

## MUMMY'S MASK



## THE PERILOUS WASTES

On our eighteenth day out of Sothis, we sighted what we were looking for: a statue of an Osirian king of old, half protruding from a dune. Its features had long since been scoured away by the windblown sand. I confess it sent a chill down my spine every time I looked at that faceless head and thought of the curse. Nevertheless, we made camp and began digging.

Tonight our porters came to our tents, their faces veiled and bared blades in their hands. They warned us in no uncertain terms what they would do to us if we didn't stop the excavation. Kaphren, our expedition's leader, lied and said we would leave in the morning. If we are indeed the victims of a curse, I fear it may be the one we brought with us.

—Final entry from a tattered journal found in a Sothis curio shop



## THE PERILOUS WASTES

On most maps, the windblown dunes of Osirion's deserts appear to be nothing more than barren expanses. Desolate they may truly be, but they are far from empty. The great sand dunes slowly migrate across the desert, pushed by the ceaseless winds, alternately exposing and covering lost ruins. At night, the desert comes alive with thousands of insects and small predators searching for food in the coolness of the night air. A rainstorm in the distant mountains can cause a flash flood in a dry wadi, which will spring to life with sudden growths of flowers and other plants. Just as quickly, the waters recede, the plants die, and the wadi turns arid again. The emptiness of the desert is only an illusion, and a traveler never knows what might await just over the next dune.

Presented here are four plot hooks and two complete encounters that can be altered, expanded, and adapted to your Mummy's Mask Adventure Path campaign. These encounters can be used to help the PCs explore the desert or they could be locations the GM can use to seed particular items or plot twists into the campaign. These encounters could also be used to let the PCs earn some additional experience points if they have fallen behind in the course of the Adventure Path, or they simply could be woven into any Osirion-based campaign.

### PLOT HOOKS

As the PCs travel back and forth across the endless dunes of Osirion, use the following plot hooks to spice up the journey or provide some much needed XP or treasure. You can drop these encounters and plot hooks into a hex (if you are using the exploration rules), or you may simply add them into the campaign as a break from the monotony of travel. In addition, these encounters can help a GM insert a particular treasure into the campaign or introduce a new or replacement character.

**Battle for the Sea Beast:** The skeletal ribcage of some colossal sea beast emerges from the sands. Living in a crude shelter among its ribs is an Osirian hermit (*Pathfinder RPG NPC Codex* 247) named Kephru. He beseeches the PCs to protect him from a group of brigands who are trying to evict him from his home. That evening the "brigands" approach. In fact, they are a mercenary band led by a Garundi mud shaman (*NPC Codex* 68) with a bloodfire sorcerer (*NPC Codex* 164), a freelance thief (*NPC Codex* 147), an expert bodyguard (*NPC Codex* 269), two border guards (*NPC Codex* 129), and three grizzled mercenaries (*NPC Codex* 268). The mud shaman claims that the skeleton is from a prehistoric sea creature that's sacred to his tribe and that he gave the hermit 24 hours to vacate the site so that it could be made into a proper shrine. The hermit has refused to leave, and the PCs must take a side before or when the situation turns violent. Hidden in the sand under the hermit's home is a treasure

worth 7,000 gp that he has been keeping secret these many years.

**Lost Legionnaire:** Looking far in the distance, the party sees what appear to be vultures circling something on the ground below, a sight not all that unusual in Osirion's deserts. Upon drawing nearer, however, they discover that the vultures are actually manticores, and the thing struggling on the ground beneath them is an enormous humanoid. It is actually a badly wounded desert giant (*Pathfinder RPG Bestiary* 3 128) beset by five manticores (*Pathfinder RPG Bestiary* 199). If the PCs assist the giant, they find him disoriented and dressed in an antiquated bronze breastplate. He identifies himself as Agrimius Decius of the Eighth Calpurnian Legion and asks if the party has seen the Blue Wyrms standard. None of the names or things he mentions are recognizable to the PCs, and they get the sense that he has been wandering this desert for a very long time. The giant himself is fairly muddled in his own mind and can give little explanation for his condition. If the PCs heal the giant and allow him to accompany them, he is of great help the next day when an adult blue dragon (*Bestiary* 94) attacks them. If the giant survives, he takes the dragon's hide and fashions it into a standard atop his broken long spear before marching off alone into the trackless dunes to seek his missing legion. If the giant is not healed, then a young blue dragon attacks the party the next day instead.

**Night Visitors:** When night falls over the desert, great clouds of insects emerge from burrows in the sand and begin their nightly hunt for water and breeding partners, their incessant buzzing and chirping filling the air. Dealing with all the swarming insects is irritating, but a good tent or even a bedroll provides adequate shelter from them. Perhaps more distracting are the bats that emerge from desert rock shelters and flap through the night while feasting on the insects. On some nights, the PCs hear strange shrieking calls in the distance, though they can't identify their source. After a few days, they enter the territory of a colony of hunting mobats (*Pathfinder RPG Bestiary* 2 42), which emerge from a nearby cave each night to feast on humanoid meat.

**The Screaming Mine:** As the desert sands give way to the rocky badlands, a gaping cave mouth is spotted on a low ridge. This copper mine played out long ago and was afterward abandoned, and now it serves as the home base for a band of half-orc raiders. Gerlutak is a desert stalker (*NPC Codex* 137) and leads a group made up of axe warriors (*NPC Codex* 11) and traitorous brigands (*NPC Codex* 81) to prey upon caravans passing through the badlands. Aside from the excellent location of the mine, the group's real prize is a captured yrthak (*Bestiary* 2 290). The creature's devastating sonic attack gives the mine its name, and the half-orcs use the beast to hunt those that get away.



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## TROUBLED WATERS (CR 11)

The PCs are awoken from their sleep one night as a minor earthquake rocks the desert near where they are traveling. It appears to do no damage other than to startle any pack animals in camp, and after an hour the hushed sounds of the night return to normal. The next day as the PCs continue their travels, they come across an isolated oasis that lies near the epicenter of the previous night's quake.

### BACKGROUND

The earthquake that rocked this portion of the desert was wholly natural in origin and fairly minor, but it did cause damage to an isolated oasis. A fissure formed in one of the basins of the oasis, causing half of the pool to drain. It also opened a sinkhole that descends into Nar-Voth in the Darklands below. A trio of araneas and their loyal gug servant lived in the series of caverns lying far beneath the oasis. When the deluge from the draining oasis pool swept into their lair, one of the araneas was drowned, and the others were forced to flee. Once the deluge had passed, they emerged from their place of retreat to seek revenge against whatever had attacked them from above.

They found the fissure that had opened in the ceiling of their lair, and clambered upward into the natural tunnels below the pool that were once filled with water. They also found openings leading up into the partially drained pool itself. The araneas emerged into the darkness of night to find a camp of desert nomads beside the damaged pool. The earthquake and the sudden draining of the oasis pool had shocked the nomads, but they were otherwise unharmed. However, they didn't expect a pair of enraged araneas to erupt from the muddy pool and attack.

Some of the nomads were slain quickly, while the others were subdued and dragged into the tunnels below—along with some of their livestock—to serve as food for the gug. The araneas then looted the encampment, and got a good look at their surroundings. They realized that in this desolate area the oasis pool must serve as a stopover for many travelers, so they erased the traces of their attack, and began to keep a nightly watch over the oasis to see what other victims it might bring to them.

### INTRODUCTION

The location sits along the PCs' path of travel the day following the earthquake, and they arrive before nightfall to find the abandoned nomad camp. If the PCs make camp at the oasis, the araneas' tactics are described in the Encounter section.

### DESCRIPTION

The PCs arrive at the oasis as evening falls. They can arrive from any direction you choose, but the remains of the nomad camp at area **A1** are immediately visible, and possibly

what attracts their attention. The oasis itself is surrounded by date palms, though several of them have been uprooted and toppled over by the previous night's earthquake.

**A1. Abandoned Camp:** Three hide tents stand around the barely smoldering remains of a campfire. The earthquake knocked down a pole of one of the tents, leaving it partially collapsed, but other tents are otherwise intact. The remains of a picket line can be found between two date palms where a group of camels were once tethered—though they are no longer present—and a half-dozen goats wander the remains of the camp munching on the tufts of grass in the area and occasionally sniffing at the tents.

A search of the camp reveals it was certainly the home of a group of desert nomads who apparently kept a small herd of goats. The tracks show that there were once many more goats, though only the six remain. There are no visible tracks to suggest to where the others may have wandered off, or where their minders could have gone. The tents hold the bedrolls and possessions of seven nomads, though they appear to have been abandoned recently, and no valuables remain.

**A2. Drained Pool:** A portion of the oasis pool has drained and become a giant mud pit 20 feet deep at its center. The contour of the pool's bed is raised on the north side, so that a portion of the pool remains filled at area **A3**. The sides of the drained portion are slick with muddy silt, requiring a successful DC 12 Acrobatics check to descend without slipping and falling. At the very bottom, the floor of the pool is actually a large, 10-foot-thick plug of mud. Anyone stepping on it will sink through and be deposited into area **A4** below. Digging it out requires 16 hours of labor, but it slowly reseals with thick mud from drainage after 6 hours, requiring the process be repeated twice to clear it permanently.

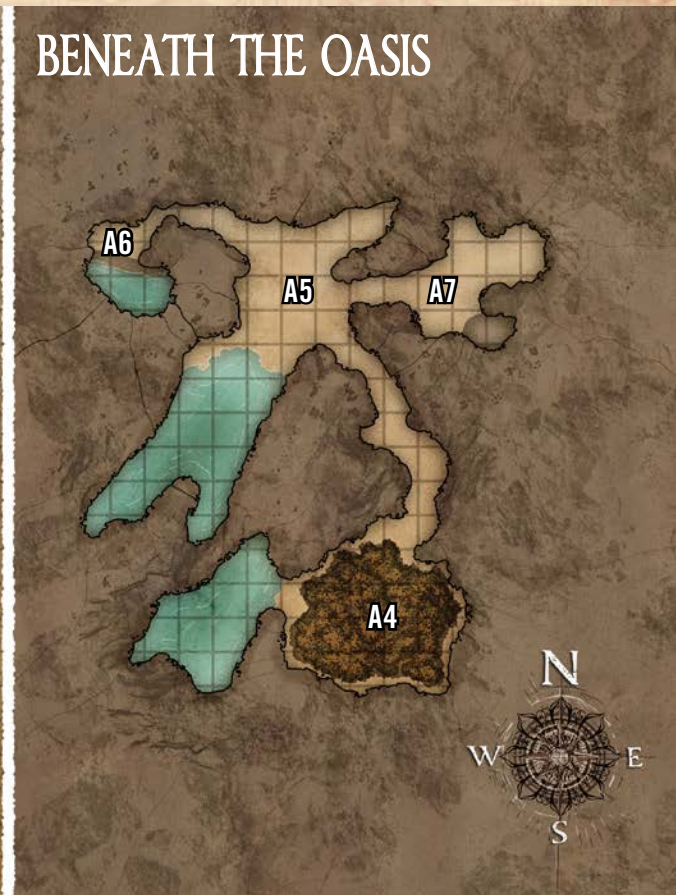
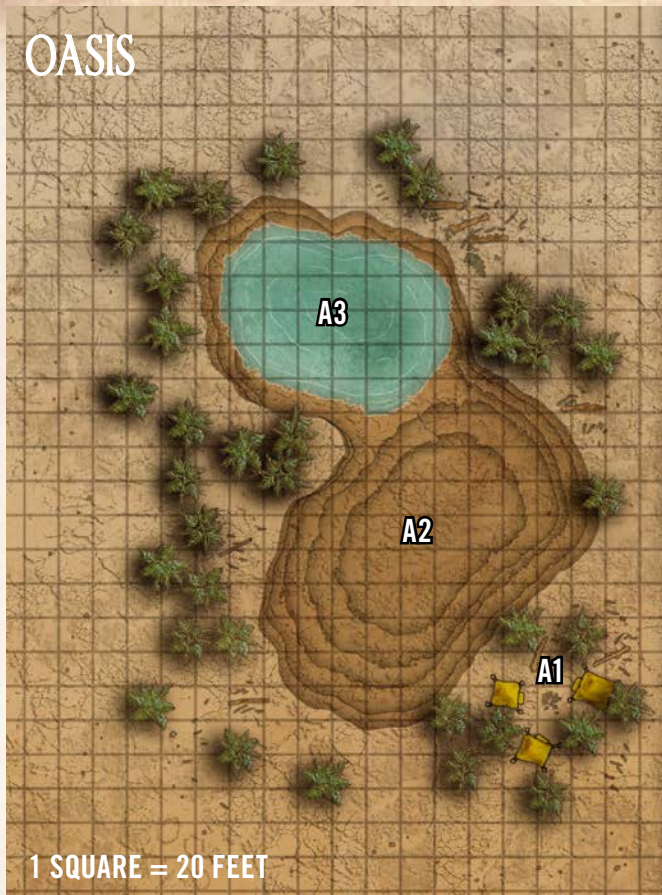
**A3. Silted Pool:** This portion of the pool still holds water 10 feet deep, though it is now cloudy with mud and silt from the previous night's temblor. The water level is down at least 5 feet from its original level, and the banks above the new waterline have already begun to dry in the desert heat. Despite the state of the pool, the water is still potable. Five feet below the water level at the northwest edge is a small cave opening (Medium creatures must squeeze to enter) that leads 15 feet through a water-filled tunnel to area **A6**.

**A4. Mud Hole:** The mud plug in area **A2** lets out into the 20-foot roof of this cavern. Its floor is filled to a depth of 3 feet with the mud that drained from above, making the whole cavern difficult terrain. A side cavern is filled with water to a depth of 15 feet where it drained as the pool above cracked. A gug (*Bestiary* 2 151) wallows here in the mud, along with the dismembered, partially consumed corpses of desert nomads, camels, and goats.

**A5. Central Cavern:** Water from the pool drained into this cavern before rising to a depth of 4 feet to the south and subsequently draining out into area **A7**. Here, three Osirian nomads are bound in webbing while two araneas



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(*Bestiary* 2 30) question them to find out where they can obtain more victims and treasure.

**A6. Pool Entrance:** A low ledge overlooks a 10-foot-deep pool of silt-laden water here. A tunnel in the base of this pool leads to the opening in the pool at area **A3**. Sitting on the ledge are six darkmantle-skin flasks, each holding a dose of *potion of water breathing*.

**A7. Sinkhole:** A sinkhole on one side of this cavern drops 100 feet into tunnels leading into Nar-Voth below where the araneas once lived. Anyone descending can continue their adventures in the Darklands beneath Osirion if they choose. The araneas have deposited a small hoard of treasure here worth 5,500 gp, including several minor valuables taken from the goatherds above.

### ENCOUNTER

The gug spends most of its time rooting around in area **A4** and feasting on the carcasses of the goatherds' camels. The araneas remain holed up in area **A5** for the most part. If the PCs enter the tunnels beneath the oasis, the araneas take a stand in the entrance to area **A7**, using webs and spells to try to overcome the intruders. If nearing defeat, they retreat down the sinkhole in area **A7** and flee back into the Darklands. Sounds of combat in area **A5** draw the gug from

its feasting to fight for the araneas. If the PCs encounter the gug in area **A4**, the araneas respond to the sounds of fighting there, providing spell support and attacking with their webs from the tunnel from area **A5**. They retreat to area **A7** as described above if the gug is defeated.

If the PCs do not immediately enter the tunnels beneath the oasis, then the araneas spy on their camp after nightfall from the water at area **A3** while shapechanged into humanoid form as drow elves. They use *potions of water breathing* to remain beneath the waters of the pool. After the PCs retire for the evening, one aranea uses *silent image* to make what appears to be a desert nomad appear in the camp, so that whoever is on guard will find the nomad suddenly, silently standing nearby. The other aranea uses *ghost sound* to distract the guard and lure them closer to attempt to charm them. If successful, the araneas silently steal into camp and attempt to capture everyone in their webbing before dragging them down to area **A4** where the gug can deal with them while the araneas loot the PCs' camp itself, turning to the bodies after the gug has finished with them. If the *sleep* spell is unsuccessful (which is likely), the first aranea causes the *silent image* to walk down to the base of area **A2** and appear to sink into the mud in order to draw the PCs to the gug waiting below.



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## THE THRESHING FLOOR OF TAHKET-IBEY (CR 13)

While exploring, the party comes upon an ancient ruin where a team of scholars digs for lost secrets of old Osirion. Unfortunately, the scholars are more sinister than they appear, and the innocuous ruin is more than it seems.

### BACKGROUND

The vast desert of Osirion is not entirely devoid of life, and around various watering holes, oasis pools, and semipermanent rivers, isolated groups of desert natives have been able to eke out an existence and even raise small crops of hardy grains in the arid environment. For centuries these tribes would bring barley to the stone foundation of an ancient building to thresh their grain. The threshing floor also served as a common meeting place between various tribes, where they could trade what little excess grain they had for other staples or even the wares of the occasional passing merchant caravan. As a result, the Threshing Floor of Tahket-Ibey (a name based on a partial inscription on a stone found there long ago), became a well-known gathering place among local tribes.

This situation changed over 70 years ago when a massive sandstorm completely buried the site. With no landmarks to use as references, the tribes lost the location, and many moved away from the area after several watering holes and rivulets were likewise buried in the storm. Since then, the site remained lost until a Pathfinder scholar, Jornus Kibbri, recently discovered the location of the ruins among the libraries of Sothis and found cryptic hints that it might be more important than originally suspected.

There are, however, three secrets Jornus doesn't know. The first is that Trevin, his new research assistant, is actually a shapeshifted pairaka div who signed on in order to corrupt the renowned scholar to make of him a fine prize for her lord, Ahriman. The second is that the threshing floor is actually a portion of a long-lost efreeti citadel. The third is that the porters hired for the expedition are actually outsiders called burning dervishes, recruited by Trevin to help claim the secrets of the citadel.

### INTRODUCTION

The PCs arrive at the site as they are traveling across the wastes. They can either have heard of the expedition that set out from Sothis more than a month ago, or they can simply stumble across it in their travels. Kibbri has located the site, and his laborers have already removed most of the sand from the stone floor. He has matched some writing fragments he found to a worn engraving discovered in the stone floor, and is just about to have his team lever the stones up to reveal what is hidden beneath. Kibbri is an aloof and taciturn man, but he's not above using others to his own ends and greets the PCs cordially enough, asking them if they'll help his porters break through the floor. He promises them a share in any

treasure he finds below. If asked, he willingly provides the information in the first two paragraphs of the Background.

### DESCRIPTION

It is late in the day when the PCs arrive at the site.

**B1. Threshing Floor:** A large swath of stone floor has been uncovered here in an excavation pit 5 feet deep. Great piles of sand have been mounded around its periphery. The stone floor is flat with the bases of some small walls rising here and there and dotted with occasional engravings, worn nearly smooth by the years. The excavators have discovered a stone plug in the floor, and are about to lift it out with crowbars and a crude A-frame hoist.

**B2. Chamber of Waiting:** The threshing floor is actually the roof of the efreeti citadel of Takutibakr. It was built during a genie war in the ancient past and abandoned when it was overcome by a djinni-produced sandstorm. Over centuries, the shifting sand revealed its roof, and it was taken for the foundation of a ruined building rather than the top of a buried one. The efreet sealed the citadel when they abandoned it, and left behind sacrifices to serve as guardians of the place. Sealed within this chamber are four ghuls (*Bestiary* 3 125). They immediately attack when anyone breaks the seal in the roof above.

**B3. Intersection:** Stairs descend to an intersection. The eastern hallway collapsed long ago and is impassible.

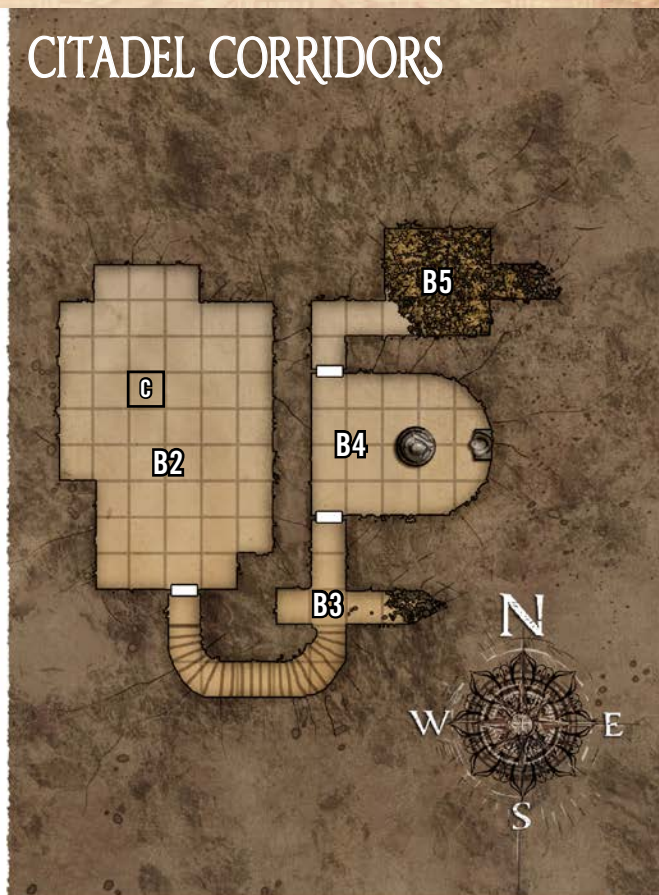
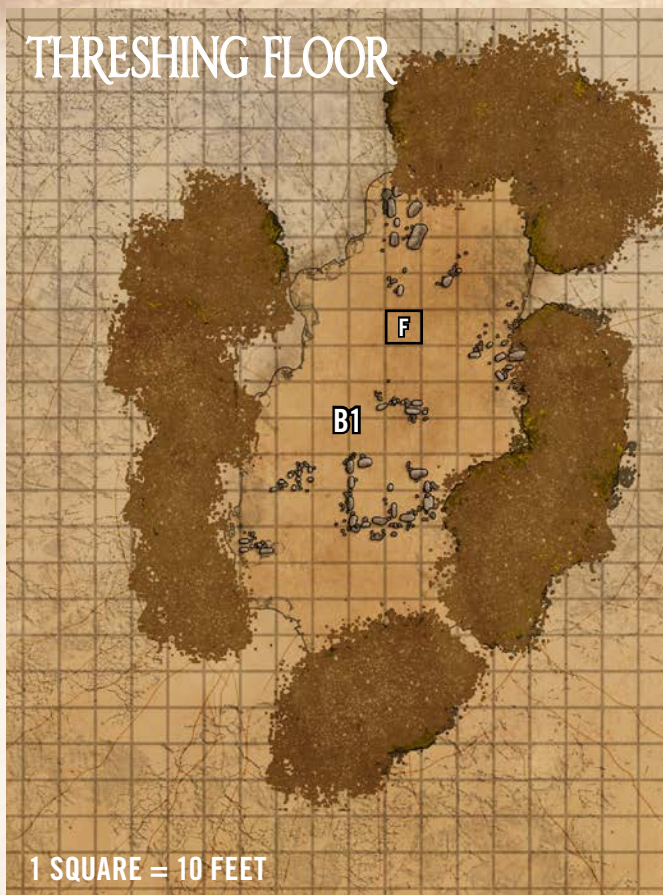
**B4. Resting Chamber:** Brass doors close off this room. A large sarcophagus holding a mummified efreeti stands against one wall. When the brass doors are opened, two large fire elementals (*Bestiary* 124) spring into being to protect the remains of the efreeti. The efreeti wears a *mask of a thousand tomes* (*Pathfinder RPG Ultimate Equipment* 245).

**B5. Treasure Cache:** A total of six clay amphorae lie in this room, resting in a large pile of sand that has filtered down through cracks in the ceiling. A now-collapsed passage once led to the east. The sand pile is the home of three sandmen (*Bestiary* 2 236), and the amphorae hold assorted jewels worth 8,500 gp.

### ENCOUNTER

Kibbri's party consists of himself (use statistics for an aloof scholar from *NPC Codex* 232), his research assistant, Trevin Barth (a disguised pairaka div; *Bestiary* 3 88), and four disguised burning dervishes (see below). They attempt to raise the floor stone as the sun falls, which requires 1 hour of effort with crowbars, picks, and the help of the PCs. Once the initial guardians are released and dealt with, and once the citadel is entered, the dervishes attempt to incapacitate the Pathfinder and the PCs, hoping to leave them trapped within after they loot the chambers and reseal the floor. After the PCs deal with the dervishes, the shocked Kibbri promises the PCs equal shares of any treasures. He and Trevin attempt to stay out of combat, but the temptations





whispered to Kibbri by Trevin have convinced the scholar to attempt to murder the PCs while they sleep later that night in camp. How the PCs deal with his treachery is up to them.

## BURNING DERVISH CR 7

**XP 3,200**

(*Tome of Horrors Complete* 89)

LE Medium outsider (extraplanar, fire)

**Init** +3; **Senses** darkvision 60 ft.; Perception +14

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

**hp** 58 (9d10+9)

**Fort** +7, **Ref** +6, **Will** +8

**Immune** fire

**Weaknesses** vulnerability to cold

### OFFENSE

**Speed** 30 ft., fly 20 ft. (perfect)

**Melee** +1 *falchion* +14/+9 (2d4+7/18-20) or  
(in flame form) 2 slams +13 (1d6+4 plus 1d6 fire plus burn)

**Special Attacks** burn (1d6, DC 15)

**Spell-Like Abilities** (CL 14th):

3/day—*invisibility* (self only), *pyrotechnics* (DC 14)

1/day—*enlarge person* or *reduce person* (DC 13), *plane shift* (Elemental, Astral, or Material Planes only), *produce flame*

### STATISTICS

**Str** 18, **Dex** 16, **Con** 13, **Int** 13, **Wis** 15, **Cha** 15

**Base Atk** +9; **CMB** +13; **CMD** 27

**Feats** Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack

**Skills** Bluff +13, Escape Artist +13, Knowledge (planes) +13, Perception +14, Search +9, Sense Motive +13, Stealth +14, Survival +14; **Racial Modifiers** +2 Survival when tracking

**Languages** Common, Ignan, Infernal

**SQ** elemental endurance, flame form

**Gear** +1 *falchion*

### SPECIAL ABILITIES

**Elemental Endurance (Ex)** Burning dervishes can survive on the Elemental Planes of Air or Earth for up to 48 hours and on the Elemental Plane of Water for up to 12 hours. Failure to return to the Elemental Plane of Fire after that time deals 1 point of damage per hour to a burning dervish until it dies or returns to the Elemental Plane of Fire. It is able to survive on other planes normally.

**Flame Form (Su)** Three times per day, as a standard action, a burning dervish can change its form to that of a column of fire. In this form it gains two slam attacks. The transformation lasts indefinitely; reverting to its humanoid form requires another standard action.