



DEKA AN-KERET

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



DEKA AN-KERET

CR 9
XP 6,400

Female middle-aged human cleric of Nethys 10

LN Medium humanoid (human)

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

DEFENSE

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

hp 38 (10d8-10)

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

SR 22

OFFENSE

Speed 30 ft.

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

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

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

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

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

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

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

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

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

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

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

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

TACTICS

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

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

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

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

STATISTICS

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

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

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

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

Languages Ancient Osiriani, Celestial, Common, Osiriani

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

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

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

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

CAMPAIGN ROLE

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

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

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

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

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

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



MUMMY'S MASK

HER EXCELLENCY MUMINOFRAH OF SOTHIS

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



MUMINOFRAH CR 9

XP 6,400

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

CN Medium humanoid (human)

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

DEFENSE

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

hp 65 (10d8+20)

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

OFFENSE

Speed 30 ft.

Melee +1 dagger +9/+4 (1d4+2/19–20)

Ranged +1 dagger +8 (1d4+2/19–20)

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

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

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

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

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

TACTICS

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

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

STATISTICS

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

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

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

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

Languages Common, Osiriani

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

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

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

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



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

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

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

CAMPAIGN ROLE

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

MORE TIME WITH MUMINOFRAH

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

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

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

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

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

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



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

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

MUMMY'S MASK

MUMMY'S MASK TREASURES

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

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



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

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

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

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

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



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

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

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

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

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



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

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

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

MUMMY'S MASK TREASURES

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



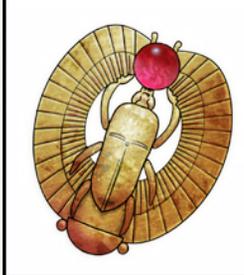
This rod is fashioned in the form of a uraeus (*Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs* 63), the legendary two-headed winged cobra that is the symbol of the Ancient Osirian deity Wadjet, patron of Osirion and the goddess of good serpents, the River Sphinx, and wisdom. The priesthood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

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

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

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



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

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

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Wondrous Item, *detect undead*, *remove curse*, *remove disease*, *remove fear*

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



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

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

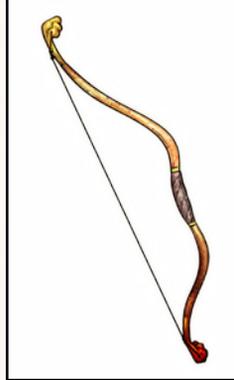
falcon pectoral can call down dazzling beams of sunlight from the sky once per day. As a standard action each round for 5 rounds, the wearer can call down a 5-foot-wide, 30-foot-long vertical sunbeam anywhere within 100 feet. A creature struck by a beam takes 3d6 points of damage and is blinded (a successful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

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

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
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Craft Wondrous Item, *daylight*

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



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

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

CONSTRUCTION REQUIREMENTS	COST 6,075 GP
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Craft Magic Arms and Armor, *summon swarm*