



MUMMY'S MASK

THE SLAVE TRENCHES OF HAKOTEP

PART 1: IN DEFENSE OF WATI

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When a flying pyramid appears in the skies over Wati, the PCs' friend Ptemenib sends an urgent appeal for their aid in defending the city.

PART 2: BEYOND THE CROOK

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Past the headwaters of the River Crook lie the Slave Trenches of Hakotep—what strange and deadly dangers await discovery there?

PART 3: INTO THE SLAVE TRENCHES

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Several underground complexes beckon the PCs—in order to activate the ancient weapon and pull down Hakotep's tomb, the heroes need to explore all four.

ADVANCEMENT TRACK

“The Slave Trenches of Hakotep” is designed for four characters and uses the medium XP track.

13 The PCs begin this adventure at 13th level.

14 The PCs should reach 14th level while exploring the Slave Trenches—preferably before they attempt to enter the Monument or Guardian Vaults.

The PCs should be 15th level by the end of the adventure.

THE SLAVE TRENCHES OF HAKOTEP

ADVENTURE BACKGROUND

In -1660 AR, Osirion was on the brink of war—at least covertly. To the south of the Barrier Wall Mountains lay the Shory Empire, a powerful civilization led by masters of strange arcane technologies capable, among other things, of allowing cities to fly. This raw and confident power so close to ever-expansionist Ancient Osirion made the two nations uneasy neighbors, and conflict seemed inevitable. Today, certain Osirionologists argue that the Shory Empire had far more important concerns than squabbles with its neighbors and barely even took notice of Osirion, and that in truth the conflict was largely one waged inside the paranoid mind of Osirion's ruler at that time, the Sky Pharaoh Hakotep I.

There is no question though that the two nations traded jabs. The Shory were particularly fond of flexing their military muscles by charming gigantic beasts from the Mwangi jungles and transporting them over the border to watch as they made Osirion's slave armies cower. Hakotep fought back, claiming symbolic victories of his own, but in -1655 AR the cold war escalated. Annoyed with Hakotep's continued meddling, the Shory Empire flew two of its gigantic flying cities to within 20 miles of Osirion's southwest border in a show of dominance, hoping to quell Hakotep's aggression.

Hakotep could not abide this display, yet he was forced to admit, finally, the superior might of Shory magic to himself. Determined to find a palatable answer to the Shory Empire's challenge, Hakotep realized he had to steal this magic from the Shory. He turned his considerable intellect and arcane skills to the problem, sending his personal guard, the Akhumen, out to abduct Shory wizards and abscond with fragments of their technology for the pharaoh to study, and in time he accomplished the impossible—he discovered a way to bring Shory cities down from the sky.

Hakotep's discovery required the use of bound elemental spirits—air and earth in particular—to overwhelm the magic supporting the Shory cities. On a small scale, the bound spirits of a few elementals were enough to pull birds in flight down from the heavens. To accomplish the same feat on a flying city, Hakotep required a staggering number of bound elementals, their spirits magnified by vast earthen runes, monuments, and ramparts. And so the Sky Pharaoh ordered his Akhumen to begin constructing one of the greatest projects of his reign—a massive earthworks that would in time become known as the Slave Trenches of Hakotep. One of Hakotep's most trusted advisors, the architect Chisisek, became an invaluable aid in the creation of the Slave Trenches, and later, of the Sky Pharaoh's tomb as well.

As construction on the Slave Trenches began, Chisisek warned Hakotep that the project would take generations to complete. Hakotep knew the solution to that problem—all timelines can be accelerated simply by sacrificing more lives. The Sky Pharaoh sent his slave armies to the border and

had them raise monuments and dig a series of earthworks to match Chisisek's design. In order to conceal the true objective of the undertaking from the Shory, Hakotep made sure the purpose of the trenches remained a closely guarded secret. The tens of thousands of laborers believed they were erecting a monument to their Sky Pharaoh that would be visible from the highest clouds, unaware that they were actually building a weapon to trigger a war.

Yet fate had other plans for Hakotep, and when he died before the Slave Trenches were completed, his successor, Djederet II, wisely halted their construction. In accordance with Hakotep's wishes, after his death the Akhumen swiftly murdered the Sky Pharaoh's greatest generals and advisors, including the architect Chisisek, and interred their bodies in tombs scattered across Osirion so that they could accompany their pharaoh into the afterlife. The Akhumen's final act was to activate the Slave Trenches—not to bring down a Shory city, but to remotely launch Hakotep's pyramid into the skies above, a fitting burial for the Sky Pharaoh and an excellent way to safeguard his tomb from grave robbers.

Or so the Akhumen thought. In truth, the Sacrosanct Order of the Blue Feather had already done just that. In the week during which the Akhumen went about preparing the Sky Pharaoh's generals for their own entombments, the order secretly infiltrated Hakotep's tomb to obtain the deceased pharaoh's soul, capturing two of its pieces within his mummified heart and funerary mask, and leaving the third fragment of his soul, the *ba*—his personality or psyche, the fragment that made Hakotep Hakotep—trapped inside Hakotep's mummified body. The order covered its tracks well, leaving behind no evidence the tomb had been violated. When the Akhumen used the Slave Trenches to launch the pyramid into the skies and then committed ritual suicide, they did so not knowing that the Sky Pharaoh's body had been desecrated. Djederet II's cover-up of the desecration of the Sky Pharaoh's body followed shortly thereafter, leaving the legacy of Hakotep's works well on its way to obscurity.

Thousands of years later, the scattered fragments of Hakotep's soul finally resurfaced. The *heart of Hakotep*, containing the pharaoh's *ib*—the seat of his emotion, thought, and will—was discovered by the priestess Serethet. Hakotep's *ib* possessed Serethet, who became the Forgotten Pharaoh and founded the Cult of the Forgotten Pharaoh. Meanwhile, Hakotep's *ka*—his “vital spark”—which had been trapped within the *Mask of the Forgotten Pharaoh*, was found by the necromancer Nebta-Khufre in the Sanctum of the Erudite Eye in Wati. When the Forgotten Pharaoh was killed in the Sightless Sphinx, Hakotep's *ib* was finally released, returning to his tomb to rejoin with his *ba*. Yet without the third piece of his soul, his *ka*, which remained trapped within the *Mask of the Forgotten Pharaoh*, Hakotep's soul still could not move on to the afterlife. With the reunion of his *ba* and *ib*, however, the Sky Pharaoh rose from death as

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a mummy lord, and for the first time in thousands of years, he could take his own actions to ensure his return to power.

Armed with the knowledge of the modern world gathered from the time he spent possessing Serethet, the risen Hakotep intends for Osirion never to forget his name again, and he begins preparing an all-out assault on the cities of Osirion with the flying pyramids of his generals. Hakotep will reclaim his ancient kingdom, and all Osirians will bow before the reborn Sky Pharaoh.

THE THRICE-DIVIDED SOUL

From their research in the Great Library of Tephu in “Shifting Sands,” the PCs should know by this time that Hakotep’s soul was divided into three pieces—his *ba*, *ib*, and *ka*—and that while his *ib* and *ka* were trapped in items (the *heart of Hakotep* and the *Mask of the Forgotten Pharaoh*, respectively), his *ba* was left behind in his body inside his tomb. Their research should also have informed them that reuniting the Sky Pharaoh’s divided soul might even return Hakotep to life—indeed, this was the goal of the Cult of the Forgotten Pharaoh.

Having witnessed the departure of Hakotep’s *ib* from the body of the Forgotten Pharaoh in “Secrets of the Sphinx,” the PCs can attempt a DC 25 Knowledge (religion) check to realize that Hakotep’s *ib*, now freed from its confinement and without a body to inhabit, would have returned to the Sky Pharaoh’s tomb to rejoin with the *ba*. Indeed, if one of the PCs is wearing the *Mask of the Forgotten Pharaoh*, that character can sense that the two pieces have rejoined, and that the pharaoh’s *ka*, still trapped inside the mask, wants to join them as well.

If the PCs succeed at a second DC 25 Knowledge (religion) check, or a DC 30 Knowledge (arcana) or Knowledge (planes) check, they realize that rejoining all the fragments of Hakotep’s soul will allow his soul to finally journey into the afterlife, thereby ending the threat of the Sky Pharaoh. To do so, they should need only to place the *Mask of the Forgotten Pharaoh* on Hakotep’s body in his tomb. The problem, of course, is finding Hakotep’s tomb—but hopefully, that’s where the mummy of the tomb’s architect, Chisisek, can help. At the same time, the PCs don’t yet know that Hakotep is not peacefully resting in his tomb and has, in fact, risen, as an undead mummy lord, but they’ll have the opportunity to learn that information later in the adventure.

It’s very important for the PCs to have this information so they can follow the campaign to its conclusion. If they haven’t yet put the pieces together or are unable to succeed at the necessary skill checks, you should ensure that friendly NPCs can guide them in the right direction. The gynosphinx Tetisurah is a good option for this, as is the PCs’ old friend Ptemenib, whom the PCs will soon see again in Wati (see Part 1). Even the spirit of Chisisek can give the PCs the information they need when they talk to it (see Speaking with the Dead, below).

SPEAKING WITH THE DEAD

At some point during this adventure, the PCs need to speak to the dead architect Chisisek, whose body they recently recovered from the Sightless Sphinx. The timing of this supernatural interrogation, as well as the method by which the PCs accomplish it, can vary—they may wish to speak with Chisisek as soon as they defeat the Forgotten Pharaoh, or they might not make the attempt until after Wati is defended from the attack detailed in Part 1. Remember, if none of the PCs can cast *Speak with Dead*, they can always use the *effigy of Anubis* discovered in “Shifting Sands” to speak to the architect’s remains. Barring that, their friend Ptemenib in Wati can cast the spell for them.

If the PCs promised to return Chisisek’s body to his tomb and fulfill that promise, the sphinx Tetisurah thanks them for their help. If she hasn’t done so already, Tetisurah rewards them with her *sun falcon pectoral*, as promised. If Tetisurah accompanied the PCs on the previous adventure, she’ll handle the return of the body to his tomb herself, and if the PCs at a later date need to speak to the body, she agrees to let them enter the tomb to do so.

In any event, Chisisek is the most reliable source the PCs have yet encountered for information on Hakotep, and this adventure assumes that it is via an interview with his remains that the PCs gain the direction and information they need to go on to the Slave Trenches and manipulate the magic there to bring down the Sky Pharaoh’s tomb. If the PCs don’t speak to Chisisek, you’ll need to introduce other methods for them to learn this information—whether this comes in the form of additional clues or NPCs of your own design encountered in this adventure, the results of spells like *legend lore* or *vision*, or something else entirely.

In life, **Chisisek** (LN male human wizard 7/lore master 6) had grown increasingly fearful and dissatisfied with the rule of the Sky Pharaoh, but lacked the bravery and motivation to stand up to Hakotep. Chisisek fully realized his folly only when the Akhumen murdered him following Hakotep’s death. Echoes of Chisisek’s frustrations and despair at this final treachery still infuse his mummified remains, and as a result, he is eager to speak to others about his hated master. Even if his alignment is different from the caster’s, Chisisek voluntarily forgoes his saving throw against *Speak with Dead* to speak the truth about Hakotep and the Slave Trenches. Although he didn’t see his assassination coming until it was too late, Chisisek knows his murder was ordered by the very man he served. Further, he knows that the Sky Pharaoh had him killed to protect his secrets, including the design (and flaws) of his tomb’s defenses. Chisisek speaks Ancient Osiriani, Aquan, Auran, Ignan, Jistka, Tekritanin, and Terran.

Questions likely to be asked of Chisisek, along with the mummy’s raspy-voiced answers, are listed below. Feel free to intersperse these answers with curses and epithets against “That snake of a pharaoh” as the bitter corpse speaks.

THE SLAVE TRENCHES OF HAKOTEP

Where is Hakotep's tomb? "Hakotep's pyramid was my pride and joy, but he made his own changes. He felt my designs lacked cruelty, but he kept the core of my work. His tomb incorporated the same magic his enemies used—the Aeromantic Infandibulum. To ensure his eternal rest was protected from thieves, his favored guards, the Akhumen, were to use the Khepsutanem to send his pyramid into the sky, where it would travel the highest clouds and be forever unreachable by tomb robbers. In the week after his death, the Akhumen slaughtered Hakotep's greatest generals and entombed them as well so that the Sky Pharaoh would have his armies with him in the afterlife. I realized only too late that he wanted me to join him in the afterlife as well!"

What is the Khepsutanem? "The earthworks I designed for Hakotep to enhance and magnify the effects of the Aeromantic Infandibulum. From there, the Akhumen set Hakotep's tomb into flight, but had we finished construction, Hakotep could even have pulled down Shory cities from the sky!"

How can we reach Hakotep's tomb? "Hakotep's pyramid is warded against divination and observation, and the sky currents it travels are unknown even to me, yet what was used to send it heavenward can also be used to bring it back. The Khepsutanem is the key. You can use its magic to call back the tomb and bring it to the ground once again. If you can focus the elemental energies of the Khepsutanem's Sekrepheres on the Aeromantic Infandibulum within Hakotep's pyramid, you won't have to reach it—you can bring the tomb back down to earth!"

What is a Sekrephere? "The Khepsutanem is much more than ditches and mounds of earth. Hundreds of obelisks, each containing a bound elemental spirit, adorn the paths of the Khepsutanem. Among these stand 11 great monuments, each infused with the spirit of a particularly powerful elemental. These 11 monuments are the Sekrepheres, and they must be activated in the proper order between the hours of dawn and noon on a single day to focus their energies upon the Sun Disk plaza, which can in turn call down Hakotep's tomb.

How do we activate the Sekrepheres? "Before any of the Sekrepheres can be activated, you must rouse the Khepsutanem from its slumber, for after so long a time, the magic that empowers it has certainly gone dormant. The source of the Sekrepheres' power is found within a complex on the northern side of the earthworks called the Tekramenet. Once you've awakened the Khepsutanem, you must seek out the Chamber of the Sekrepheres within a second complex

on the eastern reaches of the trenches, the Sekrephrenet. From there, it is a simple matter of anointing the Sekrephere symbols in the proper order with holy or unholy water."

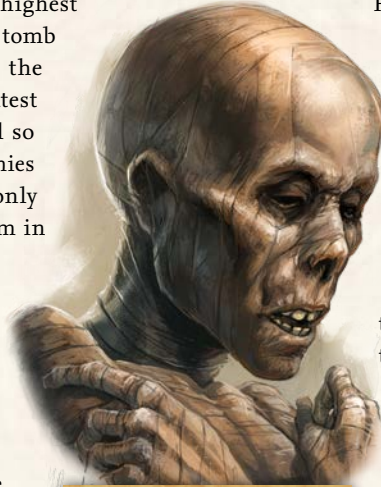
In what order must we activate the Sekrepheres to focus the Sun Disk plaza on Hakotep's Tomb? "Each of the Sekrepheres is associated with one of the gods of Osirion whose teachings, in one way or another, influenced Hakotep's work at the Khepsutanem. They must be activated in the following order: Horus, Ptah, Isis, Ra, Khepri, Osiris, Sobek, Maat, Sekhmet, Thoth, and finally Set. Once you've activated all eleven in this order, the Sun Disk can be used to call down Hakotep's pyramid."

How do we activate the Sun Disk once the Sekrepheres are activated? "You need only to use the *Pharaoh's Key* in the central stone of the Sun Disk. Finding the *Pharaoh's Key* will be the trick, but it should still lie with a complex called the Akhumemnet near the Sun Disk."

What can you tell us of the Slave Trenches' guardians and dangers? "Many are its guardians, but alas, I was involved only in the creation of the earthworks. The contents of the vaults and crypts, as well as the

nature of their defenses and guardians, were known only to Hakotep and his most trusted agents, the Akhumen. Their leader, the ageless shaitan warlord Tef-Naju, might still live on as the guardian of the Khepsutanem. If Tef-Naju survives, perhaps you can convince him to help you, although as I recall, his temper is as swift as his patience is sparse."

The PCs may have additional questions before their *Speak with Dead* expires, and GMs should improvise as necessary. Chisisek tries to be as helpful as possible, but much has changed at the Slave Trenches in the last 6,000 years, and there is much that even he does not know.



CHISISEK'S MUMMY

PART I: IN DEFENSE OF WATI

After Hakotep rises as an undead mummy lord, one of the first things he does is to test the power of the Aeromantic Infandibulum in his tomb. Finding it to still have power from the Slave Trenches, the Sky Pharaoh raises up one of his generals' tombs, a pyramid buried under the sands south of Wati. This pyramid, known as the Five-Pointed Sun, is the tomb of Isatemkhebet, one of Hakotep's favorite generals. Yet favoritism is not the reason Hakotep chose her tomb to raise up into the skies—its proximity to Wati compelled the choice, for Hakotep knows of the PCs from the time he spent possessing the Forgotten Pharaoh, and knows they pose the greatest potential threat to his plans. Hakotep commands Isatemkhebet to pilot her flying pyramid to the city of Wati and issue a demand: the sacrifice of the PCs in return for Wati's continued existence. Regardless of how

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this ultimatum plays out, Hakotep then turns to the task of preparing his own tomb's defenses and the long task of repairing connections to the tombs of his other generals. In time, the Sky Pharaoh plans to raise up 15 more flying pyramids and send them against the cities of Osirion to claim the land as his own once more!

Once the PCs have had time to wrap up the events of "Secrets of the Sphinx," they receive the news that Wati is under attack, courtesy of a panicked *sending* spell from their old ally Ptemenib: "Wati is under attack! A flying pyramid with beams of darkness and airborne undead demands we turn you over as sacrifice! Come quickly! Save us!"

If necessary, Ptemenib uses additional *sendings* to give the PCs additional information to ensure they return to Wati.

The method by which the PCs return to Wati is left to them—if they lack access to teleportation, *shadow walk*, or other fast methods of travel, they may be forced to travel overland from the Sightless Sphinx via overland travel. Don't penalize the PCs if they have no means of quickly reaching Wati, but if they take too long to return to Wati by wasting time or dawdling, they may find that significant portions of the city have been destroyed as Isatemkhebet vents her mounting impatience at their tardiness.

A. THE FIVE-POINTED SUN

When the PCs arrive in Wati, the sight of a glimmering pyramid hovering 500 feet over the city below is an imposing and humbling sight. An immense cartouche of a five-pointed sun, the personal symbol of the entombed general Isatemkhebet (a successful DC 40 Knowledge [history] check reveals this information as well as the name of the general imprisoned within), is emblazoned on one face of the pyramid—the face that, when the tomb rested upon the ground, once faced the rising sun. The blocks of the pyramid's four sides are highly polished and reflect the light of the sun and moon alike, giving the structure an otherworldly glow. A sphere of energy glimmers above its apex—magical discharge from the aeromantic effect that gives the pyramid its powers of flight. The pyramid's underside is a jagged surface of rugged rock pulled from the ground when Hakotep gave the tomb the power of flight.

Portions of Wati have already been damaged by Isatemkhebet's minions, but so far, the undead general has held her hand. She expects the PCs to present themselves to her to be taken prisoner, and no attempt to fight them occurs unless they resist being captured by the guardians at the tomb's entrance (area A1).

The pyramid's flight effect is treated as if from an artifact, and cannot be dispelled by *dispel magic*. An *antimagic field* could cause the pyramid to plummet, but only if the effect were somehow able to encompass the entire immense structure. *Mage's disjunction* could send the pyramid crashing

down as well, but the effect is treated as an artifact when determining the chance of success.

The shadow cast by the Five-Pointed Sun on the city below is unusually dark and cold. Within this area of darkness, the shadow creates a region of desecration, as the *desecrate* spell. This effect extends into the pyramid's interior as well, though inside the Five-Pointed Sun the effect functions as if in the presence of an evil altar. (Hit points and other adjustments to attacks, damage, and saving throws for undead creatures are included as appropriate in their statistics.) This *desecrate* effect functions at CL 15th, and if targeted via *dispel magic*, it automatically reactivates after 1d4 rounds as long as Isatemkhebet exists.

The pyramid's single obvious entrance, a 10-foot-wide, 20-foot-tall arch, opens at the base of the pyramid below the sun carving (area A1), yet the PCs still need to engineer a way to reach it since the tomb floats 500 feet off the ground. If the PCs have absolutely no other way to reach the pyramid, Ptemenib can supply them with *potions of fly*. There is one other entrance into the Five-Pointed Sun (in area A5), though it is unlikely to be found before it's discovered during explorations of the tomb's interior.

The interior chambers of the Five-Pointed Sun are organized into four different levels. A magical passageway called the Serpent's Path (area A6) provides access to each level. Inside, ceilings arch to a roomy 20 feet high unless otherwise noted, and all walls within the pyramid are of superior masonry. Unless indicated, all of the chambers within the tomb are unlit. One curious effect of this tomb's architecture (courtesy of Chisisek, of course) is how well sound is conducted within the structure. Creatures gain a +4 bonus on Perception checks to hear noises while in the Five-Pointed Sun, and the save DCs of sonic or language-dependent effects increase by +2. These bonuses to sonic and language-dependent effects have been included in the full stat blocks for creatures encountered within the tomb as appropriate.

A1. Tomb Entrance (CR 13)

A dark opening yawns at the pyramid's base, providing access to a long tunnel heading deep into the tomb.

Creatures: In life, General Isatemkhebet was served by an elite force of harpy rogues called the Voices of the Sun. Fanatically loyal, they continue to serve her in undeath. The burial linens that shroud these undead harpies are pitch-black, matching their dark coal eyes. The harpies speak only Ancient Osiriani, and address the PCs as soon as they approach, demanding, "Cast aside weapon and tool, armor and cloth, that you may stand before General Isatemkhebet in true humility!" If the PCs are foolish enough to comply, the harpies march them into the tomb to Isatemkhebet's

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crypt (area **A16**). This allows the PCs to bypass several of the traps on the way to Isatemkhebet, but leaves them in a very perilous position in the end—they'll need to face these undead harpies and their commander at the same time with no gear if they wish to avoid being sacrificed to Set. The harpies don't expect the PCs to comply, of course, and are ready to use force to capture the PCs.

VOICES OF THE SUN (4)

CR 9
XP 6,400 each

Female mummified harpy rogue 6 (*Pathfinder RPG Bestiary* 172, *Pathfinder RPG Bestiary* 4 197)

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +15

Aura frightful presence (30 ft., DC 16, 1d6 rounds)

DEFENSE

AC 29, touch 14, flat-footed 25 (+5 armor, +3 Dex, +1 dodge, +5 natural, +5 shield)

hp 142 each (13d8+84)

Fort +9, **Ref** +17, **Will** +11

Defensive Abilities evasion, trap sense +2, uncanny dodge;

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to acid

OFFENSE

Speed 10 ft., fly 70 ft. (clumsy)

Melee +1 *khopesh*^{UE} +20/+15/+10 (1d8+8/17-20), 2 talons +18 (1d8+4)

Ranged +1 *composite longbow* +19/+14/+9 (1d8+8/x3)

Special Attacks burst of vengeance, captivating song (DC 16), dust stroke, sneak attack +3d6

TACTICS

During Combat Once the PCs attack, all pretense of delivering the PCs alive to their commander vanishes—General Isatemkhebet wants the PCs dead as an offering to Hakotep, but isn't particularly concerned with being the one to deliver the death blow. The harpies are fond of using their captivating song to lure PCs deeper into the tomb to stagger into the killing box (area **A2**) or in the other direction, off the ledge outside the pyramid's entrance, resulting in a 500-foot fall to the city below.

Morale The Voices of the Sun fight until destroyed.

STATISTICS

Str 20, **Dex** 20, **Con** —, **Int** 7, **Wis** 14, **Cha** 17

Base Atk +11; **CMB** +18; **CMD** 34

Feats Combat Reflexes, Dodge, Exotic Weapon Proficiency (*khopesh*), Flyby Attack, Improved Critical (*khopesh*), Improved Initiative, Improved Natural Attack (talons), Mobility, Shield Focus, Toughness, Weapon Focus (*khopesh*)

Skills Bluff +16, Disable Device +6, Fly +8, Intimidate +16, Perception +15, Perform (sing) +16, Stealth +7

Languages Ancient Osiriani

SQ rogue talents (bleeding attack +3, combat trick, weapon training), trapfinding +3

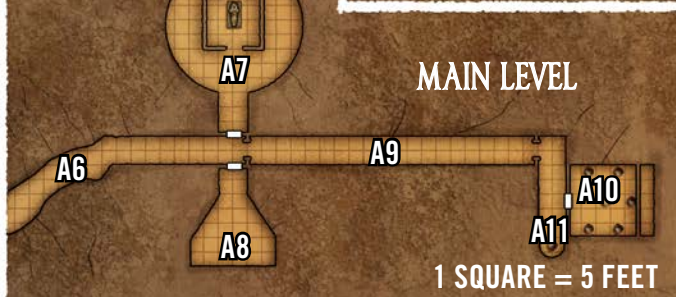
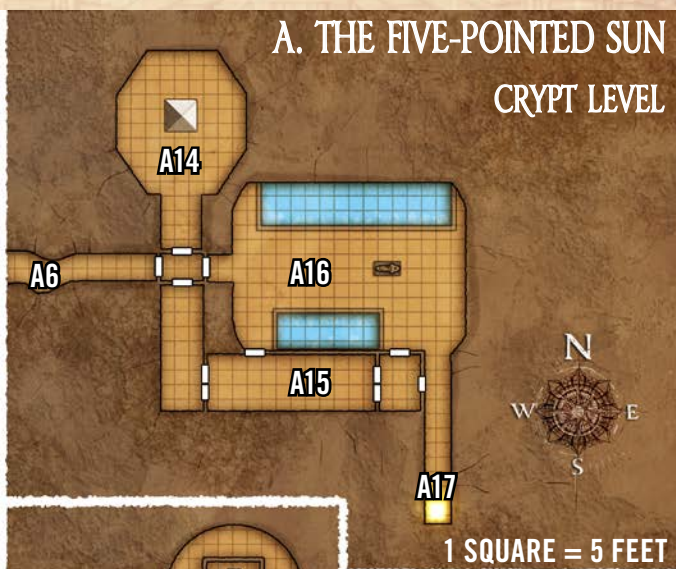
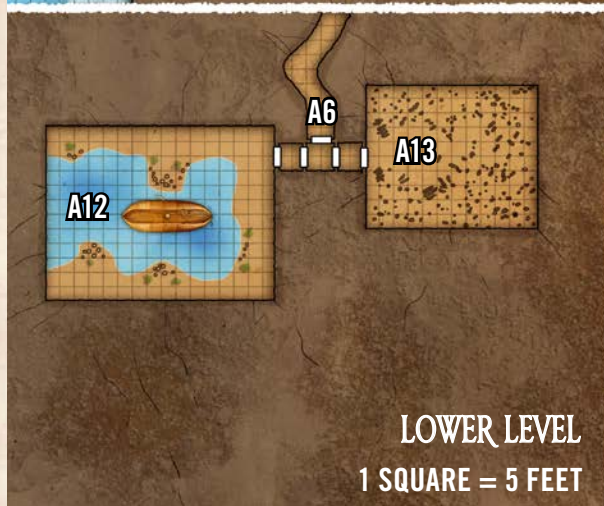
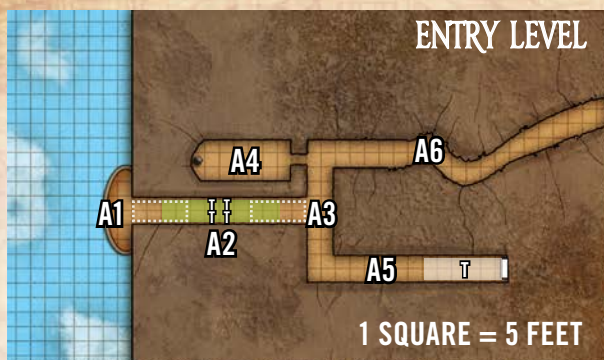
Gear +1 *leather lamellar*^{UE}, +2 *heavy wooden shield*, +1 *composite longbow* (+5 Str) with 20 arrows, +1 *khopesh*^{UE}, *fang key*

Treasure: Each of these harpies carries a stone fang about the size of a curved dagger—these are *fang keys*, and are used to orient the Serpent's Path (area **A6**). The stone fangs have faint transmutation auras, and can be identified as magical keys while studying their auras with successful DC 20 Spellcraft check.



VOICE OF THE SUN

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A2. Killing Box (CR 13)

A hieroglyphic message formed from thousands of tiny, vibrantly colored feathers runs across the top of a magnificent mural on the north wall of this corridor. The mural depicts a line of Ancient Osiriani warriors and leaders all peering skyward, as if to read the message writ in plumage in the heavens above.

Several of Hakotep's closest aides-de-camp are illustrated in the mural as they appeared in life, including Isatemkhebet (see page 58), Ain-Mekh, and General Tawaret (see *Pathfinder Adventure Path #84: Pyramid of the Sky Pharaoh* for details on these characters). The hieroglyphs above the mural form a message in Ancient Osiriani that seems to be missing its final word or phrase: "Those who gave the gift of uncompromised service to the Sky Pharaoh are known to him and blessed with _____."

A character who examines the mural and succeeds at a DC 31 Perception check makes a discovery: one more hieroglyph lies cunningly hidden in the dirt under the feet of the ancient observers—the Ancient Osiriani word for "death." A character who speaks this word aloud in Ancient Osiriani does not trigger the trap, bypassing it for the next hour. This bypass functions only for characters who speak the password; any character who does not triggers the trap as normal.

Trap: This hallway is protected by a particularly dangerous trap, which is triggered as soon as a creature steps into the area indicated by T on the map. Once the trap is triggered, a pair of *antilife shells* blocks off both ends of the corridor, effectively boxing any living creatures in the center of the corridor as *acid fog* spews forth from the mural, filling the corridor. The *acid fog* persists for 17 rounds; the *antilife shells* remain for 17 minutes.

Although the *antilife shells* are invisible, they extend upward for only 10 feet. The ceiling, on the other hand, is 20 feet high. As a result, flying or climbing characters can escape the *acid fog* by rising above it and staying near the ceiling. The harpies (and other inhabitants of the Five-Pointed Sun) use the bypass word to avoid the trap.

KILLING BOX **CR 13**

XP 25,600

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger location; **Reset** automatic (every 30 minutes); **Bypass** password (see above)

Effect spell effects (*antilife shell* [CL 17th]; *acid fog*, 2d6 acid damage per round for 17 rounds [CL 17th]); multiple targets (*antilife shells* in areas indicated with dotted lines on the map, *acid fog* in area marked with green)

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A3. False Map

A character who succeeds at a DC 15 Perception check notices a sun bas-relief on the eastern wall of the corridor here that contains a hidden switch. If depressed, the switch causes a 5-foot-square panel on the wall to slide to the side, revealing a hidden map of what appears to be the interior of the Five-Pointed Sun. Unfortunately, the map is an entirely inaccurate deception—according to the map, area **A6** leads to a death trap, while area **A5** is presented as the true route to the tomb's interior. The other levels shown on the map are entirely fanciful, and any attempt to use them as directions for *dimension door* or similar means of travel results in the trusting fool appearing in solid stone and being shunted outside of the pyramid (a successful DC 20 Climb check is required to cling to the smooth external walls of the pyramid).

A4. Antechamber of Supplication

A life-sized stone statue of a resplendent Osirian woman dressed in lamellar armor with a khopesh at her side, her hands resting at her hips, stands at the far end of this otherwise empty chamber.

The statue (hardness 8, hp 180, break DC 34) depicts General Isatemkhebet in all her majesty as she appeared before her mummification. The statue projects a powerful aura of command that fills all those in the room with a sense of awe and humility in the statue's presence, as if they were mere rank-and-file soldiers appearing before a legendary leader. This sensation has no actual game effects on characters in this room, but the statue does empower Isatemkhebet with her aura of command ability—if this statue is destroyed, the undead general loses that ability.

A5. Unintended Exit (CR 14)

The floor of this hall is tiled in highly polished mosaics of the sun surrounded by hieroglyphs. More mosaics curl up along the walls toward the ceiling.

The hieroglyphs are blasphemous prayers to the sun that mock the Ancient Osirian gods of the sun and day, particularly Ra, presenting him as a “plaything of Set” and repeatedly remarking upon how “every day, Ra [the Sun] submits to Set's [darkness's] embrace.”

Trap: A false door at the end of the tunnel here is merely a lure. As soon as it is opened, the section of hallway indicated on the map suddenly drops down to form a 60° slope, turning into a polished chute. While the pyramid still stood on its base, all creatures standing on this nearly frictionless surface would immediately be deposited down into a deeper dungeon below the pyramid, where a maze of mummified horrors awaited the unfortunates, but now this chute merely drops its victims out the bottom of the

pyramid to fall 500 feet to Wati below. Once triggered, this chute remains open for 1 minute before resetting. With a successful DC 35 Perception check, a character notes that the corresponding section of the pyramid's underside can be opened from below, but the chute must be forced open with a successful DC 36 Strength check or disabled with a successful DC 35 Disable Device check if someone from under the pyramid wishes to use this route as an alternate entrance into the Five-Pointed Sun.

UNINTENDED EXIT

CR 14
XP 38,400
Type mechanical; **Perception** DC 30; **Disable Device** DC 35

EFFECTS

Trigger location; **Reset** automatic (1 minute)

Effect 500-ft. fall to ground (20d6 falling damage); Reflex DC 25 negates; multiple targets (all targets in 10-ft.-wide by 30-ft.-long area)

A6. Serpent's Path

The passageway here shifts from worked stone to a strange, curving tunnel that shifts and coils into the darkness. The point at which the architecture changes from regular angles to this more organic shape is bordered by an archway carved in the shape of a gaping serpent's mouth. Three of the serpent's teeth—one on the lower jaw, one in the back of the upper jaw, and what should be a fang at the front of the upper jaw, are missing; deep circular sockets mark their original locations.

This long hall is more akin to the workings of an animated construct than a corridor, for its length shifts and coils within the pyramid to connect to other levels within the tomb if a *fang key* is inserted into a tooth socket. The tunnel and serpent jaw arch both have strong transmutation auras, but if the tunnel is traversed without inserting a *fang key*, the passageway simply comes to a dead end after the explorer travels approximately 60 feet.

Placing a *fang key* into a socket determines the point to which the far end of the Serpent's Path connects. Once a *fang key* is placed in any socket, the other two sockets seal up—only one socket may thus be fitted with a tooth at any one time. Placing or removing a *fang key* from a socket is a standard action.

Placing a *fang key* in the socket on the front upper jaw orients the tunnel to the pyramid's main level (areas **A7** through **A11**). Placing a *fang key* in the lower jaw socket orients the tunnel to the pyramid's lower level (areas **A12** and **A13**). Placing a *fang key* in the upper back jaw orients the tunnel to the pyramid's crypts (areas **A14** through **A17**).

The passageway makes a loud grinding and hissing sound when it shifts through the tomb, and any creatures standing within the passage as it moves must succeed at a DC 15 Acrobatics check to resist being knocked prone.

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The tunnel takes 1d4+1 rounds to shift and reorient to a new level, or to shift back to its “neutral” state if the current *fang key* is removed. A character within 5 feet of the far end of the tunnel can attempt a DC 15 Reflex save to immediately jump into the tunnel or into the destination room before the opening moves away.

A7. Tar Tomb (CR 13)

This circular chamber encloses a small square vault made of black stone. An open archway leads inside this vault, which contains a sealed sarcophagus.

Trap: Once designed as a sacred means of irrevocably entombing a worthy supplicant, this room is now a perilous

trap. The sarcophagus inside the black vault is empty, but the inner walls of the vault bear a short message in Ancient Osiriani just above the entrance: “Here begins my sojourn to Anubis, as I rest in eternity.”

The magical trap is immediately triggered as soon as any creature within the central vault views these words (whether or not the message is comprehended)—viewing the words is automatic when someone leaves the vault unless a player specifically says her character walks out backward or with her character’s eyes closed or her gaze specifically turned down to the ground.

When the trap activates, the floor inside the vault turns ethereal, dumping all creatures within the vault as well as the empty sarcophagus into a 60-foot-deep pit filled with magically maintained tar. The tar is a yielding surface (reducing the first 1d6 points of falling damage to nonlethal damage), but anything that lands in it immediately begins to sink (see the rules for quicksand on page 427 of the *Pathfinder RPG Core Rulebook*). The tar is 10 feet deep.

The stone floor phases back in 1 round after the trap is activated, becoming a 1-foot-thick superior masonry ceiling (hardness 8, hp 90, break DC 35) 60 feet above the surface of the tar. A successful DC 20 Climb check is required to scale the walls of the pit. Further complicating matters is a magically sustained but nonetheless ravenous advanced black pudding that clings tenaciously to the walls of the lower chamber; it attacks anyone unfortunate enough to fall into the pit, fighting to the death.



ANIMUS DUPLICATE

TAR TOMB CR 13

XP 25,600

Type magic; Perception DC 30; Disable Device DC 35

EFFECTS

Trigger sight (*true seeing*); **Reset** none

Effect 60-ft.-deep pit (5d6 falling damage and 1d6 nonlethal damage); tar (see above); Reflex DC 25 negates; multiple targets (all creatures in central vault)

ADVANCED BLACK PUDDING CR 8

XP 4,800

hp 135 (*Pathfinder RPG Bestiary* 35, 294)

A8. Animus Mural (CR varies)

A mosaic of colored glass fragments stretches across this room’s far wall. What appear to be flickering beams of sunlight filter through the glass, sending tiny beams of colored light through the room. The mosaic depicts a menagerie of different animals, each regally posed as though standing guard.

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The mosaic has an aura of strong necromancy, and functions similarly to a *mirror of opposition*. The light is not actual sunlight, but rather a side effect of the *animus mural's* powerful magic. Any creatures that come within 10 feet of the *animus mural* feels magic coursing through their bodies—this effect removes all fatigue and exhaustion effects currently afflicting these creatures and heals them each of 2d8+10 points of damage. One minute later, however, the light flickers and then refracts as a strange duplicate of one of the creatures affected by the *animus mural's* magic steps out of the mural. This duplicate is identical to the original creature, save that its head is that of an animal like an ibis, jackal, hawk, or crocodile, and its alignment is neutral evil. The animus duplicate gains the spell-like ability to cast *locate creature* at will, but only to locate its duplicate—it seeks out this duplicate and attempts to attack and replace him at the earliest opportunity. Each of these animus duplicates has all the possessions and powers of its original (including spells and magic items), but upon the defeat or destruction of either the duplicate or the original, the duplicate and its items disappear completely. Likewise, items taken from the duplicate fade away before they can be utilized by another.

A single character may be duplicated only once by the *animus mural*, and only one animus duplicate can exist at any one time. If multiple characters are affected by the mural's magic, determine randomly which one is duplicated first. Once a duplicate is slain, the next random duplicate still queued in the mural steps out as well. For example, if a party of four PCs is affected by the mural's magic, 1 minute later a random animus duplicate of one of those four steps out. Once that duplicate is slain, one of the three remaining duplicates steps out, and so on until the mural is empty.

The *animus mural* is relatively fragile (hardness 1, hp 20, break DC 20), and if it is destroyed, any animus duplicates that have not yet emerged immediately do so but with half their normal hit points. Any animus duplicate that is currently active when the mural is shattered must succeed at a DC 25 Fortitude save or be immediately destroyed. On a successful save, the duplicate instead takes 8d6 points of slashing damage.

Story Award: Each animus duplicate is a creature of a CR equal to its duplicated character's level; award XP for defeating a duplicate as appropriate to that duplicate's CR.

A9. Sky Pharaoh's Walk

This hallway exits the stone walls of the tomb, becoming a ten-foot-wide catwalk suspended high above the ground in the open air. The sky above twinkles with a panoply of stars, while wispy clouds move swiftly over a darkened world below. Approximately a hundred feet away, an opening in space seems to lead through a hole in the sky back into the pyramid.

While this hallway may seem vertiginous, the sights are little more than complex illusions that give the appearance of a walkway suspended in the night sky—the walls and ceiling still exist, as any attempt to step off the walkway or fly up more than 20 feet immediately reveals. A line of Ancient Osiriani hieroglyphs above each archway flanking the corridor reads, “Those who serve him have nothing to fear, for even the sky bends to his will.”

A10. Sekpatra Vault

Half a dozen life-sized statues of men and women stand in this room. Each statue depicts a figure with hands outstretched as though warding off a great evil. The faces of the statues are strangely unfinished, just rough protrusions of unworked stone. The wall to the east is a smooth expanse of clay streaked with veins of gray, its face adorned with a single large hieroglyph.

The clay wall to the east can be smashed through with relative ease (hardness 2, hp 90, break DC 28) to reach the treasure hidden in the alcove beyond. The large hieroglyph marking the wall is the personal sigil of an Ancient Osirian merchant family called the Sekpatras, and can be identified with a successful DC 30 Knowledge (history) or Knowledge (nobility) check.

The statues in this room are in fact the petrified bodies of six of the Sekpatras—Isatemkhebet's most hated rivals (see page 59 for more details on this rivalry). Not content to leave these six merchant lords petrified on display in her gallery (and eventually here in her tomb), the general utilized an ally's *stone shape* ability to reshape their faces into gnarled masses of stone.

Treasure: If the PCs break through the clay wall, they find a cache of bronze, silver, and gold ingots worth 6,336 gp in all, along with a *rod of splendor* and a fully charged *gem of brightness*. This cache of treasure represents all that remained of the Sekpatra family's wealth when Isatemkhebet finally caught up with them and extracted her revenge.

Development: If any of these ancient merchants are restored to flesh, they immediately drop to their knees, clawing at their faces and throats as they swiftly and horribly suffocate—their faces are unrecognizable tangles of scars and ridges of pointless flesh. A *regeneration* spell can cure this horrific affliction, but only if cast after a victim is restored to flesh. A *resurrection* spell cast after the victim's death brings him back to life with a restored face, but *raise dead* is not capable of undoing this horrifying alteration.

If the PCs restore any of the Sekpatras, they find them to be mostly insane from their long ordeal—*greater restoration* can restore sanity to them, but even then they'll need much help and guidance to adjust to the strange new world they find themselves in. All six of them perished before Hakotep's true rise to power, but at your discretion, they may be able to

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provide the PCs with additional advice or fill in some minor notes on the campaign's deep continuity or history if you wish. Note that if the PCs are accompanied by any of the Sekpatras during their confrontation with Isatemkhebet, the general is certain to waste her time attacking these hated enemies rather than the PCs, perhaps giving the PCs a few extra rounds of uninterrupted preparation or offense against her. The moral repercussions of using the Sekpatras as distractions like this may well cause shifts in alignments, of course!

The names and short stat blocks for the six Sekpatras are as follows:

- **Kamenti Sekpatra** (N male human aristocrat 3/rogue 4)
- **Khestere Sekpatra** (LN female human aristocrat 4/fighter 1)
- **Mernehpet Sekpatra** (LN female human fighter 5)
- **Misufenra Sekpatra** (LN female human aristocrat 4)
- **Pataremheb Sekpatra** (LN male human aristocrat 2/sorcerer 4)
- **Tenteper Sekpatra** (LN male aristocrat 2/expert 6)

Story Award: Award the PCs 4,800 XP for each member of the Sekpatra family whom they manage to restore to life and who survives to the end of Part 1 of this adventure.

A11. Sky Pharaoh's Curse (CR 13)

The passage ends at a curved alcove containing an imposing stone statue of a man dressed in the raiment of a ruling pharaoh, his hands holding a crossed crook and flail against his chest. The pharaoh's expression is stern and imperious, as if looking down in disdain at those who stand before him. The statue's feet hover a few inches above a stone disk on the floor bearing a cartouche.

This statue depicts the Sky Pharaoh Hakotep I; this is likely the first time the PCs have seen a full representation of their foe. The statue's face echoes the visage of the *Mask of the Forgotten Pharaoh*, but even if that doesn't allow the PCs to make the connection, the Ancient Osiriani hieroglyphs in the cartouche below provide his name: "Hakotep."

Trap: The statue of Hakotep bears a powerful curse that represents with the Sky Pharaoh's disdain for those who would dare to unite against him. The statue automatically targets and attempts to curse any nonevil creature that comes within 30 feet of it. The statue does not target a character carrying or wearing the *Mask of the Forgotten Pharaoh*, because of the presence of Hakotep's ka in the artifact. As the statue places the curse, a *magic mouth* activates, speaking in Ancient Osiriani: "And thus the fate of you who stand united against me shall be to share the same fate as I smite you down—partake of the shared pain of your foolish alliances!"

The Sky Pharaoh's curse afflicts creatures with an insidious reversal of *shield other*. Each person afflicted by the curse is linked to creatures of the same alignment. Whenever a creature of the same alignment as the cursed individual takes

hit point damage, ability damage, or ability drain, or suffers a curse effect within 60 feet of the cursed individual, the cursed individual also automatically takes that damage or suffers that curse effect. Damage dealt to a cursed individual via the curse does not translate further to other nearby like-aligned cursed victims, but if numerous like-aligned cursed victims all take damage from the same source (such as from an area effect attack), then they would all take the shared damage at once. For example, if four cursed neutral good characters located within 60 feet of each other each take 30 points of damage from a *fireball*, then each of those characters would take that 30 points of damage four times (for a total of 120 points of damage)—once for the damage directly taken, and three times for the three other cursed characters in range who also took damage. Resolve all damage transfers after saving throws, resistances, and other defenses apply—once the damage is transferred via the curse, the damage becomes untyped damage and is not subject to the cursed creature's defenses, such as damage reduction, resistance, or immunity.

As long as a victim suffers from this curse, Hakotep's name, spelled out in Ancient Osiriani hieroglyphs, appears in angry red welts on the victim's brow. Allies of Hakotep who recognize this mark (including Isatemkhebet) are quick to take advantage of the curse's effects.

SKY PHAROAH'S CURSE

CR 13
XP 25,600
Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger visual (*detect evil*); **Reset** automatic (1 day)

Effect Sky Pharaoh's curse (see above; Will DC 22 negates); multiple targets (all nonevil creatures within 30 feet)

Treasure: A character who succeeds at a DC 25 Perception check notices two *immovable rods* built into the statue's base. Each of the rods can be removed with a successful DC 30 Disable Device check, but as soon as one rod is removed, the entire statue tumbles to the ground. Each creature within 10 feet of the statue must succeed at a DC 15 Reflex save at this point to avoid being struck by the falling statue and taking 2d6 points of damage.

A12. The Ophasu

A lifelike mural of a vast lake surrounded on three sides by sandy shores has been painted on the floor of this large room. The image includes small depictions of lakeside villages, giving the impression of looking down on a society from the skies above. The roof arches to a height of 30 feet above, and has been painted as well to resemble a blue sky dotted with clouds. Only one object sits in this unusual chamber—a thirty-foot-long reed boat that appears to float on the waters of the lake.

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The reed boat, called the *Ophasu*, is one of General Isatemkhebet's prized trophies. The *Ophasu* was originally intended to be the funerary boat that would carry the patriarch of her hated enemies, the Sekpatras, to the afterlife, but Isatemkhebet hoped that by burying the boat in her tomb she would further strand her enemies' souls in limbo.

The *Ophasu* is in relatively poor condition after the passage of several thousand years, and any attempt to climb upon it causes portions of the ship to crumble and collapse. Each round spent exploring the ship, there's a cumulative 10% chance of a collapse that deals 1d6 points of damage to the explorer (Reflex DC 10 negates).

Treasure: One of Isatemkhebet's greatest treasures, a *dune boat* (see page 62), is hidden within the *Ophasu*'s hull. The *dune boat* is a sort of *folding boat* capable of traveling on sand as surely as it can on water, and a few rounds of work is all that's required to pry open the dry, crumbling portions of the *Ophasu* to liberate it.

A13. Kor-Ahn-Tuk's Stable (CR 13)

This chamber has been decorated with the trappings of a stable. A few drifts of old straw cover the floor, while the remnants of wooden gates and fencing lie amid the ruins. The bulk of the rubble strewn about the room appear to be fragments of what were once a set of incredibly lifelike statues of men and women.

Creature: After the Sky Pharaoh rescued Isatemkhebet from her decades of imprisonment as a petrified statue, she

became intensely obsessed with inflicting such torture on others. Uninterested in sorcery, she instead put her minions to great pains to capture a gorgon. For years, she sent prisoners up against the beast for her amusement, and the legend that became "Kor-Ahn-Tuk the Rubble Maker" was born. When it became time for Isatemkhebet to die in order to continue to serve her pharaoh in the afterlife, she had the gorgon slaughtered, mummified, and placed in her tomb. During the process, the embalmers took the opportunity to make the creature more terrible still—they inserted a thicket of outward facing blades into the monster's hardened flesh. Kor-Ahn-Tuk remains here today, standing motionless in the center of the room until faced with new foes to attack.

KOR-AHN-TUK

CR 13
XP 25,600

Advanced mummified gorgon (*Pathfinder RPG Bestiary* 165, *Pathfinder RPG Bestiary* 4 197)

NE Large undead

Init +6; **Senses** darkvision 60 ft., scent; Perception +28

Aura frightful presence (30 ft., DC 23, 1d6 rounds)

DEFENSE

AC 28, touch 12, flat-footed 25 (+2 Dex, +1 dodge, +16 natural, -1 size)

hp 210 (20d8+120)

Fort +17, **Ref** +16, **Will** +15

Defensive Abilities bladed defense; **DR** 5/—; **Immune** undead traits

Weaknesses vulnerable to acid



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OFFENSE

Speed 20 ft.

Melee gore +32 (3d8+13/19–20), 2 hooves +30 (1d8+7)

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

Special Attacks breath weapon (60-ft. cone, turn to stone, Fort DC 23 negates, usable every 1d4+1 rounds), burst of vengeance, dust stroke, trample (2d8+18, DC 31)

TACTICS

During Combat Kor-Ahn-Tuk takes great pleasure in smashing its petrified victims. It uses its breath weapon as often as possible, and as long as any petrified victims are nearby, the mummified gorgon focuses its violence on them, attacking and trampling statues until they're destroyed. Only if it's waiting for its breath weapon to recharge and there are no statues to crush does the Rubble Maker attack living foes.

Morale Kor-Ahn-Tuk fights until destroyed.

STATISTICS

Str 32, **Dex** 14, **Con** —, **Int** 1, **Wis** 20, **Cha** 16

Base Atk +20; **CMB** +34; **CMD** 47 (51 vs. trip)

Feats Ability Focus (breath weapon), Critical Focus, Dodge, Improved Critical (gore), Improved Initiative, Improved Natural Armor, Improved Natural Attack (gore, hoof), Iron Will, Multiattack, Power Attack, Staggering Critical, Toughness

Skills Perception +28

SPECIAL ABILITIES

Bladed Defense (Ex) A creature that strikes Kor-Ahn-Tuk with a non-reach melee weapon, an unarmed strike, or a natural weapon takes 1d6+5 points of slashing damage from the thicket of outward facing blades set within the gorgon's armored scales.

A14. Aeromantic Focus (CR 13)

Every available space on the walls of this octagonal, domed chamber is decorated with complex hieroglyphs, many of which shimmer and glow and flash with blue light and sparks of electricity. In the center of the room stands a ten-foot-tall scale model of a pyramid, its southward face emblazoned with the image of a five-pointed sun.

This room channels the intense magical powers of the Aeromantic Infandibulum, siphoning and focusing its ancient energies to give the Five-Pointed Sun the power of flight. A study of the inscriptions on the walls over the course of 2d6 minutes (along with a successful DC 30 Linguistics check made by someone capable of reading Ancient Osiriani) is enough to confirm not only this fact, but also that the source of this power is not actually located within the Five-Pointed Sun. Rather, the energy is broadcast from a distant point, which the hieroglyphs indicate is the tomb of Hakotep. The inscriptions also hint that the Five-Pointed Sun is but one of several flying

pyramids, all centrally controlled from the Sky Pharaoh's tomb. Unfortunately, nothing in this room identifies where these tombs are located, or even whether they are active or not.

It is possible to destroy the magical link in this room, and thus rob the Five-Pointed Sun of the power of directed flight, but doing so does not impact the Aeromantic Infandibulum that actually provides the pyramid's motive power, for that machinery is found in Hakotep's tomb. The walls of the room can be damaged normally (hardness 8) but need not be destroyed to accomplish the goal. Anytime a wall takes 5 or more points of damage (after subtracting its hardness) from any source, there's a cumulative 5% chance that the magic of the room fails until the carvings are repaired, a complex process that would take weeks if not months of work, and is, in any event, beyond General Isatemkhebet's capabilities.

Creatures: Part of the magic that infuses this area also binds a group of five invisible stalkers to the room as guardians. These creatures have little interest in intruders and remain unseen and out of the way until they perceive any apparent or imminent threat to the chamber's magic, including anything that appears to be someone even preparing to attack a wall. As soon as they notice such intent to destroy, the five invisible stalkers fly forth to attack, fighting to the death (although they do not pursue foes out of this room).

ADVANCED INVISIBLE STALKERS (5)

CR 8

XP 4,800 each

hp 94 each (*Pathfinder RPG Bestiary* 181, 294)

Development: Once the focus is destroyed or disabled, the link to Hakotep's tomb is immediately severed, but the magic that infuses the Five-Pointed Star continues on. As a result, the pyramid does not immediately plummet from the sky, but Isatemkhebet does lose the ability to direct its movements or use it to attack. The pyramid begins to drift on the air currents, and over the course of a few weeks it slowly descends back to the ground as the aeromantic energies gradually fade—the Five-Pointed Sun's eventual landing place is left for you to determine.

Story Award: If the PCs manage to disable the Five-Pointed Sun's mobility, award them 12,800 XP.

A15. Scrivener's Wall

Vertical columns of hieroglyphs line a portion of the southern wall of this long hall, but the easternmost twenty feet remain blank.

The southern wall of this room is actually a magical communication device known as a *scrivener's wall* (the wall functions at CL 18th for the purposes of identification or

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dispelling). This *scrivener's wall* is linked to other *scrivener's walls* in both Hakotep's tomb and the tombs of his other generals. As a full-round action, a creature can trace a single Ancient Osiriani hieroglyph (equivalent to one word) on the blank section of the wall with a finger—doing so causes the writing to manifest on the wall as if the surface were composed of wet, moldable clay. Once a hieroglyph is placed, it shifts over to the end of the current hieroglyphs on all of the linked *scrivener's walls* (this one, the ones in Hakotep's tomb, and those in the other generals' tombs), which in turn pushes the existing carvings back, causing the oldest hieroglyphs to be forever lost. In this way, the occupants of these linked tombs can communicate with each other, and a record of the most recent communications remains for reference.

Currently, only the *scrivener's walls* here and in Hakotep's throne room inside his tomb are active, leaving a short dialogue between Isatemkhebet and Hakotep in Ancient Osiriani on the *scrivener's wall* here for the PCs to decipher. Reading what remains on display reveals the following key pieces of information from the conversation.

- Hakotep makes initial contact with Isatemkhebet, informing her that he has risen from the dead and that he plans to reclaim the throne of Osirion.
- Confirming that the Five-Pointed Sun has become airborne, Hakotep orders Isatemkhebet to fly to Wati and issue a demand that the interlopers be offered as a sacrifice. The names of the PCs are recorded here.
- Hakotep orders Isatemkhebet to recover his funerary mask so that he can reunite his soul and return to life to begin his second reign over Osirion.
- Hakotep notifies Isatemkhebet that preparations are underway to raise the tombs of 15 other generals from the desert sands into the skies above. When they are ready, they will be sent to attack Osirion's major cities and demand that the leaders and citizens swear fealty to the reborn Sky Pharaoh.
- Lastly, Hakotep promises Isatemkhebet that if she does her job well, she will be made Supreme Commander of the 16 flying pyramids that will retake his ancient kingdom.

Attempts to write on the wall in any language other than Ancient Osiriani fail, but if the PCs scribe anything on the wall in that language, Hakotep notices the addition to his *scrivener's wall* relatively quickly. How he reacts depends on the nature of what the PCs write—if the PCs attempt to trick him into revealing information by pretending to report as Isatemkhebet, they must attempt a Bluff check against

Hakotep's Sense Motive check (his Sense Motive modifier is +29). Of course, if Hakotep realizes the truth, his replies become filled with threats and rage, promising accursed moments of reckoning for the PCs' audacity in defying the one true ruler of Osirion.

Story Award: If the PCs decipher the hieroglyphs and learn of the Sky Pharaoh's rebirth and his imminent plans for a multipronged aerial assault on Osirion's major cities, award them 19,200 XP.



ISATEMKHEBET

A16. Isatemkhebet's Crypt (CR 15)

A sarcophagus of white marble sits alone in the middle of this immense chamber. The coffin's lid hovers in the air a few feet above the open sarcophagus. To the north and south sides of the room, fountains lit by softly glowing radiance bubble and churn, sending rippling reflections up along the alabaster-tiled walls.

This chamber is the crypt of Isatemkhebet, the undead general in command of the Five-Pointed Sun. When the crypt was first constructed, she planned on filling the vast chamber with her mummified harpy minions, but by the time her end came, her harpies numbered only a half dozen in all, leaving the chamber cavernous and empty.

The sarcophagus can hold one Medium creature. If a creature lies inside Isatemkhebet's sarcophagus and touches the cartouche carved on the inside of the lid, the lid floats back down and seals the occupant inside (this all occurs as a standard action). The cartouche glows softly as a shell of force (hardness 30, hp 300) similar to a *forcecage* encapsulates the entire sarcophagus, preventing the lid from being opened from inside or out. One minute later, the occupant of the sarcophagus is targeted by a *harm* spell (DC 19, CL 15th), which heals undead creatures. After this point, touching the cartouche (as a free action) dispels the shell of force and raises the lid again. The sarcophagus functions in this way once per day.

Creatures: Isatemkhebet spends her hours patiently lying in wait in her sarcophagus for the PCs to arrive and present themselves to her. In truth, Isatemkhebet hopes that the PCs come to attack her, for after her long rest, she is eager to once again feel flesh parting under her blade. Isatemkhebet is fully detailed in the NPC Gallery on page 58.

Unless the four mummified harpies from area A1 escort or pursue the PCs here, the general is attended by only two

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of her undead minions. The two harpies each move to the left and right, taking up positions above the fountains in hopes that their captivating songs will lure the PCs into splitting into two groups while simultaneously drawing each group close to the dangerous guardians within one of the fountains—a pair of huge water elementals that surge up and out of the fountains to attack any living creatures that approach within 20 feet.

ISATEMKHEBET CR 14

XP 38,400

hp 221 (see page 58)

VOICES OF THE SUN (2) CR 9

XP 6,400 each

hp 142 each (see page 11)

HUGE WATER ELEMENTALS (2) CR 7

XP 3,200 each

hp 95 each (*Pathfinder RPG Bestiary* 126)

Treasure: The cartouche carved inside the sarcophagus lid hides a secret compartment. A successful DC 30 Perception check reveals a concealed latch that causes the cartouche to lower a few inches, creating a hidden shelf on which sit three of Isatemkhebet's greatest treasures from life—all of which, ironically, have little use to her in her new undead state. These three objects are a *helm of brilliance*, a *periapt of wound closure*, and a *ring of stony flesh* (see page 63). Isatemkhebet made good use of the *helm of brilliance* in life, however, and only 1 diamond, 2 rubies, 4 fire opals, and 1 opal remain in the helm.

Development: If Isatemkhebet is slain, the Five-Pointed Sun loses its direction. If the PCs have already disabled the aeromantic focus in area **A14**, the pyramid slowly drifts down to the ground below in a widening spiral descent over the course of 2d4+6 rounds, landing somewhat roughly. Characters still inside the pyramid must succeed at a DC 10 Reflex save to avoid being knocked down upon landing.

If the PCs have not yet disabled the aeromantic focus, however, destroying Isatemkhebet causes a much more violent backlash as her undead animating force lashes out at the magic keeping the tomb aloft before her soul finally moves on to the afterlife. The Five-Pointed Sun hurtles to the ground in the course of a single round in this case, and all occupants of the pyramid take 20d6 points of falling damage as a result.

Whether or not the Five-Pointed Sun strikes Wati in its descent is left to you—this adventure assumes it does not, although it may well strike close outside the city walls, providing the citizens below a harrowing spectacle indeed!

A17. Sun Shaft

A brilliant shaft of light lances downward through a circular hole in the ceiling at the end of this hallway.

The shaft is 5 feet in diameter and seems to extend upward for 60 feet to provide an exit from the pyramid, but the “shaft” is in fact a cylinder of magically treated, invisible stone. The shaft focuses the ambient light outside, creating a beam of golden sunlight during the day and a beam of silvery moonlight or starlight at night, depending on cloud cover and celestial conditions.

A creature that stands in the beam of light and looks up into the shaft above suddenly feels itself growing lighter. If the creature doesn't step out of the circle of light by the end of the next round, it rises up to touch the ceiling 20 feet above, at which point the creature is immediately transported outside to the pyramid's apex. Creatures that are unable to fly must succeed at a DC 20 Acrobatics check to balance atop the pyramid, and a successful DC 20 Climb check is needed to scale the pyramid's steep sides; a slip results in a fall to the ground 500 feet below.

This area functions only as an exit from the pyramid; it cannot be used to enter the Five-Pointed Sun.

AFTERMATH

Once the PCs have defeated General Isatemkhebet and completed their exploration of the Five-Pointed Sun, Wati is safe, but with the knowledge learned from the *scrivener's wall*, it's clear that not just Wati, but all of Osirion is in danger—Hakotep poses a significant threat to the country. However, traveling across the entire country and invading 15 separate flying pyramids would be a difficult task to say the least. Fortunately, the Five-Pointed Sun's aeromantic focus (area **A14**) contains the information that these smaller pyramids are likely controlled from Hakotep's tomb.

The PCs should already be interested in finding Hakotep's tomb to reunite his soul and lay him to rest, but knowing that the entire invasion could be halted from Hakotep's tomb—which acts as a sort of “mother ship” to the smaller flying pyramids—should give the PCs all the encouragement they need to seek out Hakotep's tomb and destroy him before he can move forward with his plans for Osirion.

If the PCs haven't yet communicated with Chisisek's mummy, they should certainly do so now, as that will lead them to the Slave Trenches and give them the information they need to call down Hakotep's tomb from the skies so they can confront the risen Sky Pharaoh. If the PCs aren't self-motivated to seek out the Slave Trenches on their own, you can always have Ptemenib step in to suggest this as a logical next step.

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PART 2: BEYOND THE CROOK

The Slave Trenches of Hakotep lie over 200 miles up the Crook River from Wati—the river makes for the best route of travel, particularly if the PCs have recovered the magical *dune boat* from area A12 in the Five-Pointed Sun. This adventure assumes the PCs' journey to the Slave Trenches is relatively uneventful, since it's quite possible the entire trip can be made via magical travel such as *wind walk*, *shadow walk*, or even *greater teleport*.

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The Slave Trenches, once known as the Khepsutanem, are one of the most awe-inspiring sights in all of Osirion, but their relatively remote location and the powerful nature of their guardians and wards have kept them from being significantly explored.

The Slave Trenches are an even more impressive sight if viewed from the air. This sprawling collection of trenches and earthworks forms a maze-like set of hieroglyphs measuring nearly 17 square miles in area. Many of the trenches are clogged with drifts of bones, remains of the ancient armies of slaves who died here, preserved through the site's powerful magic. When viewed from above, anyone capable of reading Ancient Osiriani can attempt a DC 20 Linguistics check to sort out the central

hieroglyphs of the trenches from the labyrinthine paths formed by the surrounding trenches. Reading from west to east, the hieroglyphs could be translated as, "The Sun and Sky are bound to the Stones below," but reading from east to west, the most accurate translation becomes, "Let Earth call down and bind the Sky."

The order in which the PCs explore the various locations within the Slave Trenches is left to them. Some of the locations (particularly those detailed in the later half of this adventure) are more dangerous and difficult, but in most cases the PCs should be able to retreat from a location that's too dangerous and then come back and finish it off at a later point. The PCs need not visit all of the locations in the trenches for their mission to be successful, but obviously, the more locations the PCs visit, the more treasure and experience they'll earn. As long as they have reached 15th level by the time they complete this adventure, they'll be ready to face the perils that await them in Hakotep's tomb.

FEATURES OF THE SLAVE TRENCHES

The Slave Trenches are a massive construction, but while they do form a maze of sorts, exploration of this region should not be presented in play as a maze navigation problem. Characters who are able to fly can easily

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WHILE IN THE SLAVE TRENCHES

Although simple exploration can make for enjoyable gameplay, there are certain steps that the PCs should take at the Slave Trenches to accomplish their end goal of drawing down Hakotep's tomb from the skies above. These steps are summarized in brief below; you can use this information to help guide the PCs if they become distracted or if they seek divination magic for guidance.

Step One: Awaken the magic of the Slave Trenches and the 11 Sekrephere monuments by activating the *great receptacle* found in area **C2** of the Lantern Vault.

Step Two: Focus the 11 monuments on Hakotep's tomb by activating them in the proper order in area **F8** of the Monument Vault.

Step Three: Use the *Pharaoh's Key* (held in area **H11** in the Guardian Vault) to activate the Sun Disk at area **I** to bring down Hakotep's tomb.



observe the layout of the trenches from above, and indeed if a PC considers it before leaving civilization, maps of the trenches can be found in most large cities (including Ipeq, Tephu, and Wati) with a successful DC 20 Knowledge (local) or Diplomacy check and the expenditure of 100 gp. Unfortunately, these resources are woefully light on advice regarding the dangers and nature of the Slave Trenches, for while many have observed the earthworks from afar or above, few have survived significant attempts to explore them on the ground.

The trenches vary in depth from only a few feet to over 50 feet, but for the most part average about 30 feet deep. Likewise, the width of the trenches varies throughout the earthworks, but on average, the trenches are approximately 50 feet wide. Each trench is lined by a row of obelisks; these stones are in varying stages of erosion, with some of them having worn down to little more than lumps. The trench walls can be scaled with a successful DC 15 Climb check, but in two places (one to the north and one to the south), flights of steep stairs allow for a safer method of descent into the trenches.

Originally, each of the obelisks that line the Slave Trenches contained the bound spirit of an elemental, but over time, many of these spirits have either escaped or seeped into the surrounding terrain and bones. While the majority of the bound elementals were of air and earth, some were also fire elementals. No water elementals were used in the creation of the trenches. Obelisks that still contain elemental spirits (this accounts for roughly 50% of the total) emit a soft, telltale hum—this low buzzing sound suffuses the entire region with a barely audible drone. This drone makes sleeping within the trenches problematic—a character who attempts to do so must

succeed at a DC 15 Will save upon waking or be fatigued. This effect does not extend to those who sleep inside one of the many subterranean complexes built into the trenches, but those areas carry their own perils.

An obelisk that still contains an elemental spirit can be destroyed (hardness 8, hp 180, break DC 36), but doing so causes the spirit within to explode outward in a 30-foot-radius burst of energy that deals 10d6 points of damage (usually electricity damage, but at your discretion the damage could be fire, acid, or even sonic) to all creatures in the area (Reflex DC 15 half).

The map of the Slave Trenches on page 21 gives an overview of the entire network, but many of its elements are not proportional. The impressive size of the Slave Trenches means that many of its features—in particular, the trenches, obelisks, and Sekrepheres—would not be visible at the scale depicted on the map, and so these features have been illustrated at a much larger size to highlight their positions within the Slave Trenches. As a result, this map should be used to show the relations and distances between various points of interest in the Slave Trenches rather than as a tactical map.

B. Sekrepheres

At each of these locations in the Slave Trenches, a particularly tall monument of polished stone rises amid the trenches. Strangely resistant to the erosive effects of sand and time, these white polished menhirs are impossible to miss, particularly at dusk or dawn, when the sun's rays strike their sides full and flare with reflected light. Each of these monuments is a Sekrephere—a focal point for the elemental energies that suffuse the Slave Trenches. All 11 Sekrepheres look nearly identical, save that each is crowned with a carving of the head of a different god of old Osirion. With a successful DC 20 Knowledge (religion) check, a character identifies the deity associated with a single Sekrephere—if the result exceeds the DC by 10 or more, the character can also determine what element of that deity's faith is most appropriate to the Slave Trenches. Each of the Sekrepheres radiates strong evocation and conjuration magic—with a successful DC 40 Spellcraft check made while studying one of the monument's auras, a character determines that the Sekrepheres are used to focus powerful magic intended to draw down large airborne objects (although the PCs should know this already). Details on each Sekrephere and its symbolic purpose appear below.

B1. Osiris: Represents the transition of death into life.

B2. Horus: Represents the power of elemental air.

B3. Isis: Represents the use of magic to create great works.

B4. Thoth: Represents the power of the moon in the heavens above.

B5. Khepri: Represents the use of physical labor to create great works.

B6. Ptah: Represents the power of elemental earth.

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B7. Maat: Represents the power of the stars in the heavens above.

B8. Sekhmet: Represents the power of elemental fire.

B9. Ra: Represents the power of the sun shining in the heavens above.

B10. Sobek: Represents the power of elemental water.

B11. Set: Represents the transition of life into death.

C. Tekramenet: The Lantern Vault

This complex contains the mechanism for waking the Slave Trenches from dormancy. Full details on this location can be found in Part 3.

D. Nest of the Dusk-Taker (CR 14)

An earthen rampart bisects a large, pitlike depression in the ground here. At the center of the rampart, the bridge-like span widens into a circular plaza, atop which an immense nest of boulders, rubble, and bones looms. The immense ribs of some

mammoth desert beast protrude upward from the nest's edges, giving the whole thing the unsettling appearance of a claw or fanged mouth opening toward the sky.

Creature: This nest belongs to one of Hakotep's immortal pets, an ancient bird of prey known as Kenjutret the Dusk-Taker. Originally one of the Sky Pharaoh's favored pets and mounts, the roc was present during one of Hakotep's earliest experiments into unraveling the secrets of Shory magic, and when that experiment went wrong, Kenjutret took the full force of an unleashed blast of aeromantic power. The blast did not slay the roc, though—instead, it infused the beast with intelligence and raw magical energy, transforming it into a fully self-aware magical beast with the power to manipulate Shory magic.

Hakotep was pleased with this result, and while he was never quite able to duplicate it in other animals, he was delighted to learn that Kenjutret's newfound power had not altered the creature's loyalty to him. For the rest of the

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Sky Pharaoh's reign, Kenjutret served as one of his most notorious enforcers, terrorizing those who would deign to oppose his rule. The arcane roc earned the epithet "Dusk-Taker" after Hakotep began using the creature to weed out slaves suspected of treachery or fomenting dissent. Kenjutret would swoop over the Slave Trenches every evening, and any slaves it had been directed to punish would fall up into the twilight sky to be carried off, never to be seen again.

Among Kenjutret's other boons granted from its exposure to Shory magic was immortality—the arcane roc can die only from violence. Since Hakotep's death, the Dusk-Taker has continued on as one of the guardians of the Slave Trenches, nesting here by day and leaving each sunset to patrol the skies above. If the PCs come to this location during the day, they find Kenjutret asleep in its nest. At night, the PCs should certainly run afoul of the Dusk-Taker if they don't make an effort to be stealthy as they explore the area.



KHAI-UTEF

KENJUTRET, THE DUSK-TAKER

CR 14/MR 2

XP 38,400

Awakened arcane roc (*Pathfinder RPG Bestiary* 236, *Pathfinder RPG Mythic Adventures* 224)

CN Gargantuan magical beast

Init +6; **Senses** low-light vision, see in darkness; Perception +28

DEFENSE

AC 32, touch 11, flat-footed 29 (+6 armor, +2 deflection, +2 Dex, +1 dodge, +15 natural, -4 size)

hp 196 (24d8+88)

Fort +17, **Ref** +16, **Will** +11; +8 vs. mind-affecting

SR 25

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee bite +24 (2d8+10), 2 talons +24 (2d6+10)

Space 20 ft.; **Reach** 15 ft.

Special Attacks mythic magic 3/day, simple arcane spellcasting (*greater scrying* [DC 19], *mage armor**, *mind blank*, *reverse gravity**, *telekinesis** [DC 17])

* Kenjutret can use mythic magic to cast mythic versions of these spells (see *Mythic Adventures*).

TACTICS

Before Combat Kenjutret casts mythic *mage armor* and *mind blank* every evening before he takes off on a patrol.

During Combat The Dusk-Taker's first act in combat is to use *reverse gravity* from a height of at least 150 feet above a target it's hovering over so it can snatch targets out of the sky. It prefers to use its mythic magic power on *telekinesis*. With mythic *telekinesis*, the Dusk-Taker prefers to make a ranged disarm or bull rush or other combat maneuver against foes while using Improved Vital Strike to attack one nearby creature with its bite. Against single foes, it prefers to make full attacks when possible.

Morale If reduced to fewer than 75 hit points, Kenjutret flees the Slave Trenches, retreating into the mountains to recover from its wounds. Once healed, it uses *greater scrying* to spy upon the PCs and to plan revenge against them.

STATISTICS

Str 30, **Dex** 15, **Con** 17, **Int** 15, **Wis** 12, **Cha** 14

Base Atk +18; **CMB** +32 (+34 bull rush); **CMD** 47 (49 vs. bull rush)

Feats Dodge, Eschew Materials, Flyby Attack, Hover, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Vital Strike, Iron Will, Mobility, Power Attack, Vital Strike

Skills Fly +23, Knowledge (nature) +14, Knowledge (religion) +14, Perception +28, Stealth +17

Languages Ancient Osiriani, Auran

Treasure: Amid the hundreds of bones in Kenjutret's nest (some of which are quite fresh), a few items of value have been accidentally left from some of the Dusk-Taker's most recent meals gathered

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from the surrounding lands. This includes a *bag of holding* (type III) that contains 249 pp and seven gems worth 100 gp each, a *phylactery of positive channeling*, and a *staff of healing* (3 charges).

E. Amber Chronograph (CR 14)

This long, winding trench comes to an end at a sheer wall of amber. Here, the trench reaches a depth of sixty feet, with the wall of amber that marks its end towering above the ground below. The face of the amber wall is inscribed with hundreds of complex, often overlapping hieroglyphs—inscribed symbols that slowly change and adjust and reform on their own, as if carved and erased and recarved by invisible hands. A nest of bones and sand lies at the base of the strange amber wall.

This strange and curious object becomes paradoxically stranger and more curious the more one studies it, for this is the Amber Chronograph, one of the many (and perhaps the largest) of Osirion's infamous countdown clocks. The face presents a ponderously complex set of interwoven equations that constantly shift and reform, but those who study the countdown clocks generally come to the conclusion that the equations are organizing themselves and counting down to a specific date. Strangely, however, attempts to solve the equations to determine the date these artifacts are counting down to never provide the same answer twice, a paradox that has driven more than one scholar mad with frustration.

With a successful DC 20 Knowledge (history) check, a character confirms that the style of the carvings and numbering on this wall of magical amber is ancient, yet not as ancient as the Slave Trenches themselves. This artifact dates to a more recent period known to Osirionologists as the Age of the Black Sphinx, and is thus about 1,000 years younger than the Slave Trenches.

Closer inspection of the base of the Amber Chronograph may provide an additional clue, for here, the hieroglyphs represent the 11 planets of Golarion's solar system, recognizable with a successful DC 15 Knowledge (arcana) or Knowledge (nature) check. The motion of these planetary orbits seems strangely synchronized with the patterns of numbers on the wall above, suggesting that the countdown clocks may well be counting down an unknown number of units of time before some strange planetary or astronomical conjunction occurs. Further compounding this strangeness is the fact that these 11 planets are each associated with a separate Sekrephere, although frustratingly, in each case, the image of the planet obscures the top of each Sekrephere, making it impossible to know which Sekrephere the creator of the Amber Chronograph originally intended to link to which planet.

Magical methods of discerning additional information, particularly spells like *locate object* or *vision*, result in

maddeningly vague and often (upon multiple castings) contradictory information when used in an attempt to learn more about the Amber Chronograph.

Creature: It should come as no true surprise to learn that such an enigmatic mystery as the Amber Chronograph has attracted the attention of a sphinx—in this case, a vulture-headed gypsosphinx named Khai-Utef. Originally drawn to the Slave Trenches by the allure of so many discarded bones—the typical gypsosphinx revels in battlefields and stretches of land strewn with the remains of the dead—Khai-Utef became obsessed with the Amber Chronograph immediately upon setting eyes on it and decided to make this part of the Slave Trenches his territory. Alas, the sphinx has managed to learn frustratingly little about the Amber Chronograph, a fact that sticks in the back of his mind like a festering sore. This one subject above any other tends to make him angry, especially if someone assumes he knows answers about the wall and asks him for clarification.

Khai-Utef knows of the Dusk-Taker, and the two of them have had clashes before. The two powerful avians have since come to an unspoken accord, however, with each suffering the other's presence provided neither encroaches upon the other's domain. Of the two, Khai-Utef is the more bitter and hateful, and while Kenjutret has come to see Khai-Utef as just another denizen of the Slave Trenches, Khai-Utef still hopes to find a way, someday, to safely slay his rival. With the PCs, he sees just such an opportunity.

The gypsosphinx doesn't immediately attack the PCs when he notices them. Instead, he approaches them in a friendly manner, asking them to consider a proposition. Unfortunately for his chances, Khai-Utef is far from diplomatic, and his sneering, somewhat condescending way of speaking combined with his propensity to let his gaze linger hungrily upon humanoids he's talking to may well make a peaceful conversation difficult. The gypsosphinx is certainly evil, but if the PCs are willing to listen, his proposition may appeal to them. In brief, Khai-Utef wants the PCs to help kill his rival, Kenjutret. The gypsosphinx intends to aid the PCs in this fight, and will not betray them despite what his leering countenance suggests. In return, Khai-Utef promises to aid them with his magic or mystic sight. He has no interest in accompanying the PCs into one of the dungeons in the region, but at your discretion, he could be willing to help them explore Hakotep's tomb once the PCs bring it down. Of course, the more the PCs work with the sphinx, the more numerous his opportunities to betray them grow.

KHAI-UTEF

CR 14

XP 38,400

Advanced gypsosphinx (*Midgard Bestiary for Pathfinder RPG* 88)
NE Huge magical beast

Init +9; **Senses** darkvision 60 ft., *detect magic*, low-light vision, mystic sight, *see invisibility*; **Perception** +27

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DEFENSE

AC 30, touch 13, flat-footed 25 (+5 Dex, +17 natural, -2 size)

hp 243 (18d10+144)

Fort +18, **Ref** +16, **Will** +14

OFFENSE

Speed 50 ft., fly 90 ft. (average)

Melee bite +30 (2d6+14), 2 claws +30 (1d8+14)

Space 15 ft.; **Reach** 10 ft.

Special Attacks knockdown, pounce, rake (2 claws +30, 1d8+14)

Spell-Like Abilities (CL 14th; concentration +21)

Constant—*detect magic*, see *invisibility*

At will—*augury*

3/day—*comprehend languages*, *greater dispel magic*, *legend lore*

1/day—*slay living* (DC 22)

TACTICS

During Combat Khai-Utef starts combat by attempting to use *slay living* on the party's most obvious healer. He then moves on to physical attacks, using pounce to move quickly from foe to foe and thus maximizing his full attacks while simultaneously limiting others' opportunities to do the same. If reduced to fewer than 175 hit points, he fights using Combat Expertise.

Morale If reduced to fewer than 50 hit points, Khai-Utef flees the Slave Trenches and does not return for months.

STATISTICS

Str 34, **Dex** 20, **Con** 25, **Int** 22, **Wis** 22, **Cha** 25

Base Atk +18; **CMB** +32 (+34 bull rush); **CMD** 47 (49 vs. bull rush, 51 vs. trip)

Feats Awesome Blow, Combat Expertise, Hover, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Skill Focus (Knowledge [history]), Toughness

Skills Bluff +25, Fly +22, Intimidate +25, Knowledge (history) +30, Knowledge (religion) +24, Perception +27, Sense Motive +24, Stealth +18

Languages Ancient Osiriani, Auran, Common, Draconic, Sphinx

Gear *amulet of mighty fists* +2

SPECIAL ABILITIES

Knockdown (Ex) When a gypsosphinx who's raking a foe hits that foe with its additional claw attacks, it can attempt a combat maneuver check to trip the foe as a free action. The gypsosphinx gains a +4 bonus on this check if both additional claw attacks hit.

Mystic Sight (Su) A gypsosphinx sees death coming and can often foretell the manner of a person's death. A gypsosphinx frequently uses this power to threaten creatures, but it can also use the ability to grant warnings to some. To use either version of this ability, the gypsosphinx must concentrate on the targeted creature for 1 round, after which it speaks a short, usually cryptic phrase that alludes to a likely future death for the creature in question. The threat or warning must be issued verbally to the target within 1 round of

this concentration period, and the target must be within 30 feet for the effects to occur. A creature can negate the effects granted by the threat or warning (see below) with a successful DC 25 Will save. When a gypsosphinx issues a threat or warning, you should frame it in vague terms but be explicit enough that the proclamation can be interpreted as a specific and possible deadly event—use what you know is coming in the creature's future, based on yet-to-occur events in the campaign, to narrow in on possible deaths that may exist. A gypsosphinx is fond of issuing veiled (or outright blatant) threats to creatures who know it possesses mystic sight, even when the sphinx hasn't actually used the power to foretell a possible future death—in these cases, you need not link the threat or warning to likely future events and can make up whatever you wish, since neither has actual supernatural weight behind the words. Issuing a trick or warning is a language-dependent curse effect. The save DC is Wisdom-based.

Threat: If a gypsosphinx issues a threat, an affected target becomes convinced that death awaits in that form; the next time the victim is confronted with something that could be interpreted as being the predicted deadly threat, it becomes staggered with fear as long as the threat persists. If the victim survives this threat alive, it may attempt a new DC 25 Will save to end the effect; otherwise, the threat persists until the next time such an event comes to pass. A threat is a fear effect.

Warning: If a gypsosphinx issues a warning, an affected target mentally prepares to face death in that form; the next time the victim is confronted with something that could be interpreted as being the predicted deadly threat, it gains a +4 morale bonus on all saving throws and Constitution checks to stabilize as long as the threat persists. If the victim survives the event that triggered the warning, the effect ends and the victim does not gain the bonus the next time this type of event occurs. A warning is a morale effect.

Treasure: Khai-Utef's nest is made primarily from bones and refuse, but the sphinx has hidden a few precious baubles among the detritus. A successful DC 25 Perception check is enough to reveal these treasures: a gold crook inlaid with tiny jade mantises and beetles worth 3,500 gp, a crown of silver asps worth 4,000 gp, a +2 *defending kukri*, a *rod of the devoured dawn* (see page 63), and an *amulet of elemental strife* (*Pathfinder RPG Ultimate Equipment* 254).

F. Sekrephrenet: The Monument Vault

This complex contains the chamber wherein the Slave Trenches can be focused on specific targets, such as Hakotep's Tomb—full details on this location can be found in Part 3.

THE SLAVE TRENCHES OF HAKOTEP

G. Mass Grave (CR 14)

A large, sprawling depression in the earth interrupts the winding network of trenches here. Within the depression lie mind-boggling drifts and dunes of bones.

Creatures: Thousands of slaves gave their lives quarrying the stone for the obelisk fields and digging the Khepsutanem. Their spent bodies were unceremoniously discarded here by their slave masters. Over time, seepage of elemental spirits from the numerous eroding monuments infused these remains, resulting in horrible amalgamations of elementally animated tangles of bones called ossumentals. Dozens of these creatures dwell in the Slave Trenches, but the first time the PCs attempt to explore this mass grave, they face only a pair of the monsters. They may face more as random encounters or during return visits to this location as you see fit. Battles with ossumentals are a great way to give players a bit of an extra challenge if they're running low on XP!

OSSUMENTALS (2)

CR 12

XP 19,200 each

hp 161 each (see page 88)

H. Akhumemnet: The Guardian Vault

This complex was where Hakotep's favored personal enforcers, the Akhumen, were entombed—full details on this location can be found in Part 3.

I. Sun Disk

A fifty-foot-diameter disk of gray basalt sits at the center of a circular plaza of yellow-orange stone, surrounded by a curving trench. The disk is adorned with faint hieroglyphs, but for the most part its surface seems to have been worn smooth by the elements and the passage of time. Very little sand has gathered upon the disk, as if the wind specifically sought to keep the slab clean.

The Sun Disk is the focus of power for the entire Slave Trenches. It has a strong conjuration and transmutation aura, as *detect magic* or other methods of observing magical auras immediately reveal. At the very center of the disk is a small depression. The *Pharaoh's Key* (found in area H11) must be inserted in this depression to activate the Slave Trenches and bring down Hakotep's Tomb.

See *Concluding the Adventure* on page 56 for details on the role this area plays at the end of the adventure—until that point, there is very little here to aid or oppose the PCs.

J. Tef-Naju's Bastion

The caretaker of the Slave Trenches dwells here—full details on this location can be found in Part 3. Tef-Naju does

not necessarily remain passive during this adventure—as detailed in Part 3, he may seek out the PCs once they begin to make their presence known in the Slave Trenches.

PART 3: INTO THE SLAVE TRENCHES

The bulk of the remainder of this adventure provides details on four complexes found within the Slave Trenches. The order in which the PCs explore these areas is left to them, but the most likely and most logical one is the order in which the four areas are presented below. The encounters within these complexes are more difficult than those earlier, but if the PCs need to retreat, rest, regroup, and return, they should face no significant reinforcements in these areas. For the most part, the dungeons of the Slave Trenches have a finite number of guardians and protectors, with little in the way of active maintenance.

The major exception to that generality is the shaitan Tef-Naju, an ageless entity who comes closer to the role of custodian than any other denizen of the Trenches. Tef-Naju's bastion is detailed at the end of this adventure, but you should make sure to be familiar with the shaitan and his goals and interests before the PCs get far into the exploration of the Slave Trenches and its dungeons, for chances are that the shaitan learns about their arrival before long and he may well seek them out to discover their plans.

C. TEKRAMENET: THE LANTERN VAULT

The Tekramenet, the Lantern Vault, is located on the northern edge of the Slave Trenches. This vault, as with the Akhumemnet (area H), was originally constructed as a relatively linear gauntlet of traps and dangers meant to vex and slay intruders while giving those who knew the secrets



SUN DISK

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of navigating the vault relatively quick and easy access to a chamber of great value. The chamber found at the end of the Tekramenet holds the magical lantern that is the source of the vault's name. When this lantern is returned to area C2 and set in its proper place, it activates the Slave Trenches and allows the 11 Sekrepheres to become activated—although this latter activation must be performed in the second vault, the Akhumemnet.

As befits its name, the Lantern Vault is well lit throughout its entire length, even in its natural cavern sublevel. This lighting is provided by numerous *continual flame* spells cast upon archway keystones and cartouches of Hakotep's name carved into the ceilings of the chambers and halls. Ironically, the entrance to the Lantern Vault is constantly shrouded in darkness—this 10-foot-square archway yawns in the side of the trench wall at area C, 10 feet off the ground. The magical darkness that fills this archway functions as permanent *deeper darkness* (CL 17th), but it does not extend beyond the archway—it merely serves as an aesthetic boundary between the outer world and the vault within.

The average ceiling heights within Tekramenet is 10 feet. The hallways pitch downward at a slight but noticeable slope as they wind toward area C6, so that by the time this final room is reached, the traveler is nearly 100 feet below ground level.

C1. The Lacerating Light (CR 13)

This ancient corridor slices horizontally into the trench wall, and is lit by glowing cartouches carved into the ceiling every twenty feet. A narrow side passage branches off to the west near the entrance to this tunnel, while further down the tunnel turns east.

Trap: The southern portion of this hallway is warded by a deadly trap that activates after a 1-round delay once a Small or larger creature ventures more than 10 feet into the hallway. At this point, beams of white light lance out of the walls and begin slicing and cutting, functioning as a *blade barrier* spell (CL 15th) filling the entire hallway for 50 feet. Characters who are adjacent to a safe square (such as the squares at either end of the trapped section or adjacent to the hallway to area C2) can attempt a DC 19 Reflex save to avoid damage from this trap entirely. Anyone else caught in the trap's area automatically suffer its effects. Once activated, the lacerating lights remain in the hall for 15 minutes before they extinguish themselves and immediately reset.

A clue to safely bypassing this trap is carved in tiny hieroglyphs into the ceiling just inside the entrance—characters who don't specifically look up at the ceiling can nonetheless notice this carving with a successful DC 20 Perception check. This phrase, written in Ancient Osiriani,

reads, “Only in Set's embrace can the blade of Ra be stilled.” A character within an area of magical darkness is immune to the cutting beams of light—any darkness spell of 2nd level or higher provides this protection. It was via this method that the ancients safely navigated this area.

LACERATING LIGHTS

CR 13
XP 25,600
Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger sight (*true seeing*, but foiled by magical darkness);

Duration 15 minutes; **Reset** automatic (immediate); **Bypass** magical darkness (see above)

Effect spell effect (*blade barrier* [CL 15th], 15d6 force damage per round, Reflex DC 19 half); multiple targets (all creatures in a 10-ft.-by-50-ft. area)

C2. The Great Receptacle

The walls of this rectangular chamber have been rounded off to create smooth corners. A ten-foot-diameter, one-foot-high stone disk, its rim decorated with hieroglyphs and its center bearing an ank-shaped indentation the width of a human hand, sits on the floor in the middle of the room. A cylindrical hallway exits the chamber to the north. The walls of this hallway are incredibly smooth and are lit with rings of light every ten feet, while at the far end, the final section of the hall is lined with what appears to be copper plating.

The stone disk on the ground is part of the immense magical device called the *great receptacle* that activates the Slave Trenches. Essentially an immense “on” switch, the *great receptacle* controls when the spiritual energies contained within the monuments of the Slave Trenches are used—without this device, the power would either have faded away over time or catastrophically failed.

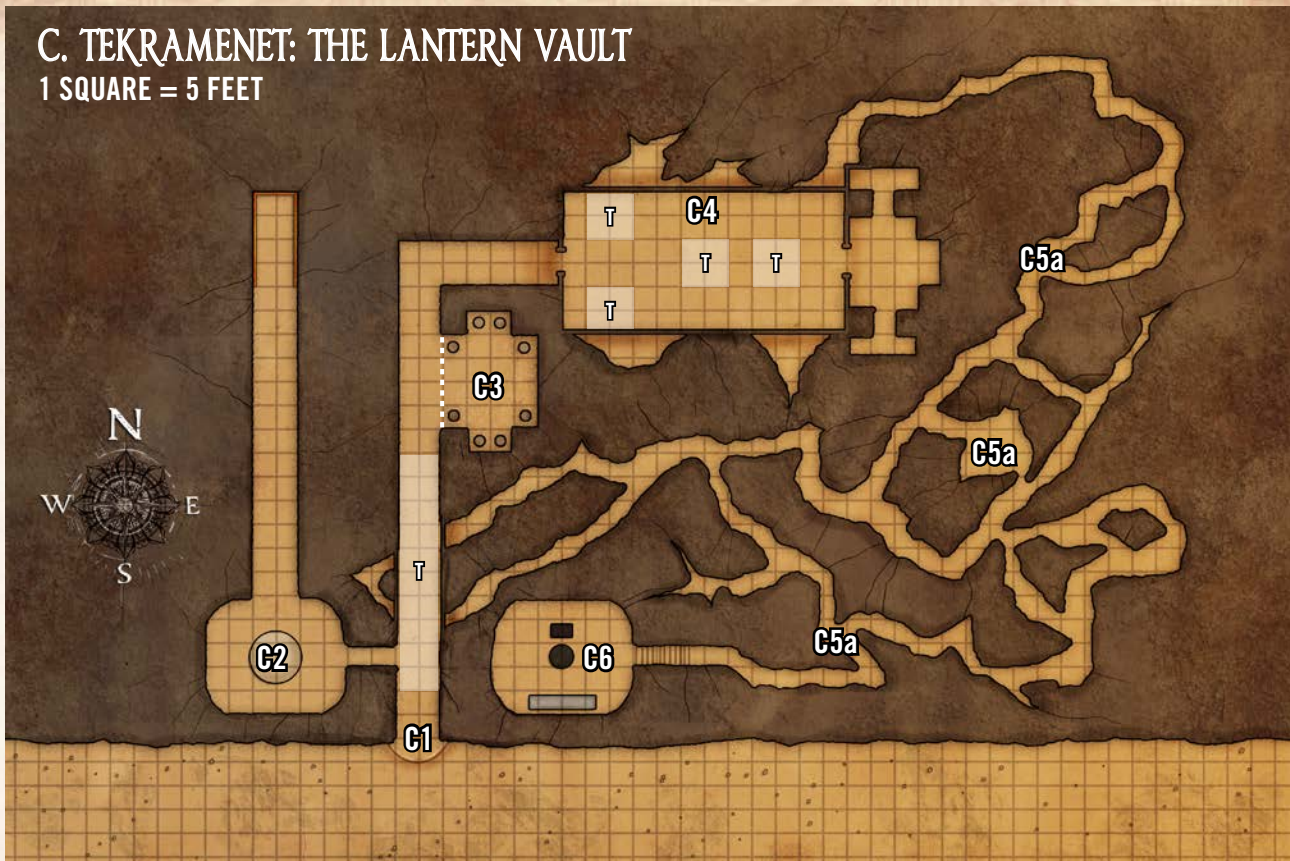
In order to activate the *great receptacle*, the *life lantern* stored in area C6 must be placed in the indentation in the center of the disk. Doing so causes the entire disk to rise up on its edge, with the *life lantern* facing south. The now-vertical disk then slides north into the tunnel at a speed of 20 feet until it pushes up against the rim of the copper plating, sealing the last 20 feet of the northern tunnel tight. One round later, the interior of that area floods with elemental energy that immediately surges out along the walls of the Slave Trenches, causing the obelisks that line each trench to glow softly and the 11 Sekrepheres to glow even brighter. The *great receptacle* remains active in this manner for a week, after which point the stone disk moves back to its horizontal position to the south and the *life lantern* teleports back to area C6.

A creature caught in the northern tunnel when the disk moves into place must either destroy the disk (hardness 8,

THE SLAVE TRENCHES OF HAKOTEP

C. TEKRAMENET: THE LANTERN VAULT

1 SQUARE = 5 FEET



hp 180, break DC 45), use force to push it back, or use magic to escape before being forced into and trapped within the copper-sheathed area at the end. The disk weighs 13,500 pounds, and it stops moving if it pushes against something equally heavy or heavier. A creature capable of pushing 13,500 pounds (a Medium biped needs a minimum Strength score of 29 to achieve this staggering task, since these count as favorable conditions for pushing) can use brute force to push the disk back south. The cushion of air the disk sits upon makes it possible for weaker creatures to push the disk 5 feet per round with a successful DC 22 Strength check, but each round this check fails, the disk pushes north 20 more feet. If pushed all the way out of the room, the disk immediately moves to return to the tunnel thereafter unless restrained. A 1-inch gap remains around the disk's edges and the tunnel's walls, so *gaseous form* or similar methods of travel can allow escape, as can teleportation effects. A creature trapped in the copper-sheathed portion takes 5d6 points of electricity, fire, and sonic damage (15d6 total) per round.

If the disk is destroyed, the Slave Trenches lose the ability to reactivate until the disk is repaired. Fortunately, repairing the disk is relatively easy, for it is itself not a magic device. A spell like *stone shape* can repair the disk; if the PCs lack these resources, the shaitan Tef-Naju eventually comes to repair the disk.

Development: Once the PCs activate the *great receptacle*, Tef-Naju notices immediately. If the shaitan has not already confronted the PCs, his hunt begins now (see page 53).

Story Award: Award the PCs 25,600 XP the first time they activate the *great receptacle*.

C3. Treasure Vault

The entrance to this area is hidden by an *illusory wall* (CL 17th). The light of the *life lantern* causes this illusion to fade away, revealing the chamber beyond.

Eight short stone pedestals stand against the walls of this large chamber. All manner of valuables, from ancient scrolls to chests to art objects to weapons to strange bejeweled devices, sit upon these pedestals.

Treasure: The treasure kept here has been promised to Tef-Naju as a reward once his long term of service in the Slave Trenches finally concludes. This servitude has gone on much longer than Tef-Naju had hoped, of course. He immediately recognizes any of the items here if the PCs openly carry or wear them, in which case he furiously demands the item's return to this chamber. Failure to comply compels him to attack, regardless of any established diplomatic headway the PCs have made with him to that point.

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The collection of treasure and curiosities found here include a chest of unstamped gold coins worth 7,000 gp in all, two drums of pure crystalline water from the elemental Plane of Water worth 200 gp each, a puzzle box (Intelligence or Disable Device DC 25 to open) containing a set of miniature chariots worth 750 gp, seven bottles of scented massage oil (unfortunately all are rancid and worthless), a Small masterwork khopesh, a *wand of magic missile* (CL 7th, 22 charges) that only functions during daylight hours, a collection of treant acorns (now petrified and worthless), a book of puzzles in Ancient Osiriani that requires 8 hours and a successful DC 20 Intelligence or Linguistics check to solve (if completed, the book transforms into a *tome of understanding* +1), a decorative cat mask that acts as *goggles of night*, a +2 *thundering flail*, and a set of black *rhino hide armor* actually made out of hetkoshu scales.

In addition, the chamber contains an abundance of parchment and papyrus scrolls, including several ancestral

records of Osirion's noble families from -1653 AR worth 1,000 gp in total, tax records from -1653 AR worth 250 gp in total, and numerous scrolls describing the various outsiders and elementals that the Sky Pharaoh worked with, bound into service, or (more rarely) hired.

Lastly, one of the scrolls mentions the shaitan warden of the Slave Trenches, Tef-Naju. Included here is the original contract Hakotep used as part of the *binding* spell to secure the shaitan as Slave Trenches' overseer. With a successful DC 20 Linguistics check and 2d6 minutes of study, a PC discovers that the terms of the *binding* stipulate that Tef-Naju must remain the guardian until the first time the site is used to ground a Shory city, at which point the treasure stored in this room is to be turned over to the shaitan as payment for services rendered. The fact that the Slave Trenches were never used for their intended purpose has left Tef-Naju imprisoned for many thousands of years longer than the shaitan had ever imagined, but successful study of the contract reveals a possible loophole—if the Slave Trenches are used to pull down *any* object powered by Shory magic (such as Hakotep's tomb), the strictures of the contract could be considered fulfilled.

C4. Chamber of the Guardians (CR 14)

The passageway widens into a large, low, cathedral-like space whose ceiling arches up to a height of twenty feet. The floor is decorated with complex patterns of hieroglyphic carvings and geometric designs. To the east, a ten-foot-wide archway opens into an oversized alcove that contains several smaller alcoves.

This chamber is built above a larger cavern 50 feet below, and certain portions of the floor in this room are in fact *illusory walls* (see Traps, below). The lower cavern's boundaries are indicated on the map; the floor of this cavern is thickly forested with 4- to 7-foot-tall stalagmites, making the entire cavern difficult terrain.

Creatures: Four 15-foot-high statues of the ancient god Set stand in this room—one each in the northeast and southeast corners, and two in the alcove to the east. All four of these are animated constructs—enormous graven guardians set here to prevent intruders from reaching the lower levels of the Tekramenet.

GRAVEN GUARDIANS OF SET (4)

CR 9

XP 6,400 each

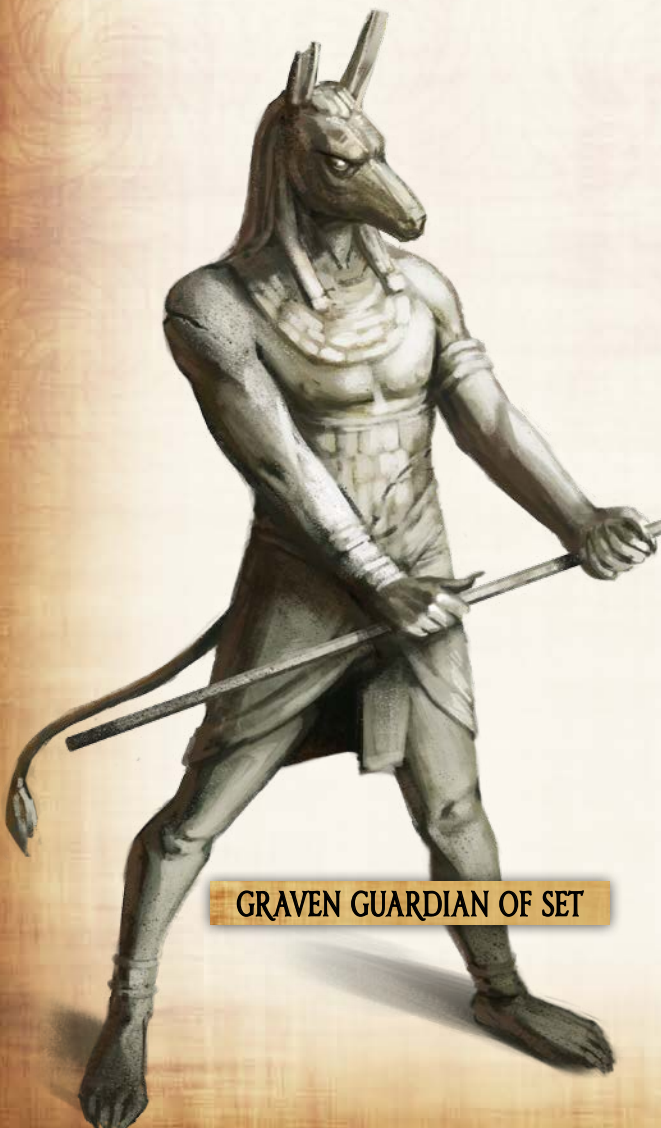
Variant graven guardian (*Pathfinder RPG Bestiary* 3 140)

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 22, touch 12, flat-footed 19 (+2 Dex, +1 dodge, +10 natural, -1 size)



GRAVEN GUARDIAN OF SET

THE SLAVE TRENCHES OF HAKOTEP

hp 112 each (15d10+30); fast healing 2
Fort +5, **Ref** +8, **Will** +6
DR 5/adamantine; **Immune** construct traits; **SR** 20
Weaknesses faith bound

OFFENSE

Speed 70 ft.
Melee +1 *returning shock spear* +23/+23/+18/+13 (2d6+11/×3 plus 1d6 electricity and bleed 2)
Ranged +1 *returning shock spear* +18 (2d6+8/×3 plus 1d6 electricity)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bleed 2, magic weapon, shocking weapon
Spell-Like Abilities (CL 5th, concentration +0)
 1/day—*haste* (self only)

TACTICS

Before Combat The graven guardians cast *haste* on themselves on the first round of combat.

During Combat These graven guardians do not attack any foe that openly displays Hakotep's badge of office or something they recognize as carrying the mark of the Sky Pharaoh, even if such a creature attacks them. The *Mask of the Forgotten Pharaoh* counts as just such an item as long as it is worn. The graven guardians know the location of the pits into the cavern below, and avoid entering these areas in combat.

Morale Once they spot intruders, the graven guardians fight until destroyed. They do not pursue foes beyond this room.

STATISTICS

Str 24, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1
Base Atk +15; **CMB** +23; **CMD** 35
SQ guardian domains (death, weather)
Gear Large mwk spear

Traps: Four 10-foot-by-10-foot sections of floor in this room (indicated by dotted outlines) are in fact open pits covered by horizontal *illusory walls* (CL 17th).

ILLUSION-MASKED PIT TRAPS (4) CR 8

XP 4,800 each

Type mechanical; **Perception** DC 29; **Disable Device** 29 (only removes illusion; pit itself cannot be disabled)

EFFECTS

Trigger location; **Reset** none
Effect 50-foot fall (5d6 falling damage); stalagmites (Atk +10 melee, 1d4 stalagmites per target for 1d6+5 damage each); Reflex DC 20 negates; multiple targets (all creatures in areas marked on map)

C5. Greenfire Caverns (CR 14)

These winding tunnels appear to be naturally formed, with periodic stalagmites and stalactites here and there along their length. Numerous patches of green lichen that appears to burn

with a strange light cling to the walls and ceiling. Here and there, ancient human bones lie scattered on the ground

When Hakotep's slaves were constructing this vault, they stumbled upon these strange tunnels and the eerie glowing lichens that line their walls. The lichens do not give off heat, and the glow they emit is equal to that of torchlight. When construction of the Tekramenet finished, Hakotep left the dozens of slaves who built the place stuck in these lower tunnels with no way to exit through the high ceiling to area C4. They eventually perished of thirst, but not before they succumbed to the madness caused by eating the glowing lichens. Any character who eats these lichens runs the same risk, as they are toxic.

GREENFIRE LICHEN

Type poison, ingested; **Save** Fortitude DC 14

Frequency 1/hour for 6 hours

Effect 1d4 Wisdom damage; **Cure** 2 saves

Creatures: When the slaves died in agony of thirst in the throes of madness, their souls lingered and formed several haunts (see below). Worse, these haunts have since attracted the fell attentions of a potent incorporeal undead—an advanced geist named Inkusehkset. Appearing as a deformed figure clad in a rotten dark blue cowl and robe, with only a skinned crocodilian snout protruding from below its hood, Inkusehkset finds the proximity of the haunts soothing, but is eager to use them as traps to torment new living targets.

Inkusehkset moves about the tunnels on a constant circuit between the three haunt locations in the tunnels, spending hours at a time at any one site merely basking in the waves of spiritual anguish. When the PCs first enter these tunnels, randomly determine which of these three locations (each marked as area C5a) Inkusehkset is lurking at. The geist has taken control of all three haunts, and beyond its normal ability to activate or suppress the haunts, he automatically notices whenever a living creature passes through one of the haunted areas. He normally keeps the haunts suppressed except when he's basking in their presence—as soon as he notices intruders in the caves (either when they pass through a haunt or they draw close enough to be seen or heard), the geist slides into the walls of the cave and moves to the closest haunt location. If the PCs aren't already there, he makes a mournful cry for help in an attempt to lure the PCs to the location, remaining hidden in the walls. When the PCs are in the haunt's area, he activates the haunt and enjoys the results before moving on to the next haunt to repeat his lure again. Only once all three haunts are (temporarily) neutralized or the PCs attempt to leave the tunnels does the geist emerge from the walls to attack intruders.

MUMMY'S MASK

INKUSEHKSET

CR 12

XP 19,200

Advanced geist (*Pathfinder RPG Bestiary 4* 124)

CE Medium undead (incorporeal)

Init +9; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 22, touch 22, flat-footed 16 (+6 deflection, +5 Dex, +1 dodge)

hp 168 (16d8+96)

Fort +11, **Ref** +10, **Will** +14

Defensive Abilities channel resistance +4, incorporeal;

Immune undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal bite +13 (1d6 negative energy plus 1d4 Con)

Special Attacks spiritual manipulation, terrifying laughter (30 ft., DC 24)

TACTICS

During Combat Inkusehkset begins combat by emerging from the walls amid the PCs to unleash his terrifying laughter, hoping to panic the PCs and split them up. He pursues any PC who runs off on her own (determining a target randomly if more than one qualify), using Spring Attack to bite and then move back into the safety of the walls.

Morale Inkusehkset fights until destroyed if confronted during the day, but if confronted at night and reduced to 30 or fewer hit points, the geist flees, forever abandoning his haunts to seek out another lair elsewhere.

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 15, **Wis** 15, **Cha** 22

Base Atk +12; **CMB** +17; **CMD** 34

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (incorporeal bite)

Skills Bluff +22, Fly +32, Intimidate +25, Knowledge (religion) +21, Perception +21, Sense Motive +21

Languages Abyssal, Ancient Osiriani

Haunt: The spirits of the slaves who perished here, driven mad by the effects of consuming greenfire lichen before dying of thirst, have formed three haunts at the locations marked **C5a** in the tunnels. The haunts have infused their energy into the very light of the glowing plants in these three areas.

SIGHTLESS STARVATION (3)

CR 9

XP 6,400 each

CE persistent haunt

Caster Level 9th

Notice Perception DC 15 (to spy a creeping green radiance writhing amid the glowing lichens)

hp 40 each; **Trigger** proximity (20-foot radius); **Reset** 12 hours

Effect The area becomes infused with a blinding green

radiance (treat as a heightened [5th level] *glitterdust* [DC 17]) that persists each round; any creature that is blinded by this radiance must succeed at a DC 17 Will save at the start of each round to avoid a compulsion to spend that entire round eating greenfire lichen from the walls, thus exposing itself to the poisonous plant's toxin. Furthermore, at the end of any round in which a creature is blinded by this haunt, it claws at its eyes as a free action, dealing 1d4 points of damage to itself and suffering a cumulative 5% chance each round of permanently blinding itself.

Destruction Once the geist Inkusehkset is destroyed, the majority of the remaining slaves' bones strewn about the tunnels must be gathered up and left to bask in the first rays of the next sunrise. Gathering up these bones takes a single person 2 hours of work—multiple people working together can reduce the amount of time appropriately.

C6. Life Lantern (CR 15)

A hand-sized glowing golden ankh with a polished blue sapphire inset at its center rests on a stand atop a circular dais of black stone in the middle of this room. A square podium made from the same black stone and level in height with the ankh stands just north of the dais. A long-legged chest made of golden wood sits against the south wall atop a low stone slab. The top of the chest is carved with the image of a winged scarab. The ceiling above is hidden by a brilliant glow.

This room was created as a repository for the *life lantern*, a minor artifact whose primary power is to activate and deactivate the Slave Trenches' 11 Sekrepheres.

The domed ceiling in this chamber rises 40 feet above the floor.

Creatures: As this chamber contains one of the most important elements of the Slave Trenches, it is far from unguarded. In keeping with the vault's themes of light, Hakotep bound two shining children into this area as eternal guardians, not giving them the option of eventual release he promised Tef-Naju. The two shining children have spent centuries waiting here, and are eager for any distraction. They've used *screen* to render themselves unseen as they float up near the ceiling, creating an illusion of a brilliant sphere of light above in their place.

When they spy intruders below, the shining children wait for the entire party to be within the chamber before they act. One creates a *wall of force* over the room's only exit, while the other creates a horizontal *wall of force* across the room at a height of 30 feet, sealing the two shining children off from the PCs. The shining children then emit their blinding light, filling the entire room with the effects of both auras (as an exceptional sight-based attack, this aura is not blocked by a *wall of force*). The shining children then each cast *spell turning* on

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themselves. Following this, the one who created the *wall of force* below them dismisses that wall, and the second shining child then casts *scintillating pattern* on the PCs below if most of them seem to have avoided blindness, or *sunbeam* if they are blinded. After this, the shining children use their searing rays on targets below, engaging in melee only against foes who can move up to reach them. The monsters fight to the death.

SHINING CHILDREN (2)

CR 12

XP 19,200 each

hp 152 each (*Pathfinder RPG Bestiary 2* 245)

Traps: Two *symbols of insanity* placed by the shining children create an additional danger in this room. The first has been placed on the inside of the chest's lid, and activates as soon as the chest is opened. The second is placed on the *life lantern* and activates when the *life lantern* is touched.

SYMBOLS OF INSANITY (2)

CR 9

XP 6,400 each

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger visual or touch; **Reset** none

Effect spell effect (*symbol of insanity*, Will DC 25 negates)

Treasure: The ankh sitting upon the central dais is the *life lantern* (see page 62). The chest to the south is a *chest of keeping* (see page 62) that contains seven bottles of fine ancient wine worth 500 gp each, along with a black velvet pouch holding six small figurines about 6 inches tall or long. These figurines each represent a specific creature of import associated with the Slave Trenches, and each is affixed to a small octagonal base.

The podium has a small, octagonal depression identical in size to the bases of the figurines in the *chest of keeping*. If one of these figurines is placed in the octagonal slot, it shimmers with light and grants a unique magical effect that persists as long as the figurine remains in place. The figurines were carved from obsidian, but if the creature depicted by a figurine is destroyed or slain, the associated figurine turns gray and crumbles to fine ash if touched. The figurines are worth 1,000 gp as works of art as long as they remain made of obsidian and not ash, but beyond this room their magical properties are relatively valueless.

The obsidian figurines (but not the ash ones) have auras of strong necromancy due to their links to their targets' spirits. Succeeding at a DC 32 Spellcraft check while studying one of these auras allows a character to identify a figurine's use when placed on the podium. The six figurines (and their effects when placed on the podium) are detailed below.

The Architect: This figurine depicts the architect Chisisek as he appeared in life, but those who have seen his well-preserved

mummy can recognize him nonetheless. As Chisisek is dead, this figurine is gray and crumbles to ash if touched.

The Assassin: This figurine depicts a strange, cloaked figure that does not seem to have legs. Alone among these figurines, this is a perilous trap—when placed on the podium, it suddenly enlarges and transforms into a shadowy fey assassin known as an *ankou*. The *ankou* attacks the character who placed the figurine above all other targets, moving on to a new victim only once the original character is either dead or beyond reach.

The Dusk-Taker: This figurine depicts the arcane roc Kenjutret (see area D). As long as this figurine is placed, Kenjutret cannot cast his wizard spells and takes a –4 penalty on all attack rolls, saving throws, initiative checks, and skill checks.

The Fulcrum: This figurine depicts the mythic earth elemental Beken-Tofra (see area F1). As long as this figurine is placed on the monolith, it suppresses Beken-Tofra's mythic power, reducing him to a standard elder earth elemental (*Pathfinder RPG Bestiary 123*).

The Tribe-Eater: This figurine depicts the mummified spinosaurus Sensuret (see area H1). As long as this figurine is placed on the podium, the undead dinosaur gains the effects of *haste* and fast healing 5, but if the Tribe-Eater is slain while this figurine is placed here, it is destroyed forever and cannot return to unlife.

The Warden: This figurine depicts the shaitan magus Tef-Naju, warden of the Slave Trenches. When it is placed, a telepathic link is established between Tef-Naju and the character who placed the figurine. Each knows the other's condition as if via a *status* spell and location as if by *discern location*. Tef-Naju immediately demands to know who has made this contact when it occurs—his interactions with the PCs, as detailed on page 53, then begin via this telepathic link rather than in person.

ANKOU

CR 14

XP 38,400

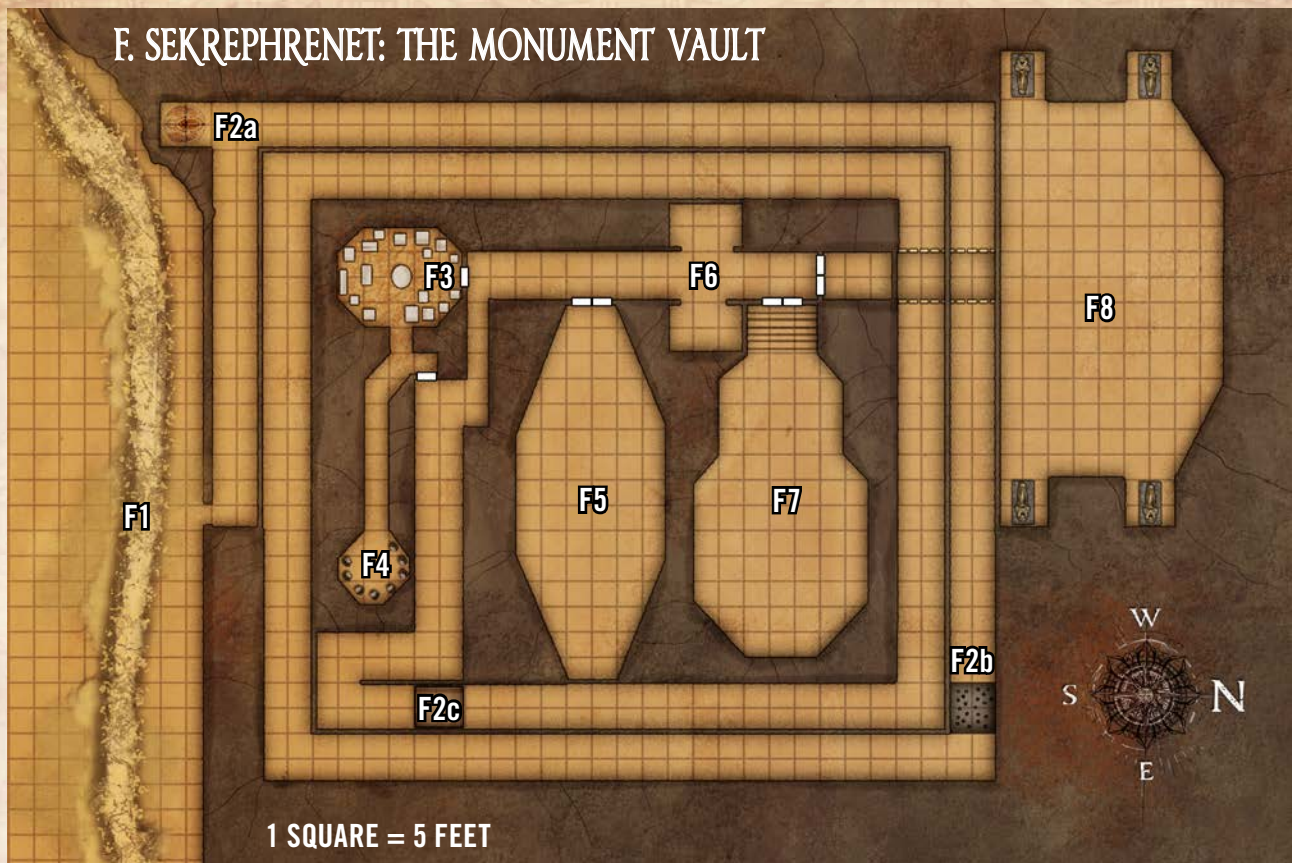
hp 133 (*Pathfinder RPG Bestiary 4* 10)

F. SEKREPHRENET: THE MONUMENT VAULT

This hidden complex located in the easternmost reaches of the Slave Trenches is a critical component of the Slave Trenches' operation. It is within the Sekrephrenet that the 11 monuments known as Sekrepheres can be activated and focused on specific Shory targets—including those energies found within Hakotep's tomb.

The entrance to the Monument Vault is hidden at area F1 behind an eternally cascading wall of sand. The vault beyond is unlit, with ceiling heights at 10 feet in halls and 20 feet in chambers. As with the Lantern Vault, the hallways within the vault pitch downward at a slight but noticeable slope as they wind toward area F8, so that by

MUMMY'S MASK



the time a traveler reaches that chamber, she is 100 feet below ground level.

F1. The Sand Cascade (CR 14)

A thundering, hissing roar echoes along the trench here, as if from a cascade of water tumbling over a cliff. Yet this cascade is no normal waterfall—it is a wall of falling sand churning over the edge and dropping down into the trench below, turning the trench wall into a constantly churning wall of grit and dust. There is no apparent source of the sand above and no evidence of sand accumulating.

Not all of the elemental spirits conjured into the Slave Trenches were bound into obelisks. A few dozen were pressed into service to create this cascade of grit, a waterfall composed of hundreds of tons of sand. The elemental spirits clear away the sand as it hits the bottom of the desert valley, rerouting it through tunnels carved into the rock below and back up to openings just at the edge of the trench side above, creating the illusion of a sand cascade that starts from nothing and goes nowhere. The curtain of falling sand serves to obscure the entrance to the Sekrephrenet, which is located 10 feet above ground level in the stone wall behind the cascade.

Both the earth glide ability and *freedom of movement* allow free, unrestricted movement through the sand cascade, but all other creatures who attempt to move through the 5-foot-wide wall of falling sand treat it as a blast of downward-blowing hurricane-force wind, but in addition to the standard effects on movement that result from such powerful winds, it deals 2d6 points of bludgeoning damage per round to a creature within the sand. The vents in the stone through which the sand is carried away or expelled from above are at most 6 inches in diameter, so most creatures need not worry about being pushed into these tube-like tunnels.

Creature: In addition to the otherwise harmless elemental spirits that power the sand cascade, a much more dangerous elemental has been convinced to protect this site—one of the most powerful elementals Hakotep was ever able to bend to his will. This creature, the mythic earth elemental Beken-Tofra, is not under any magical compulsion to serve here. Instead, Hakotep appealed to Beken-Tofra's sense of pride and obsessive nature with all things of earth and stone, down to the tiniest grain of sand. As the passage of time is inconsequential to Beken-Tofra, the mythic elder earth elemental agreed to serve here amid the cascading grains of sand as a sort of supervisor to ensure all those grains go accounted for and that none are lost. What would cripple most other minds with its repetitive banality is for Beken-Tofra

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the height of import and interest, yet his task is not so all-consuming that he can't perform what he considers to be a secondary job: preventing intruders like the PCs from entering the Monument Vault. The mythic elder earth elemental has a strange interpretation for this duty, though—anyone who can enter the vault without disturbing as much as a single grain of sand is, in Beken-Tofra's crystalline eyes, not an interloper. Methods of entering the vault such as *shadow walk* or teleportation do not arouse the elemental's wrath. Anyone who disturbs the curtain, even accidentally or in a minor way like tossing a pebble into the cascade, can expect to face his immediate and furious anger. Beken-Tofra sees no gradations in his duty—all disruptions to the flow of sand are punishable by death. He does not pursue transgressors more than 300 feet from the sand curtain, and immediately returns to attack anyone new he notices meddling with the cascade if someone attempts to lure him away. Further, he has a long memory, and those he knows have meddled with the cascade in the past are subject to immediate attack should they ever dare return.

BEKEN-TOFRA

CR 14

XP 38,400

Mythic elder earth elemental (*Pathfinder RPG Mythic Adventures* 194)

hp 218

F2. The Monument's Spiral (CR 11)

Hakotep's engineers devised an unusual trap to guard the Monument Vault's main spiraling hall, one designed to divide and conquer unwelcome invaders. An 85-ton block of solid granite blocks the corridor at area **F2c**. This block of stone sinks into the ground, merging with the stone it sits upon, when an intelligent living creature stands upon a large hieroglyphic symbol of a winged scarab carved into the floor at area **F2a**. The same winged scarab hieroglyph decorates all faces of the stone block at area **F2c**.

The hieroglyph on the floor at area **F2a** has an aura of strong conjuration (creation)—a successful DC 32 Spellcraft check made while studying this aura reveals that the symbol is linked to a *phase door* effect, yet not one that is immediately present. This result also reveals that any creature of average or greater intelligence (minimum Intelligence score of 11) who stands upon the carving activates the distant *phase door*, wherever it might be.

The *phase door* is located at area **F2c** under the block of stone; when a creature with an Intelligence score of 11 or higher stands on the rune at **F2a**, this *phase door* slowly activates, causing the stone block to appear to sink downward into apparently solid stone below, lowering at a rate of 1 foot per round. As soon as a creature steps off the rune at **F2a**, the block starts to rise at the same rate until it once again blocks the hall.

A character at area **F2c** can identify the presence of the *phase door* by using *detect magic* and then succeeding at a

DC 27 Knowledge (arcana) check to identify a spell effect in place, at which point a successful DC 30 Use Magic Device check can trigger the *phase door*. This method causes the stone block to sink down into the ground over the course of 1 minute, only to immediately rise back up over the course of the minute immediately following.

There are several ways to navigate this challenge. The simplest is to just have an appropriately intelligent creature stand upon the block—the original navigators of the tomb generally assigned a slave to fill this role. A conjured or summoned creature can serve in this regard, as can a sufficiently intelligent familiar. It's technically possible to race the length to the block if a character is fast enough, since the block takes an entire minute to lower and does not start rising back up until it reaches its lowest point.

Trap: A further complication to navigating this path is a large pit located at area **F2b**. This pit completely bisects the hallway, and is 100 feet deep with spikes at its base. The pit also features a permanent *reverse gravity* effect—any simple attempt to jump across the pit results in the character landing instead on the ceiling directly above the pit and taking 1d6 points of falling damage. One round later, the *reverse gravity* effect deactivates for 1 round, causing that character to fall into the pit; the reversed gravity reactivates a round later, but does not extend farther than 10 feet into the pit below. Characters who fly over the pit must succeed at a DC 20 Fly check to avoid crashing into the ceiling when they attempt to cross via flight. A flying character who is prepared for the gravity shift gains a +10 circumstance bonus on this Fly check.

SPIKED PIT TRAP

CR 11

XP 12,800

Type mechanical; Perception —; Disable Device —

EFFECTS

Trigger location; **Reset** automatic

Effect 100-ft.-deep pit (10d6 falling damage); pit spikes (Atk +20 melee, 1d4 spikes per target for 1d6+5 damage each); Reflex DC 20 negates; multiple targets (all targets in a 10-ft.-square area).

F3. Sculpting Chamber (CR 14)

Several differently sized rectangular marble slabs sit scattered throughout this room. The tops of many of them are smeared and caked with what appears to be dried clay. A circular white dais in the room's center softly hums with a strumming sound like that of a plucked bowstring. A small stack of parchments, a hawk-feathered quill, and a bottle of ink rest upon the southern edge of this two-foot-tall disk.

Not all of the magic Hakotep's minions stole from the Shory was used to make cities or tombs fly. This room

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contains an ancient and thrumming source of magical power known as the *sculpting dais*, a minor artifact stolen from the Shory not long before work on the Slave Trenches began.

A character who succeeds at a DC 30 Knowledge (arcana) check recognizes that this room is a workshop and the surrounding marble slabs were used as bases on which to craft the bodies of constructs like *hanshepsus*, clay golems, and the like from clay.

Trap: The *sculpting dais* was used as a place to render subjects immobile so that sculptors in the room had access to a non-moving reference for their work. The dais casts a *flesh to stone* spell on any creature that ends its turn standing atop it—it does so any number of times in a round, yet no more so than once per creature standing on the surface. A creature that moves onto the dais and then steps off before its turn is over is not so affected. Ancient sculptors were fond of selecting particularly fit-looking slaves as subjects—they would order them onto the *sculpting dais* and have them adopt the desired pose atop the slab before the effects took hold, giving them the perfect reference statue as a result. Once finished with a sculpture, the ancients would either cast *stone to flesh* or simply dispose of the statue.

SCULPTING DAIS CR 14 XP 38,400

Type magical; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touch; **Reset** automatic

Effect spell effect (*flesh to stone*, Fort DC 19 negates); multiple targets (all creatures that end their turns standing atop the dais)

Treasure: The quill and dried-up jar of ink on the *sculpting dais* are mundane—the parchments, on the other hand, are all magical scrolls for use in the creation of *hanshepsus*. These include two *scrolls of animate object*, two *scrolls of beast shape III*, and a *scroll of limited wish*.

Development: Any significant amount of noise or the use of lights in this room swiftly draws the attention of the guardian in area F4.

F4. Inactive Construct Storage (CR 10)

A collection of eight six-foot-tall clay statues of men and women with different animal heads stands along the walls of this octagonal chamber.

These statues may seem at first glance to be depictions of Ancient Osiriani deities, but closer examination reveals that they have no real religious significance. A successful DC 22 Knowledge (arcana) check reveals that these statues were intended at one point to be transformed into some

sort of constructs (*hanshepsus*, to be exact), but that the final step of animating the statues simply never occurred. At least... not for all of them.

Creatures: One of the statues is in fact a completed *hanshepsu*—this guardian has a hippopotamus head, and it immediately moves to attack if it notices intruders here or in area F3 (perhaps alerted by noise or light in that room).

HANSHEPSU CR 10

XP 9,600

hp 102 (see page 84)

F5. Hall of Crawling Thoughts (CR 14)

A single stone shelf runs along the walls of this large chamber. Dozens of canopic jars sit atop the shelves, each caked with dust and sealed with a ceramic lid.

Once the PCs move into this chamber and come close enough to the eastern wall, they notice that wall is the only one without a shelf lined with canopic jars—instead, this wall is decorated by a large bas-relief of several Ancient Osirian scholars enjoying a meal. Closer examination reveals an increasing number of disturbing qualities in the carving. First, the tables that the scholars are using for their feast are stacked not with food, but with canopic jars similar to those sitting on the surrounding shelves. Further examination reveals that the contents of those jars that have been opened are not entrails, but writhing coils of what look like centipedes or worms that the scholars are either voraciously eating or simply allowing to crawl into their gaping mouths.

Something inside each of the canopic jars on the shelves has an aura of moderate necromancy. The jars are sealed with wax; opening a jar reveals it to be filled to the rim with what looks like milk. Within this foul-smelling fluid lies suspended a single centipede-like insect, coiled tightly into a ball—the result of a long-forgotten Shory practice of separating and materializing a fragment of knowledge via intense magical focus into a semi-living physical incarnation of lore known as a *cenovath*, or “crawling thought.”

Hakotep required many of his most valued servants and minions working here to store bits and pieces of their knowledge in this way, but he and his followers never quite perfected the art (and indeed, the room north of this one is filled with their mistakes). Those stored here are among their successes.

Each *cenovath* is, in effect, a stored bonus that can be used to gain insights into a number of areas of thought and cognition, but the method of gaining this insight is somewhat repugnant, for the twitching, centipede-like length must be consumed whole within 1 minute of opening its canopic jar, or the creature melts away into sludge.

THE SLAVE TRENCHES OF HAKOTEP

Consuming a cenovath deals 1d3 points of damage to the eater as the creature's spiny legs lacerate the mouth and throat. After a few unpleasant moments of choking, the creature melts away and the stored thought and lore are imparted to the consumer. This grants the eater a +4 insight bonus on any one skill check; the user can apply this bonus to any skill check of its choice as a free action; once the bonus is applied, the insight (and bonus) gained fades away forever.

If a creature consumes a cenovath while the previous bonus is still awaiting use, it suffers a splitting headache and takes 1d4 points of Intelligence damage; consuming this second cenovath does not increase the number of bonuses granted or the magnitude of the insight bonus granted.

The first time a creature consumes a cenovath, the creature's mind and body are unusually receptive to the infusion of knowledge. This time (and only this first time), the consumer of the eerie materialized thought gains a permanent but random boost to its knowledge—roll on the table below to determine what sort of benefit is gained.

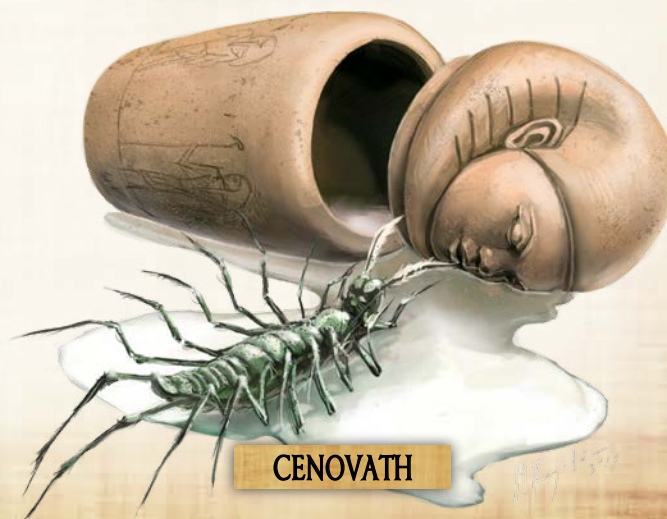
There are 100 cenovaths in all, but any one cenovath that is opened has a flat 20% chance of having spoiled—consuming such a cenovath deals damage to its consumer, and does not impart any lore.

Creature: One of the cenovaths is unique, and has an aura of strong necromancy rather than moderate necromancy. If the PCs are simply randomly consuming cenovaths, there's a cumulative 1% chance per cenovath that they consume this powerful one—but if the PCs study the magical auras, they notice that this unique cenovath's power is much greater. This cenovath contains far more than a mere fragment of memory—it contains an entire soul, and if this jar is opened and consumed, this soul is suddenly transformed into a ghost that immediately attempts to use its malevolence ability to possess the consumer. If the ghost fails to possess the consumer, white smoke pours from that person's mouth and manifests in an adjacent square as the newly formed ghost.

This ghost is Ptenoneph, the undead spirit of a mad sorcerer who once served as one of Hakotep's many advisors. In his youth, Ptenoneph sought to impress Hakotep in every way possible, knowing that the man was destined for greatness, but as he grew older, Ptenoneph began to fear death. His loss of faith and growing conviction that death was more akin to oblivion than afterlife gnawed at him, and he devised a way he hoped to escape that oblivion by using cenovaths. Rather than impart a tiny snippet of knowledge to one, Ptenoneph tried to implant all of his learning, experience, and personality into a specially prepared canopic jar. The result was not what he hoped for—he succeeded only in imprisoning his soul in the jar, transforming himself into a trapped ghost. When the other advisors realized what he'd done, they shook their heads and clucked their tongues,

PERMANENT CRAWLING THOUGHTS

d%	Result
01–20	Weapon Training: The character gains Exotic Weapon Proficiency (khopesh) as a bonus feat. If the character is already proficient in this weapon, she instead gains Weapon Focus (khopesh) as a bonus feat. If the character has this feat already, the bonus on attack rolls granted by Weapon Focus increases by 1; this increase stacks with all other bonuses. At your discretion, this result could impart training with different weapons popular in Ancient Osirion.
21–60	Language Training: The character gains the ability to speak Ancient Osiriani. If the character can already use this language, he instead gains a permanent +2 bonus on all Bluff, Diplomacy, Intimidate, Linguistics, and Sense Motive checks when using the language.
61–75	Magical Lore: The character gains Magical Aptitude as a bonus feat. If the character already has this feat, the bonuses on Spellcraft and Use Magic Device checks granted by the feat increase by 2.
76–90	Khepsutanem Lore: The character's mind becomes infused with many bits and pieces of lore about the Slave Trenches. She gains a +2 insight bonus on all skill checks and saving throws associated with creatures, traps, objects, and lore associated with the Slave Trenches.
91–97	Necrology: The character gains keen insights into the nature of undeath and the animation of undead, particularly in the weaknesses of such creatures. The character gains a +2 insight bonus on all damage rolls against undead foes.
98–100	Roll twice (rerolling results of 98–100).



CENOVATH

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then tossed his body away and put his soul on the shelf in this room to linger forever, or so they hoped—more than ample punishment for doubting that his value lay in his eternal service to the pharaoh.

This tragic figure has had thousands of years to foster his madness, and if he manages to possess a living creature, he immediately begins crying out in triumph in Ancient Osiriani about his return to life. He has no context for this new world he finds himself in, but is eager to learn. Using his possessed victim, he demands the other PCs teach him of what has passed in the intervening years, doing so in an imperious and cackling manner that is more likely to goad an attack than aid. If he fails to possess the initial target and instead manifests outside of his cenovath, the mad ghost instead turns to attempts to possess other characters.

If the PCs can placate the ghost once he's in a body, they can use him as a resource to learn more about Hakotep, the Slave Trenches, and the like. What he knows is left to you, but you can use Ptenoneph as a way to both fill the PCs in on elements of the Adventure Path's backstory they may have missed so far, as well as to provide them clues and direction going forward. At the very least, though, Ptenoneph demands answers to his own questions as payment for his wisdom—questions like, “Who is Pharaoh today?” or “What happened to Hakotep?” and so on. Finally, keep in mind that Ptenoneph is mad—at your discretion, his answers can just as easily be used to lead the PCs astray as they can help.

If Ptenoneph is slain, his spirit does not rejuvenate as a standard ghost's does. Rather, upon being destroyed, his ghost finally realizes that there is in fact an afterlife, and eagerly moves on to finally embrace its ultimate reward or punishment.

PTENONEPH CR 14

XP 38,400

Male human ghost sorcerer 13 (*Pathfinder RPG Bestiary* 144)

CE Medium undead (incorporeal)

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 23, touch 19, flat-footed 21 (+4 armor, +7 deflection, +1 Dex, +1 dodge)

hp 165 (13d6+117)

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

Defensive Abilities channel resistance +4, fated (+3), incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (12d6 (DC 23))

Special Attacks malevolence (DC 23), telekinesis (DC 23), thought-draining gaze

Bloodline Spell-Like Abilities (CL 13th; concentration +20) 10/day—touch of destiny (+6)

Sorcerer Spells Known (CL 13th; concentration +20)

6th (5/day)—*flesh to stone* (DC 23), *mislead* (DC 23), *move earth*

5th (7/day)—*break enchantment*, *contact other plane*, *dominate person* (DC 22), *telekinesis* (DC 22)

4th (7/day)—*dimension door*, *freedom of movement*, *lesser geas* (DC 21), *shout* (DC 21), *stone shape*

3rd (8/day)—*dispel magic*, *lightning bolt* (DC 20), *nondetection*, *protection from energy*, *suggestion* (DC 20)

2nd (8/day)—*blur*, *detect thoughts* (DC 19), *mirror image*, *obscure object*, *scorching ray*, *whispering wind*

1st (8/day)—*alarm*, *endure elements*, *erase* (DC 18), *mage armor*, *magic missile*, *shield*

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *message*, *read magic*

Bloodline destined

TACTICS

Before Combat In the unlikely event that Ptenoneph has a chance to prepare for combat, he casts *mage armor* and *shield*. (Since he's unlikely to be able to do so, these bonuses are not calculated into his stat block.)

During Combat Ptenoneph favors magic over other attacks, but also wants to preserve PCs so he can interrogate them. He uses *dominate person* and *suggestion* to try to compel the PCs to cease attacking and follow his commands. Against foes who are particularly resistant to mind-affecting effects, he resorts instead to *flesh to stone*. On the first 2 rounds of combat, he casts quickened *mage armor* and quickened *shield*. If faced with someone who wears the *Mask of the Forgotten Pharaoh* or otherwise bears the visage of Hakotep, Ptenoneph becomes enraged and overwhelmed with memories of his old master. In this case, he abandons spellcasting and focuses his corrupting touch attacks on that target.

Morale Ptenoneph fights until destroyed.

STATISTICS

Str —, **Dex** 13, **Con** —, **Int** 14, **Wis** 8, **Cha** 24

Base Atk +6; **CMB** +7; **CMD** 25

Feats Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Eschew Materials, Quicken Spell, Toughness

Skills Bluff +23, Fly +9, Knowledge (arcana) +18, Knowledge (planes) +15, Perception +7, Spellcraft +18, Stealth +9

Languages Ancient Osiriani, Auran, Terran

SQ bloodline arcana

SPECIAL ABILITIES

Thought-Draining Gaze (Su) Ptenoneph's death, caused by his own failed attempt to drain his thoughts into a canopic jar, grant him a ravenous hunger for new thoughts that he can drink in through his eyes. This manifests as a gaze attack with a range of 30 feet that deals 1d4 points of Intelligence drain (Will DC 23 negates). The save DC is Charisma-based.

THE SLAVE TRENCHES OF HAKOTEP

F6. Cenovath Supplies

Two large rooms flank the central hall here. Each room has a stone shelf running along the walls, on which are stored numerous clay jars.

Treasure: These jars once contained supplies used by the Sekrephrenet's caretakers in the production of Cenovaths, but over time, the alchemical supplies here have largely spoiled or evaporated away. The seals on two of the jars have held, though, and their contents have endured the passage of time thanks of their magical nature. One of these jars contains 10 doses of *unguent of timelessness*, while the other contains 10 doses of *universal solvent*.

A search of the shelf in the northwesternmost corner of the room, along with a successful DC 30 Perception check, reveals a hidden panel in the wall beyond the shelf. Within a nook hidden behind the panel lie a dozen *bird feather tokens* and a *wand of monster summoning IV* (11 charges), all bundled together with a cord woven from papyrus reeds. Unfortunately, this wand is cursed—any creature summoned by the wand always does its utmost to attack the wielder first if possible. The hidden stash also contains a *+1 merciful sap*. An inscription in Ancient Osiriani indicates the weapon's name is Kakoju, loosely translating to "Headknocker."

F7. Hall of Crawling Fears (CR 13)

A dozen or more ceramic jars rest upon the stone shelves that wrap around this chamber's walls.

Not only did the ancients preserve thoughts for later use via cenovaths, but they also expanded on the original Shory extraction process by developing a way to extract and seal away aspects of a person's personality deemed to be useless or destructive, particularly after they realized how far one of their own, Ptenoneph, was willing to allow his fears to drive him.

The 100 jars on the shelves in this room are similar to those in area F5, save that each contains a nasty-smelling black fluid in which is coiled a twitching, moth-winged, spiderlike creature with too many eyes and too many legs. Instead of containing thoughts, these cenovaths contain fears and grudges.

Creature: Over the centuries, the negative emotions and fears infusing the cenovaths in here have built upon themselves—in an unanticipated development, storing so many fears in one area has allowed the 100 spiderlike extracted fears to manifest a strange sort of malignant collective consciousness.

It takes only 10 rounds for this collective fearsome consciousness to rumble to life after the first living

creature enters the room. After the first round (when the countdown reaches 9), any illumination in the room dims slightly and all creatures in the room feel a sudden strange chill run down their spines. When the countdown reaches 5, all creatures in the room must succeed at a DC 15 Will save or be shaken with mounting fear for 1d6 minutes. When the countdown reaches 1, a pulse of terror washes through the room, and all creatures must succeed at a DC 15 Will save or be paralyzed with fear for 1d6 rounds. These are all mind-affecting fear effects. Each time a character touches or otherwise interacts with one of the cenovath jars, the countdown immediately moves ahead by 1d4 rounds.

Once the countdown reaches 0, regardless of whether the PCs have abandoned the room or not, the temperature in the room drops noticeably and a magical darkness (as the spell of the same name, CL 15th) fills the entire room—this darkness is permanent until dispelled via *dispel magic* or a 3rd-level or higher *light* spell is cast anywhere in the room.

Worse, as the room plunges into darkness, the cenovaths physically manifest within the chamber in the form of several flying swarms of spiderlike horrors. These swarms are treated as advanced hellwasp swarms, save that they are chaotic evil rather than lawful evil and do not have the extraplanar subtype. The cenovath swarms immediately move to attack and inhabit any living creatures within the room—in a perfect scenario, they manage to inhabit new bodies rendered helpless with fear before the darkness is lifted. Once they manage to inhabit a body, a cenovath swarm immediately attacks any non-infested bodies—once no enemies remain, surviving infested hosts stagger out into the Slave Trenches and then the deserts beyond, eager to explore the new world they've been unleashed upon.

CENOVATH SWARMS (4)

CR 9

XP 6,400 each

Variant advanced hellwasp swarm (*Pathfinder RPG Bestiary 3* 146, 290)

hp 114 each

F8. Chamber of the Sekrepheres (CR 14)

Bas-relief adorns the walls of this immense dark chamber, depicting what appear to be small children and elderly folk fleeing from some sort of giant hulking beasts. The far walls of the chamber are obscured in shadow and darkness.

If the PCs explore this room or bring light capable of illuminating the vast chamber completely, they see a vaulted ceiling 50 feet above, a pair of alcoves to the left and right that each contain a large stone sarcophagus, and perhaps most interesting of all, an immense map of the Slave Trenches carved in bas-relief on the wall directly opposite the room's entrance. If the PCs have activated the Slave Trenches with

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the *life lantern* in the Lantern Vault, then 11 tiny blue points of light glow on the map. These glowing spots correspond to the locations of the 11 Sekrepheres. This carving is the device the PCs must use to activate and focus the Slave Trenches on Hakotep's tomb—but not until they've handled this chamber's guardians.

Creatures: The pictographs on the walls portray an Ancient Osirian fable about the kalnaka, a monster that was believed to prey upon the children and the elderly and served a role as a sort of bogeyman for the time. A character who succeeds at a DC 15 Knowledge (history) check recalls these tales, and further that the kalnakas were said to be particularly fond of feasting upon slaves who disobeyed their masters. It was in this latter role that the slave masters of the Slave Trenches capitalized on the old stories, for in truth the kalnakas were nothing more than old stories before the slave masters of the region transformed four gray renders into horrific undead guardians.

These four “kalnakas” now serve as guardians for this chamber, lying in wait within the four oversized sarcophagi in the room's large alcoves. The guardians remain quiet

within their stone coffins until one of the coffins is opened or anyone comes within 10 feet of the mural to the north, at which point all four emerge explosively from their sarcophagi, smashing the lids aside as they rise up to attack. Once active, the kalnakas remain so forever; they do not pursue foes out of this room.

KALNAKAS (4) CR 10

XP 9,600 each

Advanced mummified gray render (*Pathfinder RPG Bestiary 2* 140, *Pathfinder RPG Bestiary 4* 197)

NE Large undead

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

Aura frightful presence (30 ft., DC 15, 1d6 rounds)

DEFENSE

AC 29, touch 12, flat-footed 26 (+3 Dex, +17 natural, -1 size)

hp 68 each (8d8+32)

Fort +9, **Ref** +11, **Will** +8

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee bite +20 (3d6+13), 2 claws +20 (2d6+13)

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

Special Attacks burst of vengeance, dust stroke, rend (2 claws, 2d6+16)

TACTICS

During Combat The kalnakas seek to prevent anyone from approaching the northern wall map of the Slave Trenches, but otherwise work together to flank foes.

Morale The kalnakas fight until destroyed.

STATISTICS

Str 33, **Dex** 17, **Con** —, **Int** 5, **Wis** 18, **Cha** 12

Base Atk +8; **CMB** +20; **CMD** 33

Feats Improved Initiative, Improved Natural Attack (bite, claw), Power Attack, Skill Focus (Perception), Toughness, Vital Strike

Skills Perception +18; **Racial Modifiers** +4 Stealth

Languages Ancient Osiriani

SQ created in a desecrated altar area, double damage against objects

Treasure: A character who succeeds at a DC 30 Perception check while searching the wall just to the left of the map finds a hidden compartment within the gaping mouth of a particularly frightening-looking kalnaka carving. This compartment contains a silver-and-jasper ankle bracelet worth 250 gp inset with three *elemental gems* (air, earth and fire), a +2 *earth outsider bane khopesh*^{UE} (its hilt indicates the weapon's name in Ancient Osiriani is “Duhua,”



KALNAKA

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meaning “vortex”), a 1-foot-high malachite statuette of a jackal-headed man worth 750 gp whose hidden internal compartment (Perception DC 25) holds a *golembane scarab*, and a unique *wand of lightning bolt* that is needed to activate the wall map (see Activating the Sekrepheres, below). This *wand of lightning bolt* functions at CL 10th and has 10 charges remaining—but even if these charges are consumed, the wand retains a faint conjuration aura. A successful DC 25 Spellcraft check to identify the wand also reveals that it has a second purpose similar to a key.

Activating the Sekrepheres

With the guardians of area **F8** defeated, the PCs can turn their attentions to the carvings on the room’s walls. The carvings of monsters attacking people are purely decorative, but the map of the Slave Trenches on the wall directly opposite the entrance is not—this map is enables users to focus the elemental energies in the Slave Trenches on specific Aeromantic Infandibulums, such as the one found within Hakotep’s tomb.

The map is quiet until the *life lantern* is used in area **C2** to activate the Slave Trenches. Once this is accomplished, 11 tiny blue points of light glow on the map—these points correspond to the locations of the 11 Sekrepheres. Close inspection reveals that each glowing spot is a circular area containing the holy symbol of a deity of Ancient Osirion framed by two crooked, mirrored, lightning-bolt-like runes—the same pattern that decorates the *wand of lightning bolt* found in a nearby hidden compartment. Touching this wand to one of the blue glowing points of light on the map of the Slave Trenches causes that point to turn yellow and sparkle with electricity. When a second dot is touched, the trenches between those two dots fill with sparkling yellow electricity, and so on. Once the wand has touched all 11 dots, a pattern of yellow sparks decorates key trenches on the wall, and the area of the Slave Trenches depicting the Sun Disk plaza begins to glow as well.

Without the *wand of lightning bolt*, activating the blue dots requires one of three alternate methods—a successful DC 30 Use Magic Device check, a successful DC 30 Disable Device check made by a character capable of disarming magical traps, or any amount of electricity damage delivered to that point via an attack (this could be the touch of a *shock* weapon, a *shocking grasp* spell, or anything that requires an attack roll to resolve; ironically, a spell like *lightning bolt* will not suffice). Characters who don’t stumble upon one of these alternate methods of activating the map may have a chance to learn them from cooperative NPCs met in the region (such as Tef-Naju), at your discretion.

Anyone outside in the Slave Trenches immediately notices when the Sekrepheres are activated, as they begin glowing and arcing bolts of electricity as they come to life. Although the trenches themselves do not fill with

electricity, any creatures within 20 feet of an activated Sekrephere must succeed at a DC 15 Reflex save each round or take 2d6 points of electricity damage.

Once all 11 Sekrepheres are activated, one of two things happens, depending on the combination used. The correct combination, as revealed to the PCs by Chisisek, is Horus (**B2**), Ptah (**B6**), Isis (**B3**), Ra (**B9**), Khepri (**B5**), Osiris (**B1**), Sobek (**B10**), Maat (**B7**), Sekhmet (**B8**), Thoth (**B4**), and finally Set (**B11**). If the Sekrepheres are activated in the proper order, the Sun Disk plaza glows softly and can now be used to call down Hakotep’s Tomb (see Concluding the Adventure on page 56). The Sun Disk remains active until the next sunset; if the PCs don’t call down Hakotep’s tomb by this point, they’ll need to reactivate the Sun Disk here.

If the Sekrepheres were not activated in the correct order, a bolt of electricity shoots from the carved map on the wall. This manifests as a *chain lightning* spell (CL 15th) that strikes the closest person before arcing on to strike any other creatures in area **F8**. The wall carving deactivates once it discharges in this way, reverting each of the Sekrephere spots to their normal soft blue glow. Note that the combination to bring down Hakotep’s tomb isn’t the only active combination possible—but the builders of the Slave Trenches assigned values to only a handful of the just under 40 million different combinations possible. The ramifications of the PCs stumbling accidentally upon the combination to some other Aeromantic Infandibulum here are beyond the scope of this adventure. Fortunately, given the improbability of the PCs accidentally hitting upon an active combination, you can safely assume that random tinkering always results in an incorrect combination.

Development: If Tef-Naju hasn’t contacted the PCs yet, he certainly seeks them out once he notices Sekrepheres starting to activate. If the PCs take too long, he may even arrive here to confront them before they finish with the room; see page 53 for more details on how Tef-Naju interacts with visitors to the Slave Trenches.

Story Award: The first time the PCs successfully focus the Slave Trenches on Hakotep’s Tomb, grant them 38,400 XP.

H. AKHUMENNET: THE GUARDIAN VAULT

This complex served as both a vault for the storage of the *Pharaoh’s Key* (the device that triggers the Slave Trenches to pull down cities from the skies) and as a crypt for Hakotep’s personal guard, the Akhumen. Located just east of the Sun Disk, this complex is the most dangerous of those in the Slave Trenches. Hoping to ward their burial site entirely, the Akhumen even built the complex to bar entry to Hakotep’s chosen guardians of the Slave Trenches. The shaitan Tef-Naju is not welcome in this vault, and he actively fears the black jinni who guards the vault’s innermost chamber—if the PCs have made contact with the shaitan, he may, in fact, engage their aid to seek out the black jinni to kill her.

MUMMY'S MASK

The Akhumemnet is unlit unless otherwise noted. The average height of hallways is 10 feet, while rooms generally reach 20 feet in height. Unlike the other vaults, the Akhumemnet doesn't constantly slope downward, but the depth of the trench (and thus the entrance to the vault) is deeper than most others—120 feet deep.

The entire Akhumemnet is protected by a permanent *teleport trap* (CL 17th; *Pathfinder Campaign Setting: The Inner Sea World Guide* 296). This effect redirects all teleportation into or out of the Guardian Vault to a special cell deep in the prison—a creatures that attempt to teleport into or out of the Guardian Vault can resist with a successful DC 20 Will save. If it succeeds, the creature simply doesn't teleport (but the use of the *teleport* effect is still consumed). If it fails, it instead appears in area H8. A Huge or larger creature can't be redirected into this location because of its size; Huge or larger creatures that attempt to teleport here automatically succeed at their Will saves to resist the *teleport trap*.

H1. The Tribe-Eater (CR 15)

Drifts of sand lie heaped in small dunes at the bottom of this dead-end trench, piled up to heights of thirty feet or more against the walls.

Creature: The entrance to the Guardian Vault is initially hidden by one of the larger dunes of sand, buried under a dune from which massive bleached bones protrude. These bones belong to the initial guardian of the vault—an immense mummified spinosaurus guardian known as Sensuret the Tribe-Eater. If the PCs have placed the Tribe-Eater's figurine on the podium in area C6, the undead dinosaur bursts from its sandy rest with a roar, energized into premature activity by the surge of magic; otherwise, the dinosaur waits until someone attempts to dig through the nearby sand or attacks any of its protruding spinal ridges before bursting forth. While buried in sand, Sensuret gains a +16 circumstance bonus on its Stealth check.

Before his death and revivification as a mummified creature, Sensuret was one of many trained dinosaurs used for warfare by the Shory. This particular spinosaurus was magically controlled by one of Hakotep's minions, and its sacrifice and reanimation were initially intended as little more than an insult against the Shory. Yet when the resulting mummified creature proved to be unusually powerful and difficult to slay, the Akhumen chose to use it as the guardian for their soon-to-be tomb.



SENSURET

THE SLAVE TRENCHES OF HAKOTEP

SENSURET, THE TRIBE-EATER

CR 15
XP 51,200

Awakened mummified advanced spinosaurus (*Pathfinder RPG Bestiary 3 79, Pathfinder RPG Bestiary 4 197*)

NE Gargantuan undead

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +27

Aura frightful presence (30 ft., DC 24, 1d6 rounds)

DEFENSE

AC 30, touch 8, flat-footed 28 (+2 Dex, +22 natural, -4 size)

hp 231 (22d8+132)

Fort +16, **Ref** +15, **Will** +11

Defensive Abilities cartouche of invulnerability, rejuvenation;

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., swim 20 ft.

Melee bite +26 (3d8+14/19-20), 2 claws +26 (3d6+14)

Space 20 ft.; Reach 20 ft.

Special Attacks burst of vengeance, dust stroke, pounce, swallow whole (2d8+21 damage, AC 21, 23 hp)

TACTICS

During Combat Sensuret uses pounce and Power Attack to attack foes as often as possible, moving from target to target whenever it can—the undead dinosaur doesn't really fight defensively at all. When it's prevented from using pounce but still needs to move, it uses an Improved Vital Strike bite instead.

Morale Sensuret fights until destroyed.

STATISTICS

Str 38, **Dex** 15, **Con** —, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +16; **CMB** +34 (+36 bull rush); **CMD** 46 (48 vs. bull rush)

Feats Awesome Blow, Bleeding Critical, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite, claw), Improved Vital Strike, Iron Will, Power Attack, Toughness, Vital Strike

Skills Perception +27, Stealth +15, Swim +22

Languages Ancient Osiriani, Necril

SQ created in a desecrated altar area

SPECIAL ABILITIES

Cartouche of Invulnerability (Su) Hakotep's name has been branded onto the undead dinosaur's chest. Originally meant as a mark of dominance, the cartouche also protects Sensuret with the effects of a *globe of invulnerability*. Once per round, a character who attacks the Tribe-Eater (or specifically takes an action to study the undead creature) can attempt a DC 25 Perception check to notice the brand on the creature's desiccated flesh under its linen wrappings; with a successful DC 35 Knowledge (arcana) check, a character identifies the marking for what it is. The cartouche can be sundered (it has 20 hit points that do not count against the dinosaur's actual

hit point total), at which point the Tribe-Eater loses its invulnerability until it rejuvenates.

Rejuvenation (Su) If Sensuret is destroyed, its body and bones crumble to sand that swiftly blows away in the wind, but only 1d4 hours later it reforms at the spot of its death, fully healed. If its cartouche was destroyed, it is restored to full effectiveness at this time. In order to be permanently destroyed, the Tribe-Eater must be reduced to 0 hit points while its figurine is placed on the podium in area **C6**, or it must be reduced to 0 hit points while within the area of a *hallow* spell.

H2. Pharaoh's Commandment

A life-sized statue of an Osiriani noble, the corners of his mouth bent into a disapproving frown, stands in this room. The statue holds aloft a long staff topped with an ankh. A stone door sits in the northwest corner of the room, while just beyond the statue to the south, an archway in the wall is filled with billowing ocher mist.

The statue depicts Hakotep's High Imperative, an unpopular public administrator changed with announcing the Sky Pharaoh's many decrees. He can be identified by his staff of office with a successful DC 30 Knowledge (history) check. A single inscription written in Ancient Osiriani decorates the statue's base: "The Pharaoh's rule is absolute. In his presence, his subjects may not so much as breathe without his consent."

Treasure: A character who succeeds at a DC 30 Perception check while examining the statue discovers that the top third of the staff can be detached to reveal a short hollow within the statue. A *wand of stoneskin* (12 charges) sits within this tube-like container.

H3. Ocher Tunnels (CR 13)

A permanent cloud of toxic gas fills the halls between areas **H2** and **H4**. The vapors are thick and function as if they were *acid fog*—the gas slows movement like *solid fog* and deals 2d6 points of acid damage per round to each creature within the fog. This acid does not harm stone, and creatures made of clay or stone, or with the Earth subtype, or under the effects of *stoneskin* take no damage from the fog and can move through the fog with ease (although it still obscures vision). The fog functions at caster level 15th—if dispelled, though, it functions as if it were a magic item and its effects are suppressed for only 1d4 rounds before they return. A successful DC 30 Perception check made within the tunnels reveals small lines of hieroglyphs on the walls by the floor—these lines radiate strong conjuration magic and are the source of the *acid fog* filling the tunnels. If a character succeeds at a DC 30 Disable Device check against these carvings, the *acid fog*

MUMMY'S MASK

fades away for 2d6 minutes—if the check's result equals or exceeds DC 40, the *acid fog* is permanently neutralized.

Traps: Navigation of the other tunnels is further complicated by the presence of three magical traps built to dispel protective magic on those passing through them. There are three dispelling traps of this nature in the tunnel (marked on the map with **T**). A creature that steps into one of these squares is immediately targeted with a *greater dispel magic* that targets only active spell effects on that creature—it does not target the *acid fog*.

DISPELLING TRAPS (3)

CR 7
XP 3,200 each
Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger location; **Reset** automatic

Effect spell effect (*greater dispel magic*, CL 17th)

Development: Once the PCs enter the Akhumemnet, the hanshepsus in area **H9** activate and begin patrolling the dungeon on a circuit that leads from area **H9** all the way down to these tunnels—note that hanshepsus, being creatures made of clay and stone, are not harmed by the fog in this area, and with no active spell effects, they are unaffected by the dispelling traps. The timing of when the PCs encounter the patrol of three hanshepsus is left to you—feel free to have the three guardians appear to confront the PCs here if you feel they're having too easy a time, or if they're having trouble, they should meet the hanshepsus later in safer areas or in smaller numbers.

Story Award: The first time the PCs manage to navigate this tunnel and reach area **H4**, award them 25,600 XP in addition to any XP awards for disarming or defeating the dispelling traps.

H4. Hall of Final Vision (CR 13)

Each wall of this hall is adorned by a bas-relief showing blindfolded, animal-headed men and women carrying offerings of tribute. The floor slopes downward slightly to the south.

Trap: When a creature traverses past the point marked **H4a** on the map, it triggers a *magic mouth* centered on the west wall, making it appear as though a hieroglyph of a jackal-headed human were speaking in Ancient Osiriani: "You are not worthy to gaze upon the magnificent works of the Sky Pharaoh!" This and the blindfolds on the carvings are the only hints intruders get to the presence of a particularly gruesome trap that guards the southern section of this hall.

Any character that enters the southern 30 feet of this hall is targeted, once per round, by potent telekinetic forces that tug and pull at the eyes. Closed eyes, eyes

behind blindfolds, or eyes that are already sightless are unharmed by this trap, but anyone capable of seeing runs a real risk of being permanently blinded in this area. The telekinetic forces attempt to forcibly pluck eyes from sockets—on a success, the eyes drop to the ground and roll down the sloped floor toward area **H5**. A creature whose eyes are plucked out is permanently blinded—this condition can be cured via *regeneration* but not by a simple *remove blindness/deafness* spell.

As constructs, the hanshepsus in area **H9** are immune to the effects of this trap.

TELEKINETIC ENUCLEATION TRAP

CR 13
XP 25,600
Type magic; **Perception** DC 35; **Disable Device** DC 35

EFFECTS

Trigger location; **Reset** automatic; **Bypass** blindness (see above)

Effect blindness and bleed 1d6 (Fortitude DC 21 negates);

multiple targets (all sighted creatures in southern 30 feet of area **H4**)

H5. Sky Pharaoh's Guardians (CR 13)

Six life-sized statues of men and women, each pointing an accusing finger or other menacing gesture in the direction of the northern entrance to the room, stand along the east and west walls of this six-way junction. Flights of stairs lead down in four of the hallways, while the southern hallway is blocked by a large stone door.

The six statues represent the six commanders of the Akhumen—the six people charged with command over the Sky Pharaoh's guardians. Each statue has an aura of strong necromancy, for each of these representations contains a spiritual impression of the commander represented—in effect, each of these statues is haunted by a separate powerful personality. The actual physical remains of these six commanders are found in the crypts off of area **H6**, but it is through these six statues that their legacy truly lives on.

Each commander focused on a different aspect of guardianship; those focuses are represented through the statues' ability to infuse personalities into magic items. In effect, these statues imbue magic items with a modicum of intelligence, causing the items to awaken into intelligent magic items with personalities that their owners are likely to find more vexing than helpful. In this way, the spirits of the Akhumen attempt to work their will on the PCs through the PCs' own treasures and tools.

A single character can be targeted by only one of the six statues when he enters this area, and you should take a few moments to make some notes on which of the six statues targets which PC. There's no limit to the number of targets

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a single statue can attempt to influence—likewise, not every statue has to target a PC. If no appropriate PCs for a statue exist in the group, that statue simply remains inert.

When a statue targets a PC, that PC can resist the statue's effects with a successful DC 20 Will save—success indicates that the statue cannot infuse any of the PCs' items for 1 hour, but after this time the statue can target the PC again should he return to this chamber. On a failed save, a magical item of the appropriate type owned by the PC becomes intelligent, gaining statistics as detailed in the Akhumen-Haunted Items sidebar. Fortunately for the PCs, the Akhumen's ability to influence magic items does not persist outside of this complex—but if the PCs leave the Akhummnet and return later, any haunted weapons immediately regain their intelligence and troublesome personalities.

Dispel evil automatically removes an Akhumen haunting from a magic item. *Break enchantment* and *remove curse* can remove a haunting as well, although doing so requires a successful DC 26 caster level check.

The Akhumen cannot haunt an item that is already intelligent, nor can they haunt an artifact.

The personalities, powers, and favored items of the six Akhumen are listed below.

Duatseti: This petite woman has a shaved head and is clad in robes and a pectoral necklace that indicate her high standing in the church of Set. Cruel and capricious, she served as the Akhumen's religious advisor and priestess, and helped to ensure that Set's will was always upheld by the group. She carries a spear in her hands, and prefers to haunt spears, religious items, and objects with powers associated with darkness, storms, and the desert. When Duatseti seizes control of a wielder, she takes on the role of an obsessed priestess of Set and attempts to convert or sacrifice those who are not under the control of an Akhumen. When haunting an item, Duatseti can cast *bestow curse* (DC 15) three times per day, and reduces her carrier's Wisdom by 2 points.

Harkhofre: Harkhofre is a squat, ugly man with short arms and legs. Built like a wall, this bearded soldier commanded the Akhumen's own internal guard and was often responsible for the protection of their holdings. His statue wears bulky armor and carries a brutal-looking mace. Harkhofre prefers to haunt magical armor, and when he seizes control of a wielder, he becomes stoic and taciturn, but swiftly punishes those he deems are not following the commands of the Akhumen. When haunting an item, Harkhofre can cast *slow* (DC 15) three times per day, and reduces his carrier's Constitution by 2 points.

Iphenkaphri: The youngest of the Akhumen, Iphenkaphri was beautiful and a talented singer who served as the Akhumen's diplomat and negotiator. Her statue wears flowing robes and carries a curved dagger in one hand. Iphenkaphri prefers to haunt magical clothing or jewelry,

AKHUMEN-HAUNTED ITEMS

If a magic item becomes haunted by the Akhumen, it becomes an intelligent magic item with the following shared traits. These abilities function only inside the Guardian Vault—moving out of the complex doesn't remove the haunting, but does suppress it (and the intelligence granted to the item) until the item is brought back into the Akhummnet.

- The item gains the purpose of serving and protecting Hakotep the Sky Pharaoh.
- The item becomes neutral evil and imposes a negative level on any character not of neutral-evil alignment who wields it. The negative level is removed while the item controls its wielder.
- The item gains the ability to speak in Ancient Osiriani.
- The item gains senses to a range of 60 feet.
- The item gains Int 12, Wis 14, Cha 16, and Ego 15.
- The item gains one item power and one drawback, as determined by its personality. The item gets to determine when it uses its power, which is always a 3rd-level spell usable 3 times per day at caster level 15th. The drawback is always a 2-point reduction to an ability score that remains in effect unless the carrier is neutral evil or is under the item's control.



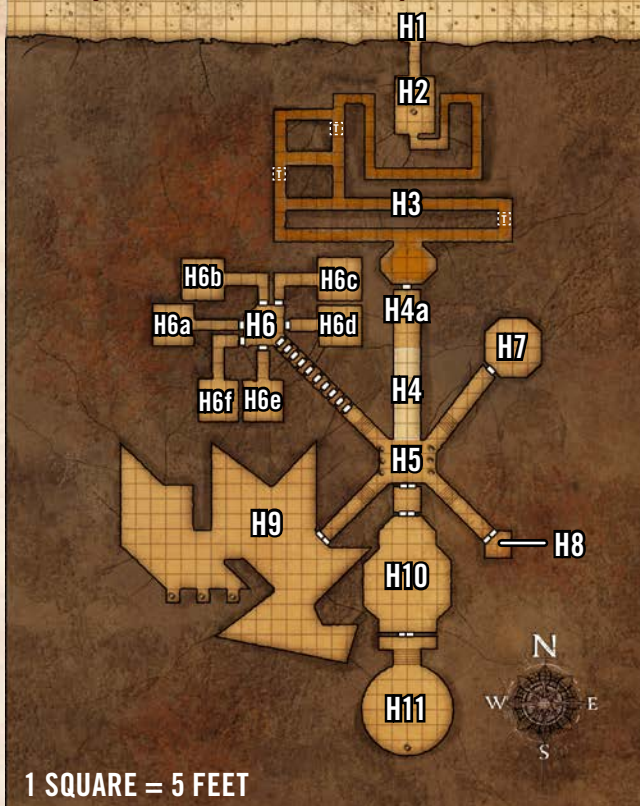
and when she seizes control of a wielder, she acts in a haughty, condescending manner, treating those not under the control of an Akhumen as little more than slaves or pets. When haunting an item, Iphenkaphri can cast *suggestion* (DC 15) three times per day, and reduces her carrier's Charisma by 2 points.

Nebtutawy: This woman wears imposing steel lamellar armor and wields a brutal-looking khopesh sword. She stands in a battle-ready pose, her expression one of bloodlust. Unattractive and heavily scarred, Nebtutawy was the most brutal and destructive of the Akhumen, and often served as the group's executioner or thug. She prefers to haunt melee weapons, and when she seizes control of a wielder, Nebtutawy speaks as often in grunts and howls of animal rage as she does in words, often attacking those not under the control of an Akhumen. When haunting an item, Nebtutawy can cast *rage* three times per day, and reduces her carrier's Strength by 2 points.

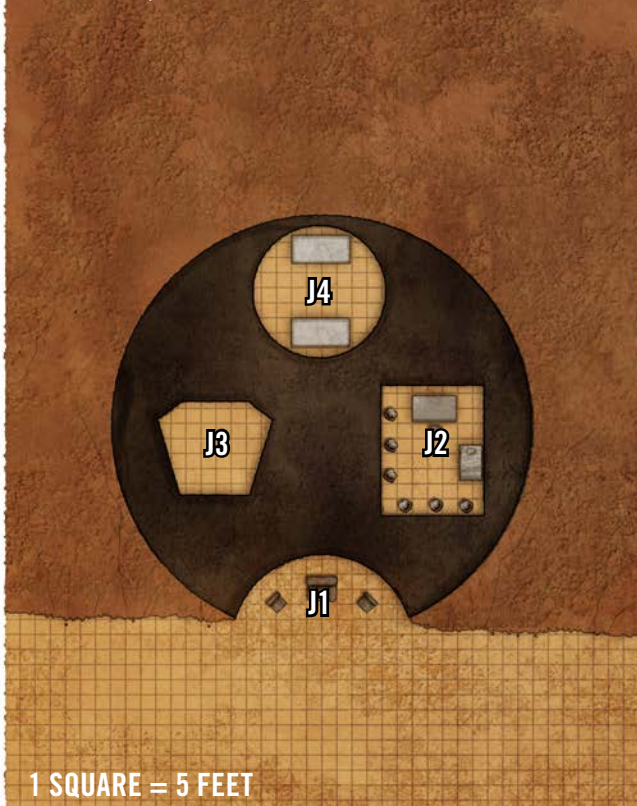
Sifrukhenmen: Lithe Sifrukhenmen is tall and thin. His statue holds a longbow in one hand and gazes alertly toward an unknown target. Sifrukhenmen was the assassin and spy of the Akhumen, a sinister man whom even the others of the group felt uncomfortable around. He prefers to haunt ranged weapons or light melee weapons often associated with assassins, and when he seizes control of a wielder, he takes on a soft-spoken cruelty laced with a

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E. TEF-NAJU'S BASTION



dark, mean-spirited sense of humor and enjoys tricking and lying and sabotaging those not under the control of an Akhumen. When haunting an item, Sifrukhenmen can cast *blindness/deafness* (DC 15) three times per day, and reduces his carrier's Dexterity by 2 points.

Thutnesret: This elderly Osirian man is clad in regal finery, a man with deep wrinkles in his face and a glint of cruelty honed by age in his eyes. He was the master wizard of the Akhumen, an expert on arcane magic and a key part of the project to reverse-engineer captured Shory magic. He leans on a long staff topped with an ibis head whose bill forms a cruel hook. Thutnesret prefers to haunt wands, staves, and similar spell-completion items, and when he seizes control of a wielder, he acts cold and calculating and devoid of emotion, treating those not under the control of an Akhumen as potential stock for cruel magical experiments. When haunting an item, Thutnesret can cast *dispel magic* three times per day, and reduces his carrier's Intelligence score by 2 points.

Creatures: Each of the statues is made of magically reinforced stone (hardness 16, hp 120, break DC 28). If a statue is destroyed, it loses the ability to haunt items and its possessing spirit is immediately released as an advanced spectre, which attacks at once (favoring the creature most directly responsible for the statue's destruction).

ADVANCED SPECTRES (6) **CR 8**
XP 4,800 each
hp 68 each (*Pathfinder RPG Bestiary* 256, 294)

Story Reward: If the PCs manage to endure or overcome this room's challenge, award them XP as if they'd slain the six spectres that can form upon a statue's destruction. Each spectre so formed and slain reduces this story reward by an amount equal to its XP—the PCs can't gain more XP from this room than they would for simply defeating the six spectres in combat.

H6. Akhumen Crypts (CR 14)

Ten stone doors sealed with *arcane locks* (hardness 8, hp 60, break DC 38, Disable Device DC 35) block off this corridor. Each door is decorated with the symbol of the Akhumen—a pair of swords crossed behind a diamond-shaped shield.

This oddly shaped room is empty save for a thick layer of sand on the floor, its surface rippled as if by wind, although the air in here is still and cool. Six doors line the walls, each of which bears a full-size bas-relief showing a man or woman in a commanding pose.

These six doors bar entrance into the crypts of the six leaders of the Akhumen; those who have examined the

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statues of the Akhumen in area **H5** recognize that these carvings show the same people. As with the doors leading into this crypt, each of the stone doors here has an *arcane lock*, but they are also each warded by a *greater glyph of warding*. Each of the rooms beyond the doors looks similar: a clean chamber with a single stone sarcophagus in the center. The walls of these rooms bear different carvings to commemorate and honor the buried Akhumen within.

Area H6a—Duatseti's Crypt: The walls of this room are decorated with images of Duatseti sacrificing slaves to Set, conjuring up strange shadowy monsters, and performing vile ceremonies to the Lord of the Dark Desert.

Area H6b—Iphenkaphri's Crypt: The walls of this room are decorated with images of Iphenkaphri being doted upon by servants, speaking to adoring crowds, and simply posing to show off her beauty.

Area H6c—Thutnesret's Crypt: The walls of this room depict Thutnesret reading ancient scrolls, studying strange magical devices, and casting potent spells on Shory enemies.

Area H6d—Harkhofre's Crypt: This crypt's walls are adorned with depictions of Harkhofre posing in suits of bulky armor, holding back entire mobs of angry slaves on his own, and enduring grievous wounds while fighting Shory enemies.

Area H6e—Nebtutawy's Crypt: This room's walls are decorated with images of Nebtutawy performing feats of remarkable strength, wielding exotic and deadly weapons, and fighting against powerful foes.

Area H6f—Sifrukhenmen's Crypt: The walls of this room depict scenes of everyday life in Ancient Osirion, with crowds of people worshiping the gods, obeying Hakotep's commands, and waging war against the Shory. Sifrukhenmen appears multiple times in these images, but always hidden in the crowd, where he's preparing an assassination or other crime. Spotting Sifrukhenmen in these images requires a successful DC 30 Perception check.

Creature: Two unusual elemental creatures are bound to this chamber to serve as eternal guardians—these are living sandstorms. They surge to life and attack foes as soon as anyone enters, but instinctively know to avoid harming a character under the control of an Akhumen-haunted item. In addition, a character under such control can command either of the living sandstorms to perform specific actions—the living sandstorms follow these orders exactly, and can even travel far from this chamber to obey if required.

LIVING SANDSTORMS (2)

CR 11
XP 12,800 each
hp 147 each (see page 86)

Traps: A *greater glyph of warding* is placed on each door leading into the individual crypts. Each of these is a spell glyph, and the spell stored within varies as detailed below. A character currently under the control of an

Akhumen-haunted item can't be harmed by the effects of these traps, but knows the nature of the spells and may well try to trigger them to disadvantage of the rest of the party if she manages to protect herself from discovery.

GREATER GLYPHS OF WARDING (6)

CR 7
XP 3,200 each
Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; Reset none

Effect spell effect (*greater glyph of warding* [spell glyph, CL 15th]; area **H6a:** heightened *major curse*^{UM} [-6 penalty to highest ability score, Will DC 19 negates]; area **H6b:** heightened *phantasmal killer* [Will/Fort DC 19 negates/partial]; area **H6c:** heightened *flame strike* [15d6 fire/unholy damage, Reflex DC 19 half]; area **H6d:** *blade barrier* [barrier extends from door to strike character who triggered glyph and then farther on until it reaches the opposite wall, 15d6 damage, Reflex DC 19 special]; area **H6e:** *harm* [150 points of damage, Will DC 19 half]; area **H6f:** heightened *poison* [Fort DC 19 negates])

Treasure: Each of the six rooms contains a sarcophagus that contains the mortal remains of one of the six leaders of the Akhumen. The bodies are well preserved as non-animated mummies, and each wears an exquisite funerary mask worth 1,000 gp. A character under the control of an Akhumen-haunted item who looks upon the mask of the spirit currently in control is immediately compelled to claim the mask and put it on unless the haunted item can compel the character not to—if the haunted item wins this contest, the controlled character panics and attempts to flee the area, shouting curses and warnings in Ancient Osiriani to "Keep that cursed mask away from me!"

If someone haunted by one of the Akhumen puts on the mask associated with his haunting spirit (or alternatively, has the mask forcibly put on—this can be done as part of a successful pin while grappling the character), the spirit haunting that character is instantly forced out of the weapon and banished. In the spirit's wake, a portion of its power is incorporated into the soul of the character who was just under that spirit's control, granting a +1 inherent bonus to the ability score to which the spirit originally imparted a -2 penalty.

H7. Traitor's Crypt (CR 14)

The double doors to this chamber bear a single phrase in Ancient Osiriani: "Beyond lies the Traitor's Crypt—may she fester in life forever, eternally barred from the Great Beyond!" The stone doors are sealed not only with an *arcane lock* (hardness 8, hp 60, break DC 38, Disable Device DC 35); the cracks and seams around the door's edges have also been sealed by strips of cold iron.

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This octagonal room is empty, save for a single sarcophagus at its center. The sarcophagus's lid and sides are carved to show depictions of a beautiful woman, her body contorted in pain as numerous spikes pierce her flesh. The walls are carved with images of legions of sickened and plagued souls on their hands and knees or crying out to the heavens for aid. The north wall depicts a majestic flying city in the sky, with the same beautiful woman floating in the air as she fires upon the sickened mob below with a bow.

Creature: Not all Shory were opposed to Hakotep's rule. Some were traitors to their nation—few more so than an infamous criminal named Jeshura, the so-called “Plague Queen of Kho.” When her obsession with supernatural diseases and magical manipulation of the sick and plagued was revealed, she was forced to flee Kho. Pursued by vengeful hunters, she sought asylum with Hakotep, who was only too eager to provide sanctuary to the exile. In return, Jeshura shared much of what she knew of Shory magic with the Sky Pharaoh. Her advice helped Hakotep immensely in the early days of his work, but her greatest contribution was her betrayal of her own sister, Sehela. She lured Sehela into a trap, making her sister believe she was seeking forgiveness, and turned her sister over to Hakotep. And indeed, Sehela's expertise as a Shory engineer brought a new level of lore and aid to the Sky Pharaoh.

But as fate would have it, Hakotep soon grew more fond of Sehela than of Jeshura, who had hoped to become Hakotep's queen—in Jeshura's mind, the “gift” of her sister should have ensured her own role as Hakotep's queen, but instead she saw the Sky Pharaoh becoming more and more reliant on her sister's aid. Jeshura found her role reduced to little more than that of an assassin, and eventually her jealousy got the better of her, and she decided to assassinate Hakotep as a way to earn her place back among the Shory. Yet Jeshura knew she needed a boost in power to accomplish this, so she exposed herself to a potent supernatural disease of her own design. This contagion consumed her body and destroyed her flesh, but then reincarnated her into the body of a powerful outsider associated with disease and seduction—a pairaka div. Yet before she could move against Hakotep, the Akhumen discovered her plot, and as her body was rebuilding into her deadly new form, they captured her and imprisoned her within a cruel sarcophagus that was more iron maiden than coffin. Trapped within the sarcophagus, Jeshura could do nothing but wait and grow ever more insane as the years turned into centuries and then millennia of imprisonment.

Jeshura remains trapped here still, imprisoned within her sarcophagus along with her gear (a direct mockery of burial practices—by burying her alive and immortal with her gear, the Akhumen hoped to further drive her into despair). The inside of the sarcophagus is lined with cold iron spikes that

pierce her body and render her immobile but conscious, aware of every second that ticks by, yet helpless to take any action.

The sarcophagus can be opened with a successful DC 15 Strength check, but doing so immediately restores mobility to Jeshura, and she lunges out of the sarcophagus fully restored as the magic of the prison fades away forever. Now fully insane with rage, her immediate reaction to being freed is to attack the PCs—as she does so, she accuses them of being “Hakotep's lapdogs” and promises that they and all of the Sky Pharaoh's underlings will die a thousand times over before she is done with them.

JESHURA

CR 14

XP 38,400

Female pairaka div sorcerer 6/arcane archer 4 (*Pathfinder RPG Bestiary* 3 88)

NE Medium outsider (div, evil, extraplanar, shapechanger)

Init +6; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +26

DEFENSE

AC 26, touch 18, flat-footed 19 (+1 deflection, +6 Dex, +1 dodge, +8 natural)

hp 212 (19 HD; 13d10+6d6+120)

Fort +13, **Ref** +16, **Will** +16; +4 vs. nausea effects

Defensive Abilities accustomed to awfulness; **DR** 10/cold iron or good; **Immune** fire, poison, disease, sickened;

Resist acid 10, electricity 10; **SR** 22

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 2 claws +20 (1d6+4 plus disease)

Ranged +4 *composite longbow* +27/+22/+17/+12 (1d8+8/19-20/×3 plus disease and 1d6 cold)

Special Attacks enhance arrows (elemental, magic), imbue arrow, infected arrows, lustful dreams, seeker arrow

Div Spell-Like Abilities (CL 12th; concentration +21)

Constant—*detect good*, *detect magic*

At will—*charm monster* (DC 23), *dimension door* (self plus 50 lbs. of objects only), *misdirection* (DC 22)

1/day—*insect plague*, *summon div* (level 3, 1d4 dorus 50%)

Sorcerer Spell-Like Abilities (CL 9th; concentration +18)

12/day—plague's caress

Sorcerer Spells Known (CL 9th; concentration +18)

4th (6/day)—*black tentacles*, *contagion* (DC 23)

3rd (8/day)—*dispel magic*, *fireball* (DC 22), *slow* (DC 22)

2nd (8/day)—*darkness*, *glitterdust* (DC 21), *mirror image*, *summon swarm*, *web* (DC 21)

1st (9/day)—*burning hands* (DC 20), *charm animal* (DC 20), *gravity bow*^{APG}, *mage armor*, *ray of enfeeblement* (DC 20), *true strike*

0 (at will)—*acid splash*, *bleed* (DC 19), *detect magic*, *light*, *mage hand*, *message*, *prestidigitation* (DC 19), *touch of fatigue* (DC 19)

Bloodline Pestilence

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TACTICS

During Combat Jeshura has no time to prepare for combat initially, so she casts *mirror image* on the first round of battle to get herself some time to cast *mage armor* and *gravity bow* before she begins firing her longbow at foes. If she's surrounded, she tries to sow confusion by using *darkness* or *glitterdust* to make it even more difficult for her enemies to see. If reduced to fewer than 120 hit points, Jeshura attempts to flee via *dimension door*—this, of course, likely results in her being redirected by the vault's *teleport trap* into another prison, area **H8**.

Morale If reduced to 30 or fewer hit points and prevented from attempting to escape by *dimension door*, Jeshura does something that may surprise the PCs—she drops to her knees and begs for mercy. Although she has the powers and shape of a pairaka div, she remains a human at heart and still fears death. See Development, below, for what comes of granting mercy to the Plague Queen of Kho.

STATISTICS

Str 19, **Dex** 22, **Con** 22, **Int** 12, **Wis** 18, **Cha** 28

Base Atk +16; **CMB** +20; **CMD** 38

Feats Arcane Strike, Bleeding Critical, Critical Focus, Deadly Aim, Dodge, Eschew Materials, Improved Critical (composite longbow), Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Bluff +31, Disguise +28, Fly +19, Perception +26, Sense Motive +26, Spellcraft +23

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ change shape (any Small or Medium animal or humanoid; polymorph)

Gear +4 composite longbow, ring of protection +1

SPECIAL ABILITIES

Accustomed to Awfulness (Ex) Jeshura is immune to the sickened condition and gains a +4 bonus on all saving throws against effects that cause nausea or disease.

Infected Arrows (Su) Any arrows Jeshura fires carry with them bubonic plague, similarly to her claw attacks.

Pestilence Bloodline This rare sorcerer bloodline was first detailed on page 29 of *Pathfinder Adventure Path #29*. It grants Heal as a bonus class skill, and Jeshura's level is high enough that she gains *charm animal* and *summon swarm* as bonus spells. Vermin are susceptible to her mind-affecting spells, and are treated as animals for the purposes of determining which mind-affecting spells can affect them.

Plague's Caress (Sp) Jeshura can make a melee touch attack as a standard action that causes a living creature's flesh to break out into rancid-smelling pustules and sores for 3 rounds. These sores cause the victim to become sickened for these 3 rounds—this is a disease effect.

Development: If Jeshura ends up trapped in area **H8** after attempting to flee via *dimension door*, the act of being imprisoned so soon after her escape from

the sarcophagus finally breaks her pride. She spends the next several months weeping and wailing in her prison before finally taking her own life unless the PCs release her again. If she appears in area **H8** and a PC is already imprisoned there, she immediately throws herself on that character's mercy in a fit of desperation—likewise, if she's rescued later, she does the same.

If the PCs grant mercy to the madwoman, they find themselves with a dangerous and not entirely trustworthy ally. Unfortunately, her thousands of years of imprisonment have damaged her mind and memory—she recalls her time among the Shory and Hakotep as little more than



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distorted dreams. You can use her aid in this way to give the PCs clues and hints as you wish, but most of the advice she gives should be laced with her hatred of Hakotep.

In the short term, though, Jeshura pledges herself to the PCs if they grant her mercy, and fights with them in their battles, yet this support is fraught with danger as well. Each time a battle begins, regardless of the nature of the fight, there's a flat 25% chance that the insane div has a sudden change of heart and turns on the PCs, allying with their enemies in a mad attempt to curry favor with Hakotep (Jeshura assumes he is always watching). If such treachery occurs outside of the Akhumemnet, Jeshura instead simply flees via *dimension door* if she can, then goes into hiding to heal herself and stalk the PCs. She may assault them later via her lustful dreams, or she might ambush them while they're in a fight. She might even wait for the PCs to call down Hakotep's tomb and follow them into it. Regardless of how the PCs treat Jeshura, they should in the end come to realize that treachery defines this villain's mind and soul, not a need for redemption, and the longer she is allowed to live, the more damage she'll be able to do.

H8. Isolation Cell

The door to this small cell is sealed with an *arcane lock* (hardness 8, hp 60, break DC 38, Disable Device DC 35). Within, the room is bare, the walls devoid of carving and shimmering with green energy, for this isolation cell is warded with a permanent *dimensional lock* (CL 17th). This cell is where any creatures that fall victim to the vault's *teleport trap* end up, trapped within until they die of thirst, starvation, or madness.

Treasure: The long-dead skeleton of a previous explorer lies crumbling on the floor here. Most of the skeleton's gear has rotted away, but its *cape of the mountebank*, ironically the item that led to its imprisonment here, remains supple and usable.

H9. Hall of Eternal Hanshepsus (CR 13)

A dizzying pattern of indecipherable runes and glowing carvings adorns the walls of this oddly shaped chamber. Interspersed among these runes are human-sized carvings of men and women with animal heads in bas-relief. The angles of this room's walls, including those where the ceiling rises and falls, are all strange and dizzying—only the floor remains a single flat plane.

Creatures: The Akhumen came to rely increasingly upon hanshepsus as guardians and enforcers, for the constructs were loyal and deadly in ways that minions of flesh could never quite match on the scale the guardians needed. This hall represents one of the Akhumen's crowning glories, for here, not long before Hakotep's death, they built three

powerful alcoves capable of swiftly repairing and replacing destroyed hanshepsus with new guardians. These three alcoves lie deep within the strangely shaped room, the geometry of which follows strange magical formulae required for the chamber to function.

When the PCs first enter the Akhumemnet, the three hanshepsus standing guard in these alcoves immediately animate and move out into the dungeon to patrol, moving from this room down to area H5, south to the tunnels in area H3, then back north to this room. Whenever one of these hanshepsus is destroyed, it crumbles to dust and reforms in one of the three alcoves here, rebuilding over the course of 1 minute before activating and resuming its patrol.

The initial three hanshepsus found here have a cat head, a hawk head, and a scarab head, respectively. Whenever a hanshepsus is rebuilt here, randomly determine what sort of head it starts with.

Each of the arches has a glowing keystone above it that serves as a focus for the arch's power. Destroying a keystone (hardness 8, hp 30, break DC 28) deactivates that arch and prevents it from repairing and redeploying hanshepsus.

HANSHEPSUS (3)

CR 10

XP 9,600 each

hp 102 each (see page 84)

Story Award: The PCs should gain experience for killing these recycled hanshepsus only once. However, they earn an additional 9,600 XP for each focus keystone they destroy.

H10. Vault of Incandescence (CR 14)

A pair of massive iron double doors with no visible handles, locks, or hinges stand in the wall opposite this chamber's entrance. The chamber's walls glitter and shine and writhe, swarming with hundreds of strange glowing scarab beetles that scuttle across the walls, filling the room with the soft hum of thousands of tiny rasping legs and the strange prismatic glow cast by their luminescent wings.

The scarab beetles that cling and swarm on the walls of this chamber are in fact nothing more than a complex *programmed illusion*—one that hides in plain sight the device needed to open the vault doors to the south. Among the countless illusory scarabs that scuttle along the chamber walls is one real beetle—a magical scarab that serves as a living key for the doors. This scarab dies at the end of every day, only to reincarnate from its own remains and live for another 24 hours—it does the same if it is killed via any other means. *True seeing*, of course, makes plain the location of the one real scarab, but a creature that interacts with the illusory scarabs and succeeds at a DC 19 Will save can spot the real one with a successful DC 20 Perception

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check. Other, more creative methods can single out the key scarab as well, such as by casting *deathwatch* (which reveals that only one of the scarabs is alive) or *repel vermin* (which repels only one scarab).

The southern iron doors to area **H11** are featureless save for a single faint etching of a scarab beetle where one would expect a door handle to be located. Placing the key scarab on this spot causes the beetle's legs to bond with the door, then turns the entire insect to iron—it becomes a door handle that can then be used to open the door with ease. Until this is done, the iron doors are considered a 2-inch-thick solid wall of iron (hardness 10, hp 60, break DC 30).

Creatures: This room is guarded by four tragic figures—undead shaitan genies known as great ghuls. These emaciated human-shaped creatures have skull-like visages and skin that seems to be made of crumbling stone. Once the kin of the shaitan genie Tef-Naju, these four were transformed into undead slaves of the black jinni Agazuberi (see area **H11**) to threaten and mock Tef-Naju as much as to create additional guardians for this vault.

GREAT GHULS (4)

CR 10

XP 9,600 each

Variant ghul (*Pathfinder RPG Bestiary 3* 125, *Pathfinder*

Campaign Setting: Dark Markets, A Guide to Katapesh 63)

CE Medium undead (shapechanger)

Init +9; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 16, flat-footed 18 (+5 Dex, +1 dodge, +8 natural)

hp 138 each (12d8+84)

Fort +10, **Ref** +11, **Will** +12

DR 10/cold iron and good; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (1d6+8), 2 claws +17 (1d4+8/19–20 plus bleed)

Special Attacks bleed 1, create spawn, cursed claws, rend (2 claws, 1d6+8), warp metal

Spell-Like Abilities (CL 11th; concentration +17)

1/day—*greater invisibility* (self only)

TACTICS

During Combat The great ghuls cast *greater invisibility* on themselves on the first round of combat, then move forward to attack foes. They prefer to fight divine spellcasters first, teaming up on foes like clerics or paladins in an attempt to deny the PCs healing while simultaneously taking out the PCs who pose the greatest threat to them.

Morale The great ghuls fight until destroyed.

STATISTICS

Str 26, **Dex** 20, **Con** —, **Int** 18, **Wis** 19, **Cha** 22

Base Atk +9; **CMB** +17; **CMD** 33

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Critical (claws), Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Skills Bluff +18, Climb +31, Disguise +21, Intimidate +21, Perception +19, Sense Motive +19, Stealth +20, Survival +16

Languages Abyssal, Ancient Osiriani, Necril, Terran

SQ change shape (any humanoid, ghul, or hyena; does not detect as undead in living forms; *polymorph*), genie-kin

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid slain by a great ghul becomes a ghoul on the next moonrise. Likewise, a slain janni becomes a ghul and a slain genie becomes a great ghul. Blessing or destroying the body (such as with acid or fire) prevents this reanimation.

Cursed Claws (Ex) A great ghul's claws count as both cold iron and magic for the purpose of bypassing damage reduction.

Genie-Kin (Ex) For all race-related effects (such as a ranger's favored enemy), a great ghul is considered a genie (and thus a chaotic outsider and an evil outsider) even though its type is undead.

Warp Metal (Su) As a standard action, a great ghul may warp and deform any one metal object within 20 feet. This functions like *warp wood*, but affects only metal objects that fail a DC 22 Fortitude save. Armor or shields lose half their bonus to AC (enhancement bonuses are unaffected), and weapons are rendered useless except as improvised clubs. Other objects, such as doors, are rendered useless for their function. The transformation lasts 1 minute, after which the affected metal reverts to its normal state. The save DC is Charisma-based.

H11. Pharaoh's Vault (CR 15)

The walls of this circular chamber are coated with white plaster. A life-sized statue of an imposing pharaoh, his stern face deep in contemplation and his hands cradling what appears to be an entire city, stands near the southern end of the room.

A character who succeeds at a DC 30 Knowledge (history) check recognizes that this statue is a representation of Hakotep I, while the city he holds in his hands is a miniature version of the Shory city of Kho.

This chamber is the primary reason this entire vault was built—the Akhumen crypts and other chambers are ancillary additions to the complex. Here is where Hakotep stored the *Pharaoh's Key*—the device used to activate the Slave Trenches and bring down Aeromantic Infandibulum from the skies above.

Creature: A single creature guards this chamber—a powerful and corrupted genie named Agazuberi, a black jinni. As with so many other outsiders pressed into service by Hakotep, Agazuberi is imprisoned here via a *binding* spell. Her hedged prison technically includes the entire complex, but she prefers to remain at rest in this chamber, spending the centuries in quiet, patient meditation after realizing that raging against her fate brought nothing but exhaustion.

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Agazuberi has adopted an unusually introspective attitude toward her fate—she knows that in time she'll either outlast her imprisonment or she'll be slain by tomb raiders. Either end has become equally intriguing to the black jinni.

As the PCs arrive, she politely greets them, informing them in Ancient Osiriani that she has been awaiting their arrival and eagerly anticipates the resulting death—be it hers or theirs. She fights with a strange calm, retaining her supernatural poise and sense of being one with the world while simultaneously inflicting pain and suffering on foes.

AGAZUBERI

CR 15

XP 51,200

Female black jinni (*Pathfinder Adventure Path* #23 82)

CE Large outsider (chaotic, evil, extraplanar)



AGAZUBERI

Init +10; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 30, touch 16, flat-footed 23 (+6 Dex, +1 dodge, +14 natural, -1 size)

hp 230 (20d10+120)

Fort +18, **Ref** +18, **Will** +10

Defensive Abilities *freedom of movement*, obscuring cloud;

Immune electricity, fire

Weaknesses vulnerability to recitation

OFFENSE

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

Melee +1 *conductive falchion* +29/+24/+19/+14 (2d6+13/15-20 plus 1d10 electricity), gore +22 (2d8+4) or 2 claws +27 (2d6+8), gore +27 (2d8+8)

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

Special Attacks create spawn, dust vortex, shocking touch

TACTICS

During Combat Agazuberi prefers to avoid creating her dust vortex so that she can focus on moving about the room and take advantage of Spring Attack and Mobility. She's patient and would prefer to deny her enemies opportunities for full attacks anyway, believing that extending her time in battle will give her greater opportunities to spread out the pain and suffering she hopes to inflict to alleviate her boredom. If reduced to fewer than 120 hit points, though, her base nature begins to take over and she grows more feral and violent, activating her dust vortex in the center of the room to fill the entire area before focusing her attacks on the most wounded foes, now attempting to set up full attacks against her enemies in order to finish them off.

Morale Agazuberi fights to the death.

STATISTICS

Str 26, **Dex** 22, **Con** 23, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +20; **CMB** +29; **CMD** 46

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Improved Critical (falchion), Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (falchion)

Skills Acrobatics +29, Bluff +27, Fly +4, Intimidate +27, Knowledge (religion) +24, Perception +25, Sense Motive +25, Stealth +25 (+33 in storms or clouds)

Languages Ancient Osiriani, Aquan, Auran, Ignan, Terran

SQ aligned weapons, stormwalk

Gear +1 *conductive falchion*, *ring of freedom of movement*, gem encrusted gold pectoral necklace worth 10,000 gp

SPECIAL ABILITIES

Aligned Weapons (Su) A black jinni's natural weapons and any weapon she wields are treated as chaotic and evil for the purposes of overcoming damage reduction.

Create Spawn (Su) A humanoid or genie slain by a black jinni's melee attacks enhanced by her shocking touch rises 1d4 rounds later as an undead spawn. Humans rise as zombies, jann rise as ghuls (*Pathfinder RPG Bestiary* 3 125), and djinn, efreet, shaitans, and marids rise as great ghuls

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(see page 51). Any spawn created by a black jinni are under her control.

Dust Vortex (Su) Once per day, as a full-round action, a black jinni can cause the obscuring cloud that surrounds her to become a vortex of electrically charged dust. This vortex is 20 feet high and radiates to a range of 30 feet, with the black jinni at the vortex's center. The winds within this area are considered a windstorm (*Core Rulebook* 439). Creatures within the vortex that would normally be blown away are instead drawn toward the center to a square adjacent to the black jinni. A creature that ends its turn within the dust vortex takes 10d6 points of electricity damage (Reflex DC 23 half). Once the dust vortex is created, it remains stationary, allowing the black jinni to move around in it or even leave it. The vortex remains in place for 1d6 rounds, or until the black jinni dismisses it as a move action. The save DC is Constitution-based.

Obscuring Cloud (Ex) A black jinni is continually surrounded by a cloud of obscuring dust and scouring wind. This cloud gives her a +8 racial bonus on Stealth checks while within a sandstorm or other area of blowing dust. In addition, a black jinni has concealment (20% miss chance) while the cloud is in effect. Any strong (or stronger) wind can suppress the obscuring cloud as long as the wind persists.

Shocking Touch (Su) Any creature hit by a black jinni's claw attack or its *conductive falchion* takes an additional 1d10 points of electricity damage—on a critical hit, this additional electricity damage increases to 2d10 points of damage and the creature must succeed at a DC 23 Fortitude save or the electricity lingers on its body, dealing an additional 1d10 points of electricity damage each round on the start of the victim's turn for 1d6 additional rounds. Immersion in any liquid ends this ongoing damage, as does contact with a metal object of at least Medium or larger size that is in contact with the ground. The save DC is Constitution-based.

Stormwalk (Ex) A black jinni is able to move about in any storm of natural or unnatural origin of hurricane velocity or less without suffering any of its effects.

Vulnerability to Recitation (Ex) As cursed genies of evil and chaos, black jinn are strangely susceptible to recitations of certain holy tracts belonging to good or lawful deities or philosophies. These include the spells *dictum* and *holy word*, but also forceful recitations of nonmagical holy sermonizing. If a cleric or paladin of a lawful or good deity succeeds at an opposed Knowledge (religion) check against a black jinni's Knowledge (religion) check as a standard action, the black jinni must succeed at a DC 20 Fortitude save or be instantly destroyed, leaving behind only a small spot of charred ash. If this save is successful, the black jinni instead takes 5d6 points of damage. Unlike most black jinn, though, Agazuberi is particularly patient and accepting of such recitations—she gains a +4 bonus on her Fortitude

saves and Knowledge (religion) checks when reacting to this weakness.

Treasure: A PC who succeeds at DC 30 Perception check while studying the scale model of Kho held in the statue's hands discerns several grooves cut into the city streets—these allow certain of the model's buildings to be slid back and forth between a number of locations. If these buildings are arranged in their proper orientation, the entire top of the city lifts up like the lid to a chest, revealing a hollow space below. Familiarity with the correct layout of Kho's skyline requires a successful DC 30 Knowledge (history) check—alternatively, a character who uses safecracking techniques and succeeds at a DC 35 Disable Device check can open the strange chest. Finally, the chest can simply be smashed open (hardness 8, hp 60, break DC 28), but doing so destroys all of the chest's contents save for the *Pharaoh's Key*.

Beyond the *Pharaoh's Key*, the chest contains a *scroll of greater planar binding* and two glass vials, each containing a single use of oil of life prepared long ago from separate *philosopher's stones* (*Core Rulebook* 545).

J. TEF-NAJU'S BASTION

This nearly perfect sphere of pure granite sits within the surrounding earth like an immense buried marble. With only one semicircular alcove easily accessible from the outside, the chambers hidden within this sphere of stone may go unnoticed by some parties. Tef-Naju and his consort Aiveria use stone glide to move from chamber to chamber within the bastion, but the PCs will need to find their own means of travel, such as *dimension door*, *passwall*, *shadow walk*, or items like the *ring of stony flesh* found in the Five-Pointed Sun. Fortunately, the PCs need not enter these chambers to succeed at their mission, but the bastion's master may force the issue if he takes offense at the PCs.

This sphere of stone is the home of the shaitan genie Tef-Naju, the immortal guardian of the Slave Trenches. Tef-Naju was bound here millennia ago in this role by Hakotep himself, and unfortunate developments involving the Sky Pharaoh's unexpected demise have left Tef-Naju trapped here for the intervening centuries. Yet Tef-Naju has not wasted his time; he built a home here and has enjoyed the company of a companion, the stone maiden Aiveria, for many centuries. Very few explorers come to the Slave Trenches, and this is as Tef-Naju prefers it—he may be bound here for all eternity, but after all is said and done, it isn't an entirely uncomfortable or unfortunate existence.

The arrival of the PCs threatens Tef-Naju's comfort, especially once the PCs start to activate the Sekrepheres or attack other denizens of the Slave Trenches. Tef-Naju's reaction to the PCs varies greatly depending on how they present themselves to him, but chances are that he

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confronts them in some way long before they stumble upon this area on their own. Full details on Tef-Naju and his actions in the adventure can be found in the NPC Gallery on page 60.

J1. Foyer (CR 10)

A wide, semicircular alcove has been sculpted into the trench wall here. The stone is darker and smooth when compared to that surrounding the alcove, while the floor is polished and spotless. Three windows are carved into the wall, yet their stone surfaces are opaque—they appear to be nothing more than decorations. Two stone chairs sit on the ground near the edge.

Tef-Naju uses this foyer almost as a porch. While seated in one of the high-backed chairs, he can watch over a huge section of the earthworks below. The window carvings roughly align with the locations of the three chambers within the bastion, but don't actually mark the locations of secret doors or portals as the PCs might hope.

Creatures: Two animated stone minions, servitors of Aiveria, remain on guard here at all times. When at rest, these guardians look merely like two chair-shaped stones, but they unfold into shapely feminine forms similar in appearance to Aiveria herself to defend the foyer should intruders approach. While the minions are in their dormant forms, their magic scimitars remain embedded inside of the rocks, but they quickly emerge should anyone approach. The stone minions' intelligence is not actually their own, but rather a gift from their creator—they speak in feminine voices when approached, demanding to know who would enter Tef-Naju's bastion. Polite characters who respect boundaries may well be able to convince the stone minions to contact their mistress and master (their initial attitude is unfriendly); this is considered to be simple aid. If convinced to contact Aiveria and Tef-Naju, they hammer their scimitar pommels on the stone; Tef-Naju arrives in a few rounds to investigate and speak to the PCs.

If, on the other hand, Tef-Naju has already met the PCs, the stone minions either warn the PCs off by revealing that the master is not at home, or, if the shaitan has retreated here to recover from a fight against the PCs, the minions hammer the walls to warn of the PCs' arrival before immediately attacking.

STONE MINIONS (2) **CR 8**
XP 4,800 each

Animated stone maidens (*Tome of Horrors Complete* 572)
N Medium outsider (earth, elemental, extraplanar)
Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

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

hp 95 (10d10+40)

Fort +11, **Ref** +5, **Will** +12

Defensive Abilities one with the earth; **DR** 10/magic; **Immune** earth magic, elemental traits

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee +1 *scimitar* +17/+12 (1d8+6/18-20), slam +10 (1d8+2)

Special Attacks earth mastery

TACTICS

During Combat Both of these animated minions move to attack anyone they believe is attempting to enter the foyer, but make no hostile moves until then or until they are attacked. They always fight with Power Attacks unless they consistently miss with their weapons.

Morale The stone minions fight until slain.

STATISTICS

Str 20, **Dex** 10, **Con** 18, **Int** 15, **Wis** 16, **Cha** 20

Base Atk +10; **CMB** +15; **CMD** 25

Feats Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (scimitar)

Skills Craft (stonemasonry) +15, Diplomacy +18, Knowledge (dungeoneering) +15, Knowledge (nature) +15, Knowledge (planes) +15, Perception +16, Sense Motive +16, Survival +16

Languages Common, Terran

Gear +1 *scimitar*

SPECIAL ABILITIES

Earth Mastery (Ex) A stone minion gains a +1 bonus on attack and damage rolls if both she and her foe are touching the ground. If an opponent is airborne or waterborne, the stone minion takes a -4 penalty on attack and damage rolls.

Immunity to Earth Magic (Ex) A stone minion is immune to all spells and spell-like abilities with the earth descriptor, including spells of the Earth domain. She is also immune to the supernatural abilities of creatures with the Earth subtype.

One with the Earth (Ex) A stone minion is so closely tied to the earth that any damage she takes from the natural attacks of a creature with the Earth subtype or a creature made primarily from stone or earth (such as a stone golem or clay golem) is treated as nonlethal damage.

J2. Tef-Naju's Study (CR 18)

This chamber is a simple study lit by softly glowing gemstones. A metal desk and chair sit near the north, while off to the side lies an uninviting bed, its mattress made of stone and lacking pillows



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or blankets or comfort of any kind. A half dozen three-foot-high sculptures of unusual rock formations decorate the room, and a strange crystal bottle sits in a sconce on the eastern wall.

This chamber is where Tef-Naju and his consort Aiveria spend most of their time; the two can be encountered here if the PCs make it this far without alerting the shaitan. The strange sculptures are expressions of Tef-Naju's artistry; he is fond of using *stone shape* to sculpt these into memorable formations he's seen in the past in other regions and on other worlds. The stones were harvested by Aiveria (who, unlike Tef-Naju, is not bound to the Slave Trenches), so they can provide an interesting variety of commentaries when *stone tell* is used to speak to them. Most would find what these stones have to say to be dull and uninteresting, but Tef-Naju and Aiveria constantly find new delights in conversing with the sculptures. The glowing gemstones in the walls are the product of variant *continual flame* spells.

Creatures: If Tef-Naju is encountered here with Aiveria, the two do their best to fight back to defend their home, assuming the PCs are little more than greed-mongering adventurers. Likewise, if Tef-Naju has gone out to confront the PCs but hasn't yet returned, Aiveria is encountered here alone; she assumes their arrival means that her lover is dead and attacks the PCs on the spot.

TEF-NAJU **CR 17**
XP 102,400
 hp 296 (see page 60)

AIVERIA **CR 14**
XP 38,400
 Female stone maiden bard 10 (*Tome of Horrors Complete* 572)
 N Medium outsider (earth, elemental, extraplanar)
Init +7; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 31, touch 14, flat-footed 27 (+7 armor, +3 Dex, +1 dodge, +10 natural)

hp 210 (20 HD; 10d10+10d8+110)

Fort +15, **Ref** +15, **Will** +19; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities one with the earth; **DR** 10/magic;

Immune earth magic, elemental traits

Weaknesses veil

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee +2 *keen scimitar* +26/+21/+16/+11 (1d6+11/15-20)

Special Attacks animate rocks, bardic performance 30 rounds/day (move action; countersong, dirge of doom [DC 23], distraction, fascinate [DC 23], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 23]), earth mastery

Spell-Like Abilities (CL 10th; concentration +18)

At will—*magic stone, meld into stone, soften earth and stone, spike stones* (DC 22), *stone shape, stone tell, transmute mud to rock, transmute rock to mud*

3/day—*move earth*

1/day—*iron body, wall of stone*

Bard Spells Known (CL 10th; concentration +18)

4th (3/day)—*dimension door, hold monster* (DC 22)

3rd (5/day)—*confusion* (DC 21), *cure serious wounds, haste, slow* (DC 21)

2nd (6/day)—*blindness/deafness* (DC 20), *invisibility, mirror image, sound burst* (DC 20), *suggestion* (DC 20)

1st (7/day)—*charm person* (DC 19), *cure light wounds, feather fall, grease* (DC 19), *silent image* (DC 19)

0 (at will)—*dancing lights, detect magic, ghost sound* (DC 18), *mage hand, message, prestidigitation* (DC 18)



AIVERIA

MUMMY'S MASK

STATISTICS

Str 22, **Dex** 16, **Con** 20, **Int** 13, **Wis** 16, **Cha** 26

Base Atk +17; **CMB** +23; **CMD** 37

Feats Arcane Strike, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (scimitar)

Skills Acrobatics +26, Knowledge (arcana) +24, Knowledge (planes) +24, Perform (act) +31, Perform (oratory) +31, Perform (sing) +21, Spellcraft +24, Stealth +26

Languages Common, Terran

SQ bardic knowledge +5, jack-of-all-trades (use any skill), lore master 1/day, stone glide, versatile performance (act, oratory, sing)

Gear +3 mithral glamer'd chain shirt, +2 keen scimitar

SPECIAL ABILITIES

Animate Rocks (Su) A stone maiden can animate rocks within 180 feet at will, controlling up to two rocks at a time. These animated rocks are posted as guardians in area **J1**.

Earth Mastery (Ex) A stone maiden gains a +1 bonus on attack and damage rolls if both she and her foe are touching the ground. If an opponent is airborne or waterborne, the stone maiden takes a -4 penalty on attack and damage rolls.

Immunity to Earth Magic (Ex) A stone maiden is immune to all spells and spell-like abilities with the earth descriptor, including spells of the Earth domain. She is also immune to the supernatural abilities of creatures that possess the Earth subtype.

Stone Glide (Su) This functions as the earth elemental's earth glide ability, except the stone maiden can move through stone, dirt, crystal, and metal.

One with the Earth (Ex) A stone maiden is so closely tied with the earth that any damage she takes from the natural attacks of a creature with the Earth subtype or a creature made primarily from stone or earth (such as a stone golem or clay golem) is treated as nonlethal damage.

Veil (Su) Each stone maiden is mystically bound to her veil and never lets it out of her possession. If she is ever more than 1,000 feet from it, she takes a -4 penalty to Strength, Dexterity, and Constitution, and dies within 4d6 hours, crumbling to dust. If her veil is destroyed (hardness 3, hp 10), she dies in 1 minute. A stone maiden's veil does not radiate magic.

Treasure: The strange bottle mounted on the wall is a *bottle of air*, one of several that constantly replenish the bastion's air supply.

J3. Scrying Plate

A hexagonal plate of a cool crimson metal is embedded in the northern wall of this chamber. A simple prayer mat rests on the floor of this otherwise empty room.

The crimson metal plate has an aura of moderate divination. The plate functions as a *crystal ball*, but only for creatures with the Earth subtype or creatures with a strong tie to elemental earth (including sorcerers with an earth elemental bloodline, clerics with the Earth domain, and others at your discretion). All others who wish to use this device must Use Magic Device to emulate a race before the plate shimmers, clears, and allows for scrying. Tef-Naju uses this device to observe several of the other denizens of the Slave Trenches, and should he become aware of the PCs, he also uses it to study their tactics and dispositions before or after he confronts them. The scrying plate functions only as long as it remains attached to the wall here.

J4. Meditation Chamber

This subterranean pocket appears to be some sort of magical laboratory, one dedicated to the study of earth and stone. A thick book with thin stone pages rests on a desk to the side, next to a strange crystalline bottle.

Tef-Naju meditates and prepares his spells in this room.

Treasure: The slabs of stone on the desk are his spellbook, a relatively heavy and hard to transport but quite durable variant. These tablets contain all of the spells the shaitan has prepared, as well as four additional spells from the magus spell list per level for levels 1–5 (your choice).

Another *bottle of air* similar to the one in area **J2** sits on the desk. Tef-Naju generally carries this bottle with him when he needs to visit area **J3**.

CONCLUDING THE ADVENTURE

The overall goal of this adventure is to activate the Slave Trenches and use them in the way they were meant to be used—to focus on a single Aeromantic Infandibulum device and pull it down from the sky. Doing so is a three step process: the Slave Trenches must be activated in area **C2** of the Lantern Vault, the Sekrepheres must be charged in the proper order in area **F8** of the Monument Vault, and finally the *Pharaoh's Key* from area **H11** must be placed in the indentation at the heart of the Sun Disk at area **I**. Since the Sekrepheres deactivate at sunset, these steps must all be accomplished in the same day, or they'll just need to be repeated.

Placing the *Pharaoh's Key* at the heart of the Sun Disk is a perilous task, however. As soon as the key is set in place, the 11 glowing Sekrepheres begin to glow brighter and brighter and flash with electricity. This electrical power starts to build in the Sun Disk as well, dealing 1d6 points of electricity damage per round to any creature standing in the plaza surrounding the Sun Disk. This buildup of energy doesn't discharge immediately—it takes 5 minutes to build before finally triggering.

THE SLAVE TRENCHES OF HAKOTEP



Unfortunately, the elemental spirits bound into the Slave Trenches can sense that the weapon is being used against their master's tomb, and as the energies build, they rise up from the trenches and sands, animating the buried bones of countless slaughtered slaves to form a swiftly growing army of air, earth, and fire ossumentals. The speed at which these creatures rise from the ground varies, but if the PCs don't step in to defend the Sun Disk and the *Pharaoh's Key*, the ossumentals smash the key from the disk, causing the attempt to bring down Hakotep's tomb to fail. In order to complete their task, the PCs need to fight off several waves of ossumentals. Depending on how they've interacted with Tef-Naju, the shaitan and his stone maiden lover may lend their aid to the task, especially if the PCs have pointed out that bringing down the tomb will fulfill Tef-Naju's end of the bargain and grant his freedom.

The number of ossumentals the PCs face is left to you, but this should feel like the climactic encounter of the

adventure—a CR 16 encounter with four ossumentals of different types should do the trick, especially if you lead up to this encounter with a few smaller ones, like a CR 14 encounter with only two ossumentals. This is also an excellent opportunity to give the PCs a chance to gather any last minute XP needed to reach 15th level if they haven't done so already!

Once Hakotep's tomb descends from the skies, the pyramid's arrival causes the risen ossumental host to disincorporate, sending countless thousands of bones clattering to the earth. Tef-Naju, if he lives, is now free to return to the Plane of Earth, but as detailed in his NPC entry on page 60, he may have some final gifts or advice for the PCs before he departs. The grounding of Hakotep's pyramid, the PCs' exploration of the tomb, and their final confrontation with Hakotep are all detailed in the conclusion to the Mummy's Mask Adventure Path, "Pyramid of the Sky Pharaoh"!