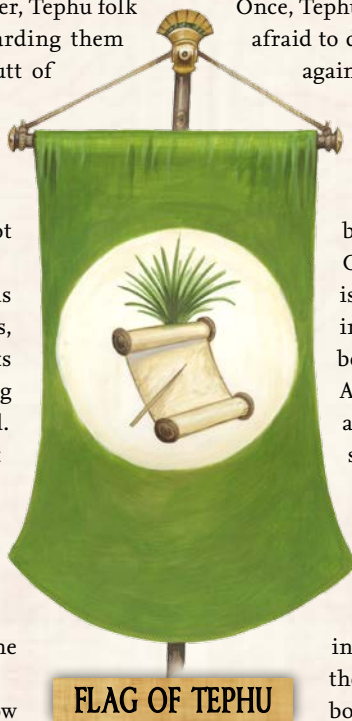
TEPHU'S DISTRICTS

Once, Teph sat back from the River Sphinx as though afraid to dip its toes in the water, but it now presses against the river's edge, trusting that the swaying papyrus fronds will absorb the worst of the floods' fury and the embankment will do the rest. Space is at a premium within Teph, pinched as the city is between the river and the desert—only the Old City remains free of crowding. The city is further divided by a canal that cuts deeply into the city, bending behind the Old City before meeting with the Sphinx once again. Along the canal, the papyrus manufacturers and merchants have erected elaborate and sometimes gaudy townhouses called *riads*, built on the backs of slaves who toil day and night to meet the demand for the finest quality papyrus in Osirion. In the shadows of these townhouses and warehouses live the majority; crammed into apartment and shanty towns, raising their chickens, they strive to keep the jackals, both animal and human, from their doors.

New City: This crowded and chaotic district has grown up between the river and the Old City. The New City is the center of trade in Teph, and the streets of the district are congested and noisy. This district caters to visitors, who can find welcoming coffee houses, take a deserved bath in a hammam, or barter for commodities such as dates, olives, carpets, and of course papyrus.

The New City is separated from the River Sphinx by an earthen embankment. Beyond this levee—which teems with traders, guides, and children—are the papyrus fields, filled with carefully tended plants guarded jealously by their owners and hired workers. Sturdy piers stretch into these reeds, allowing moorage for harvesting boats, and further out, where the river is deeper, providing safe harbor for shipping vessels and the barges of visiting dignitaries.

Old City: The original city of Teph was built at a distance from the river to avoid the worst of the annual flooding, with stone walls to keep out the rest. Throughout the Old City, remnants of the past stare mournfully from sandstone walls worn by time. Sandstorms over the ages have worn away many of the features of the dozens of statues and hieroglyphs that populate the plaza; some are known only because of diligent record keeping by the scribes of



FLAG OF TEPHU

MUMMY'S MASK

TEPHU

LN large city

Corruption +0; **Crime** +2; **Economy** +4; **Law** +3; **Lore** +6; **Society** +4

Qualities Academic, Holy Site, Prosperous, Strategic
Location, Wealth of Information

Danger +10

DEMOGRAPHICS

Government autocracy

Population 19,480 (15,584 humans, 1,753 half-elves, 718 elves, 681 halflings, 389 dwarves, 355 other)

Notable NPCs

Abderrahmane Zagora (N male human expert 10)

Commander Abdallah (LG female human fighter 8)

Grand Scholar Fatimid (N old male human bard 4/
wizard 6)

Haty-a of Tephu Deka An-Keret (LN female human
cleric of Nethys 10)

High Priest Netukheret (LN female human cleric of
Thoth 17)

High Priest Khu (N male human cleric of Maat 14)

The Viper (CE male human rogue 11)

MARKETPLACE

Base Value 11,200 gp; **Purchase Limit** 75,000 gp;

Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

NOTES

Wealth of Information The Great Library at Tephu is a vast repository of knowledge. (*Lore* +2; *Society* +2)

Outer City: The edges of Tephu where the city greets the desert are collectively known as the Outer City; here the poor and working class make their homes. The back streets are crammed with improvised dwellings, children at play, and squalid souks selling anything from rope to staple foods to flax. Those toiling in the date orchards and papyrus mills return to this district each night, and the scent of garlic, onions, beer, and sweat wafts from cramped houses and small public squares.

Wadjet's Walk: Tephu's canal, named Wadjet's Walk in honor of the goddess of the Sphinx River, runs through the district that shares its name. The Walk was designed to bring water deeper into the city and to facilitate trade. It flows through the city, flanked on both sides by fine apartments, the offices of the papyrus merchants, and bustling markets. Water is drawn from the canal by those locals not wealthy enough to have access to wells, while laundry women ply their trade at its edges, carefully watching out for the crocodiles that also call the canal home. Wadjet's Walk is navigable by all but the largest sailing vessels, and visitors regularly arrive at the Old City to visit the *haty-a* (or governor) via this canal.

The merchants, traders, and wealthier artisans of Tephu live in this district in colorful riads with lush green courtyards and beautiful arched doorways. Others make do with simpler dwellings, generally mud brick or sandstone compounds and apartments. Mausoleums, souks, and even fortified communal granaries are crammed side by side with temples, small palaces, papyrus mills, and warehouses. When particularly popular or notable caravans come to town, the squares are overtaken by bright circular tents while carts and overloaded camels block the streets.

NOTABLE LOCATIONS

The following are some of the more prominent or noteworthy locations in Tephu.

Academy of Scribes: It's said that nothing ever happens in Tephu without someone writing it down. The Academy of Scribes, the largest such academy in Osirion, is run by the kindly Grand Scholar Fatimid, who recently has been suffering from bouts of prolonged forgetfulness, and has been picked up by the watch in various locations about town—partially dressed or spouting mad ravings. The day-to-day running of the academy has fallen to **Scholar Idriss** (LN female human cleric of Nethys 8), who correctly fears that the old scholar is succumbing to dementia.

Idriss keeps the vast number of scribes busy and oversees the training of the clerks, who enter the academy at 5 years of age and remain until they are of marriageable age, when they're given the choice to continue their careers or leave the service of the academy. The youngest are tutored by a dozen elderly wizards, while those drawn to the gods'

the Great Library. The Old City is built around the Great Plaza, which was built upon the ruin of the old palace. This airy, open space amid the bustle of the city is home to both the Sanctuary of Nethys and the Great Library. In the plaza's atmosphere of calm, sisters of Nethys shuffle past temple guards, wealthy merchants, and scholars. The library's Outer Sanctum stands at the heart of the Great Plaza, surrounded government buildings and the finest townhouses and offices of Tephu's worthiest citizens.

Two gates allow access into the Old City—the Gate of the Sun, which faces the river, and the Gate of the Moon, which faces the desert. However, countless alleys and passages have punctured the old walls over the centuries, leaving the surrounding wall riddled with holes that allow people to pass into the Old City. While beggars and pilgrims are not turned away from entering the Old City, peddlers and hawkers are actively and aggressively removed. The area is diligently patrolled by the Tephu watch, who aren't known for their patience.

TEPHU, CITY OF THE REED PEOPLE

service are trained by the Seer Sisters from the nearby Sanctuary of Nethys. Being trained in Tephu is a great honor and badge of respect; those who study here are very serious as they engage in research in various parts of the Great Library or move silently about the city.

Anippe's Date Orchard: A pleasant, shady retreat from the bustle of urban life, Anippe's Date Orchard sits just on the outskirts of town. The orchards have been worked and maintained for generations, and the city has expanded right up to the operation. In fact, the groves were much more expansive 2 centuries ago. The siblings who inherited the orchard back then sold off parcels of the land to eager agents looking to expand the city. This sale transformed the former orchards into a significant nest egg, an investment that has launched the Anippe family into social circles far higher than farming ever would.

The grove produces dates of excellent quality, and many dishes served within Tephu feature their distinctive taste. The dates are also dried and exported beyond the city's borders, and sometimes to lands beyond Osirion.

In addition to harvesting the fruits of the palms, workers tap their trunks to extract their sap, which is then fermented into palm wine. Some of the palm wine is further distilled into a more potent drink called lagmi.

Camel Souk: This square is given over to a camel souk—a noisy mass of livestock, temporary pens, and traders haggling. Many of the stock are lazy or aggressive camels that no one would wish to own, but characters who succeed at a DC 15 Handle Animal check can find animals suitable for use as mounts.

Caravan's End: This inn caters to merchant caravans and travelers just stopping through or to those that don't have lingering business in the city. Located just inside the city on the road that heads north along the River Sphinx, it features comfortable, well-appointed rooms at fair prices.

Because it caters to traveling merchants, Caravan's End has an impressive amount of space dedicated to stabling horses, camels, and even rare mounts and beasts of burden. Stabling carries an additional cost, and guests can spend extra to have their animals groomed, healed, treated for infections or diseases, and even trained if the owner wishes to leave his animals for an extended period of time (often between regular visits to the city). The inn also has a deal with a local granary, allowing it to provide discounted feed to its guests.

Dark Depository: Part of the Inner Sanctum of the Great Library, this archive contains many works deemed too dangerous for public access. The Dark Depository is detailed on page 25.

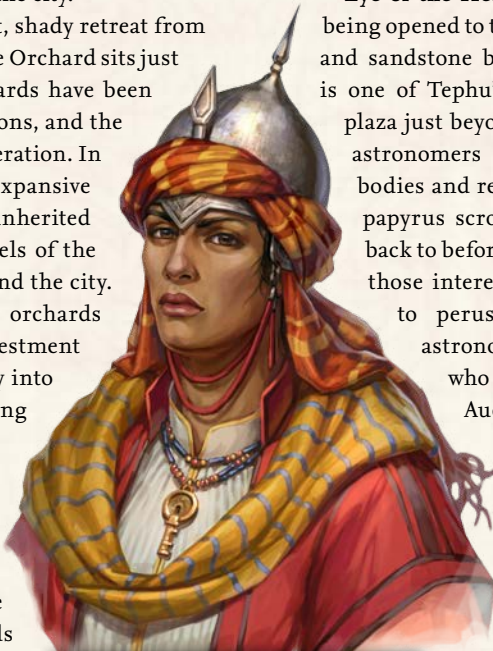
Eye of the Heavens: A massive dome capable of being opened to the night sky caps this huge marble and sandstone building. The Eye of the Heavens is one of Tephu's oldest buildings, and lies in a plaza just beyond the wall of the Old City. Here, astronomers plot the movement of celestial bodies and record their measurements on long papyrus scrolls. They keep an archive dating back to before the founding of Tephu itself, and those interested in the stars pay handsomely to peruse the records kept here. The astronomers are always cautious of those who come to study the movements of Aucturn, however, and turn them away more often than not.

The observatory is built around an incredible device of brass, copper, and sandstone known as the Oracle of the Heavens. The Oracle is used to predict the passing of comets, eclipses, the precise time of sunrise and sunset throughout the year, and other celestial events.

Fort Tephu: A squat sandstone building houses the main military force of Tephu. The fort covers a broad footprint, and has two floors and a tower that rises above the main building, commanding an excellent view of the city. Commander Abdallah, who leads the city watch, has a perpetually stern face, and she rules her soldiers with iron discipline. Her admiration for the city and its haty-a borders on fanatical, and she is a devout worshiper of Abadar, encouraging her troops to attend prayers regularly. She also personally oversees the drilling of the watch three times per day with the aid of her two captains, Daghreb and Maranad.

The fort has a large stable housing hundreds of camels and horses, and a percentage of the watch are trained cavalry, able to cover long distances and fight from camelback. The fort is rarely in a state of alert, however, and attack is considered not only unlikely but almost unthinkable in these enlightened times.

Gate of the Moon: The Gate of the Moon has a magnificent arched bridge that crosses the slow-moving Wadjet's Walk. Said to be blessed by Thoth, the Gate of the Moon bears a curious attraction to scholars, who gather there to philosophize and consider the finer points of life. The scholars are often seen strolling along the bridge while talking to themselves, or loudly extolling some



COMMANDER ABDALLAH

MUMMY'S MASK



LOCATIONS

1. Academy of Scribes
2. Anippe's Date Orchard
3. Camel Souk
4. Caravan's End
5. Dark Depository
6. Eye of the Heavens
7. Fort Tephû
8. Gate of the Moon
9. Gate of the Sun
10. Great Library of Tephû
11. Hammam of Jebel
12. Houses of Order and Wisdom
13. Inn of the Desert Winds
14. Medina of Tephû
15. Palace of Gentle Reeds
16. Papyrus House
17. People's Square
18. Plaza of the Bright Horizon
19. Sanctuary of Nethys
20. Tower of Ra's Glory
21. Vault of Hidden Wisdom
22. Well Digger's Plaza

TEPHU

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new theory. The haty-a finds the bridge a valuable resource for scholars and encourages such activity—providing those scholars don't contradict the teachings of Nethys or foment rebellion. The philosophers are a diverse group, ranging from portly layabouts who have not washed in months to bright young idealists confidently predicting the rebirth of the Osirian Empire.

Gate of the Sun: The Gate of the Sun is the main thoroughfare between the Old City and the New City. A row of guards ensures that the hawkers, false guides, and other shady dealers who cram the gate do not enter the Old City, but they allow in pilgrims, beggars seeking alms, and those with official business.

Great Library of Teph: The vast blue dome of the Great Library looms over the Great Plaza. The walls of the building are propped up by enormous footings, and a massive bronze door allows access. The building actually houses only the Outer Sanctum, the public part of the Great Library; access beyond is granted only by the haty-a of Teph. The Outer Sanctum is watched by day by curators and temple guards, and at night the place is empty save for its guardians and the rare scholar with special dispensation to stay later. The Spiral Archive, part of the Great Library's Inner Sanctum, lies beneath the Outer Sanctum, and access to it is tightly controlled by the library's curators. See page 20 for details on the Spiral Archive. Beyond, the library courses, weaves, and slithers into the very fabric of the city, and is said to touch every part of Teph, much like the catacombs or sewers that underlie other cities. Building works often uncover forgotten wings, strange cabinets of ancient crumbling scrolls, or caches of tomes and books.

Hammam of Jebel: This enormous hammam claims to be the largest public bath in Osirion. The pool beyond the disrobing chamber is almost 100 feet long, while the steam and cold rooms can each seat hundreds of customers at a given time. An army of masseurs await to brutalize bathers at the end of the process with scented oils and strong hands. Visiting the hammam costs 1 sp.

Houses of Order and Wisdom: This large building contains two temples—one dedicated to Maat and the other to Thoth. Though they share exterior walls, the temples are largely separate, with only a pair of doors penetrating the wall between them. The Houses of Order and Wisdom were built shortly after the founding of Teph and served as the center for civil administration

until Qadira's satraps came to rule Osirion. As worship turned to the modern gods, the Sanctuary of Nethys overshadowed the Houses of Order and Wisdom both spiritually and physically.

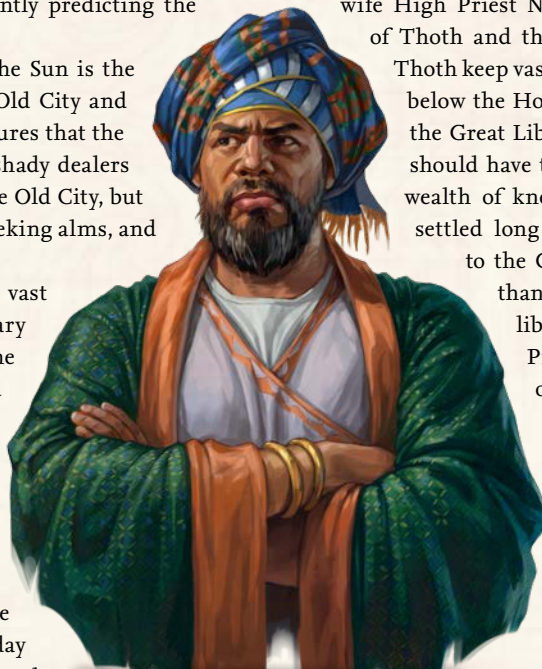
High Priest Khu sees to the shrine of Maat, and his wife High Priest Netukheret maintains the shrine of Thoth and the library within. The priests of Thoth keep vast records in chambers within and below the House of Wisdom, and they gaze at the Great Library with envy, feeling that they should have the exclusive right to catalog the wealth of knowledge held within. An accord settled long ago restricts the priests' entry to the Great Library, however—no more than three of them can peruse the library at any given time. High Priest Netukheret takes every opportunity to assign her clergy to study within the Great Library, where they copy and memorize the more valuable information they encounter in order to add to their own sizable collection.

While the priests of Thoth maintain their original task of cataloging knowledge, the clergy of Maat are no longer as heavily involved in the administration of

Teph as they were in ancient times, although a few priests still serve as judges or magistrates in Teph's government. Instead, most priests now administer to the needs of members of the community who still revere the old gods. The House of Order holds small shrines to all of the nonevil ancient gods, and keeps its doors open throughout the daylight hours, allowing worshipers to come and go freely as they leave offerings to the old gods. Other visitors to the House of Order request mediation from High Priest Khu, who is well known and appreciated by many merchants in Teph for his skillful service.

Inn of the Desert Winds: This inn is among the most popular in Teph among travelers and those new in town. The inn has comfortable rooms and a spacious tavern where dozens of patrons drink and dance long into the night, with performers every night of the week. The kitchen billows mouth-watering scents throughout the building, carrying the aroma of roasted waterfowl, roasted vegetables, grilled fish, baking bread, and bean or barley stew with sliced eggs.

The inn's owner, **Thabat Pehta** (N female expert 3), tends the bar, serving up an array of beverages for thirsty travelers. In addition to yeasty beers and palm and date wines, Thabat makes a pomegranate liqueur that is easily



ABDERRAHMANE ZAGORA

MUMMY'S MASK

THE BASICS OF MAKING PAPYRUS

Papyrus is made from the papyrus plant, a reed that grows in abundance along the banks of the River Sphinx. These plants grow in thick clumps in the water and can reach heights of up to 16 feet. The shores of the River Sphinx are cloaked in dense clumps of the plant, but closer to the city of Tephu, the boundaries of individual plots are fiercely guarded and marked out by slender rods marked with hieroglyphs and tied with ribbons dyed the house colors of the owner.

After a papyrus reed is cut, the outer layer is removed and the inner layer is cut into thin strips that are soaked in water for several days to soften them. The strips are woven together or stacked in alternating layers. The resulting sheets are then rolled flat using heavy stone rollers. After they are rolled, the sheets are wrapped in linen and pressed flat between heavy wooden blocks before being allowed to slowly dry. The linen is changed over the next few days until, about a week into the process, the final papyrus can be rolled again and is ready to sell. The finished sheets can then be cut into whatever shape or size is desired, or joined end to end to form long rolls.



considered the best in town. She has considered leaving the operation of the inn to her husband in order to expand her distillery, but can't yet pull herself away from the bustle of tending bar.

One regular patron of the Inn of the Desert Winds flows in and out of the building like a gentle breeze. This unscrupulous figure, known as The Viper, involves himself in a list of criminal activities as extensive as the tavern's menu. He mainly acts as a fixer, but he also fences stolen or illegal goods, traffics in various drugs, and can even be contacted to arrange a hit.

Medina of Tephu: The vendors in this complex maze of shops sell everything from brass lamps, herbs, and spices to linen and cotton fabric, enormous clay pots, and copperware. The shops are crammed into a handful of alleys in which light is fleeting at best, so it's quite possible to get lost. Every 15 minutes spent in the medina, PCs must succeed at a DC 15 Survival check to avoid getting lost when looking for a specific shop. Those who become lost in the medina often end up victims of pickpockets or worse—many petty criminals stroll the medina hoping to spot the look of confusion that identifies a potential mark. Because of this risk, new visitors to the medina often hire guides, who charge just a few coppers for an hour's service. These guides are frequently children, and many are paid by merchants to bring patrons to specific shops. The merchants in the medina haggle like it's an art form.

GMs using the bargaining rules on page 138 of *Pathfinder RPG Ultimate Campaign* to simulate this haggling should treat the merchants as having a Charisma score of 14 and a +16 bonus on Appraise, Bluff, Diplomacy, and Sense Motive checks.

Palace of Gentle Reeds: This lush estate is set aside for the pharaoh's use, but more often than not his representatives enjoy the palace's amenities instead. Gardens and water features surround the property, and peacocks pecks at insects in the soft grass. Though this is usually a quiet and peaceful block of Tephu, recently the Palace of Gentle Reeds has become a lively whirlwind of entertainment and commerce as performers and merchants have flocked to the growing collection of tents that have sprung up since the coming of Muminofrah of Sothis. With her ostentatious pleasure barge docked in the canal in front of the palace, the spontaneous revelry has expanded down the bank of the canal and now winds through neighboring streets.

Papyrus House: Home to the taxation and mercantile services of Tephu, the huge Papyrus House is run by the grumpy Abderrahmane Zagora with the help of a large body of clerks, assistants, inspectors, and enforcers who collect taxes and dues from the thousands of merchants and citizens within the city. Haty-a Deka An-Keret despises Zagora, who she correctly suspects is loose in his enforcement of the taxation laws, taking regular bribes and gifts from the wealthier locals in exchange for more liberal interpretation of the laws.

People's Square: By day this plaza is busy, if pedestrian. But by night, after the hot sun descends, it's transformed into a stage for fire-eaters, street-vendors, acrobats, dancers, contortionists, snake charmers, and other performers. The square throngs with life, and the scent of charcoal-cooked food, incense, mint tea, and densely packed bodies is almost overpowering. The plaza is crowded with locals wearing their finest clothing, wigs, and makeup and ready to be entertained. The entertainers are incredibly diverse: storytellers, jugglers, magicians and wizards, bards, dancing baboons, artists, and singers. Slipping among these entertainers are hawkers, petty traders, and thieves. Apothecaries, dyers, perfumers, wig-makers, and other artisans are some of the many diverse traders frequently encountered in the square after dark.

Plaza of the Bright Horizon: Built partly upon the ruins of the first palace to stand in Tephu, the Plaza of the Bright Horizon stretches almost 500 feet long and nearly as wide. Its marble surface echoes the footfall of visitors, and 16 huge pillars depicting the history of the city rise from it between the Great Library and the Sanctuary of Nethys. Magnificent riads and official buildings surround and overlook the plaza, which during religious festivals and

TEPHU, CITY OF THE REED PEOPLE

civic events is opened to all visitors and crammed with celebrating crowds.

Sanctuary of Nethys: The present haty-a of Tephu, Dekan-Keret, lives and works in this magnificent marble and sandstone building, one of the largest buildings in Tephu. Every inch of the Sanctuary is painted or carved with depictions of the life and miracles of the All-Seeing Eye.

Tower of Ra's Glory: The remains of an ancient marble and sandstone tower clutter the center of this small plaza with stacks of stone blocks. A cluster of coffee houses, markets, and small businesses ring the rubble-choked plaza. For more information on what lies beneath the ruins, see page 32.

Vault of Hidden Wisdom: The entrance to this archive, part of the Great Library's Inner Sanctum, is carefully hidden—its existence is unknown to the citizens who walk past it every day. See page 32 for more details on this site.

Well Digger's Plaza: This open square was once the site of a short but bloody rebellion, but now the place is an idyllic escape from the bustle of the city. A gorgeous marble fountain is built upon the location of the first well dug outside the Old City. The well was dug without permission of the city's haty-a over a thousand years ago, and for generations it was a gathering place for the poor and working classes. Citizens would gather and commiserate with one another about new regulations and taxes, between glowering glances at the walls of the Old City. When city officials came to block access to the well, the citizens there refused to abandon what they considered theirs. Refusal turned to aggression, which then turned to bloodshed. The fountain was built on the site centuries later.

TEPHU PAPYRUS

In most markets in Tephu, standard grade papyrus costs 4 sp per sheet, but more robust papyrus and sheets with special qualities are also available in the city's markets and shops.

Impossible Papyrus: Touted by its creator as being so strong that it's impossible to tear, this papyrus is popular with adventurers, builders, engineers, and others who take books, journals, and maps into difficult places. Impossible papyrus has hardness 1, and tearing it requires a successful DC 24 break check. Impossible papyrus costs 3 gp per sheet.

Set's Papyrus: Dark papyrus is mixed with a dye made using a secret recipe that gives the papyrus a vague luminescence when pressure is applied via a stylus, rendering whatever is written on it visible even in complete darkness. The writing faintly glows red for 1 hour before fading to normal writing. Set's papyrus costs 5 gp per sheet.

Sphinx Papyrus: Some merchants claim the process for making this unusual papyrus came from a sphinx, while others say this form of papyrus merely borrows the great river's name. Sphinx papyrus is thin and light, but surprisingly robust. A full-sized sheet of sphinx papyrus can be folded down to the size and thickness of a copper piece, allowing the message or magic scroll to be hidden within a tiny space. Sphinx papyrus costs 10 gp per sheet.

Tephu Spellbooks: Tephu spellbooks are among some of the finest in the Inner Sea, and are in great demand across Golarion. No two are the exactly the same, and they are often created with a particular type of user in mind. Many of these are lengthy and ornate scrolls, as opposed to bound books. Tephu spellbooks cost 50% more than normal spellbooks, but it's said that such books can take any amount of abuse and damage. Tephu spellbooks have hardness 2 and 20 hit points.



MUMMY'S MASK



RITUALS OF MUMMIFICATION

The sight of the bodies rising out of the bog paralyzed half of the bandits with fear. Their leader, a man who'd clearly dealt with zombies before, shouted for oil and axes to dispose of them, but I knew better. These were too well preserved, and intelligent enough to set an ambush. People think mummies are all wrappings and pyramids, but bog mummies are as bad as any pharaoh's guardian.

While our captors ran to join the fight, Bertoulli pried the lockpick from his boot heel, and we slipped out of the wagon and fled, never looking back at the dead and dying...

—Violetta Zendara, submitted for publication in the *Pathfinder Chronicles*

RITUALS OF MUMMIFICATION

For millennia, Ancient Osirion's elite employed mummification to preserve their mortal remains for the ages, believing that as the body fared in its tomb, so would the soul in the Great Beyond. What began as a ritual of preservation, however, soon became a show of opulence. Soon myriad mummified servants were interred with their rulers, along with mummified beasts like crocodiles, elephants, and cats of all sizes. At first, these accompanying linen-wrapped corpses merely served as guarantors of the rulers' wealth in the afterlife, but as grave robbers violated tomb after tomb, necromantic arts were brought to bear to supplement the tombs' traps with undying guardians.

At its heart, mummification is a form of embalming in which a corpse is preserved against decay so long as it remains cool and dry, and is kept away from bright light. Natural conditions can also mummify a corpse, deliberately or otherwise. Principally, it is the degree and longevity of preservation that distinguishes mummification from lesser embalming techniques.

In the Osirian technique, preparations for mummification begin soon after death, before putrefaction can set in. First, the body is drained of blood and the internal organs are extracted (the number and the particular type of organs removed vary by era and culture). Next, the embalmer desiccates the body and organs by packing them with natron, a mixture of salt and soda ash that's harvested from the banks of salt lakes. The skin is treated with sacred oils and essences. The organs may be disposed of, sealed in canopic jars, or returned to the body, depending on the skill of the embalmer and the traditions of the era. Sawdust, linen, and plant fibers are stuffed into the body cavities to restore the corpse to its natural shape. Finally, the embalmer wraps linen strips around the body to protect it from the elements and careless handling. Although the actual mummification is complete before any wrapping takes place, laypeople often mistakenly believe wrapping the body is part of the process. Full mummification takes more than 2 months to accomplish, though shortcuts may be taken for less wealthy patrons (or by unscrupulous embalmers).

Other techniques for artificial mummification vary in the particulars, but most involve halting decay, drying the body, and protecting it with a covering or wrapping. In addition to mundane practices, bodies can be mummified by alchemical means. Such techniques range from desiccating the body via alchemical powders to coagulating fluids and organs into a rigid matrix with an injection. Alchemical mummification preparations also serve as particularly agonizing poisons.

Natural mummification can happen in any environment dry enough to desiccate a corpse before it decomposes. Exposure to the air at high altitude offers the best conditions for preservation, with the cold temperatures

and lack of oxygen inhibiting decay while the dry air draws away moisture. It is far from unheard-of to find the remains of lost mountaineers years or even centuries after their death, preserved where they fell by the cool, dry climate. Some mountain tribes on Golarion lay their dead to rest in this fashion. Tribes may retrieve their dead from the mountain heights once the process is complete, or leave the bodies there. Altitude mummification is also sometimes used as a form of execution or ritual sacrifice.

Bog bodies present a particularly unusual form of mummification, in that they aren't desiccated at all. A bog mummy occurs when a corpse sinks into a peat bog, whether deliberately or by misadventure. The acidity and lack of oxygen effectively pickle the corpse, and over time turn its skin to leather. If the bog is cold enough, the corpse mummifies before decomposition sets in. While bog bodies typically exhibit exceptionally well-preserved skin (detailed facial features are sometimes preserved entirely), they suffer extensive bone degradation as the acidic bath leaches calcium from the skeleton, and other chemicals in the bog dramatically darken the skin.

MUMMIFICATION AROUND THE INNER SEA

Little is known of the origins of mummification. It is likely that some form of mummification was practiced by humanoids on Golarion before recorded history, and that the tradition arose independently in multiple parts of the world. Some of the oldest mummified remains found have been those discovered in abandoned caves throughout the Storval Plateau, the territory of the mysterious Kodar tribes who resided there in prehistoric times.

The Thassilonians devised techniques similar to those used in Osirion, though they did not employ this practice in burial rites or out of any respect for the deceased. Rather, Thassilonian wizards sought to duplicate the conditions that led to the spontaneous creation of formidable undead, animate corpses that possessed great strength, durability, and a corrupting touch. They noted that such undead were often exceptionally well preserved, and developed mummification as a means for preparing bodies for reanimation as the vengeful dead—creatures now better known as mummies.

Mummification was perfected in Ancient Osirion. Whether they copied Thassilonian methods or developed them independently, Ancient Osirians soon surpassed Thassilon's knowledge of preservation and animation. Mummification continues to this day in Osirion, and to a smaller degree in the nations that were once provinces within its ancient borders, such as Thuvia.

The methods and cultural significance of mummification in various parts of the Inner Sea region are discussed further below.

MUMMY'S MASK

Katapesh: Mummification is occasionally practiced by humans in Katapesh, just as it is in the other lands that formerly composed Ancient Osirion. However, gnoll communities in Katapesh instead practice a form of natural mummification. Though gnolls typically eat their dead, they honor their greatest heroes by displaying these heroes' remains in the desert or on mountain heights. Each morning, a member of the tribe inspects the corpse. If the corpse has decayed or has been savaged by scavengers, the tribe declares their hero to be carrion, and call for a feast. If the corpse survives a full lunar cycle, Lamashtu is said to have shown her favor, and the gnolls bring the remains—now mummified by the desert's arid heat—to their final resting place in burial cairns hidden in the caves of the Brazen Peaks.

Kodar Mountains: The mummification rituals of the Kodar tribes went through two phases. They began by practicing natural mummification, merely setting the bodies on lofty mountain peaks and positioning them to face the rising sun. These mummies typically are found in funerary garb, but some, particularly children, show signs of having been left in the mountains alive in a form of ritual sacrifice. In later ages, mummies were dismembered, cured over a fire, and then reassembled. Bundles of animal hair and paste made from the funerary ash were used to fill out the body and rebuild its features, and a wig made from a descendant's or another tribesperson's hair was placed on its head. Mummies formed by natural processes are generally found in the open air, while fire-cured mummies usually lie in caves. No record survives to indicate why the Kodar tribes preserved their dead.

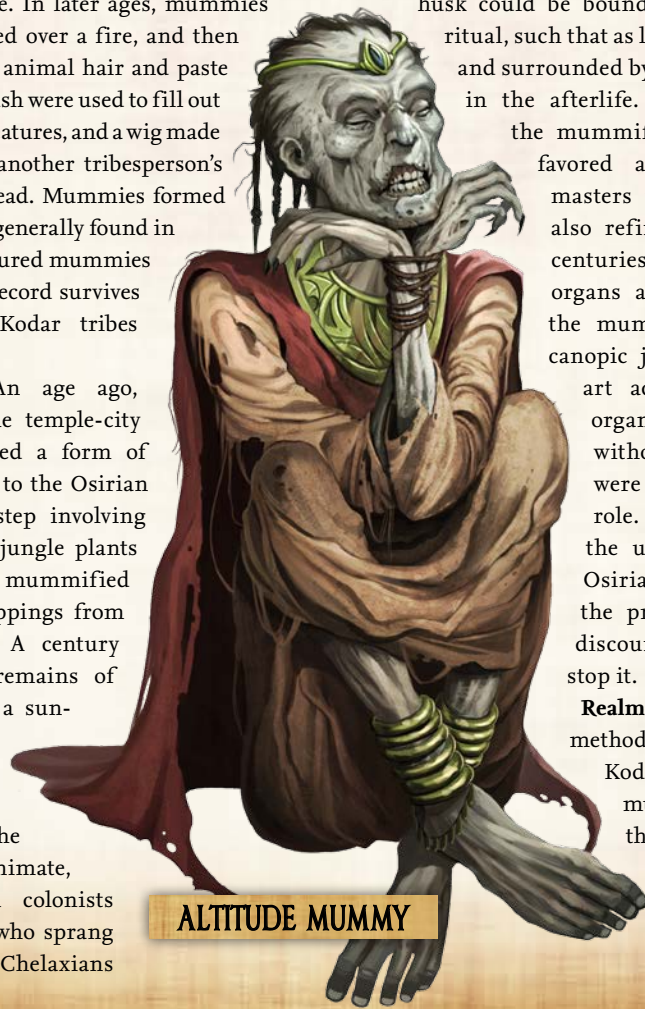
Mwangi Expanse: An age ago, the sun-kings ruled the temple-city of Mzali. They practiced a form of mummification similar to the Osirian method, but added a step involving lacquer extracted from jungle plants to preserve both the mummified body and its linen wrappings from the jungle's humidity. A century ago, the mummified remains of a child in the garb of a sun-king were recovered, and identified by the writings on his tomb as Walkena. Though the mummy was at first inanimate, an attack by Chelish colonists angered the child-god, who sprang to life and smote the Chelaxians

with fire. Now Walkena rules in Mzali, promising to drive the foreign colonists from the region.

Nidal: Of the mortifications practiced in obeisance to the Midnight Lord, few match the horror of self-mummification. Over the course of years, worshipers of Zon-Kuthon starve themselves to the brink of death while ingesting toxic salts to embalm their living organs. When death nears, they bury themselves alive, with only a slender reed for air. There, they meditate on the glorious madness of Zon-Kuthon in the hope that he will elevate them upon their deaths. Those who arise from self-mummification invariably retain a measure of the power and knowledge they possessed in life.

Osirion: Of all the nations of the Inner Sea, none approach the mastery of mummification, the great skill and artistry, exhibited by Ancient Osirion's embalmers. The earliest Ancient Osirian efforts at mummification closely resembled those of Thassilon, and were perhaps adapted from records that have been since lost. Whereas the Thassilonians desired undead guardians, however, the Osirians sought the promise of eternal life in the Great Beyond. The pharaohs believed that the mortal husk could be bound to the soul in a sympathetic ritual, such that as long as the body remained intact and surrounded by wealth, the soul would prosper in the afterlife. Later, this practice extended the mummification of retainers and even favored animals sent to serve their masters in the afterlife. The Osirians also refined their techniques over the centuries. The earliest mummies lacked organs altogether, while in later ages the mummies' organs were sealed in canopic jars. In time, the state of the art advanced sufficiently that the organs could be returned to the body without putrefying, and canopic jars were relegated to a purely symbolic role. In time, the practice spread to the upper and middle echelons of Osirian society. Under Keleshite rule, the practice of mummification was discouraged, though this did little to stop it.

Realm of the Mammoth Lords: Using a method similar to that practiced in the Kodar Mountains, some Kellid tribes mummify their dead by leaving them in the icy heights of the Tusk Mountains. Most of these mummies are sheltered from storms and ice inside caves, where they are interred with



ALTITUDE MUMMY

RITUALS OF MUMMIFICATION

their earthly possessions. Some of these Kellid tribes also use the mountains to dispense justice. While oath breakers and traitors usually meet their end by steel, some clans instead abandon traitors high in the mountains, stripped of all clothing and other possessions. In the rare event a traitor survives the mountains and returns alive, he is considered born anew, free of his old name, dishonor, and worldly possessions. In imitation of this justice, a disgraced Kellid may brave the mountains to expiate his sins. He travels as far as he may, naked against the elements, dying when he can climb no more. Many of these dishonored rise again as ice mummies, sometimes staggering down from the mountain heights to seek revenge.

Ustalav: The peat bogs and chilly climate of Ustalav provide ideal conditions for the formation of bog mummies, also sometimes called bog bodies. One specimen, the Maid of Anactoria, attracts supplicants from across Ustalav, who pay homage to the remains in the hope of receiving healing or prophecy. Enterprising villagers search the bogs for similar corpses, hoping to sell them to collectors, universities, and necromancers. Some aren't above interring a murdered traveler in a bog to make a convincing forgery. In the swamp west of Vauntil, a priestess of Urgathoa known as Karelina has taken to pickling her own bodies. She hastens their preservation and reanimation with the aid of a pair of ghoulish druids.

Vudra: Some of the faithful who worship Irori are so in tune with their bodies that they know the exact moment they will die. Some seek to prepare for this moment and ensure the continuation of their bodily perfection through self-mummification, ingesting rare herbs, strange toxins, and specific teas and foods while still alive to prevent their corpses from rotting. These mummies are often housed in the temples where they taught.

VARIANT MUMMIES

Not every preserved and animated corpse is a linen-wrapped tomb guardian. Some cultures preserve their dead in different ways, and the following suggestions can help GMs represent these variant mummies.

Bog Mummy: A bog mummy's DR changes to DR 10/slashing and is vulnerable to cold instead of fire. A bog mummy causes grave ichor (see page 72) with its slam instead of mummy rot.

Ice Mummy: An ice mummy, sometimes called a mountain mummy or a glacial mummy, lacks a mummy's normal despair and mummy rot abilities, and instead gains the chilling touch and entangling wrappings variant mummy special abilities (see below).

Osirian Tomb Guardian: An Osirian tomb guardian is a mummy that lacks the typical despair and mummy rot abilities, and instead has the infested variant mummy special ability (see page 72).

VARIANT MUMMY SPECIAL ABILITIES

The abilities of a mummy reflect the circumstances of its creation. Mummies that arise from traditionally embalmed corpses usually exhibit standard abilities; those arising from natural mummification or more exotic embalming rituals may not.

Several variant mummy abilities replace a mummy's basic despair or mummy rot abilities, as described in the ability, and do not alter its CR. Exceptional mummies may gain additional abilities instead of having their powers replaced. GMs modifying mummies with additional or variant abilities should check the final monster and adjust the CR appropriately.

These abilities can also be applied to undead with the mummified creature template (*Pathfinder RPG Bestiary 4* 196). For purposes of variant abilities, any ability that replaces despair can replace burst of vengeance, and any ability that replaces mummy rot can replace dust stroke. Optionally, to create a mummified creature with the same special abilities as a traditional mummy, simply replace the mummified creature's burst of vengeance with despair, or replace its dust stroke with mummy rot.

Many variant abilities are described in terms of a standard, linen-wrapped mummy. Adjust the description appropriately for mummies with different origins. For example, an ice mummy grapples and constricts its victims by chilling them to the bone with waves of cold instead of by wrapping them in linen strips (as presented in the entangling wrappings ability).

CHILLING TOUCH (Su)

This mummy's touch carries the chill of glaciers and mountain heights. Its slam attack deals an additional 1d6 points of cold damage, and creatures struck by it are slowed for 1d4 rounds (Fortitude negates). The save DC is equal to 10 + 1/2 the mummy's Hit Dice + the mummy's Charisma modifier. This ability replaces mummy rot.

ENTANGLING WRAPPINGS (Su)

A mummy with entangling wrappings can unravel and detach some of its linen strips to make a grapple check against a creature up to 10 feet away (or twice the mummy's reach for larger mummies). This attack doesn't provoke an attack of opportunity. It can constrict for an amount of damage equal to its slam attack with a successful grapple check. The linen strips remain wrapped around the victim and attempt a grapple check to pin each round on the mummy's turn. They continue to deal constrict damage on a successful grapple check. The wrappings cannot be damaged by any attack or effect while detached, but turn to dust if their victim escapes or dies, or if the mummy is destroyed. If the mummy still lives, its wrappings reappear at the end of its next turn.

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The mummy is not inconvenienced in any way while its wrappings are detached and grappling, but it cannot use its wrappings to entangle again until they return. This ability replaces either despair or mummy rot.

INFESTED (Ex)

An infested mummy carries a scarab swarm (*Pathfinder Adventure Path* #79 89) inside its body cavity. The mummy can release its swarm as a standard action, or it can do so as an immediate action after taking damage from a slashing weapon. The swarm is completely under the mummy's control, and can't be harmed while inside the mummy, though it streams out of the mummy's body if the mummy is destroyed. If the swarm is destroyed, a new swarm grows to replace it in 24 hours. For variation, instead of carrying a scarab swarm, an infested mummy can hold any swarm of CR 3 or lower. An infested mummy's CR is 1 higher than that of a normal mummy, or this ability can replace despair and mummy rot and not affect the mummy's final CR.



MUMMIFICATION GEAR

SPELLSCRIBED MUMMY (Sp)

When scrolls and magical texts are used in place of linen wrappings, the result is a spellscribed mummy. A spellscribed mummy has the complete text of up to three spells written on its wrappings. The total spell levels scribed cannot exceed the mummy's Hit Dice, and the spells must be of a level no higher than half the mummy's Hit Dice. This allows a standard 8 HD mummy spells of up to 4th level that add up to no more than 8 levels. The spells need not be from the same spell list, and arcane and divine spells can both be used in the creation of a spellscribed mummy. Individual spells cannot be repeated. The mummy can use each spell scribed in its wrappings once per day as a spell-like ability, with a caster level equal to its Hit Dice. Save DCs are Charisma-based. A spellscribed mummy's CR is 1 higher than that of a normal mummy.

Lesser: A lesser spellscribed mummy bears a single 1st- or 2nd-level spell in its wrappings, usable once per day with a caster level equal to half its Hit Dice. Its CR does not increase.

Greater: A greater spellscribed mummy operates as a normal spellscribed mummy, but its wrappings can hold as many spells as it has Hit Dice. The total spell levels scribed

cannot exceed twice its Hit Dice, and the spells must be of a level no higher than half its Hit Dice. Spells cannot be repeated, but spells of a level no higher than one-quarter the mummy's hit dice can be used 3 times per day instead of 1. (For example, a standard greater spellscribed mummy with 8 Hit Dice can have up to 8 different spells, of no higher than 4th level, and a total of not more than 16 spell levels. It can use spells of 2nd level or lower 3 times per day, and spells of higher levels once per day.)

In addition, a greater spellscribed mummy has spell resistance equal to its adjusted CR + 11. A greater spellscribed mummy's CR is 2 higher than that of a normal mummy.

Creating a Spellscribed Mummy:

Spellscribed abilities are added to a mummy in a manner similar to magic item creation. The cost is equal to a command-word item that's usable once per day: $1,800 \text{ gp} \times \text{the spell level} \times \text{spell's caster level} \div 5$. For example, spellscribing a mummy with *fireball* costs $1,800 \times 3 \times 8$ (the mummy's HD) $\div 5$, for a total of 3,375 gp. The creator of a spellscribed mummy must possess the Scribe Scroll feat.

VARIANT MUMMY ROT (Su)

Those afflicted with the dreaded mummy's curse wither and fade, resisting all healing until they finally crumble into dust. Other forms of mummy rot exist, affecting the victim in the same fashion as classic mummy rot except where otherwise noted. Typically, the method of mummification determines which type of rot the mummy causes. These alternate strains of mummy rot do not alter the mummy's CR.

Corpse Chills: Corpse chills manifest as bitter cold and frostbite. Those suffering from corpse chills gain vulnerability to cold and resist fire 10. Immunity to cold prevents and suppresses corpse chills, but does not cure the disease if it has already been contracted.

Grave Ichor: Water saturates the skin of victims of grave ichor until their very flesh breaks down and sloughs off their bodies. Grave ichor deals 1d4 points of Dexterity, Constitution, and Charisma damage. The loose skin caused by grave ichor grants the victim a +4 bonus to CMD against grappling.

Phantom Infestation: The victim's skin breaks out in welts, but it exhibits no other trace of infestation until the body bursts in an eruption of scarab beetles at the instant of the victim's death. Phantom infestation imposes a -2 penalty on all ability and skill checks.

RITUALS OF MUMMIFICATION

Swamp Crumble: This affliction causes 1d3 points of Dexterity, Constitution, and Charisma damage. The disease dissolves the bones, leaving behind a putrid mass of skin and organs after death. Bludgeoning weapons and effects deal 1 additional point of damage per die against those afflicted with swamp crumble. As the diseases progresses, the victim's hair turns the color of fresh-spilled blood.

MUMMY FEATS

The following feats either expand a mummy's abilities or defend against them.

CLEANSING BURST

Your channeled energy wards off disease.

Prerequisites: Able to cast *remove disease* or the ability to cure disease with a mercy, channel positive energy class feature.

Benefit: When you channel positive energy to harm or turn undead creatures, any undead creatures in the area lose the ability to cause disease with their melee and ranged attacks for 1d4+1 rounds. If an undead creature successfully saves against your channeled energy, this duration is reduced to 1 round for that creature. Immunity to positive energy negates this ability.

When you channel positive energy to heal living creatures, any living creatures in the area gain a +4 sacred bonus on saving throws against disease for 1d4+1 rounds. Creatures not healed by positive energy receive no benefit.

INFECTIOUS WEAPONS

Your weapons spread your sickness.

Prerequisite: Ability to cause disease with a natural weapon via an extraordinary or supernatural ability.

Benefit: Creatures damaged by your ranged and melee weapon attacks have a chance to contract disease, as though they were damaged with your disease-spreading natural weapon.

PESTILENT

Your unarmed strikes and natural weapons cause extra harm to those infected with your disease.

Prerequisite: Ability to cause disease via a spell, spell-like ability, or supernatural means.

Benefit: When you successfully use a spell, spell-like ability, or supernatural ability to cause a creature to contract a disease, you gain a +2 bonus on attack rolls with natural weapons and unarmed strikes against that creature. In addition, such attacks deal an additional 1d6 points of negative energy damage. If you have the supernatural ability to cause a single disease (such as mummy rot), you gain these bonuses against any creature that has contracted the same disease, even if it did not contract it from you.

RALLYING BLOW

When you strike true in battle, you wash away allies' fear.

Prerequisite: Aura of courage.

Benefit: When you confirm a critical hit against an enemy, any fear effect affecting allies within 30 feet is reduced by one step. Panicked becomes frightened, frightened becomes shaken, and shaken is removed. In addition, any ally suffering other effects from a failed save against a fear effect, such as the paralysis from a mummy's despair aura, receives a new save against the effect at the original DC.

TERRIFYING STRIKE

Your touch spreads fear.

Prerequisites: Despair special ability, mummy.

Benefit: Any creature struck by your slam attack must succeed at a Will save at the same DC as your despair ability or be shaken for 1d4 rounds. If the creature is already shaken, frightened, or panicked, it is paralyzed for 1 round instead. This is a mind-affecting fear effect.

MUMMY SPELLS

The first new spell below can be researched or learned to create variant mummies. Additionally, Urgathoa bestows the spell *virulence* on her clerics as part of her domain over undead and disease.

CREATE VARIANT MUMMY

School necromancy [evil]; **Level** cleric 7, sorcerer/wizard 7

Casting Time 1 hour

Components V, S, M (onyx gems worth 50 gp per HD of the undead to be created)

Range close (25 ft. + 5 ft./2 levels)

Target 1 corpse steeped in a peat bog for at least 24 hours

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions as *create undead* (*Pathfinder RPG Core Rulebook* 262), except it creates one of the following variant mummies: bog mummy, ice mummy, or Osirian tomb guardian.

VIRULENCE

School necromancy [evil]; **Level** cleric 4, witch 4

Casting Time 1 standard action

Components V, S

Range 40 ft.

Area all living creatures within a 40-ft.-radius burst centered on you

Duration instantaneous

Saving Throw see text; **Spell Resistance** yes

All living creatures within the area of effect, including yourself, must immediately attempt a saving throw with a -2 penalty against any and all diseases they have contracted, even if the onset time has not yet elapsed. On a failed saving throw, the affliction has its usual effect. A successful save does not count toward curing the affliction.

MUMMY'S MASK

Trouble in Tephu

PATHFINDER'S JOURNAL: SHADOW OF THE SANDS 3 OF 6

Tell me again how you joined our caravan.”

I looked down at Parili, the smallest child I'd ever seen in a caravan. My accent fascinated the boy, and he'd been pestering me all day to tell stories. I squatted by the fire and settled back on my heels.

“I came to Wati in search of my past.” As I settled into my tale, recounting the fight in the Tooth and Hookah and my encounter with zombies in the necropolis (the latter altered to omit illegal activities), Parili's eyes grew wider and wider.

“And then what happened?” he demanded.

“I stumbled through the streets of Wati, bone-tired and covered with sand. All I wanted to do was bathe and fall into bed. But when I returned to the inn, it was surrounded by guards.”

Parili gave a theatrical gasp. In truth it had been two guards, but that had been enough to set my heart racing. I was sure they were there to arrest me for tomb-robbing.

A bribe to a resident beggar had revealed the truth, though. “Farhaan, the owner of the Tooth and Hookah, had vanished! Someone had seen masked figures drag him from the inn in the dead of night.”

“What did you do?” Parili asked.

I shrugged. “What could I do? I had no allies in the city. The few inquiries I made went nowhere. Farhaan had disappeared, but the mysteries of my past remained. The local translator I'd been using couldn't decipher the tomb rubbings I had, and suggested I visit a sage she knew in Tephu. So I hired on with your caravan as a guard—but not before making one last stop at the inn. It had been shut up in Farhaan's absence, as he had no family to take over the place. And while I barely knew Farhaan, I knew there was one thing he'd worry about while he was gone.”

With a flourish, I flipped open the leather satchel at my side. Toothy's tiny eyes gleamed in the firelight.

I had consulted with an animal handler before leaving Wati, and with his help I'd crafted a travel satchel for my miniature crocodile. The bottom was lined with rags I could dampen whenever Toothy grew too warm, and into which he could nest if he became too cold. While I knew caimans and other crocodylians could be aggressive, Toothy's eyes drooped shut as Parili stroked the little crocodile's rough skin.

While Parili played with Toothy, I leaned in closer to the fire. The nights were surprisingly cold in Osirion, given the blistering heat of the days. Many travelers going between Wati and Tephu would have journeyed straight across the river and been there by now, but given my lack of sea legs, I was distinctly unqualified to work my passage that way, and

my purse was almost empty anyway. Though it irked me to waste time, I had decided to hire on with a caravan traveling downstream to a less desirable but more affordable cargo port, replenishing my funds more with each camel-scented hour as the caravan traded at the flyspeck villages along the way. Now at last we were less than two days from Tephu.

Eventually I freed Toothy from Parili's enthusiastic grip and bid everyone goodnight. The caravan's herd animals stood in a makeshift rope-pen near the central fire. Two smaller fires provided some warmth for the families, while the guards slept under the stars. After ensuring my hieroglyph rubbings were safe in their scroll case and packing Toothy away in his travel-satchel, I wrapped myself in my bedroll and lay down to sleep. Someone would wake me for my shift in a few hours.

As it turned out, I was up sooner than that.

A single scream popped my eyes open and got me moving. More screams joined the first, and by then I was kicking away blankets and drawing one of my blades. The sky was still black. Guards shouted, and I saw figures running toward the central fire. They looked like caravan folk, so I turned my attention to the edges of camp.

I made it two steps before the sand erupted in front of me. The clattering, snapping claws of a scorpion jabbed at my waist, and I hopped back with a cry of shock. The scorpion measured at least three feet from tip to tail, and it was the latter I was worried about. Those claws would cut me up, but a sting from that tail might kill me.

As if sensing my thoughts, the scorpion's tail snapped over its back and straight for me. I slashed wide with my dagger. The steel sliced off a chunk of tail and the scorpion squealed. I stepped back to give myself room to maneuver. Around the camp I could hear more squeals of pain and shouts of alarm.

A second scorpion skittered toward me from my left. I fainted at it, then sprinted right as my original target snapped at me. I drove my dagger into its back, splintering through bony plate. The scorpion gave a gruesome spasm and curled, twitching, on the ground. I left the dagger in its body and drew a second as the other scorpion charged me.

“Nenet!” someone called. I looked instinctively and almost lost a leg to a snapping claw. I jerked back at the last second, but the scorpion clawed a nasty gash under my knee. I stumbled to one side, my blood staining the sand. A caravan guard faced off against two scorpions a dozen yards away. “Nenet, over here!”

“Hold on a minute.” My knee was on fire. The scorpion's tail twitched, and I knew what was coming. I flinched

TROUBLE IN TEPHU



back, and the tail hit the sand in front of me, spraying grit everywhere. The tail retracted and I lunged forward and slammed my blade into the scorpion's head. It collapsed, quivering, and I wrenched my dagger free.

I sprinted to the guard's aid as fast as I could. Together we were able to slay the scorpions in short order. Around the camp, the sounds of combat were fading. Judging by the tight group of caravaneers by the fire and the victorious calls of the guards, the scorpions had been driven off.

A shrill wail cut through the night air.

"Wait here, keep the others safe," I barked to my companion and staggered off across the sand, limping into another ring of firelight.

Two scorpion bodies curled atop spreading pools of blood. A cluster of caravaneers huddled around a small form on the ground. A woman knelt over the body, her wails lashing against my ears. I hurried over and pushed through the crowd.

It was Parili.

Even in the poor light I could see the ashy tint to the boy's skin. His eyes were closed and his breathing shallow. I grabbed the nearest person's shoulder. "Where's the healer?" Every desert traveler knew how to deal with ordinary scorpion stings, but giant scorpions were another matter.

"We—we don't have one," the man stammered. "We were going to hire one in Teph—"

Without waiting to hear more, I dropped to my knees. "Where was he stung?"

Parili's mother couldn't respond, and no one around me seemed to know. I checked his legs and quickly spotted the gash. "Sit him up," I ordered. "Keep his heart above the wound." A bystander propped the boy into a sitting position. "Bring water."

While another man ran to obey, I hurried back to my bedroll and grabbed my backpack. I'd spent some of my time in Osirion collecting and learning the uses of local plants. I hoped what I had would be adequate.

Back at Parili's side, I carefully clean his wound, then mixed a poultice from several roots and applied it to the sting site. "I'll have to watch him."

In some ways, that night seemed longer than the one I'd spent trapped in a coffin. Parili remained unconscious, and I hoped I'd acted quickly enough to neutralize the venom. I replaced the healing poultice several times, each time glad to see the wound clean and cool. Assistant helped me tend to the boy, keeping him sitting upright and me awake.

At last dawn's light flooded over the camp. Exhausted, gritty-eyed, and terribly relieved, I saw that color had come back into Parili's face, and that he was beginning to stir.

"He'll be weak for a time," I said to my assistant, "but he'll live." With the sounds of the caravan stirring around me, I staggered to my bedroll and began breaking camp.

The rest of the day passed in a blur, and it was with extreme gratitude that I lay down once more the next night, having been relieved of a guard shift. Yet before I'd slept

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more than a few minutes, I sensed a presence over me and opened my eyes.

A woman stood looking down at me. Parili's mother.

"Thank you," she said.

I sat up. "You're welcome. Glad I could help."

"I tried to think of a gift," she said, her words accented but clear. "Will you come?"

As sleep seemed determined to elude me despite my fatigue, I stood and followed her. She led me to a pile of supplies and motioned for me to sit down on a crate. I did so, too drained to ask what she had in mind.

Moments later I felt her hands on my head. "Your hair," she said. "It is not good."

"It hasn't been my top priority lately," I said in surprise.

Her fingers moved with strong precision across my scalp. "See how it breaks and knots? You have to oil it."

"I tried when I first got here, but it just ran down my neck when I sweated."

She clucked as she gently worked sweet-smelling oil through my curls. "This is almond oil. Very light. Just a little keeps your hair from drying out. Your mother didn't teach you this?"

"She died when I was little." I closed my eyes, feeling the tension drain away. "My grandfather raised me. He's bald."

She laughed, and we slipped into a comfortable silence. She separated my hair into sections and twisted each section lightly, until it held a coiled shape. "There," she said, what could have been hours later. It was dark, and the quiet sounds of camp surrounded us. She washed her

hands and pressed a silk scarf and a bottle into my hands. "A little oil when you get dry, and tie the scarf around your hair at night. It will be nice now."

"Thank you." I squeezed her hands gently, and we stood there for a moment, two shadows in the darkness.

When I returned to my bedroll, scarf tied securely around my hair, I was asleep before my head hit the ground.

Tephu was a grand city, massive compared to Wati, and smelled of the nearby marshlands. Though I longed to visit the city's famed archives, the translator in Wati had given me explicit instructions to seek out a sage named Bethos. I found his shop at the end of Banded Serpent Lane, near the papyrus workshops. Shelves of parchments lined the walls, and a small golden sphinx gazed serenely from atop his desk.

Bethos looked to be as old as my grandfather, his long white beard bound with engraved brass rings, but fortunately he spoke Taldane. He squinted at my parchments. "These engravings are very old."

"Yes—several hundred years, at least. They were in the tomb of one of my ancestors. I believe they hold a record of how—of my family line." I had to stop myself from saying more. I didn't want to give the sage any ideas about telling me what I wanted to hear. Likely he had travelers in here every week claiming to be descended from pharaohs.

"Tomb writings are often enchanted." Bethos gave me a stern look. Thick black kohl lined his eyes, but a shaky hand had left the lines smudged and imprecise. "My price goes up if I have to deal with wards."

"These are only rubbings. I bought the parchment and charcoal in a marketplace, so I doubt they contain any curses."

"Perhaps." Bethos returned his gaze to the parchments. "Sometimes the enchantment runs deeper, however. Wait a moment."

I waited impatiently while Bethos stretched his hands out above the parchments. Eyes closed, he intoned arcane words that made the hair on my arms stand up, then opened his eyes. Blue light sheened over his previously dark orbs. "There are no wards, but there is still magic here."

Excitement flickered in me. "What kind of magic?"

The sage's eyes narrowed. "And what do you plan to do with this information?"

I stared at the man, taken aback. "I intend to pay you for it. What more do you want?"

Bethos gestured over at the rows of scrolls against the nearest wall. "You're not the first Pathfinder I've met, girl. Those who assist in great discoveries should find their names passed down to scholars of the future."

I laughed. "You want credit if I write about this?"

"Bethos Sawalah," he said simply, then spelled it out.

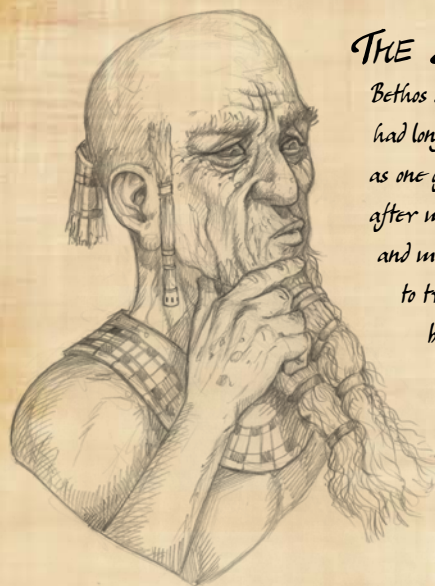
I made a show of retrieving my journal from my bag and had him spell his name again while I inscribed it at the top of the page. "Now. Tell me what your spell revealed."



In the deep desert, scorpions aren't just something you check your boots for...

The problem with giant scorpion venom is twofold: not only is there far more venom injected by the stinger, but it's often more potent as well, designed to take down large prey.

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THE SAGE OF BANDED SERPENT LANE

Bethos Sawalah's shop was originally a library and research study for the sage. A native Osirian, Bethos had long dreamed of making a radical discovery or developing impressive new spells to build his reputation as one of the greatest wizard-scholars of his time. Bethos's ambition outstripped his talent, however, and after multiple failed attempts at researching powerful new spells—and several pointed rebuffs by scholarly and magical organizations that objected to his self-important attitude—the sage decided to open his doors to translation work. At first his paid services were offered merely as a way to build up his coffers, but soon Bethos realized the demand for his translations and research was growing. He converted the front room of his study into a shop floor where he sells scrolls and provides research services. Though Bethos makes a comfortable living through his shop, he still dreams of the day when a truly significant ancient document crosses over his desk, and he can be the one to decipher it. Perhaps with the fame and fortune such a discovery might bring, he could finally show up those snooty scholars at Tephu's famed archives once and for all...

He took a bottle from a nearby shelf and pulled its cork. He tipped a small amount of yellowish powder onto the parchment and blew gently across the page. A sigil, previously invisible, leapt into view.

I gasped. “How could that symbol be there? These scrolls are only copies.”

“This is a very old symbol.” Bethos tapped one finger on the newly revealed mark—a bisected eye. I traced a careful copy into my journal. “Priests of Nethys used it to mark important historical documents, in part to sanctify them and in part to let other faithful know that the document is genuine. This alchemical powder I used is able to reveal the symbol. The mark sometimes transfers itself to copies made of the original writings, to preserve and track them.”

“So this mark means the writings are important, right? A genuine historical record?”

“Likely, yes. I’ll have to perform a more thorough investigation, though. It may take some time. These old translations are notoriously tricky, even with a key. Often the same glyph holds multiple meanings, and depending on its position relative to others and the context of—”

“How much time? I need to get the translation as soon as possible. And I’ll be certain to note the speed and thoroughness of the sage who helped me in my report.”

“I’ll concentrate all my energies on it. Two days?”

Now that the end of my journey was so close at hand, I found myself impatient. I pictured myself returning home only to find myself a day late, and grandfather gone.

“Two days, then.” I reached a hand out and touched the edge of one parchment. “Take care with these. They were extraordinarily difficult to obtain.”

The sage inclined his head, and I let myself out of his shop. I stood on the street for a moment, squinting in the sunlight and breathing in the pulpy smell of the papyrus workshops.

The next step was to find a place to stay, get settled, maybe visit the archives.

Only a few people strolled along this side-street. A woman trailed behind a small girl who ran shouting after a stray dog. A group of men stood beneath an awning, smoking pipes and chuckling over a shared joke. At the end of the street, a group of figures in flowing caftans moved past, their heads wrapped in colorful scarves.

One of the figures stumbled, and another man jabbed him in the back. I frowned, curiosity and concern rising in me, and started down the street. As I did, I noticed that all the figures were armed save the one who had stumbled. He held his hands in front of his body in an awkward way. As if they were bound.

I was halfway down the street when the prisoner glanced in my direction. The scarf covered most of his face, but his eyes met mine and widened with surprise.

“Farhaan!”

I called his name before I thought better of it. The reaction was instantaneous. The group broke into a jog, hustling Farhaan along with naked blades. I broke into a run as the group disappeared around the corner.

The street opened up onto a wider avenue. People scattered with cries of alarm, and I saw the robed figures fleeing through the crowd. I charged after them, not certain how I would deal with eight armed enemies, but not willing to abandon Farhaan to... whoever they were.

I was a dozen yards away when the group veered left and barreled through a pair of doors into a two-story wooden building. A broad wooden sign engraved with hieroglyphs identified it as a papyrus workshop. “Nenet!” I heard Farhaan call before he disappeared.

I sprinted to the doors and slammed into their unyielding surface. Locked or barred from the inside already.

MUMMY'S MASK

THE NETHYSIAN EYE

Any Osirianologist can tell you that hieroglyph translation is neither an easy nor an exact field of study. Hieroglyphs vary by region and historical period. Often a single symbol was used for multiple meanings, depending on its location relative to other glyphs, and they can also contain coded messages, or even be used to represent phonetic language.

Untold generations ago, Osirian scribes dedicated to Nethys began using a special symbol to mark and bless documents of particular importance or historical significance, created magically and visible only to those who cast the appropriate spells. Known as "the Nethysian eye," this mysterious symbol takes the shape of a stylized eye split in two (mirroring the god of magic's split personality), and is thought to invite Nethys's attention and protection. Though its usage appears to have waxed and waned throughout the centuries, the symbol can often be found on ancient tombs, and treasure-hunters with a scholarly mindset are well advised to keep a magical eye out, as the symbol sometimes marks secret chambers or record rooms as well. Little more is known about the symbol, including whether or not it's still in use today, as the church of Nethys refuses to discuss the matter with outsiders.



Open windows stretched across the upper story. I backed up, jostling curious observers out of the way, and took a running start. Using the door frame to help my progress, I scrambled up the rough stone wall. The heavy sign provided a handhold, and I hoisted myself up to the window above. A wide sill gave me room to perch and scan the room below.

There was no second floor, only cross-beams above the huge workshop floor. Long troughs beneath me held strips of papyrus reed soaking in water. On the other end of the room, piles of shredded reeds lay heaped against the walls. Cutting tools and half-stripped stalks covered half a dozen tables. A strong vegetal scent permeated the air. A group of workers shouted in confusion and brandished short knives as the kidnappers dashed through the room.

Directly beneath me, one of the kidnappers lingered by the door, no doubt waiting to see if I would force my way in. Before I had time to think better of it, I tucked Toothy's satchel under my chin and dropped, plummeting ten feet straight down. The kidnapper looked up just in time to see me falling and threw his arms up, which softened my landing somewhat. The wind left my lungs as I slammed into the man and we flattened on the ground. I sat up, head spinning, and saw that my unexpected descent had knocked my adversary unconscious. I scrambled to my feet, slinging the satchel back down near my waist.

Two doors led farther into the workshop, one by the wooden troughs and another by the cutting tables. Half the kidnappers went one way and half the other, but one broke away from the rest and headed for me. I could see little of his face behind the scarf wrapped around his head, but his eyes and the sabre in his hand looked mean.

I drew my dagger and took a running start straight toward him. He hesitated, thrown off by my direct approach, and I stopped short and flung the dagger at his face. He whipped his head to the side, the dagger slicing a piece off his scarf

but doing no real damage. I drew a second as he resumed his charge.

By the time the dagger was in my hand, he was upon me. I gave ground, teeth gritted, all too aware that every second wasted here took Farhaan farther from me. The kidnapper cut at me in broad slashes. I deflected the sabre with my dagger, got lucky and dealt a shallow gash to the man's arm, but was unable to get around his defenses. I spun and twisted as we dueled, winding this way and that as the workers watched in confusion.

I became aware of one of the soaking troughs to my right. I hopped back a step and faked a twisted ankle, giving a sharp cry as I sagged toward the ground. The kidnapper pressed his advantage, swinging overhand toward me.

I sprang forward and up, under his swing, and caught him in the middle with my shoulder. With a heave, I flipped him up over my back and straight into the soaking trough. He landed with a satisfying splash and bellow. As he floundered in the gluey mass, I turned and dashed for the far door. I had no way of knowing which way Farhaan had been taken, but instinct guided me.

I slammed through the door into a smaller room. Lines of stone slabs stretched across the floor like tombstones flattened against the ground. Wet papyrus lay sandwiched in linen sheets beneath them, drying into the finished product.

Unfortunately for me, a robed figure also waited in this room, next to the door. I caught a glimpse of glittering steel as he swung, enough to warn me of my imminent decapitation, and dropped to the ground, twisting to keep from squishing Toothy. Between this and my jump from the window, I was going to be covered in bruises tomorrow.

With a grunt, my attacker recovered and sliced down at me. I rolled over and heard the blade ring against stone. I scrambled to my feet, tripped on a slab, and nearly went down again, but caught my balance and staggered away. I heard the

TROUBLE IN TEPHU

swish of the sword cutting air, and then a searing line opened along my back. I gasped in pain but kept my feet.

I spun and drew my last dagger. My attacker was a mere foot away, lashing at me once more with the blade now tipped with my blood. I slapped the sword away with my dagger and kicked out, catching him in the stomach. He staggered back.

I couldn't waste any more time. I flung my dagger at the man's eyes, and when he flinched back, I turned and ran for the exit. I hit the door with all my strength and—ducking in case another would-be executioner lurked on the other side—burst through into an alley behind the workshop.

The alley was empty. So much for instinct.

Cursing, I turned left and sprinted down the alley and around the edge of the workshop. I paused, struggling to catch my breath and wincing from the pain in my back, and listened hard for sounds of pursuit.

I heard the clatter of the door and the sound of low voices. Wishing desperately that I understood more Osiriani, I heard something that sounded like “trouble” and “guards.” A moment passed, and I heard nothing else. Carefully, I peeked around the corner and saw the flutter of a caftan disappearing down another alley.

I couldn't let my only lead on Farhaan disappear. Though I'd only known the barkeep a short time, he'd taken my side in a fight and led me to the translator in Wati. I couldn't abandon him to whatever fate had befallen him here. Taking a deep breath, I left my hiding place and crept after my attackers.

My experience hunting game back in Varisia had taught me how to move quickly but silently. I kept far enough

back to escape my quarry's notice, but close enough to keep them in sight. The figures joined a crowded main street, making my job easier, and hurried straight for one of the gates out of town. My pulse quickened. It would be easier to follow them in the open desert, and while the odds were stacked heavily against me in direct combat, I might be able to set up ambushes or otherwise even the odds.

The robed figures disappeared into the throng of people moving in and out of the city gate. I broke into a jog, more afraid of losing them than of being seen.

I needn't have worried. As I neared the gate, the robed figures rose above the crowd. My first confused thought was that they were somehow levitating. Then I realized the truth.

Camels. I hadn't considered they might travel mounted.

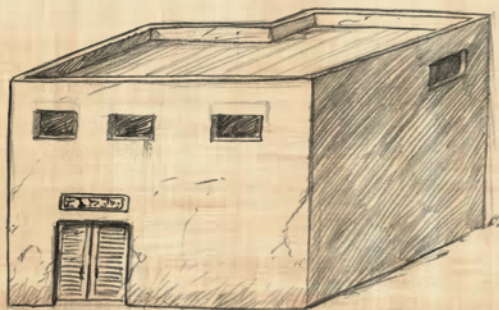
As the kidnappers rode out of the gate, I slowed to a stop, glowering at the retreating camel-riders. There was no way I would catch them on foot. Given time, though, I could track them through the desert, and already my mind raced through plans on how best to follow.

One of the kidnappers looked back. A gust of wind tugged at the rider's scarf, revealing the face beneath for an instant. My muscles tensed. I knew that face.

Kema.

I watched as she turned away and urged her camel through the gates after her compatriots. It seemed there had been more to her presence in the Tooth and Hookah that first night in Wati than merely picking fights with foreign tomb-robbers.

It was time to see just how much I'd learned about surviving in the desert.



The workshop stands two stories tall, but has no second floor, only one large open space. I'm not clear why the process requires so much headroom. Perhaps it's just for security.

Papyrus reeds grow abundantly in the marshlands where the Crook and Asp meet.



Papyrus reeds are soaked in the troughs and processed, then pressed into sheets by giant stone blocks in the northeastern room.



MUMMY'S MASK



BESTIARY

As we picked our way through the badlands, Khelan kept glancing up at the ridge. After she'd continued this behavior for the better part of an hour, one of the porters asked what she'd seen, but her eyes said she already knew the answer. Our mistake was that we stopped walking, ever so briefly, to talk about it.

Suddenly, a feline beast with a long serpentine neck leapt from the ridge, taking down one of the guides before we could react. In a flash, the beast lashed out and bit a porter in the throat, and launched itself at the rest of us. We lost two of our crew that day, and for the rest of the journey we kept our ears open and never stopped walking.

—Marliss Nalathane, explorer

BESTIARY

The bestiary in this volume of the Mummy's Mask Adventure Path features a ferocious predator, a strange burrowing beast, a new thriar, and a menagerie of mummified animals.

HAZARDS, HORRORS, AND HELPERS

The random encounter table presented here represents a number of typical threats the PCs could encounter in both Tephu and the desert beyond the city. When the PCs move into Part 2 of the adventure, use the Parched Dunes Encounters table to determine any random encounters that occur during exploration.

Since this adventure spans a range of levels, some of the results might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs or the creature is too large to fit in the encounter area, roll again or simply choose a more appropriate encounter.

GMs who wish to learn more about Osirion or looking for other encounter ideas or desert hazards to augment this adventure should check out *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.

Compassionate Shedu (CR 9): Out in the heart of the desert dwells a benevolent creature—a shedu (*Pathfinder RPG Bestiary* 3 243) named Eluti. If the PCs become lost, run out of water, or need to recover from a debilitating condition, they can happen upon the shedu. A competent healer and excellent host, Eluti invites the PCs to accept the safety of his lair, where he can heal wounds, cure disease, or even dispel an unwanted magical effect.

Dark Naga Antiquarian (CR 8): Very few people in Tephu are aware that Elbi Thothan is more than just a successful antiquities buyer. The dark naga (*Pathfinder RPG Bestiary* 211) takes great care in hiding her true identity, using a number of proxies and deputies to interact with her clients. Selfish and greedy, Elbi never stops pursuing what she wants to obtain, and in a few cases she seeks out her rivals personally to relieve them of baubles she believes are rightfully hers. This encounter works best if the PCs have come across some strange treasure during the course of their adventuring.

Dwarven Thugs (CR 9): This group of dwarves has been plundering Osirion for the last few years, but the three have grown tired of going to all the trouble of locating a ruin, defeating its guardians, and carting the treasures back to sell them. Instead, they have a new tactic they're trying out: robbery. The PCs can encounter this surly group in Tephu, or you can have dwarves follow the PCs out into the desert and ambush them. The group's leader, Mulgrin (use the statistics for a gambler on page 30 of *Pathfinder Roleplaying Game: NPC Codex*), enlisted the aid of his cousin Taletha (use the statistics for a spell

TEPHU ENCOUNTERS

d%	Result	Avg. CR	Source
01-14	1 invisible stalker	7	<i>Bestiary</i> 181
15-22	1 spectre	7	<i>Bestiary</i> 256
23-31	1 animate dream	8	<i>Bestiary</i> 2 29
32-43	1d6 dark callers	8	<i>Bestiary</i> 4 42
44-57	Dark naga antiquarian	8	See below
58-61	1 greater shadow	8	<i>Bestiary</i> 245
62-67	1 nabasu	8	<i>Bestiary</i> 64
68-80	Dwarven thugs	9	See below
81-88	1 vampire	9	<i>Bestiary</i> 270
89-100	1d4 xenopterids	9	<i>Bestiary</i> 4 283

PARCHED DUNES ENCOUNTERS

d%	Result	Avg. CR	Source
01-08	1 wyvern	6	<i>Bestiary</i> 282
09-16	1 bulette	7	<i>Bestiary</i> 39
17-25	Forsaken nomad	7	See below
26-33	1 serpopard	7	See page 86
34-39	1 desert drake	8	<i>Bestiary</i> 3 105
40-45	1 shalkeshka	8	See page 88
46-50	1 androsphinx	9	<i>Bestiary</i> 3 251
51-59	Compassionate shedu	9	See below
60-67	1 greater earth elemental	9	<i>Bestiary</i> 123
68-75	1 titan centipede	9	<i>Bestiary</i> 2 53
76-82	1d6 dragonnes	10	<i>Bestiary</i> 3 104
83-88	1d4 girtablilus	10	<i>Bestiary</i> 3 130
89-91	1d4 efreet	10	<i>Bestiary</i> 140
92-96	1 rukh	10	<i>Bestiary</i> 4 228
97-100	1d4 desert giants	11	<i>Bestiary</i> 3 128

hunter on page 83 of the *NPC Codex*), who brought along her friend Krilde (use the statistics for a cave stalker on page 146 of the *NPC Codex*) to round out the group. The dwarves are cowards at heart, and flee if any of their band is killed.

Forsaken Nomad (CR 7): When out among the dunes, the PCs come across a lone traveler wandering aimlessly in the desert. When approached, this nomad begs the PCs for water, hissing out the request through a parched throat. What is not immediately evident is that this poor traveler is not in any danger of exposure, and is in fact a pairaka div (*Bestiary* 3 88) named Tulin in her human form. If the PCs take pity on this seemingly unfortunate soul, she asks—for safety's sake—if she can travel with the party until they get nearer to civilization. If the PCs accept, she tries to endear herself to the party, offering to help set up camp, prepare meals, and keep watch. Once the PCs sleep, she picks a target (preferably a spellcaster) and haunts his dreams. She doesn't outwardly attack unless discovered, instead preferring to slowly erode the bonds between adventurers.

MUMMY'S MASK

DESERT VERMIN

Though most people think of deserts as desolate and dead lands, the rocks and sands harbor an impressive array of life. Invisible during the heat of the day, hundreds of species of animals and insects—both magical and not—call these sandy expanses their home. Life in the desert requires hardy bodies and clever adaptations. Some of these adaptations make vermin capable of threatening passing caravans and armed travelers.

Hard exoskeletons help the giant insects retain moisture in the oven-hot temperatures of the desert. Like many other desert creatures, which have evolved to bite, sting, prick, or irritate, most desert vermin possess some manner of venom to deter attackers or to take down prey. The same adaptations that allow these vermin to thrive in the desert also make them a threat for adventurers who brave the dunes in search of lost lore or treasure.

GIANT ASSASSIN BUG

This goat-sized insect tilts its head to the side as it grinds its mouthparts in an intimidating trill.

ASSASSIN BUG

CR 3



XP 800

N Small vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 27 (5d8+5)

Fort +5, **Ref** +3, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee bite +6 (1d4+2 plus poison), 2 claws +6 (1d3+2)

Special Attacks poison, poison stream

STATISTICS

Str 15, **Dex** 15, **Con** 13, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +4; **CMD** 16 (24 vs. trip)

Skills Fly -4, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment any warm

Organization solitary or nest (2-12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poison Stream (Ex) As a standard action usable every 1d4 rounds, an assassin bug can spray poison from its mouth in a 15-foot line. Any creature caught in this area must succeed at a DC 14 Reflex save to avoid being exposed to the assassin bug's poison. The save DC is Dexterity-based.

Giant assassin bugs are an example of a large and varied class of hunting insects that live throughout Golarion. Assassin bugs partially bury themselves in the sand or hide among clusters of thorny bushes found near oases, waiting for the next palatable creature to approach.

When prey arrives, the insects burst out of hiding and pierce their prey with their elongated mouthparts, injecting a potent toxin that paralyzes victims.

Once prey is safely paralyzed, assassin bugs feed by siphoning the victim's fluids. Even if these bites don't kill their prey, they are extremely painful and cause swelling in the area.




Giant assassin bugs lay eggs in places shaded from the sun at all times, such as shallow caves or the crevices between rocks, preferably in a place where food is readily available for the hatching young. The soft-bodied young that hatch resemble their mature counterparts in all ways but size, and are fully ready to hunt the moment they emerge, though they typically seek much smaller prey. An adult assassin bug is typically 4 feet long, and weighs 65 pounds.



BESTIARY

GIANT GROUND WASP




Black and yellow stripes cover this winged insect's bulbous abdomen, which ends in a dagger-sized stinger.

GROUND WASP	CR 4			
XP 1,200				
N Small vermin				
Init +4; Senses darkvision 60 ft.; Perception +4				
DEFENSE				
AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)				
hp 39 (6d8+12)				
Fort +7, Ref +6, Will +2				
Immune mind-affecting effects				
OFFENSE				
Speed 20 ft., burrow 10 ft., fly 40 ft. (average)				
Melee bite +7 (1d6+2), sting +7 (1d4+2 plus poison)				
Special Attacks implant, poison				
STATISTICS				
Str 15, Dex 19, Con 15, Int —, Wis 10, Cha 2				
Base Atk +4; CMB +5; CMD 19 (27 vs. trip)				
Skills Fly +6, Perception +4; Racial Modifiers +4 Perception				
ECOLOGY				
Environment warm desert				
Organization solitary or hive (2–20)				
Treasure none				
SPECIAL ABILITIES				
Implant (Ex) Ground wasps grow their eggs inside of a living host. Implanting eggs in a host is a full-round action that provokes attacks of opportunity, and the target must be helpless but alive. Once an egg is implanted, it exudes paralytic enzymes that not only keep the victim in a state of perpetual paralysis, but also keep it nourished and alive—and fully aware. This condition lasts until the egg hatches 1d6 days later, at which point the larvae consume most of the host, killing it. Any magical effect that removes paralysis or disease (such as <i>remove paralysis</i> , <i>remove disease</i> , or <i>heal</i>) destroys the eggs, but mere immunity to paralysis or disease does not offer protection.				
Poison (Ex) Sting—injury; <i>save</i> Fort DC 15; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d4 Dex damage; <i>cure</i> 2 consecutive saves. The save DC is Constitution-based.				

In areas of dense vegetation, ground wasps can destroy crops and ruin the land with their burrows, but in the rocky and sandy desert, living creatures are most at risk from these dangerous vermin. The blistering heat of the desert can damage delicate eggs laid in exposed locations, so ground wasps have evolved to lay their eggs safely in the bodies of their victims. They keep to their shallow burrows during the hottest parts of the day, but remain near the opening to ambush creatures that wander near. A fully-grown ground wasp is 2 feet long, with a wingspan of 5 feet, and weighs 22 pounds.

GIANT WALKING STICK

What at first appears to be a spindly, dead tree suddenly crawls from its camouflage, its wiry antenna twitching in the air.

GIANT WALKING STICK	CR 5			
XP 1,600				
N Large vermin				
Init +2; Senses darkvision 60 ft.; Perception +0				
DEFENSE				
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)				
hp 60 (8d8+24)				
Fort +9, Ref +4, Will +2				
Immune mind-affecting effects				
OFFENSE				
Speed 30 ft.				
Melee 2 slams +10 (1d6+5)				
Space 10 ft.; Reach 10 ft.				
Special Attacks nauseating spray				
STATISTICS				
Str 21, Dex 15, Con 17, Int —, Wis 10, Cha 2				
Base Atk +6; CMB +12; CMD 24 (32 vs. trip)				
Skills Stealth +6 (+14 in brushy areas); Racial Modifiers +8 Stealth (+16 in brushy areas)				
ECOLOGY				
Environment warm deserts and forests				
Organization solitary, pair, or brood (3–12)				
Treasure none				
SPECIAL ABILITIES				
Nauseating Spray (Ex) A walking stick can spray a 15-foot cone of irritating, foul-smelling liquid once every 1d4 rounds. Creatures within this area must succeed at a DC 17 Reflex save or be sickened for 5 rounds. Alternatively, the walking stick can target a single creature within 30 feet with a stream of this fluid. To use this version of its nauseating spray, the walking stick must succeed at a ranged touch attack (+5 for most walking sticks). If the target is hit, it must succeed at a DC 17 Fortitude save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The save DC is Constitution-based.				




More common in rocky badlands than the great sandy dunes, stick bugs of all sizes are often mistaken for the fallen palm fronds or thorny leafless trees found near oases and other spots in the desert where vegetation grows. Giant walking sticks often remain motionless for days at a time, waiting for the right prey to pass by before striking. When engaged with a foe too difficult to overtake, giant walking sticks flee from the fight. They usually expel their nauseating spray in these situations, but some can even break off their own limbs in order to escape, regrowing the missing arm or leg later once they're safe.

A fully grown giant walking stick stretches from 6 to 10 feet long, but typically weighs only 120 pounds.

MUMMY'S MASK

MUMMIFIED ANIMALS

When explorers find tombs housing the mummified remains of important and powerful beings, they often find those mummies accompanied by animals—ones that the interred found significant or that represented their ideals in life. Some of these mummified animals were created and placed in the tombs as guardians. Below are common examples of mummified animals, as well as the mummified animal template.

MUMMIFIED BABOON CR 1/2   

XP 200
NE Small undead
Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 6 (1d8+2)
Fort +4, **Ref** +4, **Will** +1
DR 2/—; **Immune** undead traits

OFFENSE

Speed 30 ft.
Melee bite +3 (1d4+1)
Special Attacks servant's curse (DC 12)

STATISTICS




Str 12, **Dex** 15, **Con** —, **Int** 2, **Wis** 12, **Cha** 14
Base Atk +0; **CMB** +0; **CMD** 12
Feats Weapon Finesse
Skills Acrobatics +10, Climb +5; **Racial Modifiers** +4 Acrobatics, +4 Climb

ECOLOGY

Environment warm ruins
Organization solitary
Treasure none



In Ancient Osirion, baboons were associated with the god Thoth, and were often depicted in art with crescent moons on their heads. Ancient Osirians kept baboons as pets, and old inscriptions show them being led around on leashes or climbing trees to pick dates and figs.

MUMMIFIED CROCODILE CR 2   

XP 600
N Large undead
Init +1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)
hp 19 (3d8+6)
Fort +5, **Ref** +4, **Will** +2
DR 2/—; **Immune** undead traits

OFFENSE

Speed 20 ft., swim 30 ft.; sprint
Melee bite +5 (1d8+4 plus grab), tail slap +0 (1d12+2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks death roll, servant's curse (DC 13)

STATISTICS

Str 19, **Dex** 12, **Con** —, **Int** 1, **Wis** 12, **Cha** 14
Base Atk +2; **CMB** +7; **CMD** 18 (22 vs. trip)
Feats Skill Focus (Stealth), Skill Focus (Perception)
Skills Perception +8, Stealth +4 (+12 in water), Swim +16;
Racial Modifiers +8 Stealth in water

ECOLOGY

Environment warm ruins
Organization solitary
Treasure none

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile deals its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.

Crocodiles are depicted in many ways in ancient Osirion, but most often they are shown in association with the River Sphinx and, more importantly, with the god Sobek. Mummified crocodiles are common in crypts that are no farther from the river than a single day's walk. Many mummified crocodiles have baby crocodiles placed on their backs or in their mouths, representing how live crocodiles transport and care for their young.

BESTIARY

MUMMIFIED ELEPHANT

CR 9

**XP 6,400**

N Huge undead

Init +0; **Senses** darkvision 60 ft., scent; Perception +21**DEFENSE****AC** 17, touch 8, flat-footed 17 (+9 natural, -2 size)**hp** 71 (11d8+22)**Fort** +11, **Ref** +7, **Will** +6**DR** 10/—; **Immune** undead traits**OFFENSE****Speed** 40 ft.**Melee** gore +16 (2d8+10), slam +16 (2d6+10)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** servant's curse (DC 17), trample (2d8+15, DC 25)**STATISTICS****Str** 30, **Dex** 10, **Con** —, **Int** 2, **Wis** 13, **Cha** 14**Base Atk** +8; **CMB** +20 (+22 bull rush); **CMD** 30 (32 vs. bull rush, 34 vs. trip)**Feats** Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)**Skills** Perception +21**ECOLOGY****Environment** warm ruins**Organization** solitary**Treasure** none

Mummified elephants are difficult to prepare because of the animals' great size. As a result, they're rare—typically only found in the tombs of the wealthiest Osirians. Since the animals are less common in the deep deserts, mummified elephants are more likely to be found in tombs in southern Osirion.

MUMMIFIED HIPPOPOTAMUS

CR 6

**XP 2,400**

NE Large undead

Init +4; **Senses** darkvision 60 ft., scent; Perception +8**DEFENSE****AC** 17, touch 9, flat-footed 17 (+8 natural, -1 size)**hp** 45 (7d8+14)**Fort** +7, **Ref** +5, **Will** +3**DR** 5/—; **Immune** undead traits**OFFENSE****Speed** 40 ft.**Melee** bite +8 (2d8+6)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** capsizes, servant's curse (DC 15), trample (1d8+6, DC 17)**STATISTICS****Str** 19, **Dex** 10, **Con** —, **Int** 2, **Wis** 13, **Cha** 14**Base Atk** +5; **CMB** +10; **CMD** 20 (24 vs. trip)**Feats** Endurance, Improved Initiative, Power Attack, Skill Focus (Perception)**Skills** Perception +8, Stealth +1 (+11 underwater), Swim +11;**Racial Modifiers** +10 Stealth underwater**SQ** hold breath**ECOLOGY****Environment** warm ruins**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Capsize (Ex) A hippopotamus can overturn a boat of its size or smaller by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is highest.

Much like with elephants, the process for mummifying hippopotamuses is expensive and difficult; thus, only significant people are interred with these creatures. They are placed in tombs to protect against bad fortune. Because of their association with rivers, these protectors are often found in tombs near such waterways.

CREATING A MUMMIFIED ANIMAL

"Mummified animal" is an acquired template that can be added to a creature of the animal type. A mummified animal uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: HD 4 or fewer, as base creature; HD 5 to 10, as base creature +1; HD 11 or more, as base creature +2.

Alignment: Neutral evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skills.

Senses: A mummified animal gains darkvision 60 ft.

Defensive Abilities: A mummified animal gains damage reduction based on its Hit Dice: one with 5 or fewer Hit Dice gains DR 2/—, one with 6–10 Hit Dice gains DR 5/—, and one with 11–20 Hit Dice gains DR 10/—.

Speed: Winged mummified animals can still fly, but their maneuverability drops to clumsy. Retain all other movement types.

Special Attacks: A mummified animal retains all special attacks except those dependent on a living body to function, such as a snake's poison or a skunk's revolting musk. A mummified animal also gains the following special attack.

Servant's Curse (Su): Once per day, a mummified animal can touch a creature or hit a creature with one of its natural attacks to deliver a curse. Any living creature struck by this attack must succeed at a Will save or take 1d3 points of Dex and Wis damage. The save DC is equal to 10 + 1/2 the mummified animal's Hit Dice + the mummified animal's Charisma modifier.

Abilities: A mummified animal loses its Constitution score, and its Charisma score becomes 14.

MUMMY'S MASK

SERPOPARD

The muscles beneath the spotted fur of this sleek feline tense, poised to pounce. Its long, sinuous neck stretches over twice the length of its body, ending in a snarling leopard's head.

SERPOPARD

CR 7



XP 3,200

CN Medium magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural)

hp 85 (9d10+36)

Fort +10, **Ref** +11, **Will** +7

OFFENSE

Speed 40 ft.

Melee bite +14 (1d6+4/19–20), 2 claws +14 (1d4+4 plus grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with bite)

Special Attacks dune step, limber neck, pounce, rake (bite +14, 1d6+4; 2 claws +14, 1d4+4)

STATISTICS

Str 19, **Dex** 21, **Con** 18, **Int** 10, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 28 (32 vs. trip)

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +10 (+14 when jumping), Bluff +9, Climb +8, Knowledge (geography) +5, Perception +10, Stealth +15, Survival +8; **Racial Modifiers** +4 Acrobatics when jumping, +4 Bluff, +4 Stealth

Languages Common

SQ far wanderer

ECOLOGY

Environment warm deserts or plains

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Dune Step (Su) Three times per day as part of a move action, a serpopard can instantaneously leap from one dune to any other dune within 1 mile as if by *dimension door*. The serpopard must begin and end this movement in an area of dunes. Using this ability does not provoke attacks of opportunity.

Far Wanderer (Ex) Knowledge (geography) and Survival are class skills for serpopards.

Limber Neck (Ex) A serpopard can use its long neck to make bite attacks as part of a rake attack against grappled opponents. In addition, a serpopard doesn't take the usual –2 penalty on attack rolls when it makes a bite attack while grappling.

Avistani naturalists named this creature serpopard because they saw it as possessing features of both a leopard and a serpent, though this creature is also widely

known by its Osiriani name *sedja*, meaning “one who travels from afar.” Serpopards earn this appellation because of their supernatural ability to leap from one dune to another, an ability they call “stepping between the dunes.”

Some scholars speculate that the pharaohs of old bred this ability into the serpopards in order to create scouts and messengers able to cross the harsh terrain of their vast empires quickly and efficiently, but this creature is not one that has been created or influenced by humankind. Though rare, serpopards are naturally occurring beasts native to the deserts of northern Garund. Superstitious folk who believe that the gods' hands touch everything beneath the blistering Osirian sun see the serpopard as a cursed creature, marked with snakelike features by Apep and forced to wander eternally through the desert, never to find rest or sanctuary. On the other hand, carvings on ceremonial plates, on uncovered artifacts, and in ruined temples make it clear that the god-kings of Ancient Osirion once kept serpopards as pets or servants, as depictions of these creatures in the oldest of Osirion's ruins often show them chained or collared, bowing obediently to human masters.

Serpopards stand approximately 3 feet tall at the shoulder; when their necks are fully extended, they can measure up to 20 feet long from nose to tail. Serpopards weigh anywhere from 150 to 200 lbs.

ECOLOGY

Though serpopards are most common in the deserts of northern Garund, travelers in such far-off locales as the Meraz Desert in Qadira, the Cinderlands of Varisia, and the vast expanse of Shaguang in Tian Xia to the east have spotted creatures matching the serpopards' description. Some sages hypothesize that the most powerful or ancient serpopards can cross greater distances with their dune step ability, and thus travel through it to distant deserts across Golarion. Such experts say it's therefore likely that all deserts hold populations of serpopards, though they may be few in number or very isolated.

Serpopards are largely nocturnal, preferring to hunt at night when they can use the cover of darkness to approach prey undetected. When hunting, they rely on their speed and powerful claws to take down large quarry, and then use the additional reach provided by their unusually long necks to defend their kills from scavengers and competing hunters. Serpopards are not averse to eating intelligent beings, and hunt humanoids if the opportunity or need arises, but they aren't cruel—serpopards gain no pleasure from such acts beyond the satisfaction of a fresh meal.

On average, serpopards have a lifespan of about 50 years, but rumors exist of serpopards living much longer than this. One town along the northern coast of Rahadoum

BESTIARY

claims a single serpopard has visited its outskirts once every decade for the past 100 years.

HABITAT & SOCIETY

Serpopards are mainly solitary creatures. Very rarely do they travel in pairs, and then only during mating season or in the case of littermates who chose not to separate at adulthood. When living as mated pairs, the father stays only until the cubs are able to run, but the mother stays with the cubs much longer, teaching them how to hunt and use their special ability to travel between the dunes. Mothers also pass on to the cubs their understanding of the land, instructing them as to which areas are good for hunting or exploring, what kinds of places to avoid, and how to find fresh water. Young serpopards separate from their mother individually, leaving as soon as they mature and feel confident navigating their way through the desert alone.

When traveling, serpopards range anywhere from 50 to 100 miles per day, stopping only to hunt, rest, or (more rarely) explore some aged ruin. No one knows what fascination these ancient works hold for the serpopards, but the creatures' interest in such locations is undeniable. An old poem involving serpopards claims that the creatures visit these ancient ruins because they are pining for the lost empire of Ancient Osirion.

Serpopards are clever liars and frustrating conversationalists, and hold a reputation among other races as skilled deceivers. In rural parts of Osirion, those with a gift for deception are often said to have "the tongue of a sedja," while young children caught in a lie are warned that their "necks are growing" with each lie they tell. Despite this potential untrustworthiness, many people still seek the aid of serpopards. Few creatures know the deserts of Osirion as well as serpopards, and for the right price many are willing to guide groups of people across the desert. It's usually best to ensure the serpopard is well fed before undertaking such a journey, however, for a hungry serpopard may turn on its traveling companions if it thinks it

can make a quick meal out of them. Serpopards have little use for gold and rarely accept it as payment for their services, though some apparently take a liking to jewelry, as travelers report the creatures as frequently wearing necklaces and bracelets when encountered. Food and hospitality are always acceptable payments, for those two things are in short supply in the harsh expanse of the desert. For those wishing to earn a serpopard's true faith and loyalty, however, one form of compensation stands above all others—divination magic. Serpopards are unceasingly curious about what their futures hold, and put great stock in the words of those who can tell fortunes or predict events to come.

Serpopards attack most sphinxes on sight, often fighting at least long enough to get in a few solid blows before retreating between the dunes to safety. The only exception to this is androsphinxes, which most serpopards fear for some unknown reason. Only the bravest or most desperate serpopards face down such creatures in combat without aid; most flee immediately once they spot these mighty sphinxes. Sphinxes are aware of this antipathy and treat serpopards accordingly. Perhaps as a consequence of their antipathy toward sphinxes, serpopards also hate riddles and word games, and prefer to twist their words with lies and omissions rather than making a game out of conversation. Ignorant travelers who confuse the two creatures and try to engage the serpopard in a bout of riddling can find themselves in a dangerous predicament.



MUMMY'S MASK

SHALKESHKA

This creature's bulbous compound eyes peer in all directions as its twin mandibles twitch and gnash. Six legs, each ending in spade-like claws, support its bulk.

SHALKESHKA

CR 8

XP 4,800
N Large magical beast (earth)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 90 ft.; Perception +14

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 95 (10d10+40)

Fort +11, **Ref** +10, **Will** +3

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee bite +16 (1d8+7/19-20 plus grab), 2 claws +16 (1d8+7)

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

Special Attacks burrowing charge, pit surge, rake (2 claws +16, 1d8+7)

STATISTICS

Str 24, **Dex** 17, **Con** 18, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +10; **CMB** +18; **CMD** 31 (39 vs. trip)

Feats Combat Reflexes, Improved Critical (bite), Power Attack, Run, Skill Focus (Perception)

Skills Acrobatics +7, Climb +11, Perception +14

SQ feeding, no breath

ECOLOGY

Environment temperate and warm deserts and plains

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Burrowing Charge (Ex) A shalkeshka can use the charge and run actions while burrowing.

Feeding (Ex) As a free action while a shalkeshka is burrowed beneath the ground, it can go into a dormant state and leech nutrients from the soil. During this time, the shalkeshka regains hit points at a rate of 5 hit points per hour. While in this state, the creature can't move, doesn't have to eat or drink, and is considered flat-footed for the first full round of combat if interrupted from its dormancy.

Pit Surge (Ex) A shalkeshka can burrow into dirt, sand, or loose soil to lie in ambush 30 feet beneath the surface. It monitors the area above it using tremorsense, awaiting a victim's movement into the area. When it detects prey, the shalkeshka can surge to the surface as a standard action and make a single bite attack. This action creates a 30-foot-deep pit where the shalkeshka was laying in wait. All creatures standing in the area above must succeed at a DC 18 Reflex save to jump to safety in the nearest open space to the edge of the newly formed pit. Creatures that fail this Reflex save fall into the pit, taking damage as normal. The pit's walls have a climb DC of 25. The shalkeshka (along with any

creature it may have grappled) can stay above ground by making a successful saving throw, or voluntarily fall back into the pit. The save DC is Dexterity-based.

A dangerous nuisance in northern Garund, a shalkeshka is a strange burrowing predator that inhabits fertile soil near rivers, oases, and (most destructively) farmland. This creature's anatomy is reminiscent of an insect or some sort of lizard, and when burrowing it tears into the earth with its claws, swimming through sand and soil. Since the creatures spend most of their time buried underground, their pale, nearly transparent skin is cool and clammy to the touch. Shalkeshkas feed on whatever creatures are unfortunate enough to tread the ground above them while they nest in the earth below. When fighting, a shalkeshka viciously grapples its victim with its mandibles, shredding its prey to pieces with its claws.

Squat and powerfully built, a shalkeshka stands only 5 feet tall, but is 8 feet wide and weighs almost 2,500 pounds.

ECOLOGY

Although shalkeshkas are predators, they have a unique ability to derive nutrition from the ground itself if unable to find prey. This serves the creatures well in the lands of northern Garund, where desert travelers are few and far between and the harsh sun and unforgiving terrain keep roaming fauna to a minimum. While burrowed, a shalkeshka can enter a state of hibernation wherein it can sustain itself by absorbing minerals from the soil. A shalkeshka absorbs nutrients through the tufts of hair distributed across its long body, each of which is capable of leeching valuable sustenance from the very ground. This method of feeding can sustain a shalkeshka for extended periods of time—anywhere from a few hours to weeks, or even years—without the need to hunt. A shalkeshka breaks its hibernation only when it senses prey or during the rare times it succumbs to the urge to reproduce.

A shalkeshka's bristly hairs also serve as one of the creature's sensory organs, allowing it to sense subtle vibrations in the ground. Its compound eyes provide it with excellent vision, and the third eye on the center of its forehead enables it to see in even the darkest of lighting conditions. Its enhanced senses ensure that a shalkeshka remains a constant threat to those who intrude on its territory, regardless of time of day or whether its prey is above or below ground.

A shalkeshka ambushes its prey with impressive speed, bursting from beneath the sand and snatching unwary foes with its mandibles. Once engaged in combat, a shalkeshka fights with unrestrained ferocity. When it encounters groups of prey while hunting, a shalkeshka burrows beneath the ground to stealthily follow them until a member splits off from the group. The shalkeshka

BESTIARY

then emerges, grabs the straggler, and dives back into the sand to devour its newly acquired meal. If unable to snag its target, a shalkeshka remains above ground until it has subdued or slain its prey. They are powerful creatures, but lack the intelligence to make strong tactical decisions when it comes to engaging a target. However, if the tide of battle turns against a shalkeshka, it doesn't hesitate to burrow away to safety.

Shalkeshkas can live for over 300 years, though most of this time is spent hibernating underground. Shalkeshkas experience periods of fertility only a few times in their lives, during which they lay their eggs in hidden tunnels in the desert. Shalkeshkas stay near their eggs during the yearlong incubation period, sometimes even letting prey pass by untouched in order to conceal the eggs' location. In rare circumstances, however, a pair of shalkeshkas that are both about to lay their eggs will tolerate each other's presence, instinctually recognizing the need for extra defense during the process. Such mutual defenses are dangerous for other intruders in the region, as the two shalkeshkas can then work together to bring down larger prey.

Once the young hatch, they emerge from their leathery eggs in a larval stage that lasts for a year, culminating in a cocoon stage. During their larva stage, shalkeshkas subsist solely on nutrients in the soil as their mature mouthparts have yet to form. Shalkeshkas feel little kinship with their broodmates and soon begin splitting off from the group. As the cocoon stage nears, the parent shalkeshkas leave the area, leaving the young to fend for themselves. Any shalkeshkas still living in close proximity to their broodmates when they reach adulthood often cannibalize their siblings in great burrowing clashes until only one or two shalkeshkas hunt in the immediate vicinity.

HABITAT & SOCIETY

Many wandering shalkeshkas travel throughout the great deserts of Osirion, stopping only once they have claimed a lush territory for themselves. Though they can live in the deepest desert, shalkeshkas prefer territory with a source of water, for prey is more plentiful there, and while lying in wait enjoy the abundant nutrients in the soil—the creatures are notorious for

setting ambushes near riverbanks or in oases. A single small oasis can sustain a shalkeshka for its entire life.

When adult shalkeshkas encounter each other, violence soon follows. A shalkeshka that has claimed a territory defends it to the death against intruding shalkeshkas seeking to claim it; these vicious fights often leave both opponents injured. Shalkeshkas also frequently battle ankhegs (*Pathfinder RPG Bestiary* 15), as they often share similar environments. Many a caravan has had to alter its path after happening upon a clash between these two burrowing beasts.

These are not the only times a desert caravan must be watchful of shalkeshkas. The creatures grow most aggressive when far from fertile soil, and a train of packed camels and their riders driving across the desert serves as an enticing meal for shalkeshkas in nutrient-poor lands. These attacks inspired the Osirian saying "claimed by the shalkeshka," which is used to describe someone who has gone suddenly missing or a caravan contract that never pans out.



MUMMY'S MASK

THRIAE DANCER

This elegant half-woman, half-bee wields a glaive and is clad in flowing, gauzy garments. A veil covers most of her face, revealing only seductive, unnaturally beautiful eyes.

THRIAE DANCER

CR 6

XP 2,400

LN Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 60 (8d10+16)

Fort +6, **Ref** +9, **Will** +7; +4 vs. mind-affecting effects

Immune poison, sonic; **Resist** acid 10

OFFENSE

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

Melee mwk glaive +12/+7 (1d10+3/x3), sting +10 (1d8+3)

Special Attacks inspiring dance, poison

Spell-Like Abilities (CL 8th; concentration +11)

 Constant—*detect secret doors*

 At will—*lullaby* (DC 13)

 3/day—*calm emotions* (DC 14), *charm person* (DC 14), *hypnotism* (DC 14)

 1/day—*deep slumber* (DC 16), *suggestion* (DC 16)

STATISTICS

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

Base Atk +8; **CMB** +10; **CMD** 23

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Focus (glaive)

Skills Acrobatics +11, Diplomacy +11, Fly +11, Perception +10, Perform (dance) +11, Sleight of Hand +6, Stealth +12

Languages Common, Thriae

ECOLOGY

Environment any

Organization solitary, duet, trio, or troupe (4–8)

Treasure standard (mwk glaive, 3 doses of merope, other treasure)

SPECIAL ABILITIES

Inspiring Dance (Su) Three times per day as a standard action, a thriae dancer can consume a dose of merope (honey from the thriae queen) to channel her connection to the natural world into an awe-inspiring dance. This dance may have a variety of effects depending on which of the following performances she chooses. Once she has begun, the thriae dancer may maintain her dance as a free action, and the effects of the dance persist as long as the thriae performs her dance. A thriae dancer can dance for a number of rounds equal to her Hit Dice before becoming fatigued. After that, if she continues dancing for that same number of rounds, she becomes exhausted. A thriae dancer may switch between performances as a swift action. Targets must be within 60 feet and able to see the thriae dancer in order to be affected by her dance. This is a mind-affecting effect.

Dance of Fervor: This performance affects all non-thriae creatures within its range with the effects of both *confusion* and *rage* (Will DC 17 negates). When this effect ends, affected creatures are fatigued for a number of rounds equal to the length of time they were affected by the dance of fervor. A creature may not be affected by the same thriae dancer's dance of fervor more than once in 24 hours. The save DC is Charisma-based.

Dance of Grace: This performance grants all thriae within its range (including the dancer) a +1 insight bonus to AC and on Reflex saving throws. This bonus increases to +2 if three or more thriae dancers are performing a dance of grace within range of the target.

Dance of Passion: This performance grants all thriae within its range (including the dancer) a +1 insight bonus on attack and damage rolls. This bonus increases to +2 if three or more thriae dancers are performing a dance of passion within range of the target.

Poison (Ex) Sting—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 1 save.



BESTIARY

For as stoic and pragmatic as the thriae may be, they do appreciate art, grace, and beauty. This is exemplified not only by their ornately crafted weapons, armor, and jewelry, but also by their renowned dancers. These talented individuals are the most honored performers of their race, and they grace the halls and temple chambers of every thriae colony.

While all thriae can be considered the epitome of alien grace and charm, thriae dancers are always among the most beautiful of their kind. They are typically 6 feet tall and weigh 140 pounds.

ECOLOGY

Other races may scoff at the fact that thriae dancers seemingly rely on merope consumption in order to channel their mystical power into their dances, but there is much more to this act than one might realize. A thriae dancer's reliance on merope to execute her awesome performances is akin to a ballerina's reliance on her specialized shoes—while a ballet can be performed without them, the final result lacks a certain amount of finish without this integral element. So too does a thriae dancer's use of merope enhance her performance, with the potent serum pushing her body to its utmost limits. As the merope courses through a dancer, she channels her mysterious art into a spiritual energy capable of thrusting viewers to previously unknown heights of pleasure, awe, and sorrow. It's true that thriae are a stoic, nigh-unflinching race, but in the middle of a thriae dancer's performance, it's rare to see any thriae witnesses unmoved by such a powerful spectacle.

HABITAT & SOCIETY

Like all thriae, a dancer's role in the colony is chosen for her during adolescence, and she's thereafter cared for and trained by elder members from the same occupation until ready to perform on her own. A dancer's training takes many years of concentrated effort and tutelage from her superiors, during which time she's permitted to see no one but her fellow dancers. Thriae seers reason that dancers must be completely virginal in order for them to channel only the purest forms of nature's secrets. All training takes place within a special temple room in the thriae colony, where incense derived from merope is burned constantly to ensure the dancers' focus is sustained for hours on end.

Dancers train in troupes, and most performances are choreographed group pieces performed once a month in the colony's largest hall, with an audience of thriae from all parts of the colony and caste system. The buzz of wings and even the sound of twitching antennae become muted as thriae soldiers, seers, and workers eagerly witness the highly spiritual dance ceremony.

OTHER THRIAE ROLES

Thriae dancers occupy a secondary social tier within thriae culture, and share a status similar to that of thriae soldiers, scouts, and emissaries. The highest-ranking thriae include the queen (always the most powerful thriae in a colony), seers (the wise diviners of thriae colonies), and generals (the leaders of thriae armies). Those thriae with lower status than dancers include the common laborers, artisans, and matrons in a thriae colony; these hard-working individuals compose the vast majority of a colony, but are nonetheless given the fewest privileges and little respect. Thriae society is nothing if not practical, however, and so even those thriae occupying the lowest echelons of society aren't treated cruelly—they're merely not afforded the same rights and luxuries as those above them.

Not all members of a thriae colony occupy one of the primary social tiers. Humanoid drones are considered neither sacred nor lay, and are treated like entertaining distractions at best or pets at worst. Since thriae rarely form romantic bonds with their male consorts, most drones are seen as necessary but disposable tools to be used and then discarded.

Thriae constructors occupy a particular role within the thriae hierarchy that's outside of its social structure. These massive, bloated bee-things are the result of a rare mutation during the thriae's larval stage. Constructors make up for their mindlessness and lack of attunement with sheer brawn and size. They're responsible for constructing the infrastructure necessary to found a new thriae colony; as an additional benefit, the sight of even just two or three of these thrumming colossi gliding toward their destination is enough to stop most wandering passersby in their tracks.



Drones—those humanoid men inducted into thriae society—are not permitted to witness thriae dances, as to behold such beauty would surely drive them irreparably mad.

Only the most talented and coveted thriae dancers are permitted to perform alone—there's typically only one such dancer in the entire colony, though some colonies might host a pair of honored performers. The solo or duet performances of these honored individuals are considered sacred affairs, and are typically attended only by the queen and upper class thriae such as seers, royal consorts, and generals. Venerated by their peers, these dancers are known as thriae terpsichoreans, and occupy the upper echelons of thriae society. Thriae terpsichoreans typically have levels in bard, are at least CR 9, and have access to the following spell-like abilities: 3/day—*heroism*, *suggestion*; 1/day—*zone of silence*.

NEXT MONTH

SECRETS OF THE SPHINX

By Amber E. Scott

The heroes brave the wastes, tracking the cult of the Forgotten Pharaoh to its secret headquarters inside a giant sphinx statue in the remote Osirian desert. Along the way they'll face down scorpion-men mercenaries and demon-worshipping maffets before a final confrontation with masked cultists and their leader, the Forgotten Pharaoh, who has been possessed by a fragment of Hakotep I's soul. Should the heroes defeat the cult, they'll learn that Hakotep's soul has returned to his tomb, and the ancient pharaoh has stirred and is intent on reclaiming his lost kingdom!

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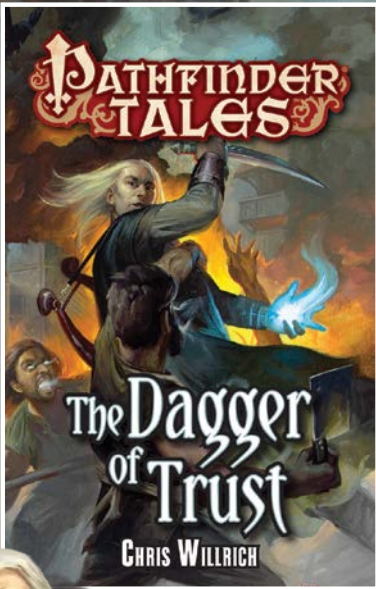
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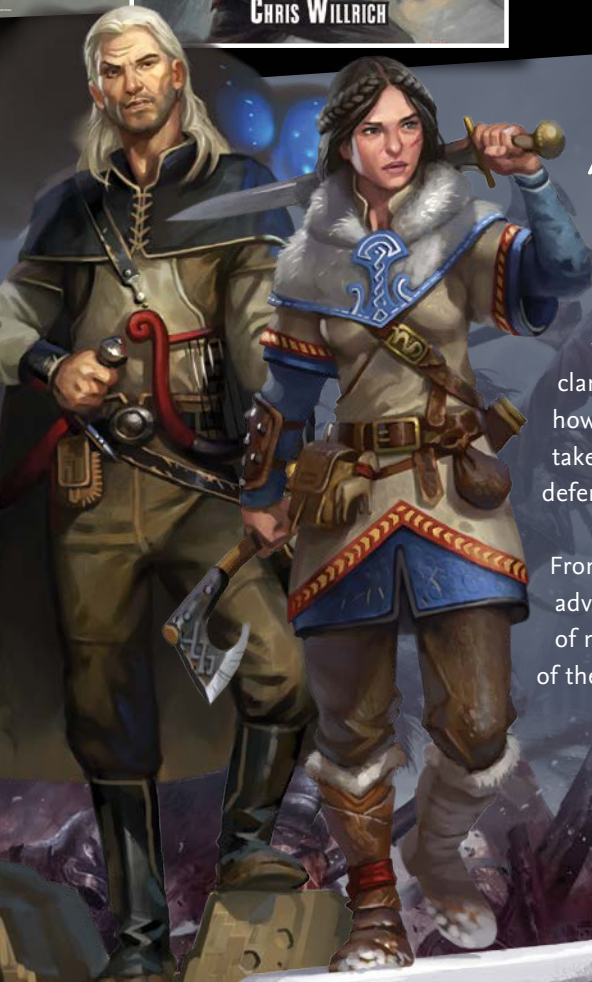
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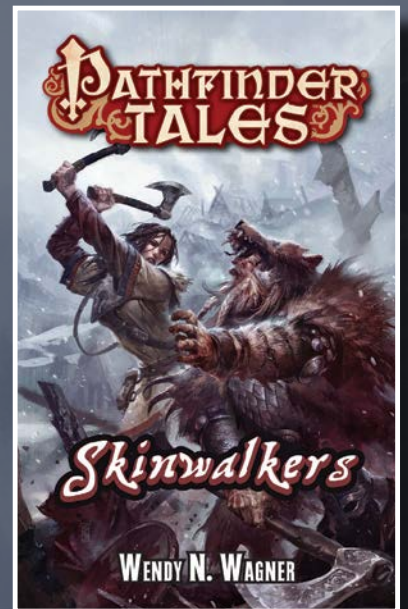
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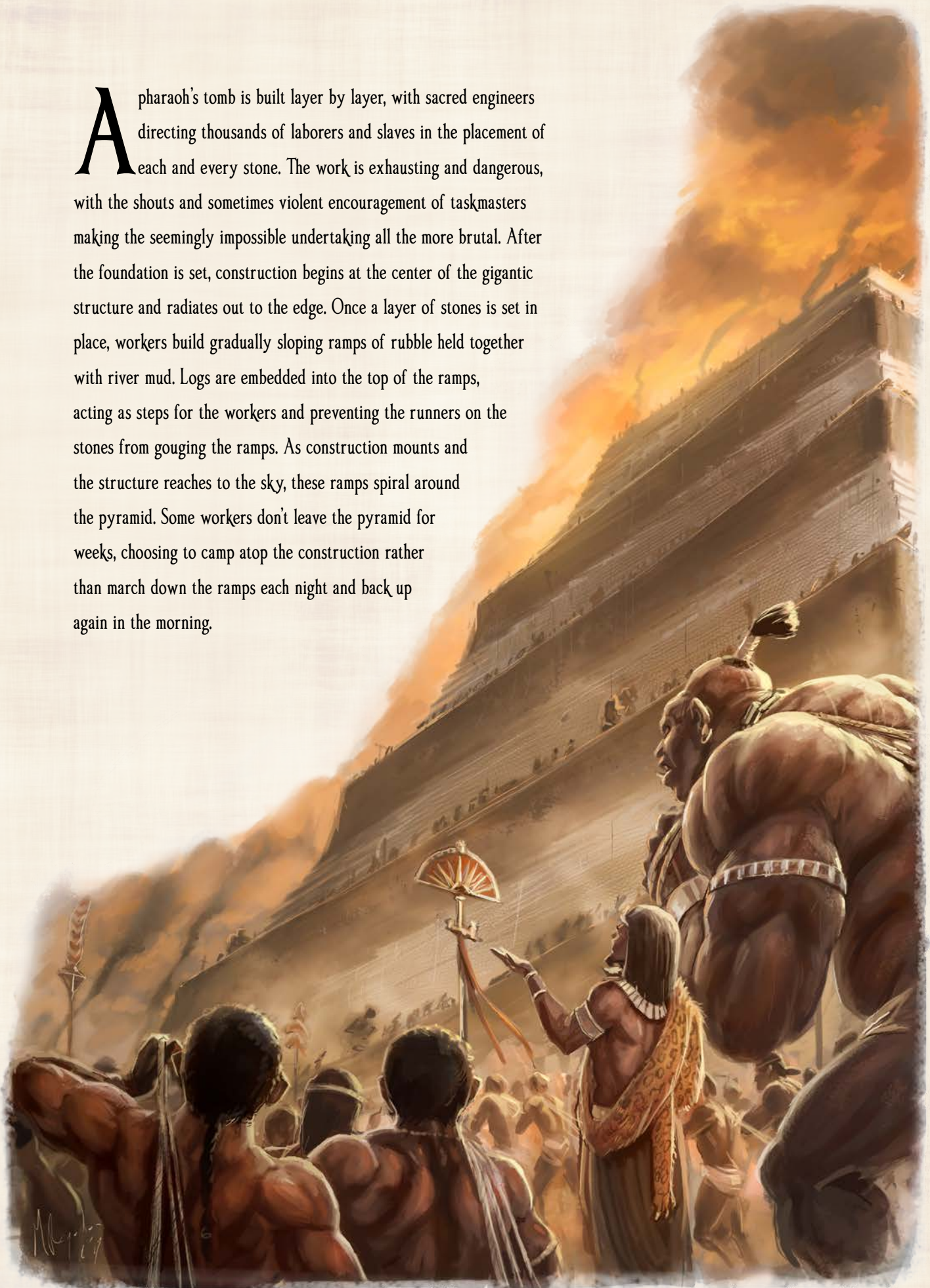
COMING SOON!

Written by Wolfgang Baur and John Compton



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A pharaoh's tomb is built layer by layer, with sacred engineers directing thousands of laborers and slaves in the placement of each and every stone. The work is exhausting and dangerous, with the shouts and sometimes violent encouragement of taskmasters making the seemingly impossible undertaking all the more brutal. After the foundation is set, construction begins at the center of the gigantic structure and radiates out to the edge. Once a layer of stones is set in place, workers build gradually sloping ramps of rubble held together with river mud. Logs are embedded into the top of the ramps, acting as steps for the workers and preventing the runners on the stones from gouging the ramps. As construction mounts and the structure reaches to the sky, these ramps spiral around the pyramid. Some workers don't leave the pyramid for weeks, choosing to camp atop the construction rather than march down the ramps each night and back up again in the morning.



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This volume of Pathfinder Adventure Path continues the Mummy's Mask Adventure Path and includes:

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