

MUMMY'S MASK



CONTINUING THE CAMPAIGN

Just after dawn, as the city was waking, a terrible noise shot through Sothis. It was the sound of destruction, followed by a chorus of screams and horns sounding an alarm. At first I couldn't believe what I was hearing from the panicked masses, their cries that the beast had awakened. Climbing to the highest nearby tower, I saw it for myself. The Black Dome was shattered, and past its wreckage I saw a great beast lumbering through the city—Ulunat, the Unholy First! For some reason it was smaller than the Black Dome itself, yet it still crawled through the city with ease, smashing walls and toppling buildings. When it turned in my direction, I scrambled down the tower and fled.”

—Sabehepti, merchant of the Malhitu Bazaar

CONTINUING THE CAMPAIGN

The Mummy's Mask Adventure Path concludes with this volume, but there are more adventures to be had following "Pyramid of the Sky Pharaoh." At the end of the Mummy's Mask Adventure Path, the PCs may have ended the threat of Hakotep returning, but ancient pharaohs emerging from the sands aren't the only dangers to be found in the vast Osirian deserts.

In addition to this article, there are a number of other sources that can provide further adventures in Osirion. *Pathfinder Campaign Setting: Osirion, Legacy of the Pharaohs* contains numerous story hooks and ideas to keep your PCs adventuring in Osirion. The abandoned capital of Tumen, which is built into a sheer cliff in northeastern Osirion and provides a number of opportunities for high-level adventuring, is detailed in *Pathfinder Campaign Setting: Lost Cities of Golarion*. *Pathfinder Campaign Setting: Dungeons of Golarion* contains information on the Pyramid of Kamaria the Brazen, though only the deepest levels of this deadly dungeon can challenge PCs after they finish the Mummy's Mask Adventure Path. *Pathfinder Campaign Setting: Lost Kingdoms* includes information on the Gozarin Necropolis, and describes other adventuring sites in Osirion.

Demonic Civil War: When siblings fight, the result is rarely good. Eons ago, the demon lord Aldinach conquered the Sea of Whispering Sands, her half-sister Areshkagal's realm of the Abyss, forcing Areshkagal into the neighboring Blood Clefts. Since then, the two have been locked in a civil war for territory and worshipers. This long-running rivalry has spilled out onto thousands of worlds, and has even found a foothold in Osirion's deserts. During the course of the adventure, the PCs encountered a cult of Areshkagal, but found no evidence of Aldinach's cult. It is rumored that the sinister cultists of Aldinach maintain a hidden temple somewhere between Lamashtu's Flower and the Lost Mines of Siwat. From there, they raid not only caravans in the desert, but also the cults of Areshkagal. It's said that Aldinach's cult keeps giant golden scorpions with four razor-sharp claws as guardians, and a tribe of girtabilus scour the surrounding dunes to capture travelers and bring them to the temple's inner sanctum for sacrifice.

Forgotten Followers: Hakotep may have been forgotten, but he had many powerful allies and advisors. Though many have been long dead by this point, some are long-lived, if not immortal. After Hakotep was awakened, Mekuhare was roused from his long slumber and sought to reunite with his old companion. Discovering the PCs were responsible for Hakotep's defeat, Mekuhare stops at nothing to avenge Hakotep's second death. For more information on Mekuhare, see page 72.

Other Flying Pyramids: After the attack on Wati, the PCs learned that there are other pyramids spread out

IF HAKOTEP WINS

If Hakotep remains undefeated and is able to return to Osirion at full strength, his first thought is to reestablish his rule over the nation. After locking down the other major cities of Osirion, his forces gather in Sothis to challenge the rule of the Ruby Prince. Once he is again made pharaoh, Hakotep reshuffles Osirion's focus to one of expansion, challenging the borders of neighboring countries. His ultimate goal is to reestablish Osirion's old borders across the whole north of Garund, essentially absorbing Thuvia, Rahadoum, and Katapesh. Hakotep's struggle to return Osirion to glory is not easy, as these lands are no longer controlled by loosely affiliated tribes, but by nations that have risen to their own heights of power. Hakotep's reach for Osirion's old borders begins a lengthy and bloody war in northern Garund. Unless other countries in the Inner Sea get involved, this remains largely a regional problem, but if the conflict drags on too long, international trade could be disrupted, resulting in other Inner Sea countries being drawn into the conflict.



across Osirion with plans of overrunning the nation and delivering it to the Sky Pharaoh. To continue the action in the campaign, the PCs could take on some of these other threats. Details on some of the other pyramids are included in the introduction to the *Pathfinder Bestiary* on page 81.

Shory Interest: The Sacrosanct Order of the Blue Feather's interest in lost Shory technology didn't evaporate after they failed to extract information from Hakotep's fractured soul. Now that the Sky Pharaoh's pyramid has been called to the ground by the power of the Slave Trenches, this cult has made its way to the site in order to infiltrate the pyramid and study the forces that allowed it to soar through the sky. One week after the PCs fight Hakotep in his pyramid, members of the Sacrosanct Order of the Blue Feather arrive at the site and attempt entrance. This can be made difficult for them if the PCs set in place their own guardians or alerted the authorities to secure the location. In fact, the PCs might have unfinished business within the pyramid and wish to explore its mysteries for themselves. In this situation, the Sacrosanct Order can try to sneak into the pyramid while the PCs are still inside, forcing the PCs to defend it from intruders.

Sothis Destroyed: For ages, the shell of Ulunat has stood in the center of Sothis after the creature's defeat by Azghaad, and for years cultists of Rovagug have tried to return the spawn to Golarion to allow the beast to continue its rampage. If they are successful, this could spell the end for Sothis. More information on this event can be found on page 70.

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ULUNAT STIRS!

Ulunat's carapace towers above Sothis, creating what is now known as the Black Dome. The most exclusive part of the city, the Black Dome shields its district from the sun's blazing heat and the desert's blistering sandstorms. Beneath the Black Dome sit palaces and monuments, the most important of which is the seat of Sothis's government and the home of the Ruby Prince.

The stories from the beginning of the First Age of Osirion claim that Azghaad killed Ulunat—some even say that he achieved this feat with the divine help of Nethys—but the truth is that the Spawn of Rovagug are unkillable. After a lengthy and dangerous battle, Azghaad banished Ulunat to a pocket realm beneath the place where its bloated shell still stands. In this realm, under the oldest and largest settlement in Osirion, Ulunat sleeps.

Before this ancient conflict, the great beast emerged from the Pit of Gormuz and thundered across Golarion. As Ulunat neared what is now Sothis, cultists of Rovagug channeling the power of raw chaos in a massive ritual—chanting cacophonous praises to the Rough Beast—opened a direct link between Ulunat and Rovagug. Empowered by this divine connection, Ulunat grew to an immense size and charged across the land, trampling everything in its path.

Now, thousands of years later, the Unholy First has begun to stir in its prison. Numerous past attempts to free the Unholy First have failed, and most of these were hidden from the public and Osirion's official history in hopes that the proper method for freeing Ulunat would remain unknown. However, this doesn't stop cultists and doomsayers from trying to bring back the terrible beast.

Bolstered by recently discovered information, a cult of Rovagug has created a key that they know can unlock Ulunat's prison. Using this key, they perform a ritual that breaks open Azghaad's prison and unleashes Festering Ulunat on Osirion once more. Fueled by their chaotic power and Rovagug's fury, the beast erupts from hibernation, destroying everything beneath the Black Dome. Once it reaches the bounds of its ancient carapace, it effectively molts, bursting fully formed from its old shell into Sothis.

Newly freed from its prison and without the direct connection to Rovagug it possessed thousands of years ago, the reborn Ulunat is not the same monstrosity that Azghaad defeated long ago. This beast is much smaller, closer to its original size when it crawled from the Pit of Gormuz. However though the creature may be smaller, Ulunat is still just as dangerous as it ever was.

Ulunat isn't terribly bright, and destruction is its only goal. The beast clamors through the city, walking in circles for a few circuits of the metropolis before fixing on a southward trajectory. The Khopeshman of Sothis rallies

the best of the Risen Guard and the Eyes of Sothis to fight against Ulunat, but knowing that simple weapons won't bring the monster down, he orders them to help save as many citizens as possible. Thousands of Sothis's citizens perish in the first minutes of this rampage, and only the world's greatest heroes are capable of stopping Ulunat's unbridled destruction. If the PCs come to the aid of Sothis and banish Ulunat from Golarion—or even discover a way to permanently destroy it—they are assured a high place in the city and eternal recognition in the records of Osirion.

FESTERING ULUNAT, THE UNHOLY FIRST

CR 24

XP 1,228,800

CE Colossal magical beast

Init +5; **Senses** darkvision 600 ft., low-light vision, tremorsense 600 ft.; **Perception** +42

Aura frightful presence (300 ft., DC 30)

DEFENSE

AC 42, touch 7, flat-footed 37 (+5 Dex, +35 natural, –8 size)

hp 525 (30d10+360); regeneration 30

Fort +29, **Ref** +24, **Will** +22

Defensive Abilities regeneration; **DR** 15/epic; **Immune** ability damage, bleed, disease, energy drain, fire, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph, sonic; **SR** 35

OFFENSE

Speed 60 ft., climb 60 ft., fly 90 ft. (poor), swim 40 ft.

Melee bite +36 (4d8+14/19–20 plus 6d6 acid), 4 claws +36 (4d6+14/19–20)

Space 60 ft.; **Reach** 60 ft.

Special Attacks crush, devour magic, disease, rend (2 claws, 4d8+21), thunderous steps, trample (4d8+21, DC 39), terrible claws

STATISTICS

Str 38, **Dex** 21, **Con** 35, **Int** 3, **Wis** 30, **Cha** 20

Base Atk +30; **CMB** +52 (+54 bull rush, +56 sunder); **CMD** 67 (69 vs. bull rush, 69 vs. sunder, 83 vs. trip)

Feats Awesome Blow, Blind-Fight, Critical Focus, Greater Sunder, Improved Bull Rush, Improved Critical (bite), Improved Critical (claws), Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Stunning Critical, Vital Strike

Skills Climb +26, Fly +8, Perception +30, Swim +22

Languages Aklo (can't speak)

SQ hibernation, massive, no breath

ECOLOGY

Environment any (Sothis)

Organization unique

Treasure none

SPECIAL ABILITIES

Crush (Ex) Ulunat uses its immense size as a formidable weapon. As a standard action, Ulunat can move over enemies or objects, using its whole body to crush them,

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dealing 20d6+30 points of damage. Crush attacks are effective only against opponents that are Huge or smaller. This attack affects as many creatures as fit in Ulunat's space. Creatures in the affected area must succeed at a DC 39 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless Ulunat moves off them. If Ulunat chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. The save DC is Strength-based.

Devour Magic (Ex) Ulunat has the ability to absorb magic directed at it and create arcane feedback that has the potential to shred a spellcaster's mind. Whenever Ulunat is targeted by a spell or spell-like ability, the caster must succeed at a DC 30 Will save or be affected as if he were targeted by *phantasmal killer*. If Ulunat is in the area of effect of a spell or spell-like ability, the caster must succeed at a DC 30 Will save or be affected as if he were targeted by *insanity*. The save DC is Charisma-based.

Hibernation (Ex) Ulunat can sleep for centuries and doesn't need to eat during these periods of dormancy, though it eats ravenously and almost constantly once it has been awakened. If Ulunat is forced into an inhospitable environment, it goes into hibernation until conditions are right for it to reawaken. While in hibernation, Ulunat's damage reduction improves to 50/epic and it gains immunity to any spell or spell-like ability that allows spell resistance as well as all divination effects.

Massive (Ex) Because of Ulunat's size, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to its movement, though forests or settlements are considered difficult terrain. A Huge or smaller creature can move through any square Ulunat occupies, and vice versa. Ulunat can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. Ulunat gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb Ulunat with a successful DC 30 Climb check, however unlike the normal rules regarding Ulunat and attacks of opportunity, a Small or larger creature that climbs on Ulunat provokes an attack of opportunity from the monster.

Regeneration (Ex) Like all Spawn of Rovagug, Ulunat is a nearly indestructible force. No form of attack can suppress Ulunat's regeneration—it regenerates even if disintegrated or slain by a death effect. If Ulunat fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no

further damage is dealt to its remains. It can be banished or otherwise transported as a means to save a region from devastation, but a method to kill Spawn of Rovagug like Ulunat has yet to be discovered.

Terrible Claws (Ex) Ulunat's natural weapons ignore all forms of damage reduction and hardness.

Tremor Step (Ex) Ulunat's thunderous steps shake the ground as it moves. While moving along the ground, any creatures within 100 feet of Ulunat that are also in contact with the ground must succeed at a DC 39 Reflex save or be knocked prone as the beast thunders along. The save DC is Strength-based.



MUMMY'S MASK

VENGEANCE FROM THE FIRST AGE

Once a powerful advisor to Hakotep, Mekuhare was a valuable asset to the pharaoh. The sphinx's wealth of knowledge first inspired Hakotep to pursue the creation of his flying pyramid using stolen Shory technology. Some of this technology was in fact taken, but the remainder was crafted using knowledge Mekuhare held in the vast library of his mind. Their association wasn't always one of friendship, and it took many years for Hakotep to establish a relationship with the androsphinx. Their first meeting resulted in a fight after Hakotep enraged the mighty sphinx through poor manners and a brash sense of protocol. The conflict ended in a draw, and Hakotep didn't return to Mekuhare for a full year. After that time, Hakotep brought the sphinx enticing offerings of stolen lore and rare magic. After years of this courting and many long conversations, Mekuhare came to see Hakotep as a near-equal, and began to enjoy and even invite their conversations.

Mekuhare's involvement with Hakotep's schemes was never common knowledge. The pharaoh kept their talks secret from all but a handful of his other advisors, and after Hakotep's death, the elder sphinx retreated farther into the desert, worried that others would begin seeking his counsel and bothering his meditations. Not long after, Mekuhare used his sphinx monolith ability to project his consciousness into the planes to obtain as much otherworldly lore as he could, leaving his body as a stone monument to be covered over by the shifting dunes.

After Hakotep was roused from his millennia-long slumber, Mekuhare immediately became aware of his old friend's presence. The great sphinx shook off his years of torpor and went to find his old associate.

GMs wishing to use Mekuhare can seed information about the sphinx throughout the adventures. Putting hints of Mekuhare's existence in Hakotep's pyramid would be the most reasonable way to insert mention of the sphinx into the campaign. At the end of the campaign, GMs can have Mekuhare appear at Hakotep's pyramid just as the PCs exit to give them another challenging fight to help seal their victory over the nearly-retained pharaoh. Mekuhare could also follow the PCs back to Wati (or whichever city they have been using as a base of operations), and attack them there. In this latter situation, Mekuhare could cause much more collateral damage, and the PCs would have to stop him without risking injury to innocent citizens.



MEKHARE CR 20/MR 6
XP 307,200

Male mythic elder sphinx (*Pathfinder Adventure Path* #83 90; *Pathfinder RPG Mythic Adventures* 226)

NE Colossal magical beast (mythic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Perception +25

DEFENSE

AC 33, touch 3, flat-footed 32 (+1 Dex, +30 natural, -8 size)

hp 379 (22d10+258)

Fort +22, **Ref** +14, **Will** +14

Defensive Abilities enciphered mind, fearless, fortification (50%), pure destiny, unchanging; **DR** 15/adamantine, magic, and epic; **Immune** petrification;

SR 31

OFFENSE

Speed 50 ft., fly 60 ft. (poor)

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Melee 2 claws +32 (3d6+18/19–20/×3 plus grab), 2 wings +27 (2d8+9)

Space 30 ft.; **Reach** 20 ft.

Special Attacks commune with power, litany of riddles, mythic power (6/day, surge +1d8), mythic spellcasting, pounce, rake (2 claws, 3d6+16), roar

Spells Prepared (CL 13th; concentration +20)

7th—*destruction, jolting portent*^{MC}

6th—*blade barrier*^M (DC 23), *greater dispel magic, heal*

5th—*flame strike*^M (DC 22), *insect plague, plane shift*^M (DC 22), *slay living* (DC 22)

4th—*divine power, cure critical wounds, freedom of movement, summon monster IV, unholy blight* (DC 21)

3rd—*bestow curse* (DC 20), *blindness/deafness*^M (DC 20), *invisibility purge, searing light*^M (2), *wind wall*

2nd—*death knell* (DC 19), *dread bolt*^{MM} (DC 19), *enthrall* (DC 19), *hold person* (DC 19), *silence*^M (DC 19), *sound burst* (DC 19)

1st—*command* (DC 18), *divine favor, doom* (DC 18), *entropic shield, obscuring mist, shield of faith*

0—*create water, detect magic, read magic, spark*

M Mythic spell

STATISTICS

Str 46, **Dex** 13, **Con** 29, **Int** 20, **Wis** 24, **Cha** 23

Base Atk +22; **CMB** +48 (+50 bull rush); **CMD** 59 (61 vs. bull rush, 63 vs. trip)

Feats Alertness, Awesome Blow, Cleave^M, Combat Casting, Combat Reflexes, Flyby Attack, Great Cleave, Hover, Improved Bull Rush, Improved Critical^M (claws), Power Attack^M

Skills Bluff +16, Diplomacy +18, Fly +0, Knowledge (arcana, history, planes, religion) +15, Knowledge (dungeoneering, engineering, geography, local, nature, nobility) +10, Perception +26, Sense Motive +25, Spellcraft +25, Survival +15

Languages Abyssal, Ancient Osiriani, Aquan, Auran, Common, Draconic, Ignan, Sphinx, Terran

SQ enigma, mythic sight, sphinx monolith

SPECIAL ABILITIES

Enciphered Mind (Su) Any creature attempting to contact Mekuhare's mind or read his thoughts with a divination spell or similar ability must succeed at a DC 27 Will save or be overwhelmed by the chaos and vast scope of the knowledge within. Those who fail are affected by *feblemind*. Mekuhare can suppress this ability at will as a free action. This is a mind-affecting effect, and the save DC is Charisma-based.

Enigma (Su) Mekuhare has removed himself from the mundane world to contemplate the mysteries of the universe—and beyond. To facilitate this, he possesses an uncanny ability to elude detection and discovery by those that could possibly interrupt his meditations. Any creature (other than another sphinx), that leaves line of sight of Mekuhare for more than 1 hour must succeed at a DC 27 Will save or be unable to recall details of the encounter, as if the sphinx had cast *modify memory* to eliminate all recollection of itself. The exact details of this memory loss are decided by

Mekuhare subconsciously during the encounter, and he may eliminate up to an hour of memories. This is a mind-affecting compulsion effect and the save DC is Charisma-based.

Litany of Riddles (Su) As a standard action, Mekuhare can telepathically project a befuddling series of riddles, puzzles, and paradoxes at all creatures in a 60-foot cone. Creatures caught in this effect must succeed at a DC 27 Will save or be stunned for 1d4 rounds. Creatures that succeed on their saving throw glean snippets of lore from this brush with the sphinx's mind, granting them a +5 insight bonus on all Knowledge checks for 1 hour and the ability to attempt Knowledge checks with a DC higher than 10 untrained. Once a creature successfully saves against this ability, it can't be affected by Mekuhare's litany of riddles for 24 hours. This is a mind-affecting effect and the save DC is Charisma-based.

Roar (Su) Mekuhare can roar up to three times per day as a standard action. Each successive roar has a different effect, depending upon whether it is the first, second, or third of the sphinx's roars for that day. Each of these roars is a sonic effect that fills a 60-foot-radius burst, centered on Mekuhare; the save DCs are Charisma-based. Sphinxes are immune to all of the effects of Mekuhare's roars.

First Roar: Affected creatures become frightened for 2d6 rounds (DC 27 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect.

Second Roar: Affected creatures are paralyzed with fear and deafened for 1d4 rounds (DC 27 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect.

Third Roar: Affected creatures take a 2d4 penalty to Strength for 2d4 rounds and take 2d8 points of sonic damage. Creatures smaller than the sphinx are knocked prone. A DC 27 Fortitude save negates the Strength penalty and being knocked prone. The save DC is Charisma-based.

Spells Mekuhare casts divine spells as a 13th-level cleric. He doesn't gain access to domains or other cleric abilities.

Sphinx Monolith (Su) Mekuhare can enter a state of suspended animation and transform his massive body into a stone monument. This transformation takes 1 minute to complete, during which Mekuhare is immobile. Once he transforms into his monolith form, Mekuhare's body hardens to stone, granting him hardness 30 and 350 hit points. If his stony body is reduced to 0 hit points, it is destroyed and Mekuhare is slain. While transformed, Mekuhare doesn't need to breathe, eat, drink, or sleep. He is aware of his surroundings and can use *astral projection* at will when in this form. Anytime Mekuhare's body takes damage while he's using *astral projection*, his astral form immediately becomes aware that he is in danger and can, as a free action, end the *astral projection* and begin reverting back to his natural form (though the process still takes 1 minute). When Mekuhare ends his transformation, he is immediately healed of all hit point damage he may have sustained while transformed. Mekuhare can remain in his sphinx monolith form indefinitely.