

# DEADLY D • E • L • V • E • S



## Quests of the Sands

**JON BRAZER  
ENTERPRISES**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



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ENTERPRISES**



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**Dedication:** To Mary Johnson, the woman who taught me to believe in myself even when fear gets in the way.

Kha em khet nebet neferet ooahbet ikhemoo sek/A thousand blessings for those who do not die.

I love and miss you, Mama.

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# Introduction

Death in Ancient Egypt was viewed as a continuation of life or a return to the Mother, particularly for the just or those who lived according to ma'at (pronounced "mah-aht", meaning "justice, order, balance"). The word for death, met, is related to the word for mother, mwt (pronounced "moot"). Another word for death, meni (pronounced "men-ee"), is likened to an anchoring stake to which one ties a boat at the end of a journey so that death takes the meaning of "a journey successfully ended".<sup>1</sup>

What happens when the ending goes terribly wrong, or one's life was not lived in accordance with ma'at? Is there a cosmic mother to which the dead return? Does the journey end? *Quests of the Sands* seeks to answer those questions for you and your players. We invite you to explore the many ways the journey of Life into Death can end badly.

Many of you will notice that this product is late – like *Treasury of the Sands*, it was meant as a tie-in to an Egyptian-themed adventure path which has come and gone. Ironically, my mother became ill and died while *Quests of Unrest* was in development. This, unsurprisingly, threw a monkey wrench into the entire works and put this behind schedule.

I thank you, the fans of Jon Brazer Enterprises and Pathfinder, and I thank the authors of these encounters

for your patience. I truly hope you and your players enjoy the tomb encounters within these pages.

Senebti Em Hotep – Farewell in peace.

Marie Small

Developer, Jon Brazer Enterprises

September 2014

<sup>1</sup>Fascinating Hieroglyphics by Christian Jacq, published 1998

## Using This Book

This series of short adventures, or quests, can be placed anywhere in an Egyptian-themed campaign you desire.

This supplement references a number of books other than the Pathfinder Core Rulebook. The notation for these books is as follows:

APG—Pathfinder Roleplaying Game: Advanced Player's Guide

ARG—Pathfinder Roleplaying Game: Advanced Race Guide

B(1–4)—Pathfinder Roleplaying Game Bestiary (1–4)

GMG—Pathfinder Roleplaying Game: GameMastery Guide

NPCC—Pathfinder Roleplaying Game: NPC Codex

UM—Pathfinder Roleplaying Game: Ultimate Magic





# The Bathhouse of Bast

## Background

Water is the fountain from which life flows; when the water disappears, life fades away. The sand-swallowed Bathhouse of Bast is testament to that vital truth.

When the river ran dry, trade stopped, food became scarce and soon after, people moved away, searching for a better life. They left a dead city in their wake.

The Bathhouse, temple to the feline-headed fertility goddess, was hit most quickly and perhaps hardest by the city's death spiral. Neftiri Itohap, priestess of Bast, fell into a deep depression, as without water there was no chance of rejuvenation. Left without a sense of purpose, Neftiri bleakly watched the Bathhouse's central pool slowly evaporate into nothingness. In a fit of despondent madness, Neftiri chose to fill the pool with her own bloody essence. This act was abhorrent to Bast, who cursed Neftiri to an unhappy afterlife for despoiling the temple.

Thus, a temple of life became a house of death. The creeping sands of the great desert encroached, soon covering the Bathhouse—its terrible past hidden away from the world.

## Hooks

The following hooks can be used to lure the PCs into the great desert.

- **Ruin of a River:** Why did the river stop flowing? The PCs are tasked to follow the desiccated river to its source, to determine the cause and perhaps remedy the situation.
- **Follow that Feline:** All feline familiars and animal companions are drawn to the temple of Bast. If they come within a mile of it, the familiar or companion must succeed on a DC 15 Will save to ignore the pull. A successful DC 15 Perception or Sense Motive check provides insight into the curious behavior of the cats and points to its magical nature.
- **Tales of Treasure:** Lured by the promise of buried coin, the PCs have ventured deep into the desert, using the dried riverbed as a trail to treasure.

## Encounter

The encounter starts as the PCs follow the riverbed.

### 1) An Ancient Pier

*Two rows of ancient, sandblasted stone pillars, each taller than a man, extend roughly ten feet from the dry river's edge. Between the pillars, the almost petrified remains of wooden planks indicate an ancient pier.*

A successful Perception check (DC 18) uncovers 1d6 copper and silver coins buried between the pillars. Succeeding on a DC 15 Appraise or Knowledge (history) check allows the PCs to date the uncovered coins at nearly 500 years old. From here, the PCs can clearly make out the nearly buried bathhouse, located 300 feet to the north.

*A massive sand dune, like a great serpent, coils around an ancient structure, as if its sandy maw has almost swallowed the building whole. A small courtyard with six tall statues and a heavy gate is all that remains.*

### 2) The Contested Courtyard (CR 5)

*Six feline-headed statues line a small courtyard. Steps leading down to a smaller, depressed area before the building's majestic gate offer a place for contemplation and rest. The gate is comprised of two ancient wooden doors. They bear a faded, intricate carving of a feline face.*

The statues are 13 feet tall and the gate rises to a height of 20 feet. A successful Knowledge (religion) check (DC 20) reveals the statue and carved doors depict Bast, an ancient fertility goddess.

Neftiri Itohap's madness despoiled the temple, drawing the attention of Bast's rivals. One such rival dispatched its servant, Sand Stalker, to watch over the temple and claim it for future use. Sand Stalker now hides in the sands covering the temple, just above the temple doors. Once it detects trespassers, Sand Stalker jumps down from its hiding place to attack.

**Sand Stalker**

**CR 5**

**XP 1,600**

Advanced fiendish giant scorpion <sup>B1</sup>  
**hp 47**



The strong wooden doors of the temple have deteriorated with age. They have hardness 4 and 18 hp. The break DC to open the locked doors is 24. Succeeding on a DC 23 Disable Device check unlocks the doors.

### 3) Chamber of Bast's Children (CR 5)

*Two large statues of obsidian cats with striking, luminous green eyes dominate this chamber. Designed to inspire awe, the ceiling rises 20 feet above you and colorful murals dot the chamber walls. Across the chamber, another set of majestic doors leads further into the temple. More disturbingly, however, is the crude semi-circle of carcasses in front of you.*

Neftiri Ithap's first act of madness was to murder Bast's children in her very own temple, laying the temple cats in a rough semi-circle in front of the temple's doors to serve as a warning and as a means to activate the temple's magical defences. The obsidian statues contain a measure of Bast's fury and without her children to soothe her, they are ready to strike.

A successful DC 15 Heal check reveals that each of the dead felines had its neck snapped. Approaching within 10 feet of a statue activates the feline fury trap. The presence of any living feline within the chamber prevents the trap's activation. Succeeding on a DC 25 Knowledge (religion) check allows the PC to recall that Bast's temples were crawling with cats, as they were her emissaries and guardians. The presence of a cat is a sign that you are under Bast's protection—and woe to those who provoke her wrath.

**Trap:** Once a trap activates, the obsidian cat breaks apart, releasing the golden-hued creature in the form of a hunting cat that relentlessly focuses on the trespasser.

|                         |             |
|-------------------------|-------------|
| <b>Feline Fury Trap</b> | <b>CR 3</b> |
|-------------------------|-------------|

**XP 800**

**Type** magic; **Perception** DC 27; **Disable Device** DC 27

|               |
|---------------|
| <b>EFFECT</b> |
|---------------|

**Trigger** proximity (alarm); **Reset** none

**Effect** *feline fury* (treat as *summon monster II* that summons a cat-shaped small fire elemental <sup>B1</sup>)

**Treasure:** The luminous green eyes of the obsidian statues are green emeralds; each gem is worth 500 gp. Removing the gems from the statues requires a

DC 20 Craft (jewelry) check. A failed check damages the gems, reducing their value by half. If the traps are activated, finding the gemstones in the resulting rubble requires a DC 20 Perception check, worth half their original amount.

### 4) The Central Pool (CR 5)

*Centuries of dust cannot hide the pool's splendor. Small steps on all sides of the pool offer a place to sit, relax, and soak in Bast's blessings. The pool is not very deep; if filled with water it wouldn't rise above a man's chest. In the center of the dried up pool you can make out a skeleton dressed in frayed, oddly stained, ceremonial robes.*

While the river still flowed, women and men came seeking Bast's blessing. Rituals of cleansing and fertility were performed and the central pool played a vital part in the ceremonies. Then, the drought struck and the pool evaporated; its magic withered. As a result of Neftiri's mad act it was corrupted, severing Bast's link to her temple and blinding her to its fate.

The central pool is housed in a great chamber. Its walls rise up to a height of 30 feet, and a vast dome covers the entire room. A beautiful mosaic of light blue and dark brown tiles cover the floor. The pool can be reached from area 3 by opening the doors or by travelling through either of the adjoining corridors. The corridors connect to guestrooms, places to rest in-between and after ceremonies. The corridors' entrances are partly concealed by ancient crimson curtains.

Neftiri Ithap's skeleton lies in the middle of the pool, still dressed in the frayed, ceremonial garb of a priestess of Bast. A DC 15 Perception check locates a silver ceremonial dagger near the skeleton; beating the DC by 5 allows a PC to also notice the golden holy symbol of Bast, hidden among the skeleton's bones. A successful Heal check (DC 18) provides a clue to the origin of the odd stains on the robes: blood.

**Haunt/Monster:** Neftiri Ithap does not rest easy after her suicide. Disturbing her bones sets off the bleeding bones haunt and incurs her wrath.

*Before your eyes, the pool fills with blood. It pools around the bones and rises into the air in a mist-like blob with a distorted shape of an angry human. The pool continues to fill with blood as it pours over the side, coating the floor around the pool.*



## Bleeding Bones Haunt

CR 3

XP 800

CE persistent haunt (5-ft. radius area of the room)

Caster Level 1st

Notice DC 15 (blood spilling out of the pool)

hp 13; Trigger touch; Reset 1 minute

**Effect** When the haunt is triggered, blood emanates from the bones, filling the pool and spills onto the floor, a 10-foot radius around the pool is the target of a *grease* spell (DC 10 Acrobatics check to move at half speed)

**Destruction** Killing Neftiri Itohap destroys the haunt.

## Neftiri Itohap, Blood Wraith

CR 3

XP 800

Shadow <sup>B1</sup> without the create spawn ability

hp 19

**Weaknesses** vulnerable to *stabilize*

**Feats** Dodge, Flyby Attack

**Skills** Fly +11 Perception +5 Stealth +8 (+16 in a pool of blood); **Racial Modifiers** +8 Stealth in a pool of blood)

### TACTICS

**During Combat:** Neftiri darts in and out of its blood mess that coats the whole floor. She uses Flyby Attack to attack and moves away as fast as possible, staying hidden in the blood as much as possible.

### SPECIAL ABILITIES

**Vulnerability to *Stabilize* (Su):** If Neftiri's is targeted by a *stabilize* spell, her speed is halved for one round.

Defeating Neftiri also defeats the bleeding bones haunt. The blood will quickly withdraw to Neftiri's bones, leaving only a hint of iron in the air. The PCs can safely claim the masterwork silver dagger and Neftiri's golden holy symbol.

## 4a-4h) Guestrooms

The guestrooms are all partly filled with sand, which flowed through the high placed windows of each room. Nothing of interest remains.

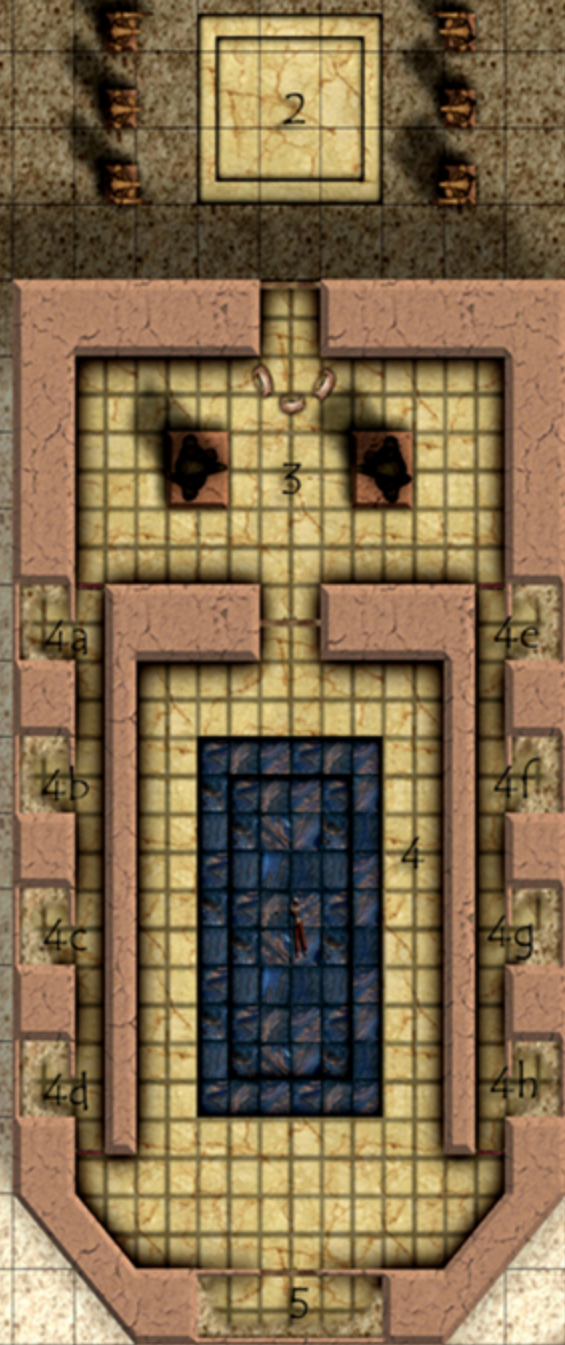
## 5) Priestess Quarter

Neftiri's old quarters are dusty and partly filled with sand. Hidden among centuries of ruin are the secret rites of Bast, captured on papyrus. To collectors and seers the writings are worth 1,000 gp.

## Conclusion

Defeating Neftiri lifts the veil of desecration from the temple, opening it once again to Bast. The goddess is pleased and bestows a boon on all who are inside the temple. They are affected by a maximized *aid* spell for 24 hours. Bast is not pleased with Neftiri, and her bones combust in bright blue flames until nothing of them remains. In time, the followers of Bast reclaim the ancient bathhouse.





+10'

+5'

+5'

Bathhouse of Bast



N



# Tomb of the Sun Sheik

## Background

Centuries ago, the Sun Sheik claimed vast swaths of desert as his domain, stationing men at every border crossing and demanding tribute from all who entered his realm. At the height of his power, he wandered into the sands alone and without explanation. Five days later he returned, permanently blinded by the sun's brightness, and declared that his descendants should forever guard the desert against interlopers rather than seek worldly riches.

Many years after issuing this decree, the Sun Sheik commissioned a tomb, to be built and hidden among the endless dunes. The same day it was completed, he drew his last breath. He was buried with his most prized possessions, which are said to contain the power of the searing, blinding sun itself. The tomb has remained hidden ever since, rumored to be guarded by fierce tribes of nomads as well as the vigilant spirit of the Sun Sheik himself. Unknown to modern treasure seekers, however, the tomb was actually plundered just a few years after being sealed. A gang of crafty bandits discovered the tomb after a recent sandstorm exposed its entrance. The gang is led by the brothers Zafir and Hassam el-Brahir. Zafir is the de facto leader of the bandits, but Hassam is a clever and subtle tactician who meticulously directs their operations.

## Hooks

- The frail merchant Alahm al-Jessir offers the PCs a map to a recently-discovered lost tomb for a mere 500 gp. A DC 14 Diplomacy check lowers the price to 300 gp, while a DC 24 check lowers the price to 150 gp. Alahm is actually a member of the el-Brahir bandits working to bait easy marks whom his accomplices can rob, and once the PCs buy the map, Alahm sends words to his fellows at the tomb via carrier pigeon.
- The PCs find a crudely-drawn map on the corpse of a desert traveler who has succumbed to exhaustion and thirst. According to her notes, it shows the way to the lost tomb of the Sun Sheik.
- A vision or dream overcomes a PC, showing her the tomb's location and impressing a feeling of desecration and outrage upon her. She instinctively knows how to reach the tomb.

## Encounter

### 1) Nomad Camp (CR 7)

*A group of eight tents surrounds a larger central tent. Nomads in a motley assortment of desert robes patrol the encampment, keeping an eye on the surroundings.*

The PCs can observe the camp from 150 feet away without danger of being spotted. They can easily spot 6 nomads patrolling the area without making any skill checks, but other signs (Survival DC 19 or Perception DC 26) suggest that there could be dozens of people in the camp. The guards enter the smaller tents every 15 minutes and are replaced by different guards.

Hassam wards the entryway of the tomb daily with a silent alarm, renewing it every 8 hours. PCs staking out the camp may notice Hassam casting the spell at noon, during early evening, and/or just before dawn, with a DC 12 Perception check modified by distance.

**Trap:** The central tent (1A) is a trap for enterprising tomb robbers seeking to eliminate the nomad leaders through stealth. The entire tent is rigged with jars of alchemist's fire and an elaborate network of trip wires, triggered to collapse and explode if anyone enters.

### Alchemist's Fire Trap

CR 3

### XP 800

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 3d6 fire damage, Reflex DC 21 half; targets who fail this save suffer 1d6 additional fire damage the following round; multiple targets (all targets in or adjacent to area 1A)

**Monsters:** The "nomads" are actually the el-Brahir bandits, presenting a facade to exaggerate their numbers. When they enter a tent, they change into



different colored robes and then return to guard duty, giving the impression that there are far more nomads.

### Brigand (8) CR 1/2

XP 200

Human warrior <sup>NPCC</sup> 2

hp 15

Melee scimitar +3 (1d6+1/18-20)

#### TACTICS

**During Combat** The brigand screen Hassam and Zafir from the PCs, firing their bows at targets outside of melee and engaging melee attackers with their scimitars.

**Morale** The brigand fight for as long as Zafir fights, as they are more afraid of him than the PCs. If Zafir flees or dies, they fight on reluctantly, surrendering once four bandits fall in combat.

### Hassam el-Bahir CR 3

XP 800

Human diviner <sup>NPCC</sup> 4

hp 22

**Diviner Spells Prepared** (CL 4th; concentration +8)

2nd—*cat's grace*, *detect thoughts* (DC 16), *summon monster II*, *web* (DC 16)

1st—*alarm* (3), *mage armor*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *detect poison*, *message*

#### TACTICS

**Before Combat** Hassam casts *mage armor*.

**During Combat** If surprised, Hassam uses his forewarned arcane school ability to cast *cat's grace* in the surprise round. On the first round of combat, he casts *web*, followed by *summon monster II* to summon a giant spider. He follows up with his *scrolls of sleep* or *wand of color spray* to incapacitate attackers.

**Morale** Hassam fights for as long as Zafir does, even to the death. Otherwise, he surrenders or tries to flee.

### Zafir el-Bahir CR 4

Human cleric of the god of thievery 5

CE Medium humanoid (human)

Init +2; Senses Perception +4

#### DEFENSE

AC 18, touch 14, flat-footed 16 (+4 armor, +2 deflection, +2 Dex)

hp 41 (5d8+15)

Fort +6, Ref +4, Will +9

#### OFFENSE

Speed 30 ft.

Melee masterwork short sword +6 (1d6–1/19-20)

Ranged dart +5 (1d4–1)

**Special Attacks** channel negative energy 4/day (DC 15, 3d6)

**Domain Spell-Like Abilities** (CL 5th; concentration +9) 7/day—*copycat*, *dazing touch*

**Cleric Spells Prepared** (CL 5th; concentration +9)

3nd—*cure serious wounds*, *prayer*, *suggestion* <sup>D</sup> (DC 17)

2nd—*hold person*, *invisibility* <sup>D</sup>, *sound burst* (DC 16), *spiritual weapon*

1st—*bane* (DC 15), *bless*, *disguise self* <sup>D</sup>, *sanctuary*, *shield of faith*

0 (at will)—*bleed*, *create water*, *detect magic*, *light*

**D** Domain Spell; **Domains** charm, trickery

#### TACTICS

**Before Combat** Zafir casts *shield of faith*.

**During Combat** Zafir casts *bless*, followed by *prayer* to bolster his brigands. Next, he casts *hold person* on the biggest melee threat, followed by *spiritual weapon* against the least armored foe. If threatened in melee, he casts *suggestion*, telling his victim to secure the large tent if the trap has not been triggered, or the depths of the tomb. If his brigands are defeated, he channels energy, excluding his brother.

**Morale** If brought below 10 hp, Zafir casts *invisibility* followed by *sanctuary* to escape.

**Base Statistics** Without *shield of faith*, Zafir's statistics are AC 16, touch 12, flat-footed 14.

#### STATISTICS

Str 8, Dex 14, Con 12, Int 10, Wis 18, Cha 13

Base Atk +3; CMB +2; CMD 14

**Feats** Improved Channel, Selective Channeling, Toughness, Weapon Finesse

**Skills** Bluff +9, Disguise +5, Knowledge (religion) +5, Spellcraft +5, Stealth +10

**Languages** Common

**SQ** aura

**Combat Gear** *wand of cure light wounds*; **Other**

**Gear** masterwork short sword, darts (4), +1 *studded leather*, *cloak of resistance* +1, holy symbol, 8 25 gp onyx gems



**Development:** If the bandits spot the PCs sneaking into the tomb, or if Hassam is alerted by his alarm spell, they pretend to take no notice of the intruders' passing. Once the PCs are out of sight, the guards inform Zafir and prepare an ambush in area 2 for when the PCs leave the tomb.

Prior to the ambush, six bandits take cover behind the pillars, shooting at the PCs as they emerge, while two others flank the doors to the tomb and ready themselves to engage any PCs who emerge. Zafir and Hassam follow their tactics as described, moving as needed to keep their subordinates between themselves and any PCs.

A frontal assault by the PCs results in the entire bandit group fighting to the best of their ability to wipe out the intruders; they also make conversational Bluff checks during the battle to deceive the PCs into believing that the Sun Sheik's greatest treasure is stashed in the large tent (area 1A) in hopes that the fools will rush into it and trigger the traps housed within.

**Treasure:** The bandits murdered and robbed 3 prior groups of treasure seekers and fenced their gear through their merchant contact, Alahm al-Jessir. Six of the smaller tents contain sacks holding 200 gp each, while the remaining two small tents contain sacks of 100 pp each. One of the sacks of platinum also contains a number of handwritten notes from Alahm; the one on top reads, "Another group of fools is headed your way."

## 2) Colonnade

*The face of the massive dune ahead has collapsed, leaving a treacherous approach of loose, shifting sand. A row of square pillars thrust out of the sand, the gap between them framing a pair of sandstone doors set into the face of the dune.*

The loose sand counts as difficult terrain, and the pillars provide cover.

## 3) Tomb Guardians (CR 4)

*Triple alcoves line the left and right walls of this passage, each containing an upright sarcophagus.*

**Creatures:** When intruders cross the halfway point of this room, the sarcophagi open and the apparent mummies within lurch to attack. The "mummies" are actually recently animated zombies wrapped in strips of linen cloth disguising them as mummies. A DC 18 Knowledge (religion) or Heal check, or a DC 21 Perception check, allows a PC to see through the disguise and notice that the corpses are relatively fresh.

**Zombies** <sup>BI</sup> (6)

**CR 1/2**

**XP 200**

**hp 12**

**Development:** If the PCs search the zombies' remains, they find a cracked and flawed onyx gem embedded in the chest of each corpse (the spent material component of an *animate dead* spell). If later compared to



the gems carried by Zafir (which sport no such imperfections), a DC 18 Appraise check reveals that all of the gems are of the exact same cut.

#### 4) Trapped Hallway (CR 3)

*The hallway narrows to the breadth of a single man's gait here. The smooth worked stone of this corridor is strangely unmarred by dust or sand to have lain abandoned for so long.*

**Traps:** Crossing the midpoint of the hall triggers the pit trap. The following round, the swinging axe trap triggers. A DC 18 Perception check reveals that both traps have been repaired recently.

#### **Pit Trap** **CR 1**

**XP 400**

See *Pathfinder Roleplaying Game Core Rulebook*

#### **Swinging Axe Trap** **CR 1**

**XP 400**

See *Pathfinder Roleplaying Game Core Rulebook*

#### 5) Tomb of the Sun Sheik (CR 4)

*Detailed hieroglyphs cover the walls of the room, while a sarcophagus lies on a dais in the center of the room. A stern man's face is engraved into the lid with the image of the sun above his brow.*

A DC 12 Linguistics check determines that this is the tomb of the Sun Sheik. A DC 18 check imparts the first two paragraphs of the background section and reveals that the traditional garb of his followers was bright white robes with a pair of yellow stripes running top to bottom on the front and the back of the robes. Clever PCs will note that none of the "nomads" guarding the tomb wore such garb.

**Creatures:** Opening the sarcophagus reveals a nest of scarab beetles, which swarm and attack.

#### **Scarab Beetle Swarms (2)** **CR 2**

Cockroach swarm <sup>B2</sup>

**XP 600**

**hp 26**

## Conclusion

After defeating the bandits, the PCs regrettably discover that the legendary treasure of the Sun Sheik was plundered long before they arrived at the tomb. Their expedition wasn't entirely in vain, however, as they can claim the loot the bandits acquired from their previous marks. They may also have a score to settle with the merchant Alahm al-Jessir if they discover that he set them up to be ambushed.

Astute PCs with religious ties or extensive knowledge of the undead may also realize that Zafir's power was insufficient to raise new zombies at his own whim. Clues left behind in the bandit camp point to a necromancer of considerable skill who makes his lair in another lost desert tomb only a few days' travel away from the Tomb of the Sun Sheik, selling customers the means to raise minor undead on their own and occasionally taking on special commissions for more affluent patrons with discerning tastes in minions.

One day after defeating the bandits, the glaring desert sun flashes in the PCs' eyes, and a translucent image matching the carving on the Sun Sheik's sarcophagus apparates into view. Wavering in the heat, it projects a message into their minds: "You have redeemed my tomb so long defiled by venal, greedy men, and shown yourselves to be worthy defenders of my legacy. Seek out my stolen body and lost treasures—they are yours to use in defense of the desert as they were during my reign." The image then wavers and disappears, burning into their minds an indelible vision of a rocky spire with a circular gap, engraved with a hieroglyph of an eclipse.

# Tomb of the Sun Sheik





# Tomb of the Defiant Paupers

## Background

In the vast desert, there is no shortage of tombs filled with the remains of the long-dead. The bodies of honored rulers and nobles, prepared across months of expensive rituals, guard immense crypts filled with riches. The carcasses of the indigent, however, are left to rot in the searing heat of the sun and scatter upon the harsh winds—but not all such people resigned themselves to this fate.

The *Tomb of the Defiant Paupers* is not entirely unique; more than one conclave of commoners has sought the sacred rites bestowed upon the elite. The tomb can appear anywhere in the desert, typically within two days' journey of the nearest village or oasis. Entombed within are the tattered, tortured remains of peasants reluctant to travel to the afterlife, trapped in their bodies and made to force trespassers through the same haphazard processes which imparted this undying existence.

## Hooks

A treasure or other valuable item has been stolen by a pair of thieves. The adventurers are hired to retrieve it and hear that the thieves are hiding in the direction of some abandoned tomb in the desert. Supposedly, one of the thieves was hurt while trying to get away.

## Encounter

### 1) The Amal's Insurance (CR 3)

*Set into the side of a tall dune looms a large open doorway made from scores of pitted, aged mud-bricks adorned with faded carvings. The searing desert sunlight illuminates the tunnel to a depth of perhaps a hundred feet, at which point the tunnel curves downward.*

A DC 15 Perception check reveals drops of blood on the floor left less than a day ago. The wounded thief stopped the bleeding of his original wound but hurt himself again when opening the tomb door.

**Trap:** Halfway down the long tunnel, a single step is trapped. Once triggered, a hole above the trapped step

opens and another hole at ankle height opens in the wall. Sand from outside blasts down upon the creature on the trapped step and it exits through the hole in the bottom. While some sand remains on the stairs, it appears to be about the same amount as what came in from opening the doorway.

### Sand Blast Trap

CR 3

XP 800

Type mechanical; Perception DC 25; Disable Device DC 20

### EFFECTS

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

**Effect** 5-ft. square (3d6 slashing); DC 20 Reflex avoids

### 2) Thahir Chamber (CR 3)

*The tunnel expands into a 30-foot by 45-foot room. In the corner to your left, you see the simple, unadorned sarcophagus standing against the wall with its lid removed and leaning against the wall adjacent to the tomb. The floors and walls of this room are incredibly clean and free from any dust or debris. Several pristine torches around the room burn a green flame, giving the room a dim and uneasy feeling.*

If the adventurers noticed the trail of blood, mention that it ends at the doorway to this room. When the thieves entered this room, the wounded one bled a little upon the floor. Entering this room was the last mistake the rest of them ever made.

**Creature:** The first guardian in this tomb is actually a cleaning mummy. Its job is to clean any visitors that enter from dust and sand they may bring into the room. Unfortunately, far too much acid was used in the creation of this mummy and now her attempts at cleaning burn away the flesh of any that enter.

### Sabun Mummy

CR 3

XP 800

NE Small undead

**Init** +2; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +6

**Aura** sanitization (30 ft., Fort DC 16 negates)

### DEFENSE



AC 17, touch 14, flat-footed 14 (+2 Dexterity, +1 dodge, +3 natural. +1 size)

hp 32 (4d8+12)

Fort +4, Ref +3, Will +5

DR 5/magic; Immune undead traits, acid

Weaknesses vulnerable to fire

#### OFFENSE

Speed 20 ft.

Melee slam +6 (1d4+3 plus 1d6 acid)

Special Attacks breath weapon (15 ft. cone, 3d8 acid, Reflex DC 15 for half, usable once every 1d4 rounds)

#### STATISTICS

Str 14, Dex 15, Con —, Int 2, Wis 13, Cha 16

Base Atk +3; CMB +7; CMD 19

Feats Dodge, Toughness

Skills Acrobatics +5, Perception +6

#### SPECIAL ABILITIES

**Sanitization Aura (Ex)** The overwhelming acids and bases suffusing the sabun mummy give off an offensive stench to any creatures with the scent ability. Creatures with scent exposed to a sanitization aura must make a DC 15 Fortitude save or be unable to smell anything for 24 hours. Once a creature successfully saves against a sanitization aura, it is immune to its effects for 24 hours.

### 3) Ghani Cache (CR 4)

*The two corners of this 35-foot by 60-foot room without an entrance or exit are filled with chests, crates and urns overflowing with gold coins. As you step into the chamber and take in the sight of the riches, the coins themselves animate and fly towards you with startling speed!*

**Creature/Treasure:** As soon as the first adventurer enters the room, have them roll for Initiative. Initially, there are a total of 3,000 gold pieces in the chamber (1,500 gp in each corner). However, the longer the adventurers fight the raghba mummy, the less they'll find when the combat ends!

#### Raghba Mummy

CR 4

XP 1,200

NE Medium undead

Init +4; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +7

#### DEFENSE

AC 18, touch 15, flat-footed 13 (+4 Dex, +1 dodge, +3 natural)

hp 32 (5d8+10)

Fort +3, Ref +5, Will +7

DR 5/—; Immune undead traits, *magic missile*

Weaknesses vulnerable to fire

#### OFFENSE

Speed 30 ft.

Melee slam +5 (1d8+3)

Ranged boon of wealth +7 or +5/+5 ranged touch attack (1d10+5, Range 40 ft.)

Special Attacks boon of wealth, greedy gaze

Spell-Like Abilities (CL 5th; concentration +8)

At Will—*invisibility* (self only, swift action)

#### STATISTICS

Str 14, Dex 18, Con —, Int 7, Wis 17, Cha 15

Base Atk +3; CMB +5; CMD 19





**Feats** Dodge, Point Blank Shot, Rapid Shot  
**Skills** Perception +7, Sense Motive +9, Spellcraft +2, Stealth +12  
**Languages** Common

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**SPECIAL ABILITIES**

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**Boon of Wealth (Su)** While within 30 feet of a pile of unattended gold coins, a raghba mummy can telekinetically fling them at a creature within 30 feet as a ranged touch attack, dealing 1d10+5 bludgeoning damage. Each boon of wealth attack consumes 15 gp from the pile.

**Glittering Gaze (Su)** As a standard action, a raghba mummy can instill a creature with overwhelming avarice. Creatures that fail a DC 15 Will save must spend the next 5 rounds picking up as many gold coins or valuable objects as possible that are within 60 ft. as long as the creature is not being attacked. The affected creature may attempt a new save each round to end this effect.

*The hallway continues in a downward-curving slope intermittently lit by torches that cast a baleful green light into the darkness before the tunnel curves again.*

#### 4) Room of Ibdal (CR 5)

*This room is covered in strips of linen that hang from notches on the walls and in the ceiling, filling the room in yellowing flax. Two fresh bodies lie in the far corner, their bodies rapidly being wrapped in strips of cloth.*

This chamber holds the ringmaster of this botched play for immortality, cursed to forever entomb trespassers with the same affliction from which it suffers.

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**Ruzaniyya Mummy** **CR 5**

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**XP 1,600**

NE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +12

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**DEFENSE**

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**AC** 19, touch 12, flat-footed 17 (+1 Dex, +1 dodge, +7 natural)

**hp** 59 (7d8+28)

**Fort** +5, **Ref** +3, **Will** +7

**DR** 5/—; **Immune** undead traits; **Resist** acid 5, cold 5, electricity 5

**Weaknesses** vulnerable to fire

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**OFFENSE**

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**Speed** 20 ft.

**Melee** slam +10 (1d8+7)

**Ranged** linen lianas +6 ranged touch (*entangle*, DC 16 Strength or CMD 20, range 30 ft.)

**Special Attacks** rapid mummification

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**TACTICS**

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**During Combat** The ruzaniyya mummy hides in the tunnel on the far side of the room and attacks any PC in range of its linen lianas.

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**STATISTICS**

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**Str** 20, **Dex** 13, **Con** —, **Int** 8, **Wis** 14, **Cha** 16

**Base Atk** +5; **CMB** +10; **CMD** 21

**Feats** Dodge, Improved Initiative, Mobility, Toughness

**Skills** Knowledge (arcana, religion) +4, Perception +12, Spellcraft +4, Stealth +11

**Languages** Common

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**SPECIAL ABILITIES**

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**Linen Lianas (Su)** A ruzaniyya mummy can enwrap a target within 30 feet with its wrappings. Creatures hit with a ranged touch attack must succeed on a DC 16 Reflex save or become entangled. A creature can escape the wrappings with a DC 16 Strength check or DC 20 Escape Artist check. A ruzaniyya mummy can only enwrap targets one size category larger than itself or smaller.

**Rapid Mummification (Su)** A ruzaniyya mummy's linen lianas rapidly mummify any creature entangled by them. This is a full-round action that provokes attacks of opportunity. The ruzaniyya mummy deals 3d6 slashing and 3d6 acid damage to an adjacent enwrapped creature which then makes a DC 16 Fortitude save every round or begins to suffocate. Once affected by this ability, the DC to burst or escape from the linen lianas increases by 5, and subjects are immobilized until they break free. Creatures that die from rapid mummification rise 1d10 hours later as a mummified servant (see Area 5).

**Development:** Unless the adventurers deal 5 hp worth of damage or any amount of fire damage to the bodies of the two thieves in the corner within 10 minutes of the adventurers setting foot into the room, they will rise up as mummified servants (see Area 5). The treasure they stole will be in this room.

## 5) Khadim Crypt (CR 6)

When you enter this room, you see a total of fourteen standing sarcophagi mounted to the walls. The light that spills in from the outside is the first light to have entered this room since it was sealed. The dusty, stale air stinks of death and rot.

**Creature:** This room is filled with 14 mummified commoners arrayed every 5 feet along the wall. Two rounds after the door is unsealed, 6 of the fourteen sarcophagi break open. The other 8 sarcophagi do not animate on their own.

### Mummified Servants CR 1

**XP 400**

LE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; **Perception** +7

#### DEFENSES

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 15 (2d8+6)

**Fort** +3, **Ref** +0, **Will** +5

**DR** 1/—; **Immune** undead traits

**Weaknesses** vulnerable to fire

#### OFFENSE

**Speed** 20 ft.

**Melee** slam +2 (1d6+1 plus mummy rot)

#### STATISTICS

**Str** 13, **Dex** 10, **Con** —, **Int** 6, **Wis** 15, **Cha** 16

**Base Atk** +1; **CMB** +2; **CMD** 12

**Feats** Toughness

**Skills** **Perception** +7 **Stealth** +5

**Languages** Common

#### ECOLOGY

**Environment** any

**Organization** solitary, warden squad (2–6), or guardian detail (7–12)

**Treasure** none

### SPECIAL ABILITIES

**Mummy Rot (Su)** Disease—slam; *save* Fort DC 14; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Con and 1d2 Cha; *cure* 2 consecutive saves. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

## Conclusion

A sultha sistrum sits on a dais in the middle of the chamber.

### Sultha Sistrum

**Aura** moderate enchantment; **CL** 9th

**Slot** none; **Price** 13,000 gp; **Weight** 2 lbs.

#### DESCRIPTION

A two-foot-long U-shaped brass frame extends from this instrument's handle. Small rings and loops of bronze hang from its movable crossbars, rattling out a chilling jangle when shaken.

When shaken (a swift action), the wielder of a *sultha sistrum* creates an aura of despair identical to that of a mummy<sup>B1</sup>. Any creatures within 30 feet of the wielder must succeed on a Will save (DC 17) or be paralyzed for one round. A sultha sistrum may be used for up to 5 rounds a day, which need not be consecutive. This is a mind-affecting fear effect. Once a creature has succeeded on a Will save from a *sultha sistrum*, it is immune to its effects for 24 hours.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *hold monster*, creator must be a mummy; Cost 6,500 gp

# Tomb of the Defiant Paupers



# Wreck of the Golden Barque

## Background

The shifting dunes of the desert kingdom hide many ancient ruins, but sand is not the only thing that shifts with the passage of time. The desert kingdom's great rivers change their courses like a sidwinding serpent's chaotic tracks as they flood the low-lying plains from season to season. Most of the kingdom's great cities stand upon the rivers whose waters irrigate their fields and serve as highways for both travel and trade. After the harvest is sold at market, the kingdom collects its taxes, filling great barges with gold, trade goods, and more exotic treasures.

Fifty years ago, the dwarf ascetic Seneb, chief tax collector of the frontier provinces, lost a treasure barge to the daring river pirate Inaros. Stealing the vessel under the cover of a powerful storm, the wily Inaros hid the barge miles upriver in a reedy marsh. Unfortunately, the same storm that provided a distraction for Inaros' daring raid also spelled his doom. A massive flash flood swept the barge further into the marsh, burying the unfortunate pirate, the newly liberated slave-rowers, and the treasure beneath a wall of choking mud.

Inaros soon rose as a guecubu and took his frustration out on the surrounding villages until confronted by an aged lizardfolk druid who confined the creature to the mire immediately surrounding the wreck. The druid then lured a guardian of rotting vegetation to the site to ensure no one would ever leave the wreck should they find it. Spending the last of his strength, the druid changed the course of the river itself away from the wreck. Today that magic is decaying, allowing the river to return to its natural course.

## Hooks

- The royal cartographer commissions the PCs to survey the eastern headwaters of the river to determine why its course seems to be shifting.
- As the PCs travel by boat along the river, the waters cease to flow and dry up, stranding them along the riverbed.
- A small village along the river asks the PCs to investigate a series of attacks on their hunters by wild animals a few miles from their village.

## Encounter

Finding the site of the wreck requires either a successful DC 21 Knowledge (geography) check or a DC 14 Survival check to track the animals that attacked the villagers. The druid Sskhtet, granddaughter of the wreck's original protector, patrols the lands around the site, scaring away hunters from nearby villages. Sskhtet sees the arrival of adventurers as an opportunity to destroy the abomination that inhabits the wreck before it escapes to haunt the region. She begins with an attitude of indifferent; if the PCs shift her attitude to helpful she tells them what she knows of the creature guarding the ship. If they change Sskhtet's attitude to friendly, she gives them her *swan boat feather token* to ease their passage across the quicksand infested bogs between the hedge wall and the ship.

### Sskhtet

CR 8

XP 4,800

Lizardfolk druid 9

CN Medium humanoid (reptilian)

Init +0; Senses Perception +13

### DEFENSE

AC 24, touch 10, flat-footed 24 (+7 armor, +5 natural, +2 shield)

hp 78 (9d8+34)

Fort +9, Ref +3, Will +11; +4 vs. fey and plant-targeted effects

Immune poison; Resist acid 10

### OFFENSE

Speed 20 ft.; swim 30 ft.

Melee mwk club +10/+5 (1d6+3), bite +4 (1d6+1), claw +4 (1d4+1)

Ranged mwk shortspear +7/+2 (1d6+3)

Special Attacks wild shape 3/day

Domain Spell-Like Abilities (CL 9th; concentration +14)

8/day—acid dart



## Druid Spells Prepared (CL 9th; concentration +14)

5th—*animal growth* (DC 20), *stoneskin*, *wall of stone* <sup>D</sup>

4th—*dispel magic*, *freedom of movement*, *giant vermin*, *spike stones* <sup>D</sup> (DC 19)

3rd—*greater magic fang* (3), *spike growth* (DC 18), *stone shape* <sup>D</sup>

2nd—*barkskin* (2), *bull's strength* (2), *fog cloud*, *soften earth and stone* <sup>D</sup>

1st—*cure light wounds* (2), *faerie fire* (2), *magic stone* <sup>D</sup>, *shillelagh*, *speak with animals*

0 (at will)—*create water*, *guidance*, *know direction*, *light*

**D** Domain spell; **Domain** Earth

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### TACTICS

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**Before Combat** Sskhtet casts *barkskin* and *bull's strength*.

**During Combat** Sskhtet casts *wall of stone* between her opponents to separate them. On the following rounds, she spontaneously casts summoning spells, bolstering summoned creatures with *greater magic fang*. She eventually wild shapes into an emperor cobra <sup>B2</sup> to enter melee.

**Base Statistics** Without *barkskin* and *bull's strength*, Sskhtet's statistics are **AC** 20, touch 10, flat-footed 20; **Melee** mwk club +8/+3 (1d6+1), bite +2 (1d6), claw +2 (1d4); **Ranged** mwk shortspear +7/+2 (1d6+1); **Str** 13; **CMB** +7; **CMD** 17; **Skills** Swim +11.

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### STATISTICS

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**Str** 17, **Dex** 10, **Con** 16, **Int** 8, **Wis** 20, **Cha** 13

**Base Atk** +6; **CMB** +9; **CMD** 19

**Feats** Augment Summoning, Lunge, Power Attack, Spell Focus (conjuration), Vital Strike

**Skills** Craft (woodworking) +5, Fly +4, Handle Animal +5, Knowledge (geography) +5, Knowledge (nature) +9, Linguistics +0, Perception +10, Spellcraft +4, Survival +14, Swim +13; **Racial Modifiers** Swim +8

**Languages** Common, Draconic

**SQ** nature bond (Earth domain), nature sense, trackless step, wild empathy +10, woodland stride

**Combat Gear** *potion of cure serious wounds*, *scroll of lesser restoration*, *scroll of protection from energy*, *scroll of wall of fire*; **Other Gear** +1 *dragonhide breastplate*, masterwork heavy wooden shield, masterwork club, masterwork shortspears (3), *headband of inspired wisdom* +2, herb and root pouch, spell component pouch, 60 gp

## W1) Wall of Thorns

Approximately 5 miles east of the largest city of the frontier and a few miles north of the crooked river, a ring of hedges, reeds, and thorns surrounds a mound of muddy earth covering the wreck of Seneb's lost golden barque. The hedge surrounding the wreck site is composed of a permanent wall of thorns. The spaces where the hedge opens up are cleverly hidden, requiring a successful DC 20 Perception or Survival check to find passage through to the deep bog beyond.

## W2) Mud Flats (CR 7)

*A haze of insects floats like clouds above the tall reeds and still pools of this stretch of marsh surrounding the low hill of mud entombing Seneb's fabled Golden Barque. Only the crocodile figurehead and roughly 8 feet of the ship's aft protrude from the wet, earthen mound like a limbless tree.*

Snaking paths of undergrowth and muddy shallow bog wend through the deep bogs of this marshland. Finding a safe path to walk through the marsh at half speed requires a DC 15 Survival check per minute (as per the Follow Tracks skill application). PCs failing this check by 4 or less hit a dead end and must retrace their steps, while failure by 5 or more means they have wandered into a patch of quicksand (*Pathfinder Roleplaying Game Core Rulebook*, Section 13). Alternatively, they can swim through the deep bogs with a DC 10 check or pilot a boat across the water with a DC 7 Profession (sailor) or DC 12 Survival check.

**Creatures:** An enormous shambling mound inhabits the marshes surrounding the wreck. The territorial monster jealously guards the bogs, devouring anything that enters.

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### Giant Shambling Mound <sup>B1</sup> CR 7

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**XP** 3,200

**hp** 85

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### TACTICS

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**During Combat** This Huge shambling mound inhabits the deep bogs surrounding the wreck. It hides among the undergrowth, waiting for creatures to fall victim to the patches of quicksand or to swim across the open pools before it strikes. If the PCs have Sskhtet's *swan boat feather token*, the monster attempts to capsize the craft (as the Capsize (Ex) universal monster ability).



**Morale** The giant shambler fights to the death, but does not pursue creatures onto the hill.

### W3) Haunted Slave Galley (CR 5)

A gaping hole pierces the exposed aft section of the barque leading down below decks. A row of moldy benches once used by the oarsmen of the barque acts as a crude ladder, allowing DC 14 Climb checks to reach amidships 20 feet below. Withered corpses chained to the oars protrude from the wet soil in this chamber. A narrow walkway bridges the mud-choked lower floor, leading to a dugout earthen tunnel to the south.

#### Grasping Hands Haunt CR 5

**XP 1,600**

CE persistent haunt (5 ft. by 20 ft. walkway)

**Caster Level** 5th

**Notice** Perception DC 20 (to hear choked burbling)

**hp 22; Weaknesses** tricked by *hide from undead*;

**Trigger** proximity; **Reset** 1 hour

**Effect** When this haunt is triggered, thick mud oozes in from the portholes, and the skeletal arms of the buried oarsman lash out. All creatures on the walkway are targeted by an aqueous orb spell (Reflex DC 14).

**Destruction** The cursed item in the treasure hold must be redeemed, and the slaves' shackles must be broken.

**Development:** A successful DC 20 Perception check reveals a hidden hatch in the floor of this chamber once the haunt has been triggered; the hatch leads to area W5.

### W4) Pirate's Tomb (CR 7)

A wide, crude, earthen tunnel choked with twiggy roots reveals a broken staircase ascending to the prow of the barque. The undying river pirate spends most of his time brooding in the half-buried prow of the ship.

#### Inaros CR 7

**XP 4,800**

Cursed Guecubu <sup>B3</sup>

**hp 104**

**SQ** cursed

#### TACTICS

**Before Combat** Inaros uses his *spike growth* spell-like ability to magically trap the approach to his chambers every 8 hours (Perception DC 28).

**During Combat** Inaros uses his superior mobility to move through the earth in this room and the tunnel leading to it to make hit and run attacks against intruders.

**Morale** If Inaros falls below 25 hit points, he earth glides below the ship until his fast healing restores him, and then returns to attack again.

#### SPECIAL ABILITIES

**Cursed** Due to the influence of the *flask of curses*, All of Inaros attack rolls, saving throws and skill checks suffer a –2 penalty. This reduces his CR by 1.

### W5) Treasure Hold

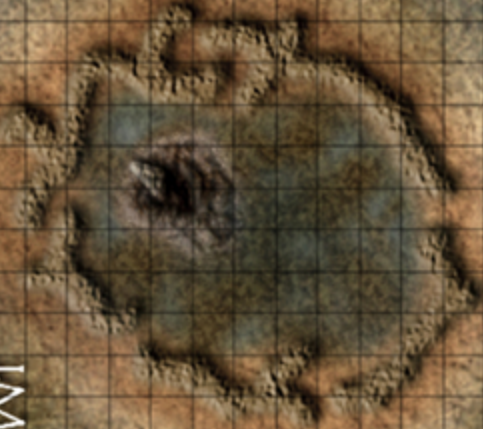
*The walls of this hold buckle with the weight of the earth pressing in upon them. Rotting bolts of woven cotton fabrics, amphorae of spoiled wine, coffers of uncut gems, and burst sacks of gold, silver, and copper coins lie scattered across the sloped floor of the ship's hull.*

If Inaros is still not defeated, he immediately moves to attack creatures possessing the *flask of curses*. His single-minded focus on the creature that possesses the *flask*, or the closest creature to it, can be noticed with a DC 14 Sense Motive check, revealing his connection to the item.

**Development:** When the PCs enter this chamber, a DC 21 Appraise or DC 25 Perception check leads them immediately to the *flask of curses*. A successful DC 21 Knowledge (arcana) or Knowledge (history) reveals Inaros can only be truly destroyed if his remains are washed away with the geyser function of the *flask of curses*. This event redeems the cursed item and breaks the final wards of Sskhtet's grandsire, returning the river to its original course over the course of the next 1d3 days and reclaiming the wreck site.

**Treasure:** +1 studded leather armor, masterwork light mace, platinum *flask of curses* (as *decanter of endless water*), *potion of cure moderate wounds*, *potion of pass without trace*, engraved golden scarab (75 gp), gold and mithral scepter (600 gp), gold censor with copper inlay (90 gp), gold holy symbol (100 gp), jade crocodile (300 gp), masterwork lyre (100), silver plated hippopotamus tusk (125 gp), opal (250 gp), 3 saltwater pearls (50 gp each), small ruby (500 gp), 11 pp, 1,200 gp.

W1



□ 30' Overview



# Wreck of the Golden Barque

+0'

+20'

W2

-20'

W3

-10'

W4

-30'

W5

Lower  
Deck

5'



# Sunken Sun

## Background

Centuries ago, a legendary ruler embarked on a pleasure excursion and never returned. Pharaoh Amenhuru VI reigned wisely for decades, bringing innovative irrigation techniques to his land and people. Ironically, this very prosperity caused his doom. The river druid Embizi-Sefu had long watched the harnessing of the waters with concern, and a great damming project authorized by Amenhuru was the act that finally broached his patience. Embizi-Sefu confronted Amenhuru while the pharaoh was relatively unguarded and far from his capital on his barge, *Sight of the Sun*. Although the druid had only planned to threaten the pharaoh with the river's wrath, the encounter quickly turned violent. Amenhuru's bodyguards mortally wounded Embizi-Sefu, but not before he condemned the pharaoh to a watery doom. Even as the druid died, the river waters turned against the barge, sinking it in the current. No one survived to tell the tale, and Amenhuru's fate became a mystery. Recently, record drought has lowered the river's waters, revealing part of the barge. As reports of the lost wreck circulate, many treasure hunters plan expeditions to the area. The PCs are not the first to arrive; that honor goes to a descendant of Embizi-Sefu. The sorcerer Mukamaibe hails from a union between the druid and a river spirit, though her bloodline has become twisted and dark over many generations. She arrives at the site several days before the PCs, searching for lost magic left by her ancestor.

## Hooks

The PCs might explore the *Sight of the Sun* for numerous reasons. Several possibilities include:

- The land's current ruler (and descendant of Amenhuru) seeks capable explorers to find and return her ancestor's remains so that he may be honorably interred.
- A historian acquaintance of the party is obsessed by the mystery of the 'lost pharaoh' and asks the PCs to investigate the river.

- Amenhuru's pleasure barge was said to be laden with gold and treasure; antique dealers would pay well for lost artifacts from the barge.

While the specifics of Amenhuru's demise are unknown, some information is available to PCs using Knowledge skills.

## Knowledge (Nobility)

- **10+** Amenhuru VI was a pharaoh who vanished mysteriously at the height of his reign.
- **15+** Amenhuru was far ahead of his time in matters of science and engineering, developing landscaping and irrigation innovations still used today.
- **20+** His body was never found. Nevertheless, a tomb was constructed during his lifetime and remains empty in his honor.

## Knowledge (History)

- **15+** The Pharaoh Amenhuru VI set out on a day-long pleasure cruise and vanished alongside his barge and entourage.
- **20+** The druid Embizi-Sefu, an outspoken opponent of Amenhuru's environmental policies, is suspected by some historians in the pharaoh's disappearance.
- **25+** Embizi-Sefu had intimate ties to the river, and frowned upon its damming and harnessing. He and Amenhuru disappear from historical records around the same time.

## Encounter

*The river here lies well below its banks, a clear casualty of the recent drought. The current is likewise reduced to a torpid pace in the omnipresent heat, giving this bend of the river the feel—and smell—of a stagnant pool. Nevertheless, the lowered water level unveils long-held secrets. Near the river's middle, an object protrudes; though heavily patinated, it seems to be a larger-than-life bronze head set against a great circle and axial rays, perhaps a stylized sun. The water below is unclear and quickly dims below the surface, but even*



*the occluded visibility conditions here show the outline of a large boat a few fathoms below.*

The encounter assumes the PCs approach the sunken barge from the surface before heading underwater. If they do otherwise, events proceed as written, with whatever necessary changes in tactics, direction, and description.

Terrain within three squares of the water is muddy, drought-exposed riverbed, counting as shallow bog for movement. The *Sight of the Sun* lies skewed and sloped on the riverbed 20 to 50 feet below. The hull is splintered in places, but remains reasonably intact for a centuriesold wreck thanks to magical construction. Benches—many with weed-encrusted skeletons of galley slaves shackled to them—line the bow, while the stern is dominated by a raised pavilion, dais, and throne. Amenhuru's statue rises from the very rear, its head just breaking the surface. The weak current counts as calm water for Swim checks. The wreck and riverbed are too shallow to deal water pressure damage. Light filters poorly through the silty water, causing dim lighting conditions below depths of 10 feet (total darkness after sunset). Other light sources only illuminate half their normal radius. Anyone weighted down to gain firm footing can walk along the bottom, but the tilted deck requires a DC 10 Acrobatics or Climb check each round to move upon. For other effects of underwater exploration and combat and the drowning rules, refer to the *Pathfinder Roleplaying Game Core Rulebook*.

**Creatures:** Mukamaibe is busy on the barge, clearing it of detritus and searching for Embizi-Sefu's remains. Having anticipated the possibility of rival treasure hunters, she set guards near the surface: four dead crocodiles, reanimated as zombies.

Amenhuru VI never underwent proper mummification, but the river did a makeshift job: his soft organs were consumed by fish and crustaceans, and river weeds enmeshed him in living cerements. The dead pharaoh slumbers only lightly. Casting a spell or making an attack within 30 feet of his location allows him to make a DC 35 Perception check, with the DC lowering by 1 for each previous check he has made. Upon succeeding, he wakes, tearing himself free from his throne.

## Advanced Zombie Crocodiles (4) CR 2

### XP 600

NE Large undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +0

### DEFENSE

**AC** 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, –1 size)

**hp** 27 (5d8+5)

**Fort** +1, **Ref** +3, **Will** +4

**DR** 5/slashing; **Immune** undead traits

### OFFENSE

**Speed** 20 ft., swim 30 ft.

**Melee** bite +9 (1d8+7 plus grab) and slam +9 (1d8+7) and tail slap +4 (1d12+3)

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

### TACTICS

**During Combat** The crocodiles wait until someone enters the water, at which point they attack. Their orders are to mindlessly tear into foes until two crocodiles are destroyed, at which point they swim down and lure enemies to Mukamaibe.

**Morale** The crocodiles fight to the death.

### STATISTICS

**Str** 25, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. grapple, overrun, trip)

**Feats** Toughness

**Skills** Perception +0, Stealth +2 (+10 in water), Swim +7; **Racial Modifiers** +8 Stealth in water

**SQ** staggered

### SPECIAL ABILITIES

**Staggered (Ex)** A zombie crocodile has poor reflexes and can only perform a single move action or standard action each round (it has the staggered condition.) A zombie crocodile can move up to its speed and attack in the same round as a charge action.

## Mukamaibe

CR 7

### XP 3,200

Female undine <sup>ARG</sup> sorcerer 8

NE Medium outsider (aquatic, native)

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



## DEFENSE

**AC** 21, touch 12, flat-footed 19 (+4 armor, +2 Dex, +1 natural, +4 shield)  
**hp** 67 (8d6+24+13)  
**Fort** +5, **Ref** +5, **Will** +9  
**DR** 5/— against nonlethal damage; **Resist** cold 5

## OFFENSE

**Speed** 30 ft., **swim** 30 ft.  
**Melee** dagger +3 (1d4–1)  
**Bloodline Spell-Like Abilities** (CL 8th; concentration +11)  
 6/day—*grave touch* (4 rounds)  
**Sorcerer Spells Known** (CL 8th; concentration +11)  
 4th (3/day)—*enervation*  
 3rd (6/day)—*dispel magic*, *lesser animate dead*<sup>UM</sup>, *vampiric touch*  
 2nd (7/day)—*false life*, *ghoul touch* (DC 17), *spectral hand*, *summon monster II*  
 1st (7/day)—*charm person* (DC 14), *chill touch*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*  
 0 (at will)—*arcane mark*, *bleed* (DC 15), *detect magic*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue* (DC 15)  
**Bloodline** undead

## TACTICS

**Before Combat** Mukamaibe casts *false life* and *mage armor* daily. She is preoccupied, requiring a DC 18 Perception check each round to notice combat above. Once alerted, she casts *shield* and *spectral hand* before entering combat. These spells are reflected in her statistics.

**During Combat** Mukamaibe uses extended *summon monster II* to summon fiendish giant frogs. Once the PCs venture underwater, she keeps them at bay with her zombie crocodile minions and uses her swim speed to stay at range, while boasting that the wreck and its contents are her birthright. She uses targeted *dispel magic* on enemies breathing underwater (preferring spellcasters), and *charm person* on physical-looking foes. She also uses *spectral hand* to deliver *vampiric touch* attacks.

**Morale** Mukamaibe flees when reduced to 20 or lower hit points and out of healing options (her potion or *vampiric touch*).

## STATISTICS

**Str** 8, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 17

**Base Atk** +4; **CMB** +3; **CMD** 15

**Feats** Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (necromancy), Iron Will, Spell Focus (necromancy)

**Skills** Appraise +7, Knowledge (arcana, history) +7, Perception +7, Swim +7

**Languages** Aquan, Auran, Common

**SQ** bloodline arcana (corporeal undead affected by humanoid-affecting spells), amphibious<sup>ARG</sup>

**Combat Gear** *potion of cure serious wounds*; **Other Gear** +1 amulet of natural armor, +1 cloak of resistance, dagger

**Amenhuru VI**

**CR 5**

**XP** 1,600

Mummy<sup>B1</sup>

**hp** 60





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## TACTICS

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**During Combat** Upon rising, Amenhuru challenges those waking him. He is initially hostile to all present, but can be negotiated with. Identifying Mukamaibe as a descendant of Embizi-Sefu grants a +10 circumstance bonus to skill checks modifying his attitude. Mukamaibe casts *charm person* on him, using her bloodline arcana. If successful, she orders him to attack the party; however, if the pharaoh is aware that he is being commanded by Embizi-Sefu's descendant, he gains +10 on his opposed Charisma check to resist her orders.

**Morale** Amenhuru fights to the death unless negotiated with.

## Conclusion

If Amenhuru survives and is made indifferent or better towards PCs, he expresses a desire for a royal burial on land. Arranging the pharaoh's transfer to his empty tomb might be an adventure in itself. Once Amenhuru

is destroyed or given proper rest, the PCs are free to plunder the barge. A day or so spent searching the wreck reveals a few treasures. Among them:

- A carved white jade tablet with gem inlays depicting the river's course and settlements along it in Amenhuru's era (worth 500 gp, weighing 25 lbs.)
- A suit of antiquated ceremonial guard armor (worth 400 gp, weighing 30 lbs.)
- An elaborate gold candelabra, cast with a sun motif (worth 150 gp, weighing 15 lbs.)
- A set of *pipes of the sewers* and an *elemental gem (water)*; both of these belonged to Embizi-Sefu.

If Mukamaibe escaped, she may attempt to reclaim these last two objects from the PCs at a later time. Additionally, if your campaign involves any kind of search for secrets of the past, Amenhuru's barge could be an excellent place for the PCs to stumble upon an artifact linked to ancient ruins or other campaign hooks you wish to present.

## Area View

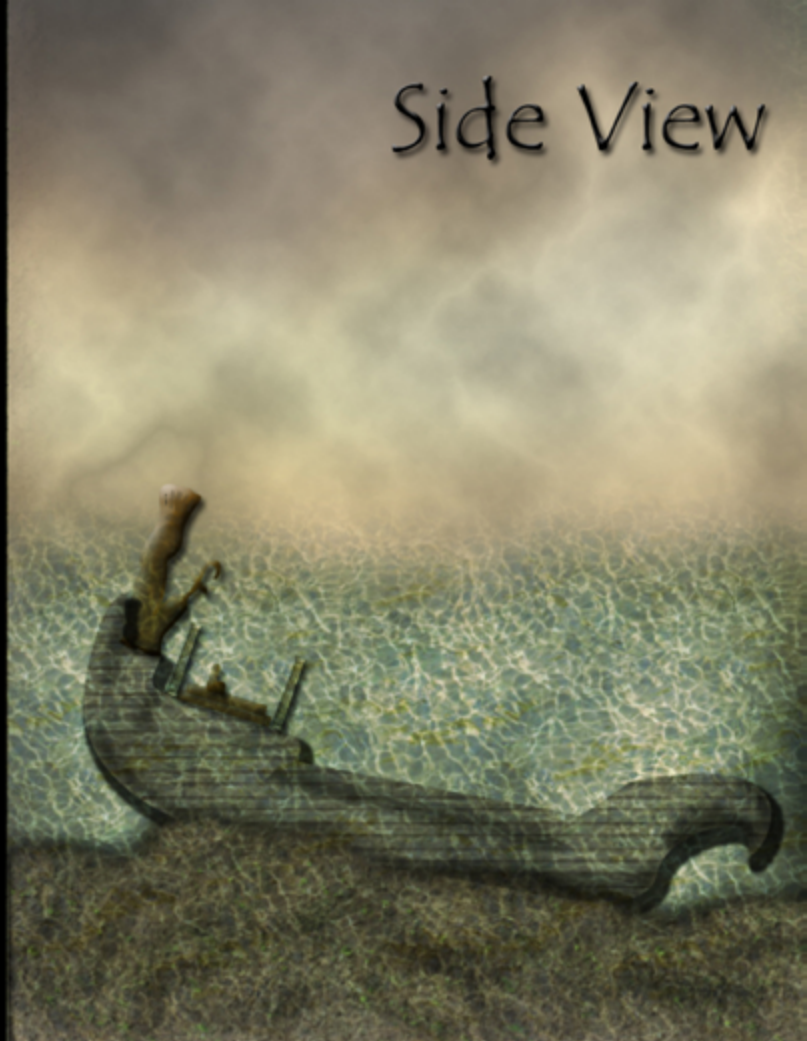
□ 20'



N



## Side View



## The Sight of the Sun

□ 5'



N





# The Bandit King's Hideout

## Background

Little is known about the ancient king who once laid in this remote tomb carved into a cliff side. Folklore instead connects the tomb to a bandit king named Jafari Abuhasir, who made the tomb his hideout. Songs and tales abound of Jafari's adventures, who is still revered as a great king of thieves. According to legend, Jafari's followers slew the master thief in his own den and took his treasure for themselves. However, the followers did not count on one final measure of protection that Jafari put in place: he hid his treasure in a hyena-shaped taotieh, and the construct slew the traitorous followers—all except one, that is, who managed to escape and leaked the story to others.

Knowledge of the exact location of Jafari's hideout died over the centuries much as the would-be plunderers who sought to claim the riches, but ancient maps once belonging to these foolish treasure hunters still exist to tempt others. Rumors say that the souls of Jafari's treacherous followers also search for the treasure. Every so often, adventurers parse the location of Jafari's hideout from the maps, but none who have ventured forth to penetrate its defenses have ever returned.

## Hooks

PCs may seek out Jafari's hideout for a number of different reasons:

- Local legend holds that Jafari once stole a particular item for which the PCs are searching. The item has not been seen since Jafari stole it, and is believed to be lying in the Thief-King's unclaimed treasure hoard.
- In a previous adventure, the PCs discover an ancient map. A DC 20 Knowledge (history) check reveals that it details the location of the hideout of a great thief, Jafari Abuhasir, whose fabled treasure was never claimed.
- A historian is greatly interested in documenting the ancient kings of the land where Jafari's hideout is located. The historian believes that the hideout

could be hiding a great archeological discovery, and hires the PCs to assist him or her.

- A sudden sandstorm sends the PCs searching for shelter in the desert. As they near the sheer vertical rocks where the tomb is located, they notice a human-sized entrance in the cliff face.

## Encounter

Jafari's hideout lies hidden in a series of canyons navigating a maze-like network of cliffs. The original tomb sits at a turn which hides the rock-strewn entrance completely unless a creature comes within 40 feet of the tomb.

### 1) Tunnel (CR 9)

*A cramped, narrow tunnel descends further into the cliff, ending in silent, still blackness.*

Leading off from the entrance, the 7-foot high tunnel of worked stone leads into the tomb's interior, ending at a set of stairs leading downward.

**Trap:** Jafari installed a clever pair of traps in the entry tunnel. He expected most intruders to find and bypass the first trap—which keeps many from looking for the second trap.

#### Spiked Pit Trap

CR 5

XP 1,600

Type mechanical; Perception DC 25; Disable Device DC 20

#### EFFECTS

**Trigger** location; **Reset** manual; **Bypass** DC 25, hidden switch on wall

**Effect** 30-ft.-deep pit (3d6 falling damage); Attack +10 melee, 1d4 spikes per target for 1d4+3 damage each; DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

#### Falling Stone Trap

CR 8

XP 4,800

Type mechanical; Perception DC 30; Disable Device DC 20

#### EFFECTS



**Trigger** location; **Reset** manual ; **Bypass** DC 25, hidden switch far side of spiked pit trap  
**Effect** Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

## 2) Antechamber (CR 10)

*A thick layer of sand coats the stone floor of this large room, the stale air heavy and eerily quiet with an almost palpable sense of anguish. Faded, ancient hieroglyphs adorn the walls, and two stone doors exit the room to the north and east.*

Both heavy stone doors (hardness 8, hp 60; Break DC 28) are unlocked, but stuck. Jafari refitted the doors so they swing open. PCs making a DC 20 Perception check notice that the doors contain numerous gouges as if somehow made by human hands. In fact, numerous adventurers over the years have tried to claw their way out when the haunt below manifests. There are no bones in this room; the taotieh swallowed them.

The hieroglyphs on the walls are worn with age and written in an ancient script that DC 30 Linguistics check can read, telling the relatively uneventful history of an ancient pharaoh of a defunct dynasty named Ahmtat VI.

**Haunt:** The taotieh slew Jafari's followers in this room, and now their vengeful spirits manifest when any living creature attempts to open either of the doors.

|                           |              |
|---------------------------|--------------|
| <b>Jafari's Followers</b> | <b>CR 10</b> |
|---------------------------|--------------|

### XP 9,600

NE persistent haunt (20-ft.-radius spread from the center of room 2)

### Caster Level 10th

**Notice** Perception DC 20 (to see the sand shifting and hear the sound of multiple people gasping for air)

**hp** 54; **Trigger** touch (one of the stuck doors); **Reset** 1 day

**Effect** When this haunt manifests, the sand on the floor rises up, assuming faint humanoid shapes that appear to be keeled over, gasping for air. All creatures in the haunt's area of effect are affected by a *mass suffocation* <sup>APG</sup> spell (DC 23).

**Destruction** The remains of Jafari's followers must be removed from the inside of the taotieh, ground down and mixed with 100 gold pieces worth of gold dust, and then scattered on the wind. A PC making a DC 20 Knowledge (religion) check realizes this.

## 3) Annex

*Hot, centuries-old air roils out of this small room. Ancient pieces of pottery, vials, and urns lay in disarray on the floor.*

This annex room originally held some of the treasure gifted to Ahmtat VI, the king who was originally entombed here for his journey to the afterlife. Jafari claimed everything of value long ago, using this room as a storage room until he found the convenience of the taotieh. However, any PC examining the few pieces of intact pottery can make a DC 20 Knowledge (history) check to discern that the pottery has value to collectors of antiquities. If handled with care, the pottery is worth 1,200 gp to the right buyer.

## 4) Burial Room (CR 12)

*A painted black marble hyena the size of an owlbear squats on its hindquarters in an otherwise empty sarcophagus. Bits of broken pottery and funeral urns lie scattered across the floor.*

Jafari disposed of Ahmtat VI's remains when he moved into the tomb, lining the sarcophagus with long-since rotted pillows and silks to use as a bed. Now, all that remains is the taotieh that Jafari acquired to guard his treasure. Shaped like a hyena and magically linked to Jafari, the master thief's fortune is contained within the extradimensional space inside the construct. Although its master is long dead, the taotieh still follows the last orders it was given: kill all intruders. It swallows the bodies of its victims, creating a graveyard of corpses and ancient bones littered with Jafari's treasure inside its magical gullet.

Additionally, Jafari's daughter, Akela, resides in the taotieh as a soulbound mannequin. Long ago, a gem that Jafari stole and gave to Akela as a gift carried a vicious curse, slowly necrotizing her body from within. Unable to find a way to reverse the effect, Jafari desperately transferred his daughter's soul into a mannequin with the hope of one day finding her a new body. Sadly, he met his own accursed end before he could help her do so.

**Creatures:** The taotieh still protects Jafari's treasure. When the first PC enters the room, the taotieh stirs and attacks, making full use of its grab and swallow whole abilities. As a mindless construct, it fights to its own destruction within the confines of the entire tomb, but



will not pursue intruders beyond the tomb's entrance (Area 1). Additionally, it occasionally roams the tomb as programmed by Jafari, swallowing the bones of any graverobbers who perish within.

Any PC swallowed by the taotieh lands on a pile of treasure and bones. A DC 15 Heal check identifies that the bones belong to humanoids. Akela hides amongst the treasure, watching what the trapped PC does. All her attempts to escape since her father's death have only resulted in her getting swallowed by the taotieh, who is under orders to guard her. Imprisoned in a body that cannot die, Akela is desperate to escape. If the PC makes an attempt to escape the taotieh, Akela will try to offer assistance by rushing towards the PC—which may initially make her seem hostile, considering her appearance. She will fight to defend herself while trying to reason with the PCs. If freed, she flees into the nearest corner while the PCs continue to battle the taotieh.

**Taotieh** <sup>B3</sup>

**CR 11**

**XP 12,800**

**hp 107**

**Swallow Whole (Su)** Due to holding the treasure and Akela, the taotieh can only swallow one additional creature.

**Soulbound Mannequin** <sup>B4</sup>

**CR 7**

**XP 3,200**

**hp 85**

**Treasure:** Unfortunately for the PCs, Jafari only hid a part of his fabled treasure in the taotieh. He was slain before he could transfer the rest. Inside the taotieh are the following items:

- 330 pp, 2,730 gp, 3,456 sp
- A large polished emerald worth 3,500 gp.
- A golden diadem set with small rubies worth 1,750 gp.
- A silver chessboard with golden pawns worth 1,150 gp.
- A fine golden necklace with a large sapphire pendant worth 2,325 gp.
- A pair of ivory-hilted masterwork daggers containing opals in the hilts worth 915 gp.

- A platinum bracelet engraved with carved pieces of jade worth 550 gp.
- A treasure map detailing Jafari's other treasure hoards (optional).

If the PCs were searching for a particular item, then subtract the cost of that item from the total treasure hoard.

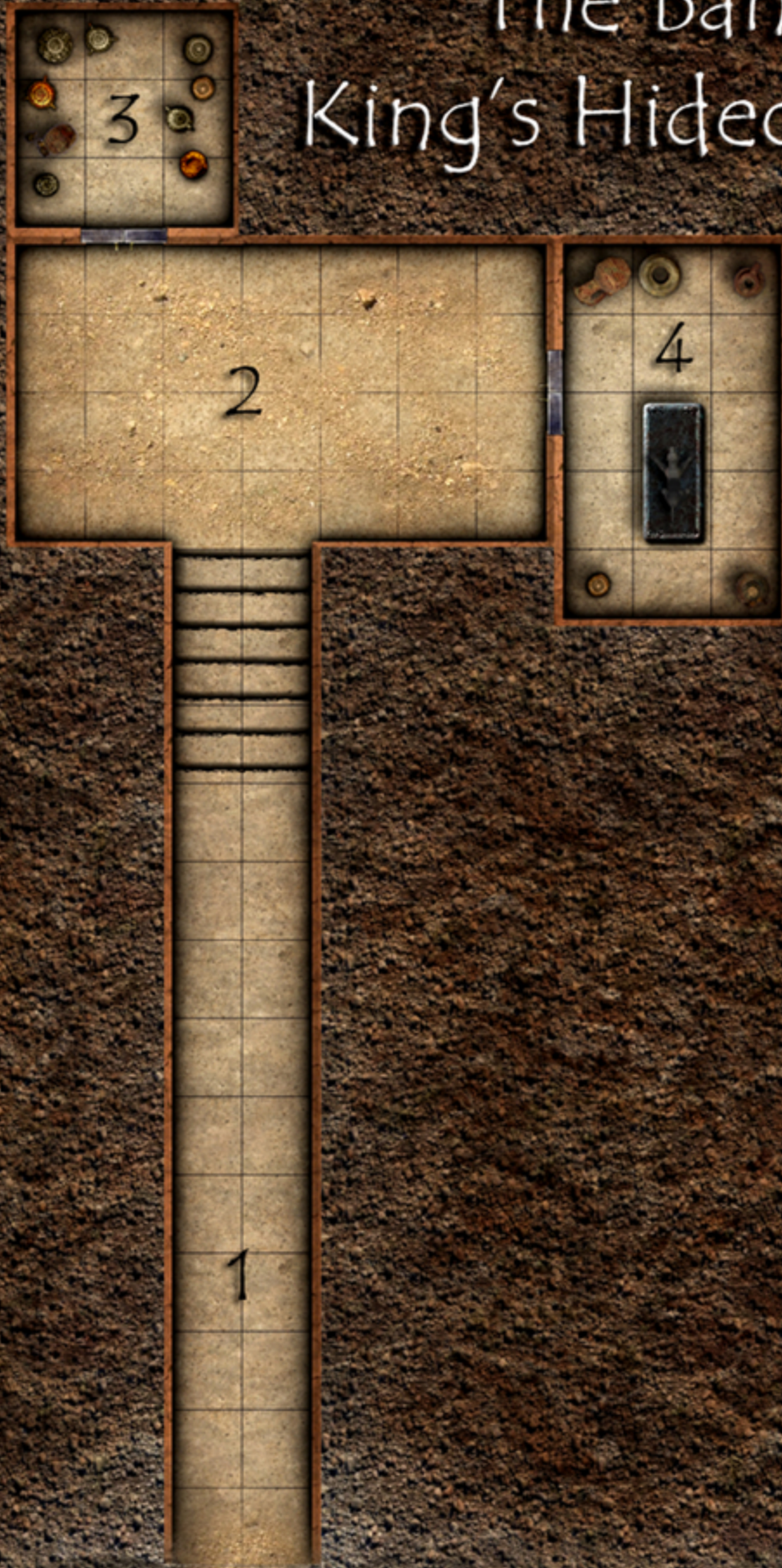
## Conclusion

While Ahmtat VI's rule was rather unremarkable, it is still a significant find for archeologists, as the hieroglyphs reference other great kings—and, with studious research, the possibility of more undiscovered tombs. However, before any serious study can be done, the PCs still have to properly destroy the haunt in area 2 so that it never manifests again.

If the PCs were searching for a particular item, it is possible that they found it in Jafari's tomb. However, the PCs could find another treasure map instead. Jafari was smart enough to keep his horde in different locations with different guardians in attendance—this hideout became the most famous simply because it was the one he was slain in. Additionally, it is likely that Jafari encrypted the map, either by mundane or magical means, to be readable by only him. If the PCs want to continue the quest of locating Jafari's remaining treasure, they will have to figure out how to decipher the map.

If Akela survives, they will find that the long years of isolation have had an effect. She swings between happiness at finally being free and sadness at being alone. Initially distrustful, if the PCs can manage her mood swings, they find that she knows quite a bit about where Jafari has hidden the rest of his treasure and some of the traps that might await them. If befriended, Akela offers this information freely if the PCs promise to help her get a new, living body. Her ultimate goals and motivations are left to the GM to develop.

# The Bandit King's Hideout



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