

# MUMMY'S MASK

## ISATEMKHEBET

One of the Sky Pharaoh's favorite generals in life, Isatemkhebet has grown even more powerful and devoted to her master in undeath.



### ISATEMKHEBET

**CR 14**
**XP 38,400**

Female mummified human fighter 14 (*Pathfinder RPG Bestiary 4* 196)

LE Medium undead (augmented humanoid, human)

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

**Aura** command (60 ft., DC 23), frightful presence (30 ft., DC 16, 1d6 rounds)

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**DEFENSE**

**AC** 28, touch 12, flat-footed 26 (+7 armor, +2 Dex, +4 natural, +5 shield)

**hp** 221 (14d10+140)

**Fort** +17, **Ref** +10, **Will** +7 (+4 vs. fear); +4 vs. electricity, weather, and wind effects

**Defensive Abilities** bravery +4; **DR** 5/—; **Immune** undead traits

**Weaknesses** vulnerable to acid

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**OFFENSE**

**Speed** 20 ft.

**Melee** +2 *khopesh*<sup>UE</sup> +23/+18/+13 (1d8+15/17-20), +2 *heavy shield* +24 (1d8+10 plus bull rush)

**Special Attacks** burst of vengeance, dust stroke, weapon training (heavy blades +3, close +2, bows +1)

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**TACTICS**

**Before Combat** If she fears that she is about to be attacked, Isatemkhebet uses her *bracelet of friends* to call her mummified gorgon, Kor-Ahn-Tuk, from area **A13** to her side; if she's surprised, she does this on the first round of combat instead. If the gorgon has already been defeated, she wastes her action attempting to call it, but this does not expend the bracelet's last charm.

**During Combat** At her first two opportunities to make a full attack, Isatemkhebet activates her burst of vengeance ability. She prefers to leave victims alive but disabled, so that after a fight she can leisurely finish them off with a slam attack and her dust stroke ability, although she does not generally take advantage of this tactic in battle. Each round, she attempts to use her aura of command—speaking in Ancient Osiriani—to order one PC at a time to lay down his weapons, drop to his knees, and take no action. She prefers to attack characters obviously capable of healing or those who provide support to allies first, but if faced with a foe that is particularly capable of damaging her, she concentrates on that target instead. She uses Power Attack until she misses with more than half her attacks made as

a full-attack action, at which point she ceases using Power Attack against that foe.

**Morale** Isatemkhebet is eager to prove her worth to the Sky Pharaoh, and has little interest in surrender, but if the PCs reduce her to 50 or fewer hit points, she attempts to return to her sarcophagus and lower the lid so that she can gain its healing effects (see area **A16**). Once she's exhausted her sarcophagus's power for the day, she rises again and rejoins the fight until destroyed.

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**STATISTICS**

**Str** 18, **Dex** 15, **Con** —, **Int** 8, **Wis** 8, **Cha** 22

**Base Atk** +14; **CMB** +20; **CMD** 32

**Feats** Double Slice, Exotic Weapon Proficiency (*khopesh*), Greater Shield Focus, Greater Weapon Focus (*khopesh*), Greater Weapon Specialization (*khopesh*), Improved Critical (*khopesh*), Improved Shield Bash, Iron Will, Lightning Reflexes, Power Attack, Shield Focus, Shield Master, Shield Slam, Toughness, Two-Weapon Fighting, Weapon Focus (*khopesh*), Weapon Specialization (*khopesh*)

**Skills** Intimidate +17, Knowledge (history) +4, Linguistics +1, Perception +7, Ride +8

**Languages** Ancient Osiriani, Auran, Necril

**SQ** armor training 3

**Gear** *skyplate armor* (+1 *steel lamellar*<sup>UE</sup>, see page 63), +1 *bashing heavy steel shield*, +2 *khopesh*<sup>UE</sup>, *headband of alluring charisma* +4, *bracelet of friends* (1 charm, currently linked to Kor-Ahn-Tuk)

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**SPECIAL ABILITIES**

**Aura of Command (Su)** As long as her statue in area **A4** of the Five-Pointed Sun remains intact, Isatemkhebet possesses an aura of command. All creatures within 60 feet become convinced that Isatemkhebet is a powerful general and feel compelled to follow her orders. Once per round as a swift action, Isatemkhebet can issue a command to any one creature within this area. The targeted creature can resist the compulsion to follow the command (which has the same limitations as a *suggestion* at CL 14th) with a successful DC 23 Will save. A successful save grants immunity to Isatemkhebet's aura of command for 24 hours. This is a language-dependent, mind-affecting effect. Undead who have fewer than 14 Hit Dice can be affected by Isatemkhebet's aura of command as if they weren't immune to mind-affecting effects. The save DC is Charisma-based.



## NPC GALLERY

Isatemkhebet was actually the Sky Pharaoh's youngest aunt and a tireless defender of the family's interests, yet even without this blood tie, her tactical skill and devotion to Hakotep's cause would have surely landed her an important position among his aides. Isatemkhebet was instrumental in her nephew's rise to power, acting as an enforcer—and an assassin, when needed—to secure his interests and protect him.

As Hakotep first set his sights upon the throne of Osirion, he was opposed by many, yet few did so with as much fervor and skill as the merchants of the Sekpatra family. As their campaigns against Hakotep intensified, Isatemkhebet grew more and more frustrated in her attempts to defeat them, until she was lured into an ambush, petrified, and put on display in a Sekpatra villa. Not long after he was crowned pharaoh of Osirion, Hakotep rescued Isatemkhebet and had her restored to flesh. Isatemkhebet's resulting devotion to Hakotep was rivaled only by her hatred for the Sekpatras and, upon being promoted to general, she made vengeance her first priority. With her new resources and the pharaoh's full support, Isatemkhebet waged a vicious war on the Sekpatras. The war soon devolved into an all-out slaughter, and those few Sekpatras who were not executed met the same fate they had inflicted upon Isatemkhebet. Yet Isatemkhebet wasn't content to leave her hated enemies petrified, and destroyed their faces as well, ensuring that even if they were restored to life, they would spend a few short minutes suffocating before suffering an agonizing death.

Once the Sekpatras were gone, Isatemkhebet turned her talents toward constructing a specialized army for her pharaoh. She had long tried to focus her own voice, particularly her singing, into a weapon, but was forced to admit she had no aptitude for it. Her skills in command, however, allowed her to subjugate an entire tribe of harpies, and in time she molded them into one of Hakotep's most insidious bands of specialized skirmishers, a force whose very voices could undo enemies.

When Hakotep died, Isatemkhebet was the first of his generals to offer herself up to his royal guard, the Akhumen, to accompany the Sky Pharaoh into the afterlife through sacrifice and entombment. She saw to it that the leaders of her harpy soldiers would join her in eternal rest within her tomb as well, and they wait there still, the power of their voices undiminished by the loss of their lives.

### CAMPAIGN ROLE

Isatemkhebet has been commanded by the risen Sky Pharaoh to gather the PCs and present them to him, along with the *Mask of the Forgotten Pharaoh* that contains his stolen ka. Hakotep plans to mummify the PCs' bodies and transform them into elite soldiers, while using the mask to reunite his soul and resurrect himself. The adventure

assumes that the PCs defeat Isatemkhebet, however, so her role in the Mummy's Mask campaign is relatively limited. If Isatemkhebet somehow survives the first part of this adventure without being destroyed by the PCs, her actions depend on the state of the Five-Pointed Sun. If it remains in flight, she waits for more orders from Hakotep, joining the other flying pyramids in their attack on the cities of Osirion. If the flying pyramid is grounded, however, she travels to Hakotep's tomb, appearing in the next adventure as an additional guardian of the Pyramid of the Sky Pharaoh.





# MUMMY'S MASK

## TEF-NAJU

A powerful shaitan magus from the Plane of Earth, Tef-Naju has languished in the Slave Trenches for thousands of years. Still the site's guardian, he hopes someday soon to find his way back home.



### TEF-NAJU

**CR 17**
**XP 102,400**

Male shaitan magus 13 (*Pathfinder RPG Bestiary* 143, *Pathfinder RPG Ultimate Magic* 9)

LN Large outsider (earth, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +27

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**DEFENSE**

**AC** 34, touch 10, flat-footed 33 (+10 armor, +1 Dex, +10 natural, +4 shield, -1 size)

**hp** 296 (22 HD; 9d10+13d8+189)

**Fort** +22, **Ref** +11, **Will** +16

**DR** 10/adamantine (120 points); **Immune** electricity

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**OFFENSE**

**Speed** 15 ft., burrow 60 ft., climb 20 ft.

**Melee** *axe of the imperative* +28/+23/+18/+13 (2d6+10/19-20/×3)

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

**Special Attacks** earth mastery, improved spell combat, metalmorph, spell combat (-2 attack, +2 concentration), spellstrike, stone curse

**Spell-Like Abilities** (CL 12th; concentration +13)

At will—*meld into stone*, *plane shift* (willing targets, save himself, to Elemental Planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)

3/day—quicken *glitterdust* (DC 13), *rusting grasp*, *stone tell*, *stoneskin*, *wall of stone*

1/day—*transmute mud to rock*, *transmute rock to mud*

**Magus Spells Prepared** (CL 13th; concentration +18)

5th—*acidic spray*<sup>UM</sup> (DC 20), *telekinesis* (DC 20)

4th—*detonate*<sup>APG</sup> (DC 19), *dimension door*, *mass reduce person* (DC 19), *shout* (DC 19)

3rd—*dispel magic*, *fireball* (DC 18), *force punch*<sup>UM</sup> (DC 18), *haste*, *vampiric touch*

2nd—*bear's endurance*, *defensive shock*<sup>UM</sup>, *invisibility*, *mirror image*, *scorching ray*, *stone call*<sup>APG</sup>

1st—*chill touch* (DC 16), *corrosive touch*<sup>UM</sup>, *magic missile* (2), *ray of enfeeblement* (DC 16), *shield*, *true strike*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *prestidigitation* (DC 15), *read magic*

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**TACTICS**

**Before Combat** Before he engages in combat, Tef-Naju casts *stoneskin*, *bear's endurance*, and *shield* on himself.

**During Combat** Tef-Naju prefers to fight in melee combat, combining his skill at arms with casting melee-based spells in battle, yet he prefers to avoid putting himself in situations where he's outnumbered or surrounded. Tef-Naju generally spends the first few rounds of combat establishing control of the battlefield, starting by casting *invisibility* on himself and then remaining mobile while using spells like *mass reduce person*, *telekinesis*, *transmute rock to mud*, or *wall of stone*, to disarm foes at range. If Tef-Naju finds himself surrounded, he uses *detonate* to deal electricity damage, since he's immune to this effect. Once in melee, Tef-Naju casts *mirror image*, followed the next round by *haste*.

**Morale** If reduced to fewer than 30 hit points, Tef-Naju flees combat (preferably by simply stone gliding into the ground), whereupon he flees to his bastion (area J) to recover from the battle as swiftly as possible (likely with the aid of healing magic cast by his lover, Aiveria), hoping to return to the scene of the attack to continue the fight if intruders still threaten the Slave Trenches.

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**STATISTICS**

**Str** 28, **Dex** 15, **Con** 26, **Int** 20, **Wis** 14, **Cha** 13

**Base Atk** +18; **CMB** +28 (+32 bull rush); **CMD** 40 (42 vs. bull rush)

**Feats** Arcane Strike, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Greater Bull Rush, Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*glitterdust*), Weapon Focus (battleaxe)

**Skills** Acrobatics +19, Climb +12, Intimidate +26, Knowledge (arcana) +28, Knowledge (engineering) +25, Knowledge (planes) +28, Perception +27, Sense Motive +27, Spellcraft +28, Stealth +18

**Languages** Ancient Osiriani, Aquan, Auran, Ignan, Terran; telepathy 100 ft.

**SQ** arcane pool (11 points, +4), fighter training (fighter level 6), heavy armor proficiency, improved spell recall, knowledge pool, magus arcane (concentrate, empowered magic, maneuver mastery [bull rush], maximized magic), stone glide

**Combat Gear** *potions of cure serious wounds* (2), *scrolls of flesh to stone* (2), *scrolls of stone to flesh* (2), *wand of lightning bolt* (CL 10th, 14 charges), holy water (4), unholy water (4); **Other Gear** +1 full plate, *axe of the imperative* (+1 battleaxe, see page 62), *belt of giant strength* +4, *ring of x-ray vision*



## NPC GALLERY

Tef-Naju has guarded the Slave Trenches for millennia, placed in his role by Hakotep himself, yet the shaitan was never intended to be the site's eternal guardian—Tef-Naju is on contract. The shaitan champion was once the pride of his people, excelling in numerous disciplines both martial and arcane. Tef-Naju desired personal wealth above all else; he was indifferent to whether it was in the form of gold, gems, art objects, or magical gear, as long as his personal treasury kept growing. This greed would prove Tef-Naju's undoing, for when Hakotep was searching for the perfect guardian for his earthworks, he knew he could capitalize on Tef-Naju's avarice in order to bind him.

Hakotep conjured Tef-Naju using *greater planar ally* and proposed an arrangement: in return for an immense payment of wealth and magic, the shaitan would protect the Khepsutanem until the Sky Pharaoh could finally use the weapon to pull down a Shory city. The appeal to Tef-Naju was twofold: the promise of vast treasure and the pride he would feel as a creature of elemental earth upon seeing the destruction of a device that used powerful air magic to fly. Both of these desires blinded him to potential loopholes, however, and he eagerly agreed to take on the role as the guardian of the Slave Trenches. Yet when Hakotep died before the Khepsutanem was ever actually used, a horrified Tef-Naju realized his error—he was now bound to the site for what looked like all eternity.

For several hundred years, Tef-Naju raged at his fate, infuriated by the promised treasure that remained just out of his reach in a vault within the Slave Trenches' Tekramenet. His brutal slaughter of any treasure seekers who approached the Slave Trenches helped establish the region's reputation for peril. Ironically, the centuries of guardianship honed Tef-Naju's skills to a level of power that would have prevented Hakotep from conjuring him via *greater planar ally* in the first place.

The shaitan's rage continued to burn until a young stone maiden named Aiveria, a planar traveler who had heard the story of Tef-Naju's plight, came to the Slave Trenches to help him. Over the course of several years, she realized that while she couldn't aid him in escaping his contract, she could soothe his frustrations by providing him companionship, and in return he taught her much in the way of history and wonders from prior eras. In time, she grew in power herself, and both have benefited from the relationship.

### CAMPAIGN ROLE

Now, thousands of years later, Tef-Naju remains a grim sentinel of the Slave Trenches, yet he has grown as a person. His greed and pride have all but faded away, and he has accepted his role as a prisoner of the Slave Trenches. He continues to guard them, honoring his bargain, and takes what enjoyment he can from life as the days wear on.

He doesn't immediately attack the PCs when he finally confronts them, but does ask their business in the Slave Trenches—if he realizes that the PCs are here to call down Hakotep's tomb, he gains hope, for if they can fulfill this task, perhaps his term of service will finally end.

If the PCs arrange an alliance with Tef-Naju and manage to call down the tomb, he does indeed fulfill his contract and can finally leave the Material Plane. In thanks, he not only helps the PCs loot the treasure that was once promised to him, but also gives them one of his magic items as a reward. In addition, if the PCs help rescue the shaitan, award them XP as if they had defeated him in combat.





# MUMMY'S MASK

## MUMMY'S MASK TREASURES

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

AXE OF THE IMPERATIVE		PRICE 5,310 GP
SLOT none	CL 9th	WEIGHT 6 lbs.
AURA moderate necromancy		



An *axe of the imperative* is a +1 battleaxe that cuts through willpower and resolve as surely as it hews flesh and bone. On a successful hit against a creature, the wielder can utter a short command as an immediate action to prohibit the struck creature from a specific course of action. This command must consist five words or fewer, such as,

"Never attack me again!" or "Never cast an enchantment spell!" or "Don't set foot in Sothis!" Once the imperative is uttered, the wound caused by the hit glows with faint golden light, as does the blade of the axe. This glow persists even after the damage is healed. The imperative lasts until one of two things occurs. It ends if the wielder utters another imperative (only one imperative can be in effect at a time), or if the target creature attempts an action that would break the imperative. When the target takes that action, it takes damage as if struck with a successful critical hit by the wielder of the *axe of the imperative*. A successful DC 15 Fortitude save negates this damage. When this occurs, the wielder immediately knows that the target broke the imperative. A lingering imperative can be removed without harming the target as if it were a curse effect. The imperative is a sonic language-dependent effect.

CONSTRUCTION REQUIREMENTS	2,830 GP
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Craft Magic Arms and Armor, *mark of justice*

CHEST OF KEEPING		PRICE 9,000 GP
SLOT none	CL 12th	WEIGHT 10 lbs.
AURA strong transmutation		



A *chest of keeping* is a large container capable of holding up to 1,000 pounds of contents, with a volume limit of 150 cubic feet. While the chest's lid is closed, the contents are preserved so that they resist the passage of time and do not decay. Living creatures placed inside the chest have no need to eat or drink, but they age normally. The chest is airtight when the lid is closed, with enough air to last a living creature for up to 10 minutes before it suffocates. Once the lid is closed, a *chest of keeping* can be folded up, compacting down to the size of a typical loaf

of bread. When the chest is compressed in this way, its contents do not add to the chest's standard weight of 10 pounds, as they are shunted into an extradimensional space for storage. Folding or unfolding a *chest of keeping* is a full-round action, and a *chest of keeping* cannot be opened when it is folded.

CONSTRUCTION REQUIREMENTS	4,500 GP
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Craft Wondrous Item, *gentle repose*, *secret chest*

DUNE BOAT		PRICE 9,000 GP
SLOT none	CL 8th	WEIGHT 6 lbs.
AURA moderate transmutation		



Fashioned from bound reeds in traditional Osirian style, a *dune boat* is a wondrous variant of the more common *folding boat*. Like that item, a *dune boat* appears as a wooden box about 12 inches long, 6 inches wide, and 6 inches deep when

inactive, save that each surface is emblazoned with Ancient Osiriani hieroglyphs. A *dune boat* functions identically to a *folding boat*, save that it can move across sandy terrain as if it were moving across water. In boat form, it can hold 6 people comfortably, while the ship form carries 20 with ease.

CONSTRUCTION REQUIREMENTS	4,500 GP
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Craft Wondrous Item, *fabricate*, *shifting sand*<sup>PG</sup>, creator must have 2 ranks in Craft (ships)

LIFE LANTERN		MINOR ARTIFACT
SLOT none	CL 15th	WEIGHT 4 lbs.
AURA strong evocation and necromancy		



The *life lantern* appears as a large ankh made of gold with a polished sphere of sapphire fitted into its center. Held in one hand by a living bearer, the *life lantern* glows with a radiance equal to that of a sunrod. If the carrier is undead, the *life lantern* instead sheds an area of magical darkness akin to that exuded by a *darkness* spell.

The light or darkness exuded by a *life lantern* enhances certain elements of necromancy. In an area of light generated by a living carrier of a *life lantern*, dying creatures gain a +4 bonus on all Constitution checks to stabilize. More significantly, a body brought back to life via *raise dead*, *resurrection*, or any similar effect does not gain any negative levels upon being brought



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back, as long as the body is restored while it is illuminated by the *life lantern's* light. Once per year, the *life lantern* may be used by a living creature to cast *resurrection* on a creature by touching the *life lantern* to a portion of the dead creature's body.

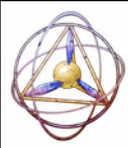
When the *life lantern* sheds darkness in the hand of an undead creature, all undead creatures in that area of *darkness* gain fast healing 5. Once per week, the *life lantern* may be used by an undead creature to cast *create greater undead*.

The *life lantern* also functions as a holy or unholy symbol for a spellcaster who worships a deity who grants access to the domains of Death or Healing, and the spellcaster need not actually have those domains to use the lantern in this way.

### DESTRUCTION

If the *life lantern* is buried in a coffin along with a living creature, it crumbles to dust when the creature dies.

PHARAOH'S KEY		MINOR ARTIFACT
SLOT none	CL 17th	WEIGHT 3 lbs.
AURA strong abjuration		



The *Pharaoh's Key* is a strange-looking device, possibly of Shory origin, about 1 foot in diameter. The device's primary use is as an activation item to trigger the firing of the Slave Trenches, yet it also grants protection against elemental creatures as long as it is carried in one hand. The bearer gains a +5 deflection bonus to AC and a +5 resistance bonus on all saving throws against attacks made by creatures with the elemental subtype. In addition, while the *Pharaoh's Key* is held in one hand, the bearer's attacks ignore any damage reduction possessed by a creature with the elemental subtype.

### DESTRUCTION

To destroy the *Pharaoh's Key*, it must be fed to a mythic elemental who must then be slain by *disintegrate*.

RING OF STONY FLESH		PRICE 18,000 gp
SLOT ring	CL 11th	WEIGHT —
AURA moderate abjuration		



A *ring of stony flesh* gives the wearer's skin the appearance of flexible stone. Once per day, the wearer can expend a charge as a standard action to gain the benefits of *stoneskin*. While under this effect, the wearer gains the earth glide ability, allowing her to move through unworked stone or earth as easily as a fish swims through water. The wearer cannot move through stone composed of multiple blocks—such as the walls of a tomb or castle—with this ability, only through solid masses of stone. In addition, a *ring of stony flesh* automatically nullifies any petrification effect that targets the wearer by expending 2 charges, provided the ring has at least 2 charges remaining. The ring's protection effect activates before the wearer attempts a saving throw against

the petrification attempt. A *ring of stony flesh* has 10 charges when created.

CONSTRUCTION REQUIREMENTS	9,000 GP
Forge Ring, <i>stone to flesh</i> , <i>stoneskin</i>	

ROD OF THE DEVOURED DAWN		PRICE 20,000 GP
SLOT rod	CL 10th	WEIGHT 10 lbs.
AURA moderate illusion and transmutation		



The head of this rod is carved to resemble the visage of the Ancient Osirian deity Apep, Devourer of the Dawn, god of chaos, darkness, destruction, and snakes. A *rod of the devoured dawn* can be wielded as a +1 *heavy mace*. When holding the rod, the wielder gains *darkvision* with a range of 30 feet. Once per day, the rod can create a shadowy *hypnotic pattern* that also functions as *dispel magic* and targets any spells with the light descriptor in the area of effect.

When the wielder confirms a critical hit with a *rod of the devoured dawn* on a Medium or smaller foe, the head of the rod animates and grants an automatic grapple check against the creature struck (this does not provoke an attack of opportunity). If the grapple check is successful, the rod's jaw unhinges and expands momentarily to swallow the creature, gulping it into a flesh-walled extradimensional space. The swallowed target gains the grappled condition and takes 1d8 points of bludgeoning damage per round on its turn. The creature can cut its way out (AC 14, hp 24) or wriggle out with a successful DC 25 Escape Artist check as a full-round action—either method of escape causes the victim to be disgorged from the rod into an adjacent space. The rod automatically disgorges a swallowed victim if the swallowed creature dies or if the rod is destroyed. Only one creature can be swallowed at a time. A *rod of the devoured dawn* only functions if its wielder is chaotic.

CONSTRUCTION REQUIREMENTS	10,000 GP
Craft Magic Arms and Armor, Craft Rod, <i>darkvision</i> , <i>dispel magic</i> , <i>hypnotic pattern</i> , <i>secret chest</i>	

SKYPLATE ARMOR		PRICE 30,300 GP
SLOT armor	CL 11th	WEIGHT 20 lbs.
AURA moderate transmutation		



This suit of +1 *steel lamellar*<sup>UE</sup> weighs less than normal steel lamellar (though it is still considered medium armor). *Skyplate armor* grants its wearer the ability to use *wind walk* once per day. Furthermore, while clad in *skyplate armor*, the wearer gains a +4 resistance bonus on all saving throws against electricity effects, wind effects, and all effects associated with magical or mundane weather.

CONSTRUCTION REQUIREMENTS	15,300 GP
Craft Magic Arms and Armor, <i>resist energy</i> , <i>wind walk</i>	