



MUMMY'S MASK

SHIFTING SANDS

PART 1: SEARCH FOR THE FORGOTTEN PHARAOH

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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

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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

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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.

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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

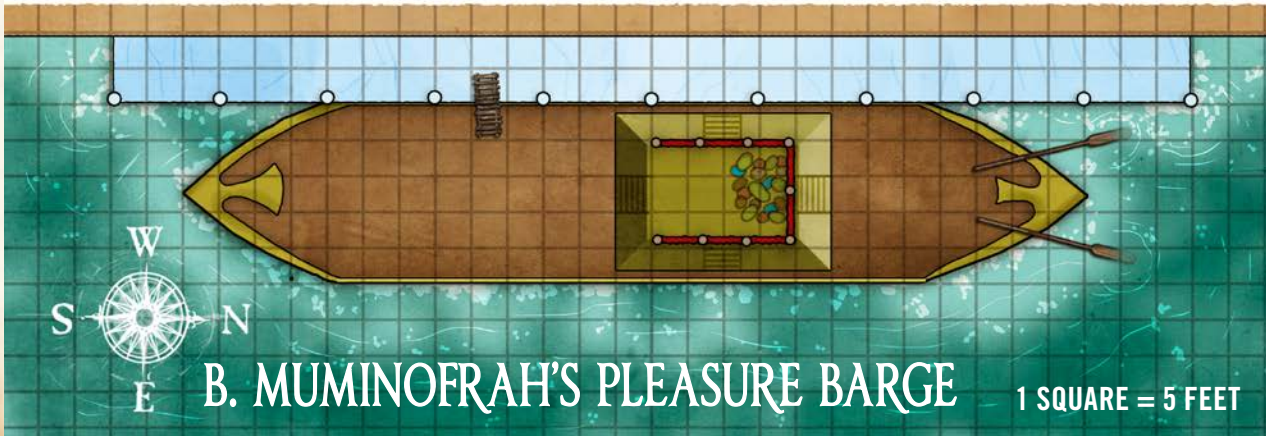
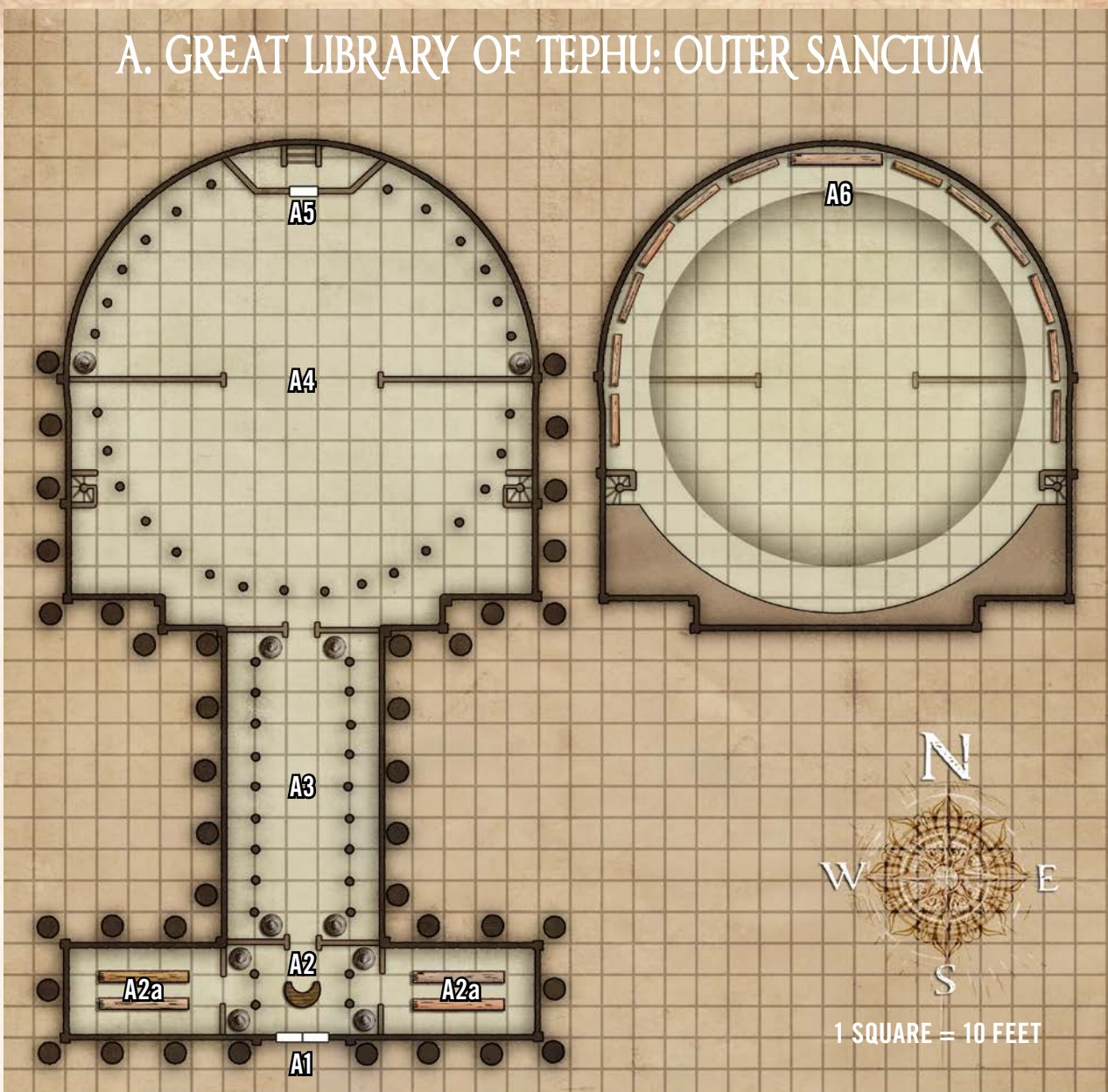
EFFECTS

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

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

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A. GREAT LIBRARY OF TEPHU: OUTER SANCTUM



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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

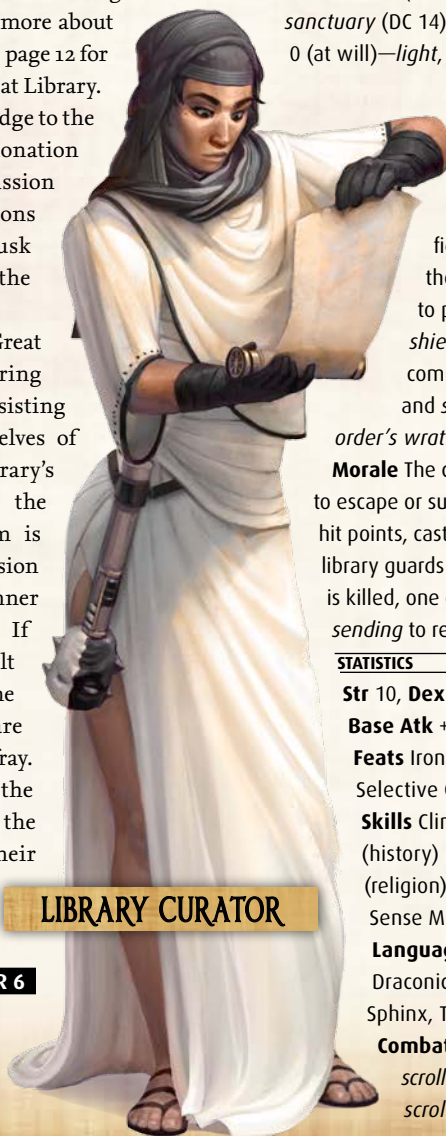
Base Atk +5; **CMB** +5; **CMD** 15

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

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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.



DEKA AN-KERET

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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 Dekka 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 *scrying*.

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), *scrying* (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)

SHIFTING SANDS

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 Tephhu (see **Event 6**).

EVENTS IN TEPHU

Several events take place during the PCs' stay in Tephhu. 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

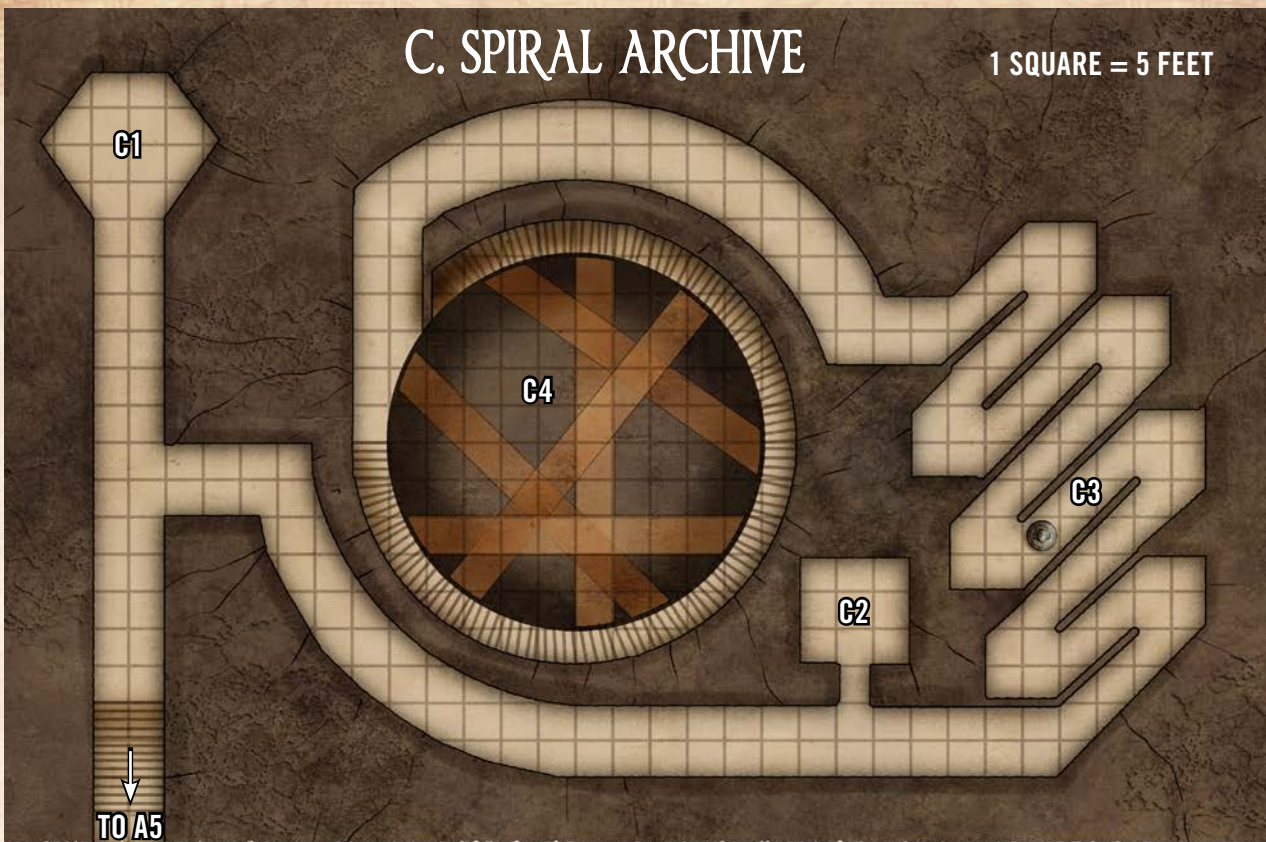
Treasure: Numerous rings adorn Udjebet's fingers: a length of leather twine wrapped around a tiny turquoise feather (a *whip feather token*), a plain gold ring (a *ring of blending* that functions as a *robe of blending*, but uses the ring slot), a worn leather band set with a silver bird's foot (a *ring 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.

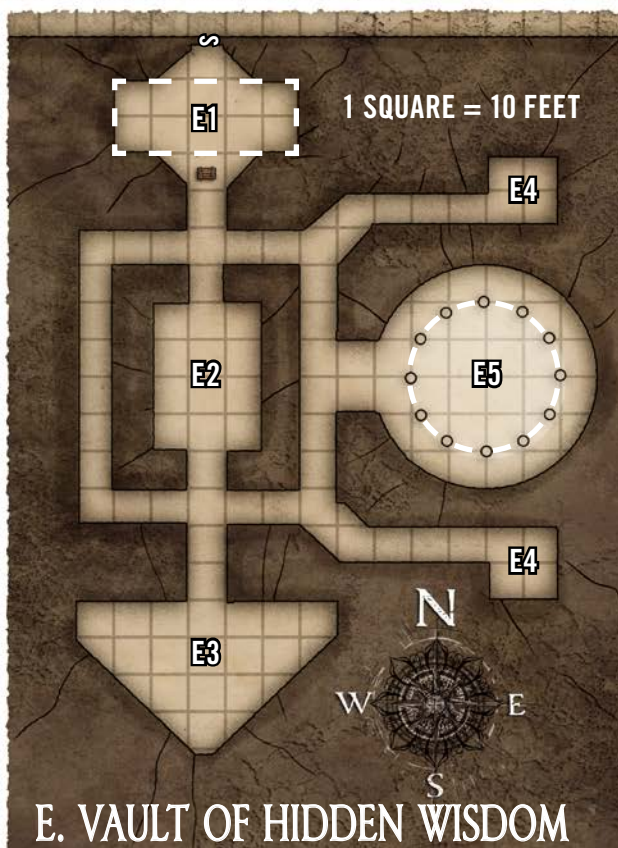
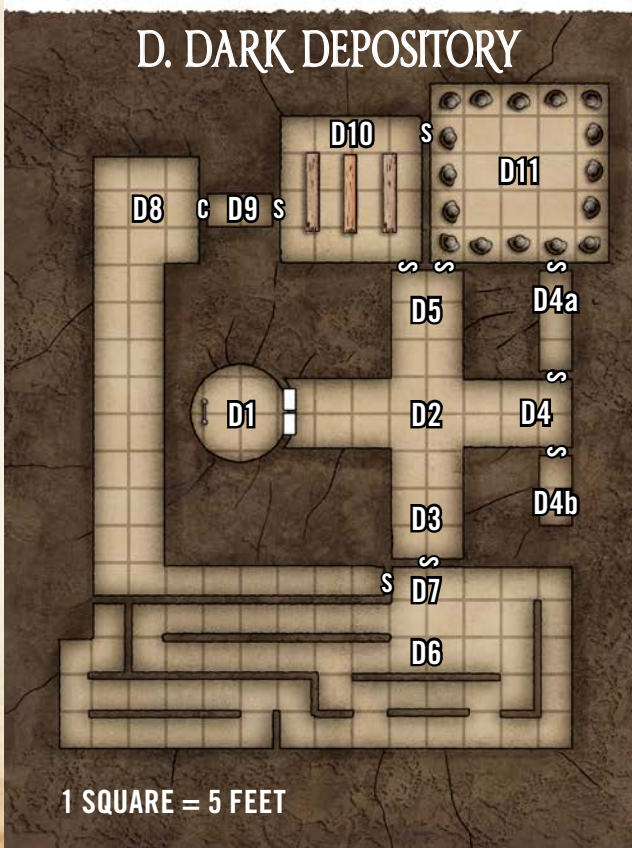
MUMMY'S MASK

C. SPIRAL ARCHIVE

1 SQUARE = 5 FEET



D. DARK DEPOSITORY



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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 vermilion 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, Deka 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 Tephu 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 Tephu, 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

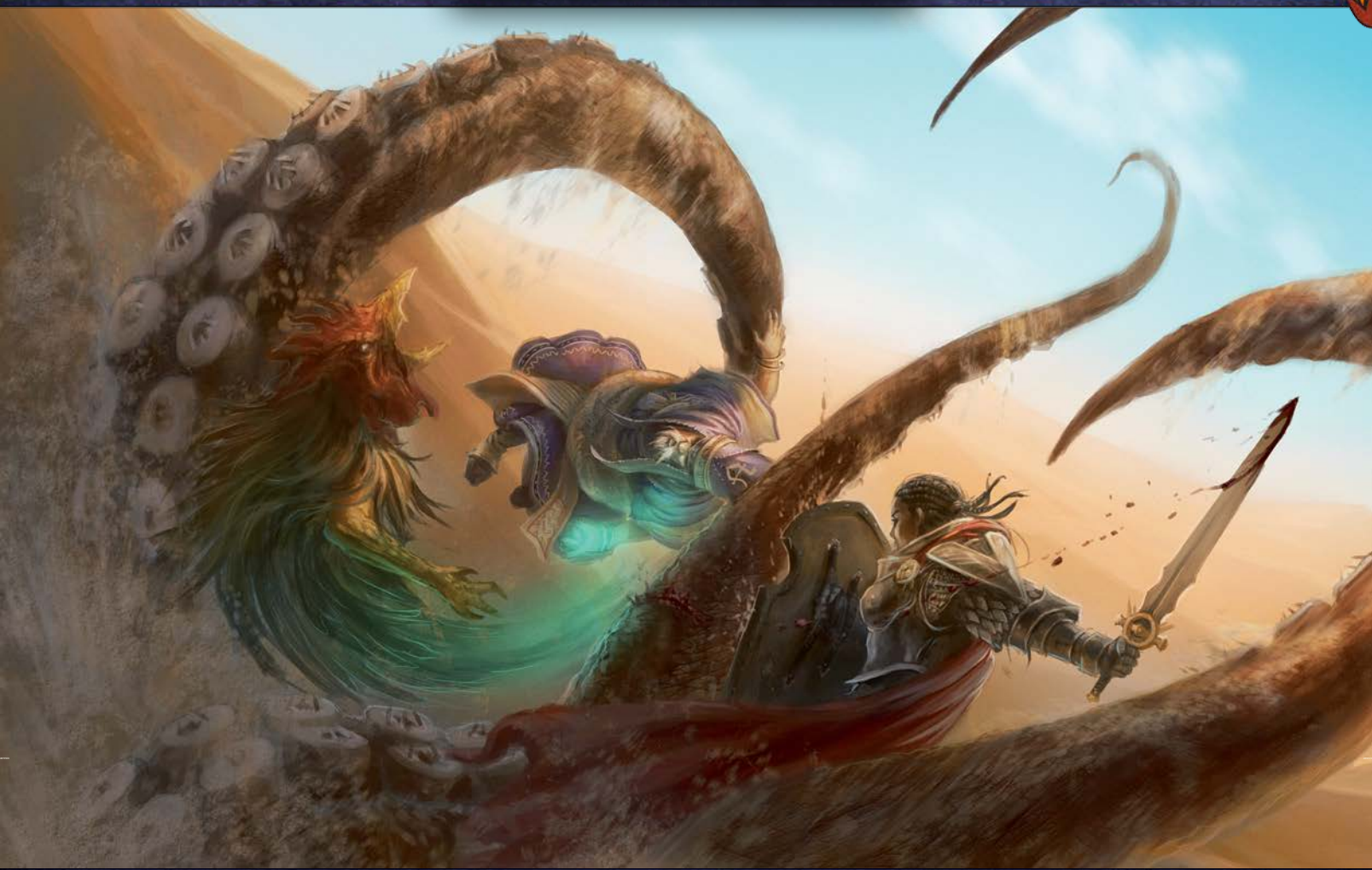
Morale This is Khabekh-shu's last chance to recover the *Mask of the Forgotten Pharaoh* from the PCs, and he fights to the death in service to the cult.

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 Tephu 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

SHIFTING SANDS

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.

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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.

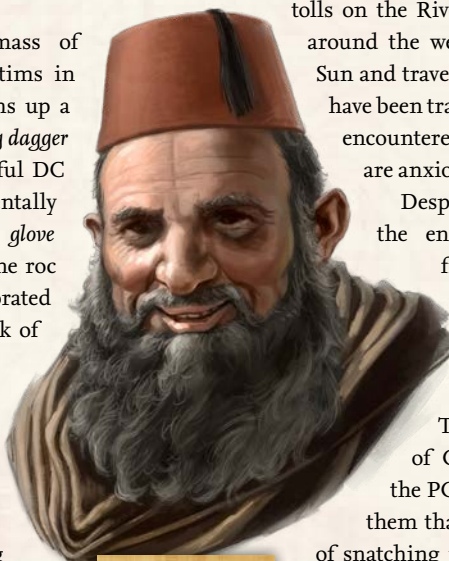
This oasis is a good and permanent supply of water in the wastes of the Parched Dunes.

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

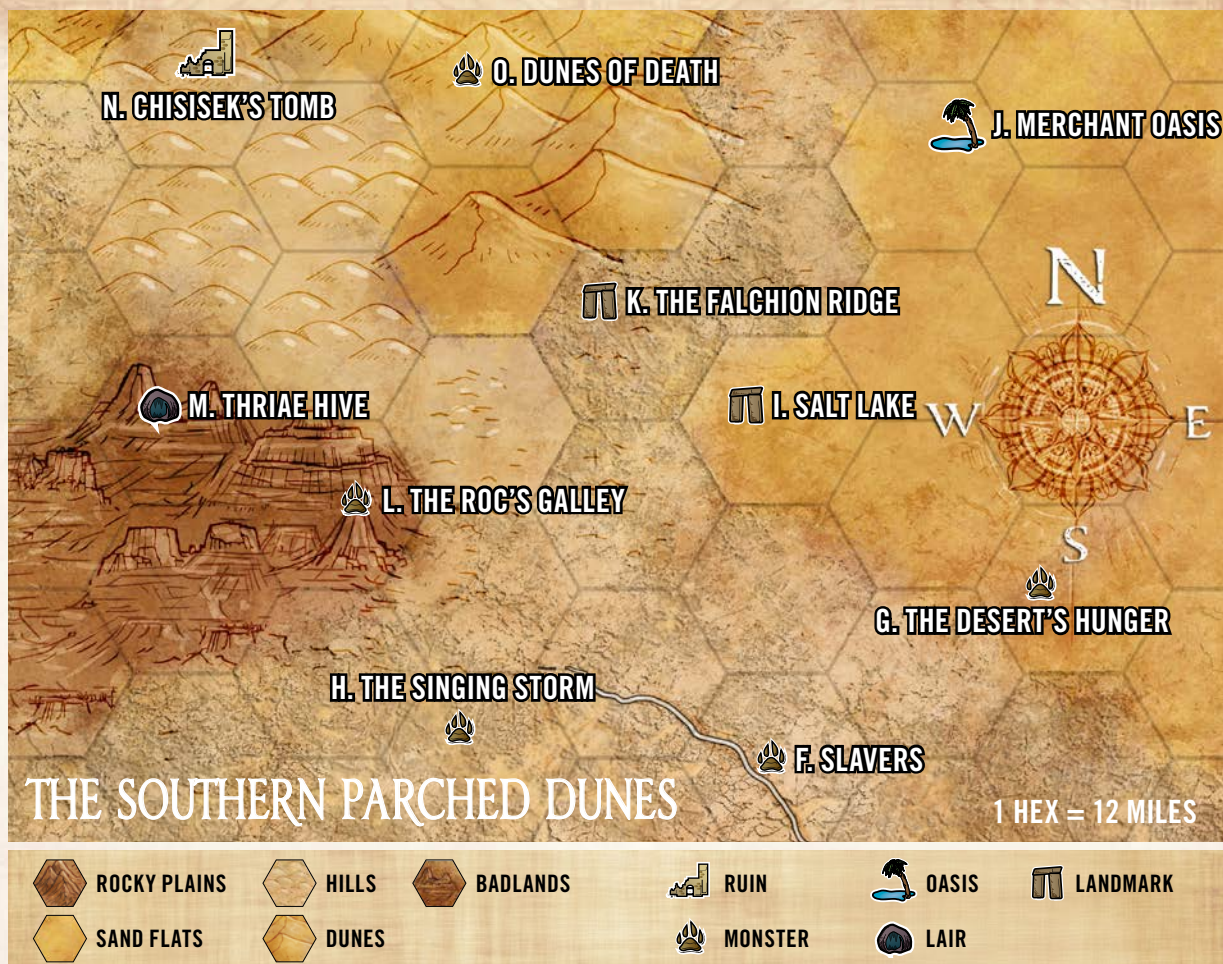
XP 1,600

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 stonewall* (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. THIRIAE 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)

THIRIAE DANCER CR 6

XP 2,400

hp 60 (see page 90)

THIRIAE 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.

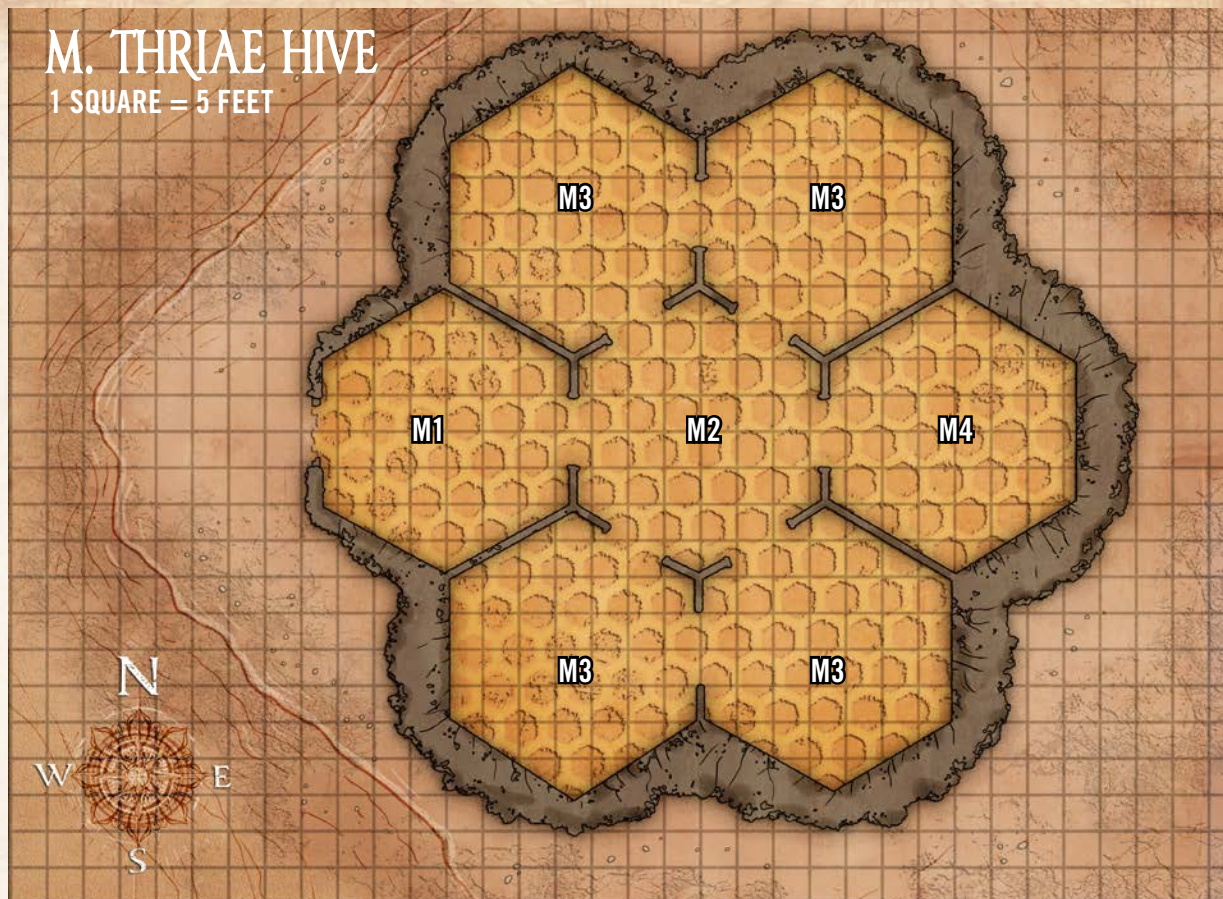
M1. Hive Entrance

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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In the hive's heyday, this space was a common room for the thraie 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 thraie, the thraie 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 thraie dancer and four thraie soldiers inhabit these chambers. The soldiers' commander, an advanced thraie soldier named Xerippe, wields a magic shortbow called a *swarmbow* (see page 59). The thraie attack any intruders not escorted by other members of the colony. Having already failed their queen, the thraie fight to the death to save what remains of their hive.

THRAIE DANCER CR 6
XP 2,400
hp 60 (see page 90)

THRAIE SOLDIERS (4) CR 4
XP 1,200 each
hp 42 each (*Pathfinder RPG Bestiary 3 267*)

XERIPPE CR 5
XP 1,600
Advanced thraie 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 thraie 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 thraie and are brought peacefully before Zizzira, the seer questions them as to their business here, and what relation they have

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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

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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

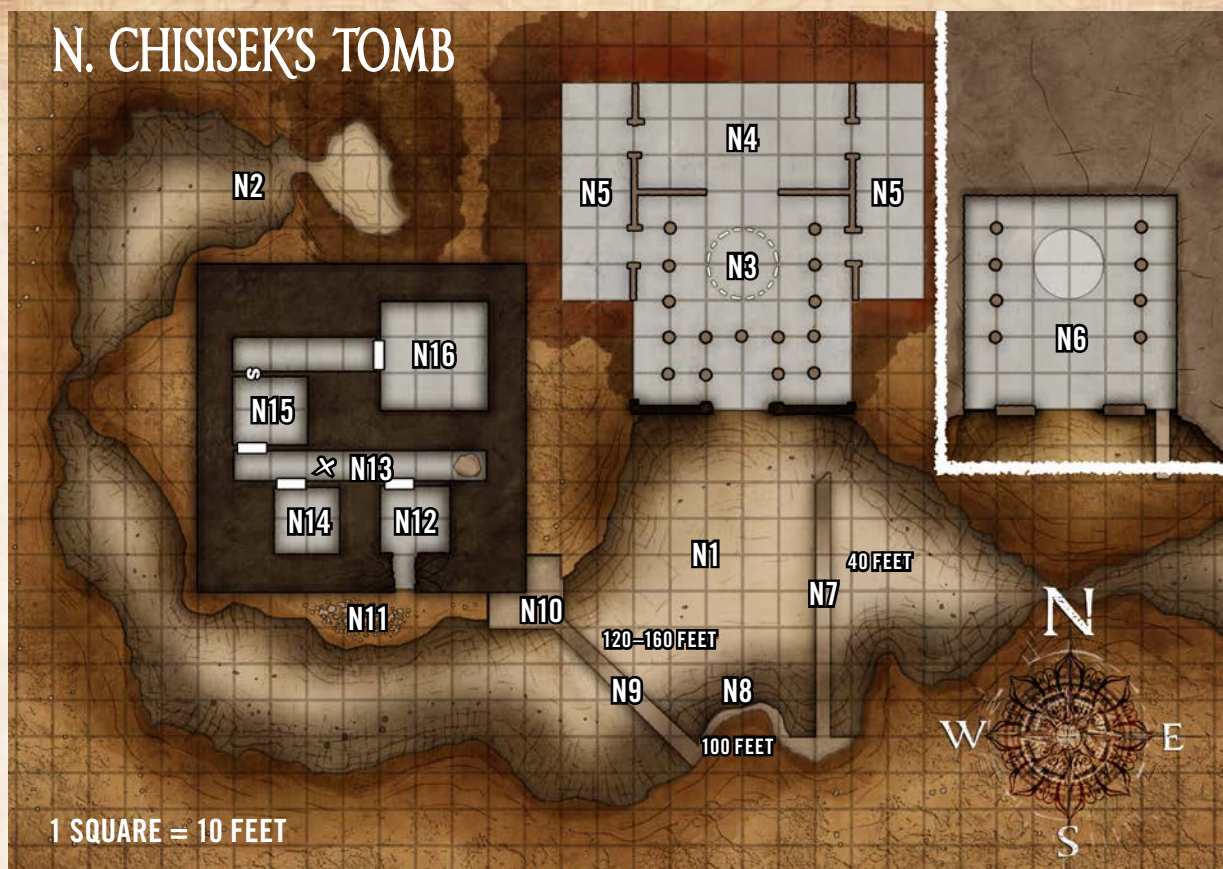
SQ desert endurance, desert native +2, nature bond (Fire domain), nature sense, sandwalker, wild empathy +9

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

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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

SHIFTING SANDS

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.

MUMMY'S MASK

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**

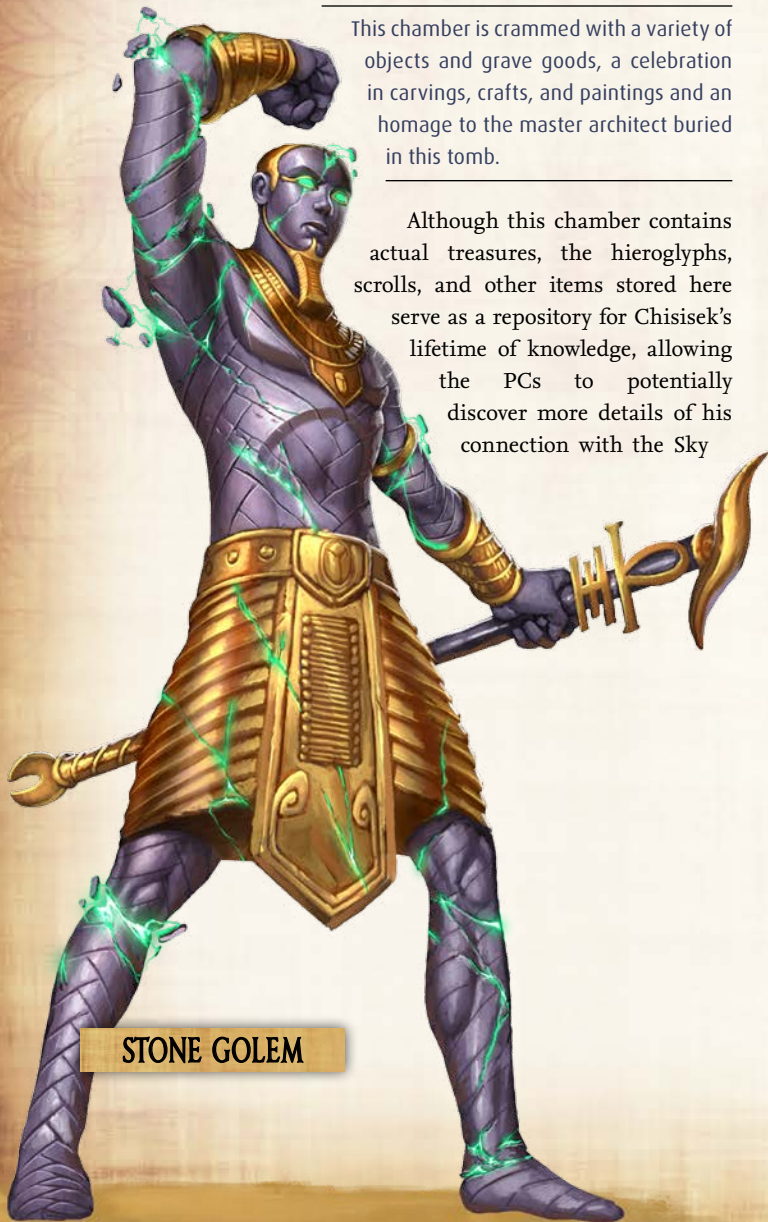
XP 12,800

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



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."