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ADVENTURE PATH[™]



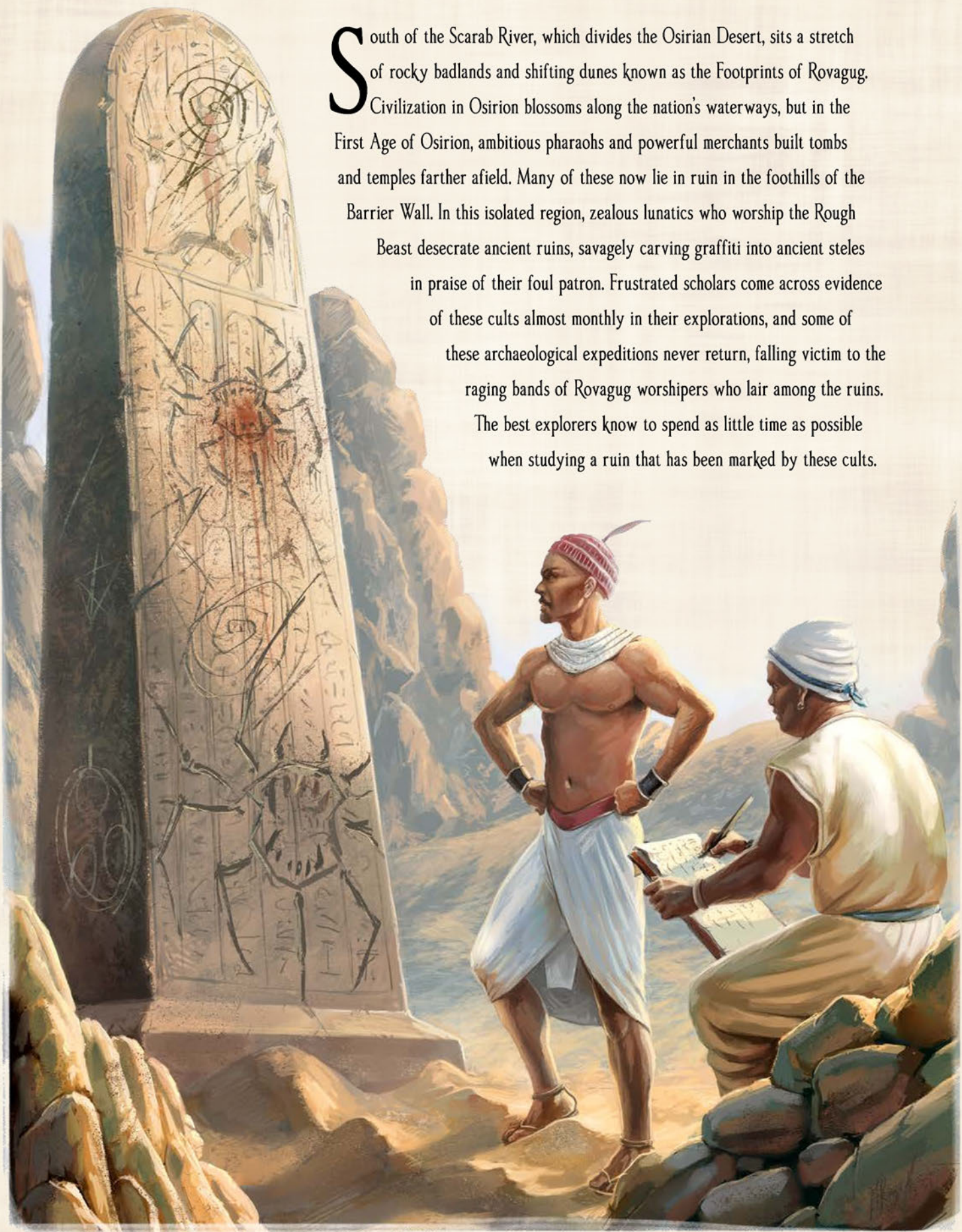
MUMMY'S MASK

THE SLAVE TRENCHES OF HAKOTEP


by Michael Kortes



South of the Scarab River, which divides the Osirian Desert, sits a stretch of rocky badlands and shifting dunes known as the Footprints of Rovagug. Civilization in Osirion blossoms along the nation's waterways, but in the First Age of Osirion, ambitious pharaohs and powerful merchants built tombs and temples farther afield. Many of these now lie in ruin in the foothills of the Barrier Wall. In this isolated region, zealous lunatics who worship the Rough Beast desecrate ancient ruins, savagely carving graffiti into ancient steles in praise of their foul patron. Frustrated scholars come across evidence of these cults almost monthly in their explorations, and some of these archaeological expeditions never return, falling victim to the raging bands of Rovagug worshipers who lair among the ruins. The best explorers know to spend as little time as possible when studying a ruin that has been marked by these cults.





ADVENTURE PATH  PART 5 OF 6

THE SLAVE TRENCHES OF HAKOTEP



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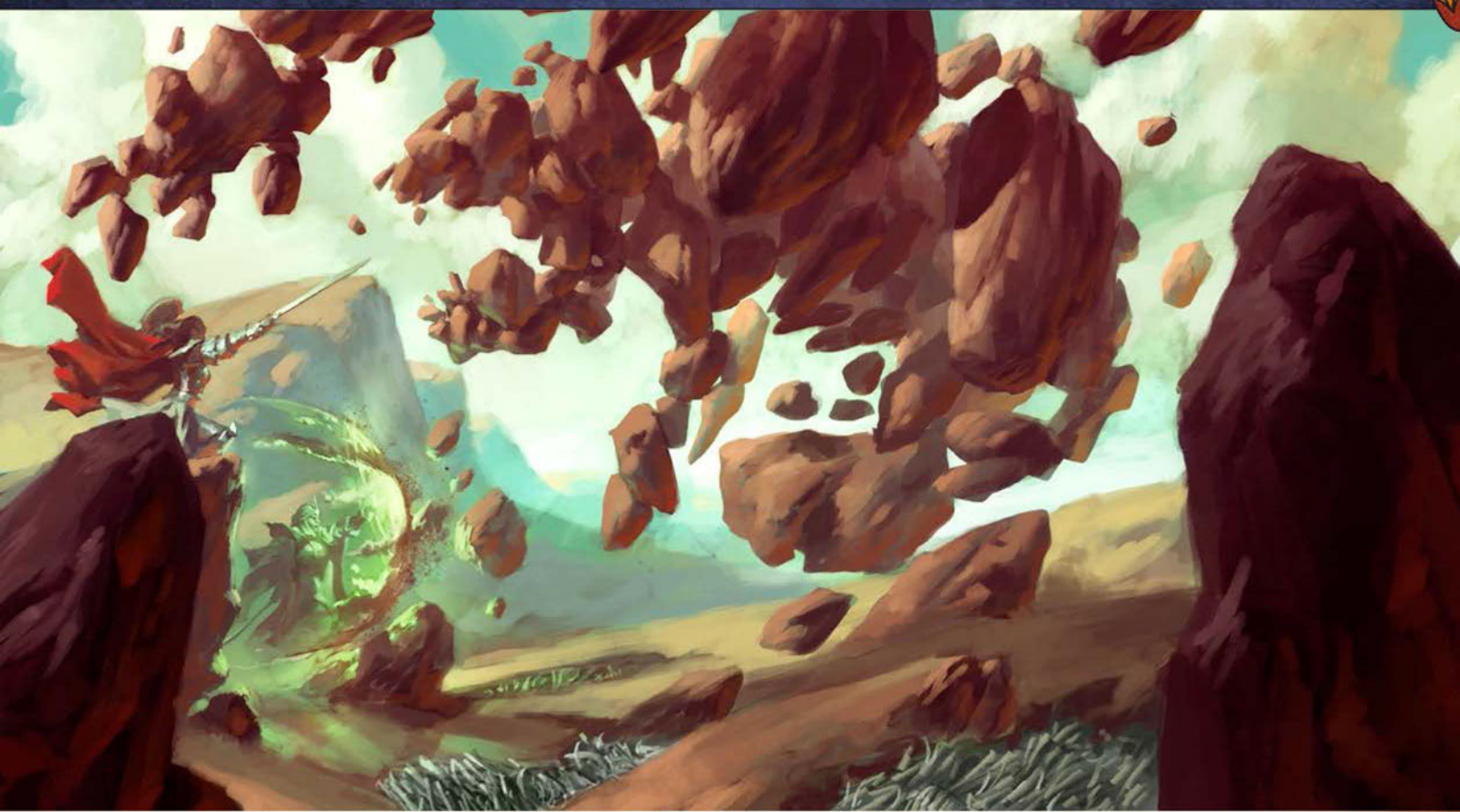


TABLE OF CONTENTS

Foreword	4
The Slave Trenches of Hakotep by Michael Kortes	6
NPC Gallery by Michael Kortes	58
Mummy's Mask Treasures by Michael Kortes	62
Rise and Fall of the Shory Empire by Neil Spicer	64
Lost Treasures of Ancient Osirion by Tim Hitchcock	70
Pathfinder's Journal: Shadow of the Sands 5 of 6 by Amber E. Scott	76
Bestiary by Robert Brookes, Adam Daigle, Michael Kortes, and David N. Ross	82
Preview	92



WALK LIKE AN OSIRIAN

Ancient Egypt has fascinated archaeologists, historians, and storytellers for centuries, in part because of its proximity to the cradles of Western civilization (and incorporation into both Hellenistic Greece and the Roman Empire), and in part because of the ruins and relics it left behind. The Library and Lighthouse of Alexandria may be gone, but the Great Pyramids, the Great Sphinx of Giza, the temples of Karnak and Luxor, the tombs in the Valley of the Kings and the Valley of the Queens, the Rosetta Stone, and many more objects and structures remain to this day. For some reason, these ancient monuments instill a sense of wonder in those who look upon them. They've inspired artists, architects, poets, sculptors, writers, and gamers with their ageless grandeur and mysterious history. Even so, these relics of an earlier age are only fragments of a much greater story,

leaving gaps that must be filled in with conjecture, theory, or flights of fancy.

At least, that's how Ancient Egypt has always seemed to me, but I'm an unabashed history geek. It certainly doesn't hold true for everybody. When I was teaching English in the Czech Republic, I once asked my students what they had done over the summer, and one student answered that she had gone on vacation to a resort in Egypt on the Red Sea. I asked if she had gone to see the pyramids or any of the other amazing historical places that Egypt is known for, and was floored when she responded that she never left the resort! Admittedly, the Czech Republic is a landlocked country, so going to the beach is a big deal for a lot of Czechs. Egypt apparently has a lot of nice resorts on the Red Sea, it's not too far from Europe, and travel agencies (in the Czech Republic,

at least) have some really good vacation deals for Egypt. Taking all that into account, I guess it kind of makes sense from a Czech perspective, but I still can't imagine going to a place like Egypt just for the beaches and nothing else!

For me, Egypt has always been about the history, and in something of a parallel, Osirion has a long history in Pathfinder as well. Thassilon and Varisia are frequently remembered as places where some of Golarion's early worldbuilding took place, but Osirion has been there from the beginning as well. Michael Kortes—author of this month's adventure, "The Slave Trenches of Hakotep"—wrote two early Pathfinder Modules set in Osirion, *Entombed with the Pharaohs* and *The Pact Stone Pyramid; Osirion, Land of Pharaohs* was also one of the first Pathfinder Campaign Setting books to detail a nation of the Inner Sea region (now updated to the Pathfinder RPG rules in *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*). Osirion was one of the original factions for Pathfinder Society Organized Play, and two scenarios in Pathfinder Society's inaugural Season 0 took place in Osirion.

On Golarion itself, Ancient Osirion was one of the first human civilizations to rise from the ashes of the Age of Anguish, and one of the major gods of the Inner Sea region—Nethys, god of magic—came from Osirion. Ancient Osirion was the target of one of the first of the Spawn of Rovagug, the titanic beetle Ulunat, whose hollow carapace now decorates its capital of Sothis. The nations of Rahadoum, Thuvia, and Katapesh were all born from the holdings of Ancient Osirion, while Osirion itself came under the domination of Qadira for a good chunk of its history. As with Egypt, Ancient Osirion had a significant impact on the development of the world beyond its borders, and modern Osirion continues to have an important place in the region's current politics and happenings.

All of this wonder and history makes Osirion the perfect setting for heroic adventures, and I'm glad we finally had the chance to set an entire Adventure Path there. Of course, there's only so much that you can fit into even the six volumes of an Adventure Path, and invariably, some things are going to have to be left out. Still, we've tried to hit all of the major themes of Ancient Egypt/Osirion to impart that sense of great age, lost empire, and forgotten gods to Mummy's Mask. I hope that you're enjoying the journey as well.

RISEN FROM THE SANDS

If you're looking for more Ancient Osirian flavor to add to Mummy's Mask or just want more adventure in the deserts of Osirion, check out our offering for Free RPG Day 2014, *Pathfinder Module: Risen from the Sands*!

In July of last year, I was already working on Mummy's Mask and delving deep into Egyptian history and flavor, so I decided to run an adventure set in Osirion for PaizoCon 2013. I grabbed a map from an old solo adventure, *Ghost of Lion Castle*, populated it with mummies and other undead, added some insect swarms, and called it "Secrets of the

ON THE COVER

This month's cover depicts the shaitan magus Tef-Naju, overseer and warden of the Khepsutanem—more commonly known as the Slave Trenches of Hakotep. Although he was bound to the Slave Trenches by Hakotep himself, Tef-Naju is not necessarily an enemy of the PCs. After millennia of service, Tef-Naju would like nothing more than to fulfill the terms of his contract and return home, so PCs who talk to the shaitan before attacking him might be able to gain his assistance in completing their quest.



Sphinx." The players had a pretty fun time romping through the halls of the sphinx, and though they skipped a lot of areas, they got to the big bad mummy at the end. Thanks to a well-played Plot Twist card the paladin had hoarded for the entire session that made his weapon *holy*, the mummy was handily defeated, and the PCs emerged victorious.

Fast-forward several months to discussions about what we wanted to do for our module for Free RPG Day 2014. Since Mummy's Mask would be in full swing, we thought it would be cool if the Free RPG Day adventure had some connection to Osirion as well. Enter "Secrets of the Sphinx." Of course, I had already appropriated that title (and the basic shape of the dungeon) for the fourth Mummy's Mask adventure, *Pathfinder Adventure Path #82*, so we needed a new title and a new map. It also had to fit into 16 pages and had to preview four of the new classes from the upcoming *Pathfinder RPG Advanced Class Guide*. The end result was *Risen from the Sands*.

It has a new title and a new map (and four shiny new icons!), and a few encounters had to be changed or cut to fit in the printed book, but *Risen from the Sands* is still the same adventure I ran at PaizoCon 2013, so if you are one of the six people who got to play it, you'll see some familiar faces and foes. In any case, it was a lot of fun turning a quick adventure I wrote up for a con into a published module that gamers all over the country could pick up for free and play! By the time you're reading this, *Risen from the Sands* has already debuted, and if you missed picking up a copy at your local game store on Free RPG Day, there are likely still some copies to be had from paizo.com. Take a look, try out the new characters from the *Advanced Class Guide*, and maybe even work it into Mummy's Mask if you feel like it. Don't forget to head over to paizo.com to let me know what you think!

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MUMMY'S MASK

THE SLAVE TRENCHES OF HAKOTEP

PART 1: IN DEFENSE OF WATI

PAGE 9

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

PART 2: BEYOND THE CROOK

PAGE 21

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

PART 3: INTO THE SLAVE TRENCHES

PAGE 27

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

ADVANCEMENT TRACK

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

13

The PCs begin this adventure at 13th level.

14

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

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

ADVENTURE BACKGROUND

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

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

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

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

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

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

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

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

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

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

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

THE THRICE-DIVIDED SOUL

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

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

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

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

SPEAKING WITH THE DEAD

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

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

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

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

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

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

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

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

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

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

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

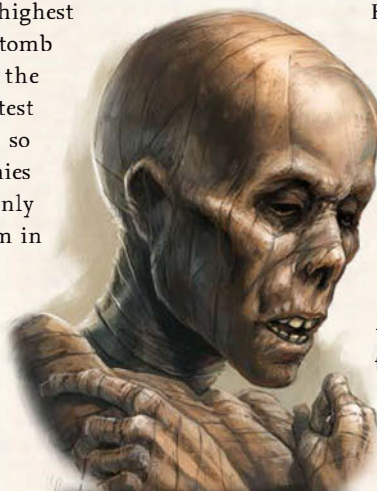
What can you tell us of the Slave Trenches' guardians and dangers? "Many are its guardians, but alas, I was involved only in the creation of the earthworks. The contents of the vaults and crypts, as well as the

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

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

PART I: IN DEFENSE OF WATI

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



CHISISEK'S MUMMY

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

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

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

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

A. THE FIVE-POINTED SUN

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

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

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

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

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

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

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

A1. Tomb Entrance (CR 13)

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

VOICES OF THE SUN (4)

CR 9

XP 6,400 each

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

NE Medium undead

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

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

DEFENSE

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

hp 142 each (13d8+84)

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

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

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to acid

OFFENSE

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

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

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

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

TACTICS

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

Morale The Voices of the Sun fight until destroyed.

STATISTICS

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

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

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

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

Languages Ancient Osiriani

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

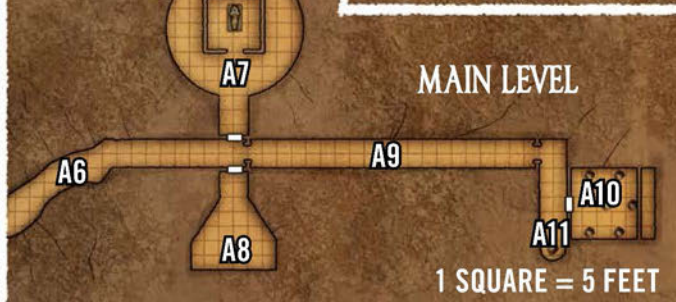
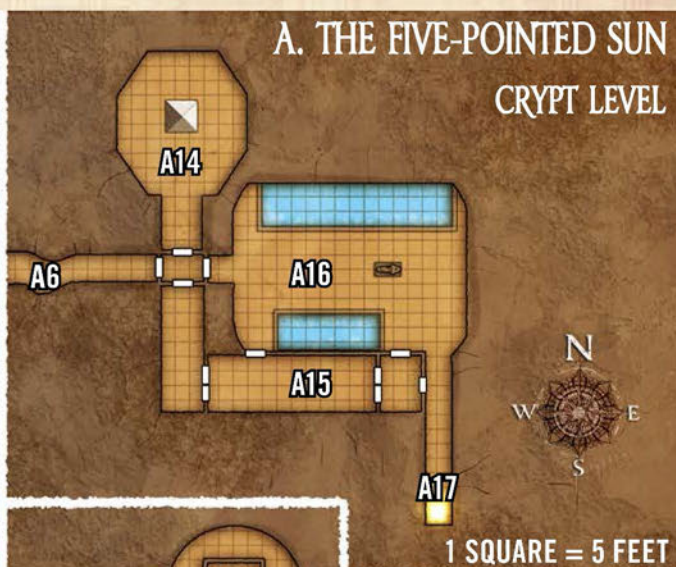
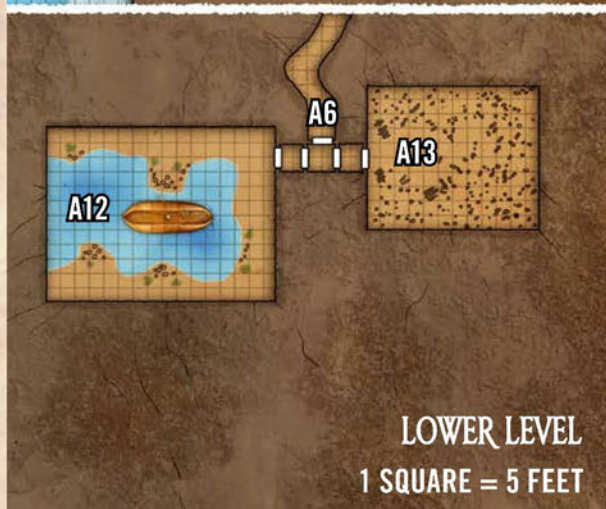
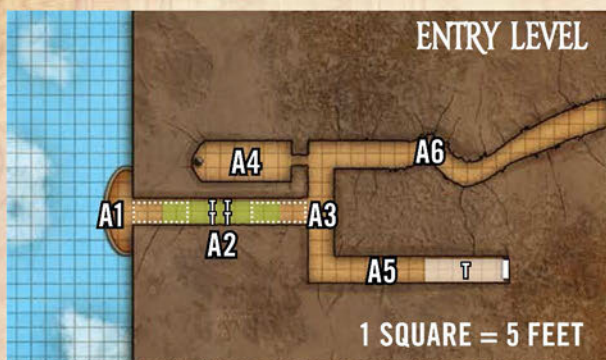
Gear +1 *leather lamellar*^{UE}, +2 *heavy wooden shield*, +1 *composite longbow* (+5 Str) with 20 arrows, +1 *khopesh*^{UE}, *fang key*

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



VOICE OF THE SUN

MUMMY'S MASK



A2. Killing Box (CR 13)

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

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

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

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

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

KILLING BOX

CR 13

XP 25,600

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

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

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

A3. False Map

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

A4. Antechamber of Supplication

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

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

A5. Unintended Exit (CR 14)

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

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

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

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

UNINTENDED EXIT

CR 14

XP 38,400

Type mechanical; Perception DC 30; Disable Device DC 35

EFFECTS

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

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

A6. Serpent's Path

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

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

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

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

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

MUMMY'S MASK

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

A7. Tar Tomb (CR 13)

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

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

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

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

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

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

TAR TOMB

CR 13

XP 25,600

Type magic; Perception DC 30; Disable Device DC 35

EFFECTS

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

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

ADVANCED BLACK PUDDING

CR 8

XP 4,800

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

A8. Animus Mural (CR varies)

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



ANIMUS DUPLICATE

THE SLAVE TRENCHES OF HAKOTEP

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

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

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

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

A9. Sky Pharaoh's Walk

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

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

A10. Sekpatra Vault

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

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

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

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

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

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

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

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

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

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

A11. Sky Pharaoh's Curse (CR 13)

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

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

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

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

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

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

SKY PHARAOH'S CURSE

CR 13

XP 25,600

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

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

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

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

A12. The Ophasu

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

THE SLAVE TRENCHES OF HAKOTEP

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

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

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

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

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

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

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

KOR-AHN-TUK

CR 13

XP 25,600

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

NE Large undead

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

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

DEFENSE

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

hp 210 (20d8+120)

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

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

Weaknesses vulnerable to acid



KOR-AHN-TUK

MUMMY'S MASK

OFFENSE

Speed 20 ft.

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

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

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

TACTICS

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

Morale Kor-Ahn-Tuk fights until destroyed.

STATISTICS

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

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

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

Skills Perception +28

SPECIAL ABILITIES

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

A14. Aeromantic Focus (CR 13)

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

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

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

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

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

ADVANCED INVISIBLE STALKERS (5)

CR 8

XP 4,800 each

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

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

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

A15. Scrivener's Wall

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

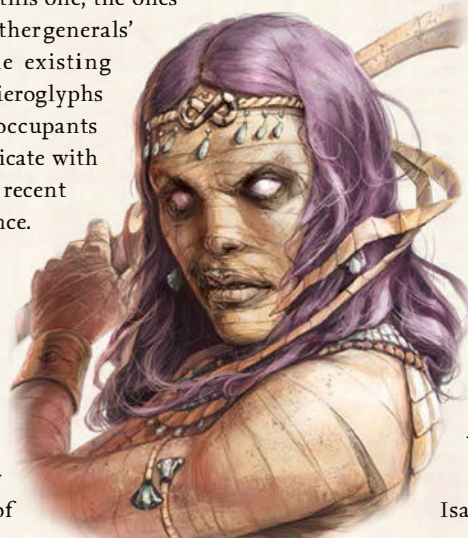
Currently, only the *scrivener's walls* here and in Hakotep's throne room inside his tomb are active, leaving a short dialogue between Isatemkhebet and Hakotep in Ancient Osiriani on the *scrivener's wall* here for the PCs to decipher. Reading what remains on display reveals the following key pieces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

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

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

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

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



ISATEMKHEBET

A16. Isatemkhebet's Crypt (CR 15)

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

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

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

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

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

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

ISATEMKHEBET CR 14

XP 38,400

hp 221 (see page 58)

VOICES OF THE SUN (2) CR 9

XP 6,400 each

hp 142 each (see page 11)

HUGE WATER ELEMENTALS (2) CR 7

XP 3,200 each

hp 95 each (*Pathfinder RPG Bestiary* 126)

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

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

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

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

A17. Sun Shaft

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

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

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

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

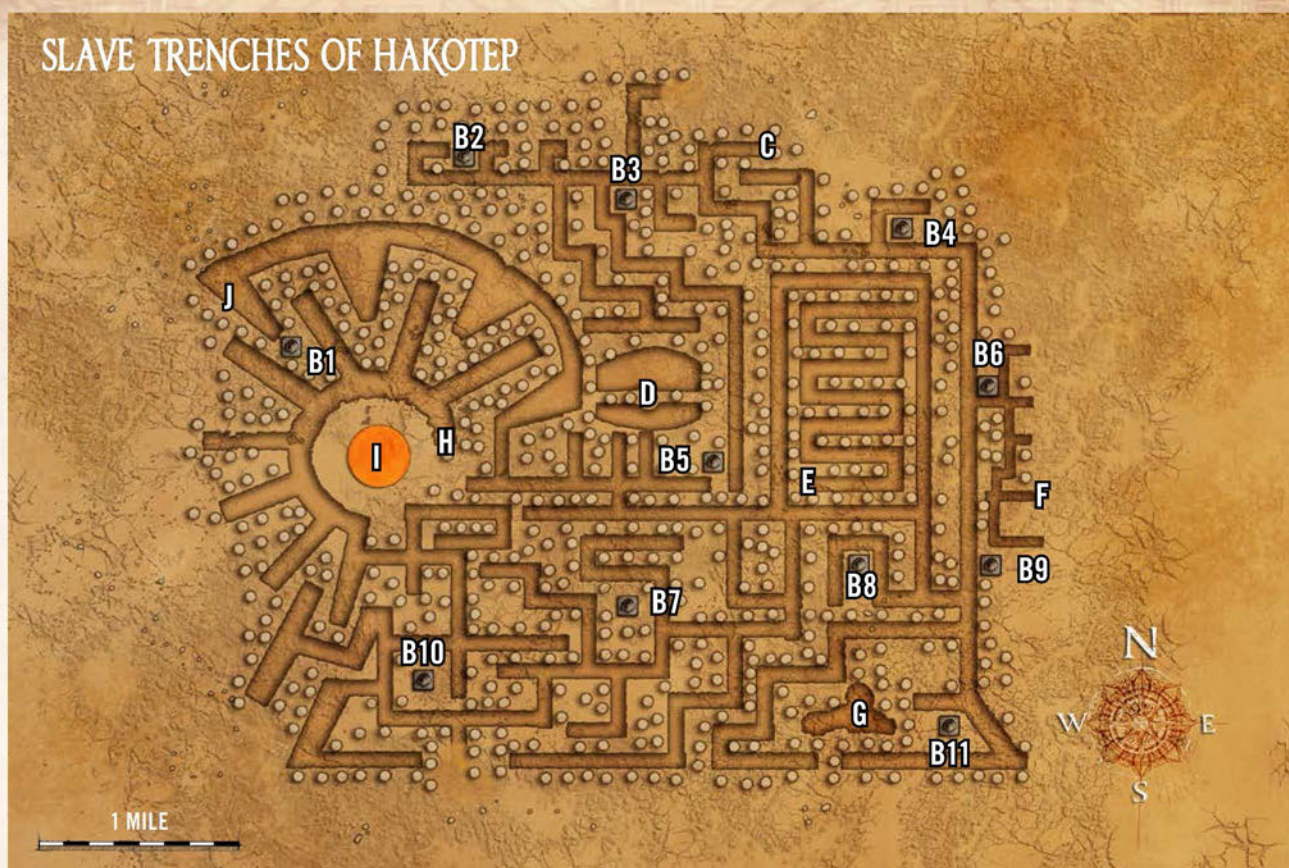
AFTERMATH

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

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

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

THE SLAVE TRENCHES OF HAKOTEP



PART 2: BEYOND THE CROOK

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

SLAVE TRENCHES OF HAKOTEP

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

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

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

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

FEATURES OF THE SLAVE TRENCHES

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

WHILE IN THE SLAVE TRENCHES

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

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

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

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



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

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

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

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

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

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

B. Sekrepheres

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

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

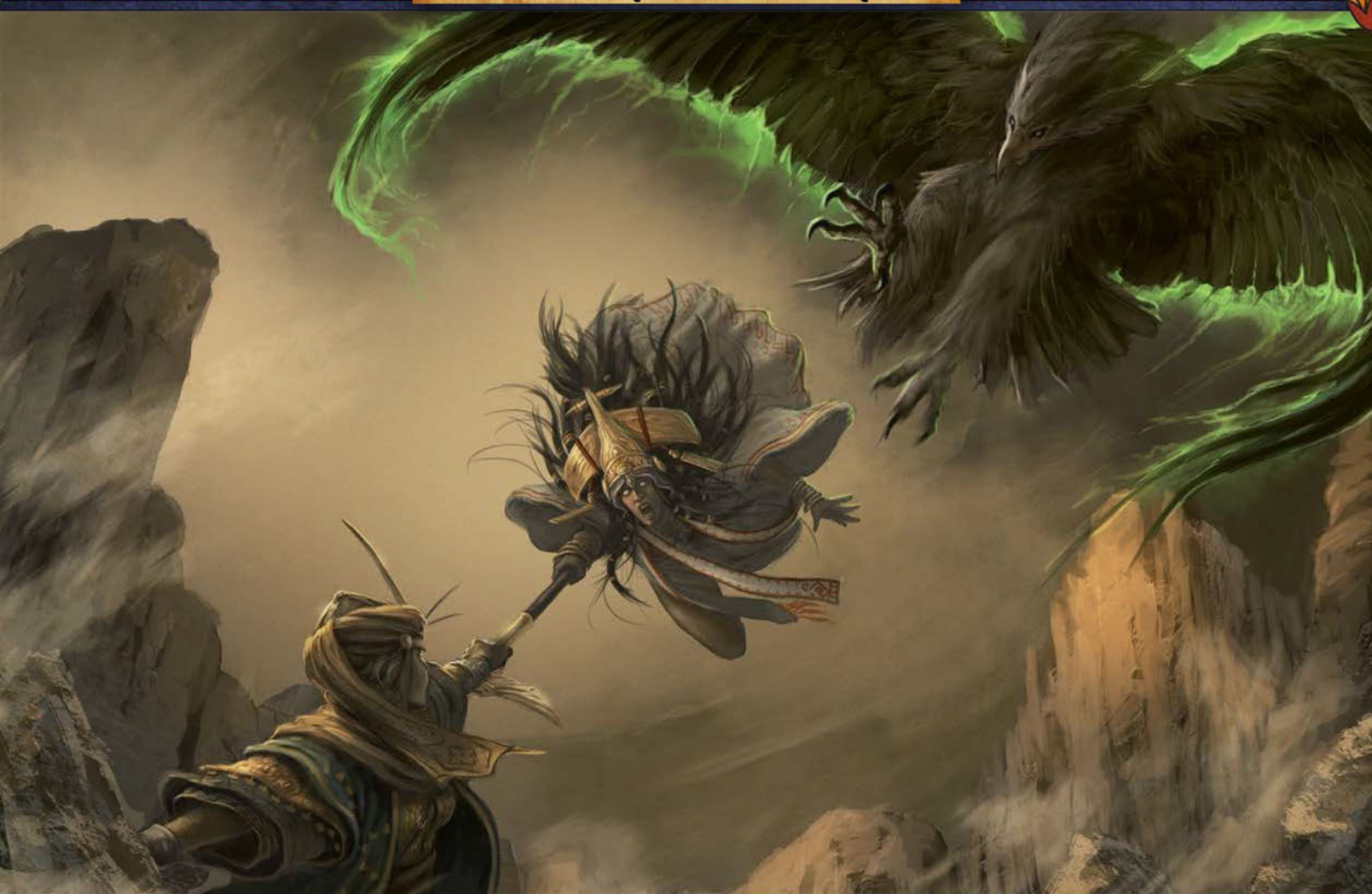
B2. Horus: Represents the power of elemental air.

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

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

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

B6. Ptah: Represents the power of elemental earth.



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

B8. Sekhmet: Represents the power of elemental fire.

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

B10. Sobek: Represents the power of elemental water.

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

C. Tekramenet: The Lantern Vault

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

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

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

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

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

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

MUMMY'S MASK

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

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



KHAI-UTEF

KENJUTRET, THE DUSK-TAKER

CR 14/MR 2

XP 38,400

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

CN Gargantuan magical beast

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

DEFENSE

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

hp 196 (24d8+88)

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

SR 25

OFFENSE

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

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

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

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

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

TACTICS

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

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

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

STATISTICS

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

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

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

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

Languages Ancient Osiriani, Auran

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

THE SLAVE TRENCHES OF HAKOTEP

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

E. Amber Chronograph (CR 14)

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

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

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

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

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

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

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

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

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

KHAI-UTEF

CR 14

XP 38,400

Advanced gypsosphinx (*Midgard Bestiary for Pathfinder RPG* 88)

NE Huge magical beast

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

MUMMY'S MASK

DEFENSE

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

hp 243 (18d10+144)

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

OFFENSE

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

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

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

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

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

Constant—*detect magic*, see *invisibility*

At will—*augury*

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

1/day—*slay living* (DC 22)

TACTICS

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

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

STATISTICS

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

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

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

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

Languages Ancient Osiriani, Auran, Common, Draconic, Sphinx

Gear *amulet of mighty fists* +2

SPECIAL ABILITIES

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

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

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

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

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

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

F. Sekrephrenet: The Monument Vault

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

THE SLAVE TRENCHES OF HAKOTEP

G. Mass Grave (CR 14)

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

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

OSSUMENTALS (2)

CR 12

XP 19,200 each

hp 161 each (see page 88)

H. Akhumemnet: The Guardian Vault

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

I. Sun Disk

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

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

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

J. Tef-Naju's Bastion

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

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

PART 3: INTO THE SLAVE TRENCHES

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

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

C. TEKRAMENET: THE LANTERN VAULT

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



SUN DISK

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

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

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

C1. The Lacerating Light (CR 13)

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

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

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

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

LACERATING LIGHTS

CR 13

XP 25,600

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

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

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

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

C2. The Great Receptacle

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

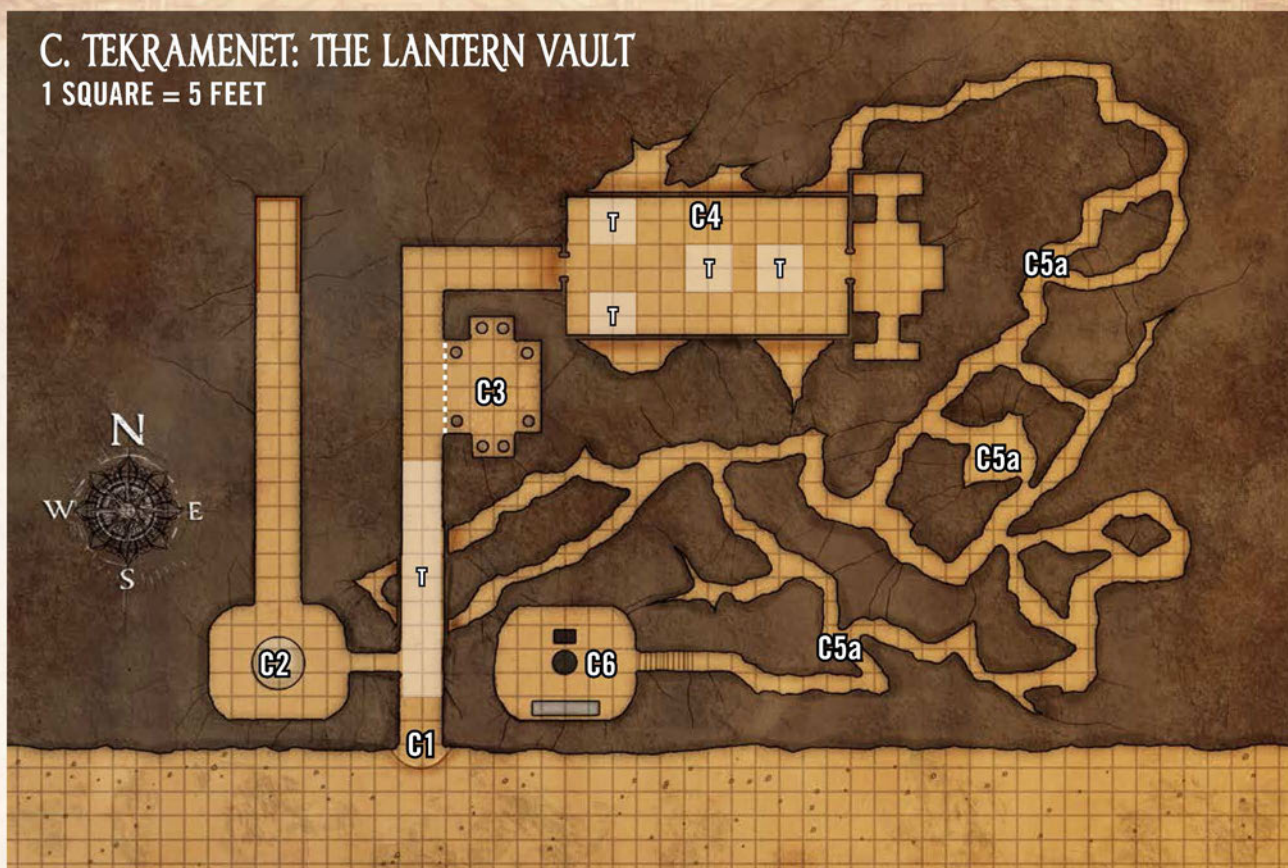
The stone disk on the ground is part of the immense magical device called the *great receptacle* that activates the Slave Trenches. Essentially an immense "on" switch, the *great receptacle* controls when the spiritual energies contained within the monuments of the Slave Trenches are used—without this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

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

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

C. TEKRAMENET: THE LANTERN VAULT

1 SQUARE = 5 FEET



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

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

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

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

C3. Treasure Vault

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

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

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

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

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

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

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

C4. Chamber of the Guardians (CR 14)

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

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

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

GRAVEN GUARDIANS OF SET (4)

CR 9

XP 6,400 each

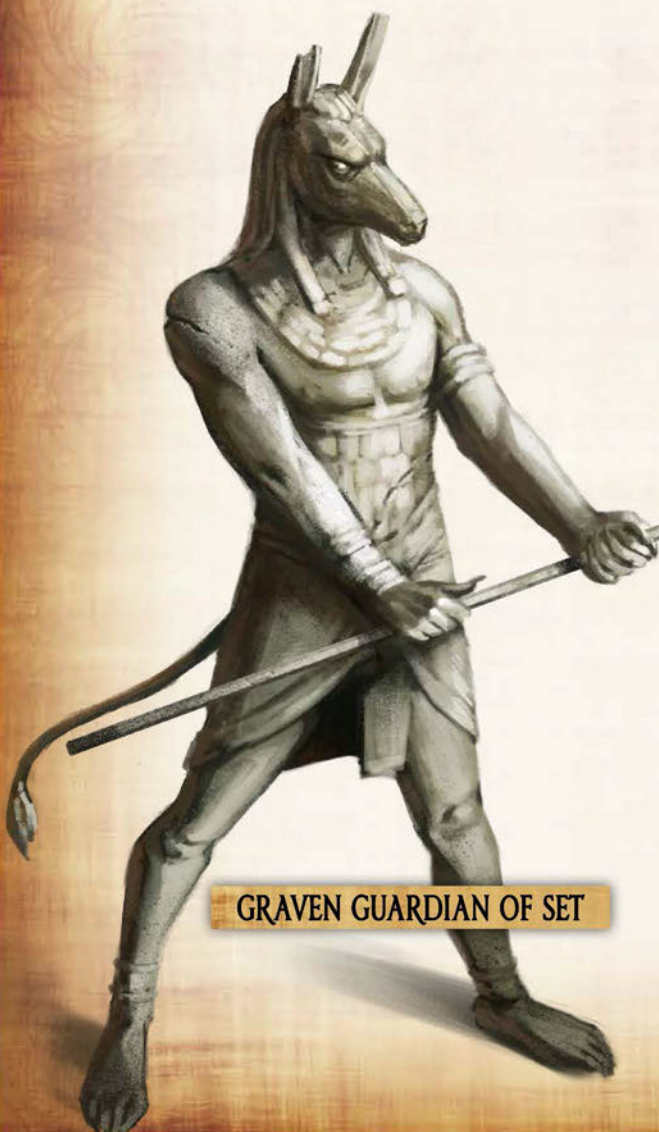
Variant graven guardian (*Pathfinder RPG Bestiary* 3 140)

N Large construct

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

DEFENSE

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



GRAVEN GUARDIAN OF SET

THE SLAVE TRENCHES OF HAKOTEP

hp 112 each (15d10+30); fast healing 2

Fort +5, **Ref** +8, **Will** +6

DR 5/adamantine; **Immune** construct traits; **SR** 20

Weaknesses faith bound

OFFENSE

Speed 70 ft.

Melee +1 *returning shock spear* +23/+23/+18/+13 (2d6+11/x3 plus 1d6 electricity and bleed 2)

Ranged +1 *returning shock spear* +18 (2d6+8/x3 plus 1d6 electricity)

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

Special Attacks bleed 2, magic weapon, shocking weapon

Spell-Like Abilities (CL 5th, concentration +0)

1/day—*haste* (self only)

TACTICS

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

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

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

STATISTICS

Str 24, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +15; **CMB** +23; **CMD** 35

SQ guardian domains (death, weather)

Gear Large mwk spear

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

ILLUSION-MASKED PIT TRAPS (4)

CR 8

XP 4,800 each

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

EFFECTS

Trigger location; **Reset** none

Effect 50-foot fall (5d6 falling damage); stalagmites (Atk +10 melee, 1d4 stalagmites per target for 1d6+5 damage each); Reflex DC 20 negates; multiple targets (all creatures in areas marked on map)

C5. Greenfire Caverns (CR 14)

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

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

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

GREENFIRE LICHEN

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

Frequency 1/hour for 6 hours

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

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

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

MUMMY'S MASK

INKUSEHKSET

CR 12

XP 19,200

Advanced geist (*Pathfinder RPG Bestiary* 4 124)

CE Medium undead (incorporeal)

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

DEFENSE

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

hp 168 (16d8+96)

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

Defensive Abilities channel resistance +4, incorporeal;

Immune undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

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

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

TACTICS

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

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

STATISTICS

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

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

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

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

Languages Abyssal, Ancient Osiriani

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

SIGHTLESS STARVATION (3)

CR 9

XP 6,400 each

CE persistent haunt

Caster Level 9th

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

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

Effect The area becomes infused with a blinding green

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

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

C6. Life Lantern (CR 15)

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

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

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

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

SHINING CHILDREN (2)

CR 12

XP 19,200 each

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

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

SYMBOLS OF INSANITY (2)

CR 9

XP 6,400 each

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger visual or touch; **Reset** none

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

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

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

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

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

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

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

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

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

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

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

ANKOU

CR 14

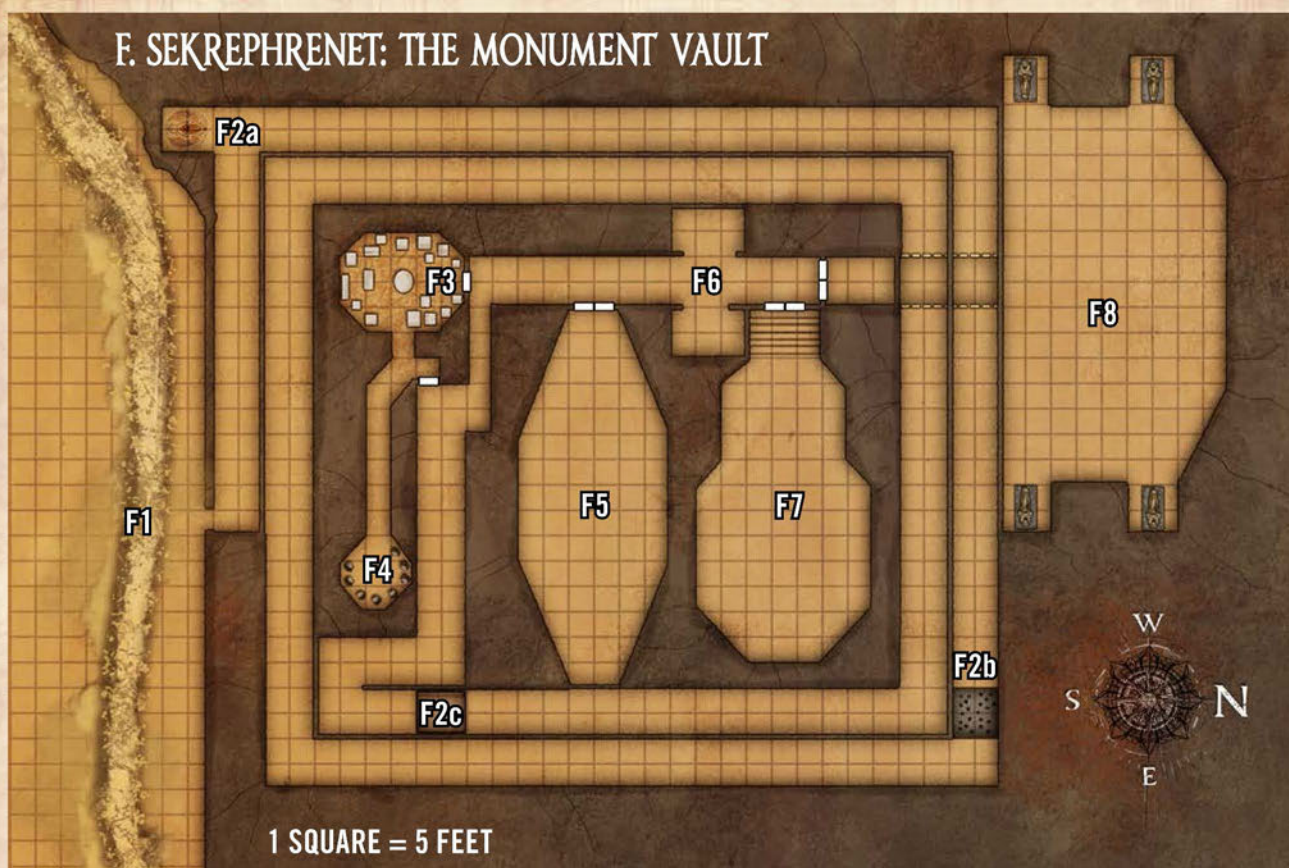
XP 38,400

hp 133 (*Pathfinder RPG Bestiary 4* 10)

F. SEKREPHRENET: THE MONUMENT VAULT

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

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



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

F1. The Sand Cascade (CR 14)

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

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

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

BEKEN-TOFRA

CR 14

XP 38,400

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

hp 218

F2. The Monument's Spiral (CR 11)

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

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

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

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

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

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

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

SPIKED PIT TRAP

CR 11

XP 12,800

Type mechanical; Perception —; Disable Device —

EFFECTS

Trigger location; **Reset** automatic

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

F3. Sculpting Chamber (CR 14)

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

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

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

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

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

SCULPTING DAIS

CR 14

XP 38,400

Type magical; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; **Reset** automatic

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

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

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

F4. Inactive Construct Storage (CR 10)

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

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

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

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

HANSHEPSU

CR 10

XP 9,600

hp 102 (see page 84)

F5. Hall of Crawling Thoughts (CR 14)

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

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

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

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

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

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

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

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

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

PERMANENT CRAWLING THOUGHTS

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



CENOVATH

MUMMY'S MASK

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

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

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

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

PTENONEPH	CR 14
XP 38,400	
Male human ghost sorcerer 13 (<i>Pathfinder RPG Bestiary</i> 144)	
CE Medium undead (incorporeal)	
Init +1; Senses darkvision 60 ft.; Perception +7	
DEFENSE	
AC 23, touch 19, flat-footed 21 (+4 armor, +7 deflection, +1 Dex, +1 dodge)	
hp 165 (13d6+117)	
Fort +11, Ref +5, Will +7	
Defensive Abilities channel resistance +4, fated (+3), incorporeal; Immune undead traits	
OFFENSE	
Speed fly 30 ft. (perfect)	
Melee corrupting touch +6 (12d6 (DC 23))	
Special Attacks malevolence (DC 23), telekinesis (DC 23), thought-draining gaze	
Bloodline Spell-Like Abilities (CL 13th; concentration +20)	
10/day—touch of destiny (+6)	

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

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

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

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

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

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

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

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

Bloodline destined

TACTICS

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

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

Morale Ptenoneph fights until destroyed.

STATISTICS

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

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

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

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

Languages Ancient Osiriani, Auran, Terran

SQ bloodline arcana

SPECIAL ABILITIES

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

F6. Cenovath Supplies

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

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

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

F7. Hall of Crawling Fears (CR 13)

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

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

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

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

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

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

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

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

CENOVATH SWARMS (4)

CR 9

XP 6,400 each

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

hp 114 each

F8. Chamber of the Sekrepheres (CR 14)

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

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

MUMMY'S MASK

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

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

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

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

KALNAKAS (4)

CR 10

XP 9,600 each

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

NE Large undead

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

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

DEFENSE

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

hp 68 each (8d8+32)

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

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

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

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

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

TACTICS

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

Morale The kalnakas fight until destroyed.

STATISTICS

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

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

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

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

Languages Ancient Osiriani

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

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



KALNAKA

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

Activating the Sekrepheres

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

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

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

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

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

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

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

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

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

H. AKHUMEMNET: THE GUARDIAN VAULT

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

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

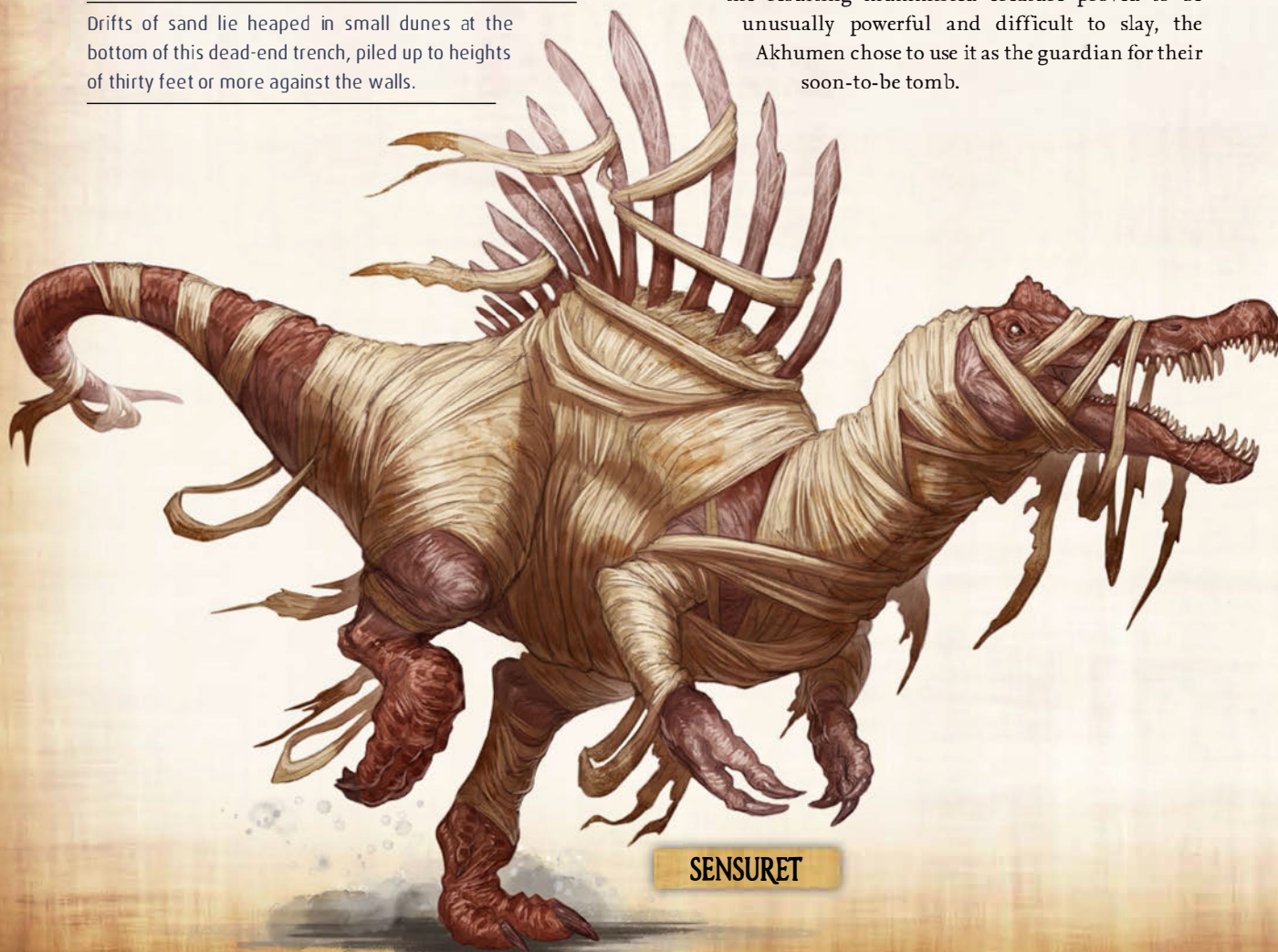
The entire Akhumemnet is protected by a permanent *teleport trap* (CL 17th; *Pathfinder Campaign Setting: The Inner Sea World Guide* 296). This effect redirects all teleportation into or out of the Guardian Vault to a special cell deep in the prison—a creatures that attempt to teleport into or out of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

H1. The Tribe-Eater (CR 15)

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

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

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



SENSURET

THE SLAVE TRENCHES OF HAKOTEP

SENSURET, THE TRIBE-EATER

CR 15

XP 51,200

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

NE Gargantuan undead

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

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

DEFENSE

AC 30, touch 8, flat-footed 28 (+2 Dex, +22 natural, -4 size)
hp 231 (22d8+132)

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

Defensive Abilities cartouche of invulnerability, rejuvenation;

DR 5/—; **Immune** undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., swim 20 ft.

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

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

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

TACTICS

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

Morale Sensuret fights until destroyed.

STATISTICS

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

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

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

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

Languages Ancient Osiriani, Necril

SQ created in a desecrated altar area

SPECIAL ABILITIES

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

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

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

H2. Pharaoh's Commandment

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

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

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

H3. Ocher Tunnels (CR 13)

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

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

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

DISPELLING TRAPS (3)

CR 7

XP 3,200 each

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger location; Reset automatic

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

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

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

H4. Hall of Final Vision (CR 13)

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

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

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

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

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

TELEKINETIC ENUCLEATION TRAP

CR 13

XP 25,600

Type magic; Perception DC 35; Disable Device DC 35

EFFECTS

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

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

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

H5. Sky Pharaoh's Guardians (CR 13)

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

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

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

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

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

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

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

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

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

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

AKHUMEN-HAUNTED ITEMS

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

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

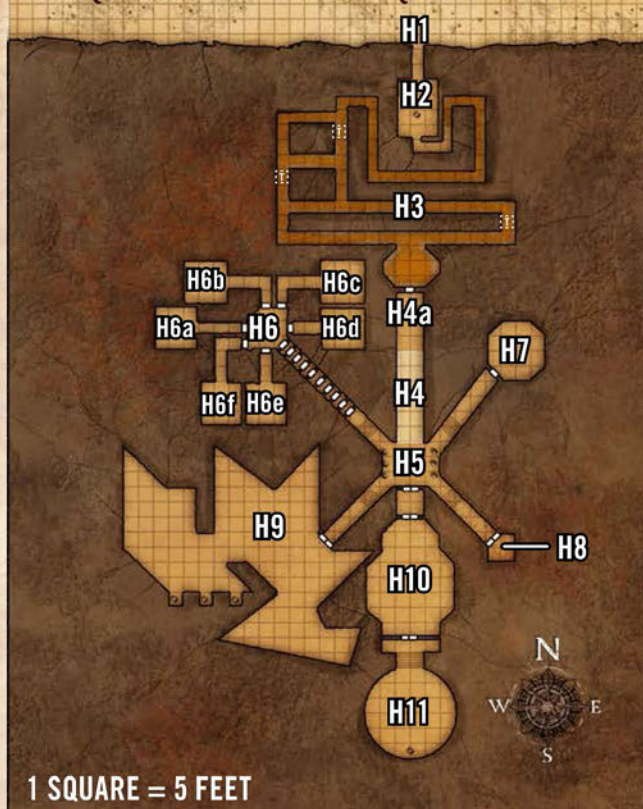


and when she seizes control of a wielder, she acts in a haughty, condescending manner, treating those not under the control of an Akhumen as little more than slaves or pets. When haunting an item, Iphenkaphri can cast *suggestion* (DC 15) three times per day, and reduces her carrier's Charisma by 2 points.

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

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

H. AKHUMENNET: THE GUARDIAN VOLT



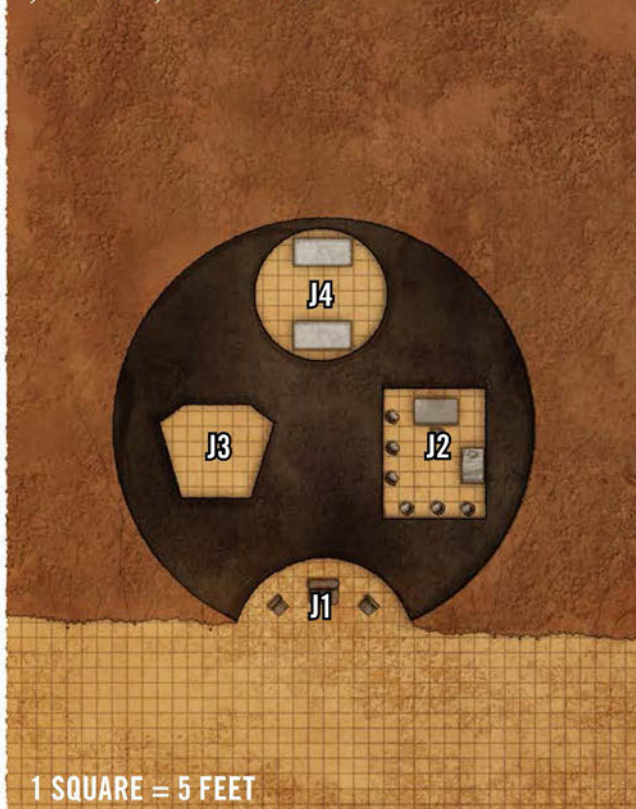
1 SQUARE = 5 FEET

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

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

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

J. TEF-NAJU'S BASTION



1 SQUARE = 5 FEET

ADVANCED SPECTRES (6)

CR 8

XP 4,800 each

hp 68 each (*Pathfinder RPG Bestiary* 256, 294)

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

H6. Akhumen Crypts (CR 14)

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

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

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

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

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

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

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

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

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

LIVING SANDSTORMS (2)

CR 11

XP 12,800 each

hp 147 each (see page 86)

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

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

GREATER GLYPHS OF WARDING (6)

CR 7

XP 3,200 each

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger touch; Reset none

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

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

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

H7. Traitor's Crypt (CR 14)

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

MUMMY'S MASK

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

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

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

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

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

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

JESHURA

CR 14

XP 38,400

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

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

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

DEFENSE

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

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

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

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

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

OFFENSE

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

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

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

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

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

Constant—*detect good*, *detect magic*

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

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

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

12/day—plague's caress

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

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

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

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

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

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

Bloodline Pestilence

THE SLAVE TRENCHES OF HAKOTEP

TACTICS

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

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

STATISTICS

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

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

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

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

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

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

Gear +4 composite longbow, ring of protection +1

SPECIAL ABILITIES

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

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

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

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

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

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

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



JESHURA

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

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

H8. Isolation Cell

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

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

H9. Hall of Eternal Hanshepsus (CR 13)

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

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

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

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

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

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

HANSHEPSUS (3)

CR 10

XP 9,600 each

hp 102 each (see page 84)

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

H10. Vault of Incandescence (CR 14)

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

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

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

GREAT GHULS (4)

CR 10

XP 9,600 each

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

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

CE Medium undead (shapechanger)

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

DEFENSE

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

hp 138 each (12d8+84)

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

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

OFFENSE

Speed 40 ft., climb 20 ft.

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

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

Spell-Like Abilities (CL 11th; concentration +17)
1/day—*greater invisibility* (self only)

TACTICS

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

Morale The great ghuls fight until destroyed.

STATISTICS

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

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

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

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

Languages Abyssal, Ancient Osiriani, Necril, Terran

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

SPECIAL ABILITIES

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

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

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

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

H11. Pharaoh's Vault (CR 15)

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

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

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

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

MUMMY'S MASK

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

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

AGAZUBERI

CR 15

XP 51,200

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

CE Large outsider (chaotic, evil, extraplanar)



AGAZUBERI

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

DEFENSE

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

hp 230 (20d10+120)

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

Defensive Abilities *freedom of movement*, obscuring cloud;

Immune electricity, fire

Weaknesses vulnerability to recitation

OFFENSE

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

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

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

Special Attacks create spawn, dust vortex, shocking touch

TACTICS

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

Morale Agazuberi fights to the death.

STATISTICS

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

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

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

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

Languages Ancient Osiriani, Aquan, Auran, Ignan, Terran

SQ aligned weapons, stormwalk

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

SPECIAL ABILITIES

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

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

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

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

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

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

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

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

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

J. TEF-NAJU'S BASTION

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

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

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

MUMMY'S MASK

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

J1. Foyer (CR 10)

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

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

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

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

STONE MINIONS (2)
XP 4,800 each

TEF-NAJU

Animated stone maidens (*Tome of Horrors Complete* 572)

N Medium outsider (earth, elemental, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

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

hp 95 (10d10+40)

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

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

OFFENSE

Speed 30 ft., burrow 30 ft.

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

Special Attacks earth mastery

TACTICS

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

Morale The stone minions fight until slain.

STATISTICS

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

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

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

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

Languages Common, Terran

Gear +1 scimitar

SPECIAL ABILITIES

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

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

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

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

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

THE SLAVE TRENCHES OF HAKOTEP

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

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

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

TEF-NAJU

CR 17

XP 102,400

hp 296 (see page 60)

AIVERIA

CR 14

XP 38,400

Female stone maiden bard 10 (*Tome of Horrors Complete* 572)

N Medium outsider (earth, elemental, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

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

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

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

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

Immune earth magic, elemental traits

Weaknesses veil

OFFENSE

Speed 30 ft., burrow 30 ft.

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

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

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

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

3/day—*move earth*

1/day—*iron body*, *wall of stone*

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

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

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

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

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

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



AIVERIA

STATISTICS

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

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

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

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

Languages Common, Terran

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

Gear +3 mithral glimmered chain shirt, +2 keen scimitar

SPECIAL ABILITIES

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

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

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

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

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

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

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

J3. Scrying Plate

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

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

J4. Meditation Chamber

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

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

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

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

CONCLUDING THE ADVENTURE

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

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

THE SLAVE TRENCHES OF HAKOTEP



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

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

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

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

ISATEMKHEBET

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

ISATEMKHEBET

CR 14

XP 38,400

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

LE Medium undead (augmented humanoid, human)

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

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

DEFENSE

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

hp 221 (14d10+140)

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

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

Weaknesses vulnerable to acid

OFFENSE

Speed 20 ft.

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

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

TACTICS

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

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

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

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

STATISTICS

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

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

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

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

Languages Ancient Osiriani, Auran, Necril

SQ armor training 3

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

SPECIAL ABILITIES

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

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

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

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

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

CAMPAIGN ROLE

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

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



TEF-NAJU

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

TEF-NAJU

CR 17

XP 102,400

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

LN Large outsider (earth, extraplanar)

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

DEFENSE

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

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

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

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

OFFENSE

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

Melee *axe of the imperative* +28/+23/+18/+13 (2d6+10/19-20/x3)

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

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

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

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

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

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

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

5th—*acidic spray*^{UM} (DC 20), *telekinesis* (DC 20)

4th—*detonate*^{APG} (DC 19), *dimension door*, *mass reduce person* (DC 19), *shout* (DC 19)

3rd—*dispel magic*, *fireball* (DC 18), *force punch*^{UM} (DC 18), *haste*, *vampiric touch*

2nd—*bear's endurance*, *defensive shock*^{UM}, *invisibility*, *mirror image*, *scorching ray*, *stone call*^{APG}

1st—*chill touch* (DC 16), *corrosive touch*^{UM}, *magic missile* (2), *ray of enfeeblement* (DC 16), *shield*, *true strike*

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

TACTICS

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

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

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

STATISTICS

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

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

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

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

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

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

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

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

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

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

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

CAMPAIGN ROLE

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

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

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



MUMMY'S MASK TREASURES

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

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



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

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

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

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



A *chest of keeping* is a large container capable of holding up to 1,000 pounds of contents, with a volume limit of 150 cubic feet. While the chest's lid is closed, the contents are preserved so that they resist the passage of time and do not decay. Living

creatures placed inside the chest have no need to eat or drink, but they age normally. The chest is airtight when the lid is closed, with enough air to last a living creature for up to 10 minutes before it suffocates. Once the lid is closed, a *chest of keeping* can be folded up, compacting down to the size of a typical loaf

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

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

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



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

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

CONSTRUCTION REQUIREMENTS	4,500 GP
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Craft Wondrous Item, *fabricate*, *shifting sand*^{APG}, creator must have 2 ranks in Craft (ships)

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



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

darkness akin to that exuded by a *darkness* spell.

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

MUMMY'S MASK TREASURES

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

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

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

DESTRUCTION

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

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



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

DESTRUCTION

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

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



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

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

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

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



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

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

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

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



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

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



RISE AND FALL OF THE SHORY EMPIRE

"Let me tell you of the ancient Shory and the boldness of a people destined to rule the sky, aeromancers of a bygone age whose magic even the Magaambya has yet to understand. With wind, their cities rose above the clouds, and with lightning, the Shory smote the earth. We still speak their names with reverence today. Yet the Shory didn't just fly—they soared! From the heavens, they rained death upon their enemies, and in their travels, they brought unhindered trade to and from faraway lands. No one has ever reached so high or roamed so far. And yet, the rise of the Shory proved short-lived. In time, their greatest cities fell into fire and ruin. Others simply vanished, never to return. What the earth failed to reclaim, the sky took away."

—Janatimo of Nantambu, Speaker of All the World's Tales

RISE AND FALL OF THE SHORY EMPIRE

A mong all the human generations that have cast their eyes heavenward—whether to seek the will of the gods or revere the life-sustaining essence of the sun—one civilization on Golarion attained unparalleled heights of understanding and mastery of all the sky offers. The ancient Shory escaped their earthly bonds to live for centuries as an empire in the clouds. Godlike in their knowledge and magical ability, these paragons of central Garund uprooted entire cities, literally rising above the petty strife and conflicts of their neighbors, all while ushering in a new era of exploration and trade.

Shory culture developed through mastery of the power of aeromancy, which the Shory pieced together from the thousand-year-old traditions begun by Old-Mage Jatembe, a legendary figure who helped rebuild humanity after the devastation of Earthfall. The Shory used these secrets to produce countless arcane and mechanical wonders, which gave them a unique advantage over their rivals. Unfortunately, fate proved unkind to the Shory, as a series of misfortunes conspired with their own hubris to destroy their empire after nearly 2 millennia of dominance over the skies of Golarion. The remains of their once-soaring settlements still lie scattered across the Mwangi Expanse and in the far corners of the world, mysterious—and hazardous—to all who discover them.

HISTORY

The Shory people first appeared in central Garund with the merging of nomadic clans from the continent's southern region, all of whom had migrated north into the Kaliasso Jungle, the Mzali plains, and the lower Mwangi Expanse. Originally Garundi in ethnicity, the Shory also intermarried over many centuries with local Mwangi tribes, leading to confusion for scholars attempting to retrace their precise origin. The Shory didn't come to power as a nation until –2556 AR, following a tribal council called by one of the Ten Magic Warriors trained by Old-Mage Jatembe. This masked figure, known only as Black Heron, shared Jatembe's magical traditions with the Shory and encouraged them to unite against the destructive cults of Rovagug rampaging from the south. The Shory applied the early rudiments of aeromancy and elemental magic against these enemies, launching successful raids from the treetops of their jungle home. Not only did mastery of this tactic help insulate northern Garund from the horrors of these demented cults, but it also laid the foundation for the Shory's fascination with flight and their eventual obsession with the tactical advantage and relative safety offered by the skies.

In –2381 AR, the Shory faced a resurgence of Rovagug cults, and suffered through a decade-long war. Unlike in prior conflicts, their enemy allied with the Bekyar tribes and charau-ka followers of Angazhan. The demon lord's apemen in particular proved effective in blunting the Shory's

high-ground advantage among the trees. As attacks on Shory cities and villages grew more frequent and ferocious, the fall of the ancient treetop stronghold of Zetsibe spurred two key events. First, the Shory created *flying platforms*—precursors to the Aeromantic Infandibulum used to eventually raise their cities into the sky—which served as mobile resources, enabling them to extend their air superiority beyond the trees. Second, the Shory established an alliance with the derhii, a winged species of ape-like humanoids destined to become a servant race of the Shory Empire for centuries to come. These developments led to the defeat of a mythic thunder behemoth commanded by Rovagug's cultists—a creature many historians referred to as Djakobu, a lesser spawn of Rovagug. This massive beast wreaked great devastation on the early Shory Empire, razing entire villages and attacking the stability of the land itself, causing minor earthquakes as it passed. The monster's defeat broke the cultists' siege, ending the war and beginning a new age of Shory prosperity and industry.

Over the next several years, the Shory enhanced their arcane skill and expanded their influence. The ruling class in each city established a triune of governing sky masters drawn from the arch-wizards trained in aeromancy, and these leaders instituted an ambitious program of magical experimentation with the goal of raising their cities beyond the reach of their enemies—especially the children of Rovagug. Subsequently, the concepts of the Aeromantic Infandibulum were born. After rebuilding significant portions of their homes with lighter-weight metals and glass-like materials, the Shory raised the capital city of Kho into the sky in –2323 AR. Additional cities followed—with each new ascension celebrated as a monumental achievement in the empire's rise to power.

By –2289 AR, all major Shory settlements had relocated to the skies above the Mwangi Expanse. These autonomous havens, able to sail the air currents at will, became the core of citizenship and stature within the empire. The remaining Shory population appealed for admission to these settlements and abandoned their land-based homes to join their brethren in the sky cities. Within the sky cities, the traditions of the Shory rapidly evolved away from their Garundi origins. Clan names fell into disuse as city affiliation took the place of clans, and city names like Kho, Opongwe, Ulduvai, and Yjae instead became common. Yet when two cities met among the clouds, they still treated with one another in the custom of their ancestral clans—with each city hosting emissaries from the other—leading to an exchange of news, trade, and arcane lore. As the Shory grew more confident during this age, their flying cities roamed farther from one another, seeking out new societies to trade with or subjugate, and new resources to exploit as their empire grew.

These were the days of the Shory's greatest prosperity, but also the beginning of their eventual decline. As they

WELLS OF ABUNDANCE

The communal magic of the *well of abundance* played a vital role in the day-to-day lives of the Shory. Its effects varied from city to city, but the most common were to provide an arcane power source that any citizen could use to recharge magic items. Healers also frequently used it to cast *detect animals and plants*, *detect poison*, and *deathwatch* as at-will, spell-like abilities. Others could call upon *light*, *mage hand*, or *prestidigitation* to make their lives easier and more refined.



SKY MASTER OF LIGHTNING

effortlessly established trade routes that no land-bound bandit could hope to threaten, they made many enemies. Ancient Osirion and the Tekritanin League clashed repeatedly with more than one visiting sky-city. The appearance of massive floating settlements inspired fear in local inhabitants as often as welcome exchanges of diplomacy. Some Shory also relished their power over others, declaring themselves gods and holding themselves above any “inferior” cultures they encountered—a label that included almost all other societies. This hubris led Shory arcanists to explore planar magic and summon genies and elementals to cater to their every whim. Unfettered by a consistent moral belief system, the Shory also pushed the boundaries of magical experimentation, consorting with mind-altering entities from beyond the Dark Tapestry as well as soul-stealing daemons from Abaddon.

These darker activities contributed to the fall of the Shory Empire, as the aeromancers proved unprepared for the dangers unleashed by such powers. One by one, their flying cities fell into disarray. Old enemies resurfaced, new factions developed contentious goals, and some Shory accepted nefarious patrons, which proved not only their own undoing, but that of their entire city, as well. Between the destruction of Kho in –632 AR and Ulduvai in –507 AR, every major Shory city either plummeted catastrophically to the ground, or—in the case of Yjae—fled Garund and the Inner Sea in an ill-fated attempt at self-preservation. This marked the end of the Shory empire, as its citizens either died as their homes crashed to the ground or were assimilated into other cultures wherever they found themselves grounded.

SHORY SOCIETY

Prior to their ascension, the first Shory lived in traditional Garundi clans, each led by a war-chieftain who was supported by a council of elders. After mixing with Mwangi tribes in central Garund, these customs expanded to include shamanic advisors, whose divinations granted them considerable influence. Over time, this formative magic took on great importance in Shory society, helping offset the age of barbarism that followed Earthfall. These beliefs expanded further when Old-Mage Jatembe and Black Heron introduced the Shory to entirely new theories of magic, turning them away from shamanism and to the practice of wizardry instead. Most Shory arcanists of this age studied the elemental school of air, and their research gave rise to the field of aeromancy.

Soon, the sharing of arcane knowledge became a major part of Shory society. The oral traditions of their past helped ensure the proliferation of magic, and their wars with Rovagug's followers led to new experimentation with electricity-, sonic-, and cold-based spells. Leadership of the clans also changed, with new chieftains chosen based on merit and arcane skill rather than brute strength. In each city, a triune of aeromancer wizards known as the

sky masters displaced the war-chieftains, recasting their former leaders as sky captains charged with overseeing their city's aeromantic corps in battle. The aeromancers counterbalanced one another in political decision-making, growing in influence until they each controlled their own factions. Each faction was charged with governing a single district and its activity in the daily operation of that cities. A sky master of air looked after the sailing and navigation of the flying cities, as well as the forecasting and influence of the weather. A sky master of lightning led the electro-thaumantic engineers charged with the city's upkeep, as well as the siege crews who wielded *lightning binders* to defend the city. Lastly, a sky master of invention focused on research and experimentation, elevating Shory culture with new breakthroughs in magic and technology, and with the manufacture and mass-production of lesser goods to sell to the other cultures they encountered.

Other notable positions in Shory society included the high lord mercantile in charge of trade, taxation, and resource acquisition, as well as the philosopher-kings assigned to record, catalog, and teach the ways of magic. This latter role also held dominion over the self-renewing, mystic matrices that enabled every Shory citizen to call upon the lacework of magical energy permeating the entire city. First created by Philosopher-King Axuma in the capital of Kho, this communal repository was called a *well of abundance*, and it fed many of the city's constructs and other arcane marvels, while also fulfilling the needs of those who tapped into it to perform minor acts of everyday magic such as *endure elements*, *create water*, and various healing effects to speed recovery from wounds and provide resistance to disease.

Shory society also expanded to include a variety of second-class citizens and servants. Chief among them were the derhii—the intelligent, flying ape-folk who served as guardians, scouts, and incredibly loyal soldiers, though genies, fey, elementals, and unique constructs awakened by the *well of abundance* also played key roles in helping the cities function. Relationships with some of these creatures led to changes in the Shory bloodline, adding a new layer to their arcane culture. Mighty sorcerers began to displace the wizards devoted to aeromancy, and in the empire's waning days, almost all aeromancers augmented their power with the blood of djinn, sylphs, and other elemental influences. This commingling had a lasting effect on their art, lore, and anti-religious views, which culminated in a golden age of magical innovation unrealized by virtually all other magical societies in Golarion's history.

SHORY TECHNOLOGY

For nearly 2 millennia, the Shory focused on flight and attaining mastery of the skies, but their arcane interests ranged as far afield as their flying cities. While aeromancy undoubtedly gave rise to their greatest technological

AEROMANTIC INFANDBULUM

No technology had a more profound impact on Shory society than that which enabled them to lift their cities into the sky. Knowledge of it has faded with their empire's collapse, though many seek to unravel its secrets again. Aeromantic Infandibulum depended on four elements. The first was the roiling heart of energy created by electro-thaumaturgy invested in a *staff of rightful rule* and interred somewhere in the center of the city. The second was the *great rudder*—a set of massive sails with enchanted ropes used to steer the city once it levitated into the sky. The third was a *bag of winds*—the source of an inexhaustible supply of elemental air acting as a controllable propulsion system. And the final component was the *infandibulum key*—a black, glass-like seal worn as an armband or torc by the sky master of air. It was this final element that bound the Aeromantic Infandibulum to the runes marking areas to be ripped from the ground and held aloft.

achievements, they also explored all manner of conjuring, extraplanar, and even soul-warping magic. Their lust for extrapolating on the teachings of Old-Mage Jatembe knew no boundaries, enabling them to push innovation farther than most magical societies of their time.

In the beginning, Shory research into elemental principles bore fruit in unexpected ways, allowing them to enhance their floating cities with self-sustaining magic borne of marids and djinn. Ever-replenishing sources of pure elemental water replaced the cisterns once fed by rainwater. Each Aeromantic Infandibulum relied heavily on elemental air from a *bag of winds* to fill the giant sails of its flying city, propelling it through the skies. Hanging gardens likewise benefited from an influx of fey nature magic. Hypocaust heating vents fueled by electro-thaumantic collectors countered the high-altitude chill, creating a comfortable living environment for guests and citizens alike. The Shory learned to bend crystalline glass and skymetal to their will, shaping their lofty aeries into towering spires and solariums connected by transparent walkways that gave the impression of walking on air to anyone passing between them. They also experimented with sonic magic, creating enchanting melodies from the air rushing through stone whistlers and wind chimes. The even developed traps and offensive weaponry that relied on the potent, deafening reverberations of thunder.

One of the more defining characteristics of Shory technology was the distinctive Auran runes used to mark their creations. Each device manufactured by their industrious magesmiths carried markings in the now-extinct Shory language, and many of these runes bore

special effects known only to the creators of the device. Some allowed the Shory to scribe more effectively on those who carried them, letting them spy on other cultures and magical societies that drew their interest. Others insidious devices acted as mnemonic siphons, quietly copying and infusing themselves with the magic of those who carried them. This often resulted in such creations gaining sentience and spellcasting abilities, becoming intelligent magic items capable of returning and sharing the arcane knowledge they had acquired with their Shory creators.

Similar runes also marked many areas and objects within the Shory's flying citadels, as well as the ice-like hailstone golems that defended them, allowing such constructs and objects to animate by drawing upon the *well of abundance* permeating the city. They also marked the anchoring points for the channeled power of the Aeromantic Infandibulum, serving to bind the city together as it rose from the earth into the sky. Some locations in the Mwangi Expanse and central Garund still bear signs of these markings, never activated by a sky engine before the Shory abandoned them.

FALL OF THE SHORY

The decline of the Shory Empire spanned many decades, and no single event caused its downfall. Instead, as the Shory's flying cities developed their own autonomous societies and political interests, they wandered farther afield and entered into ill-advised conflicts without adequate support from one another. Some cities even engaged in civil wars with one another, fighting over valuable resources, trade routes, or arcane secrets coveted by their leaders. Dark magic also became more prevalent, leading more than one flying fortress to fall from within.

The loss of the empire had a ripple effect on the surrounding cultures of the age. Trade goods and resources once transported across many miles with ease by the Shory became more rare, changing interwoven economies and financial fortunes almost overnight. Other societies benefited from the Shory collapse, either coming to power thanks to treasures gathered from sky city crash sites or by filling the power vacuum left by the Shory's decline and fall. While each city experienced its own unique misfortune, the following represent the most important developments.

Kho: This pinnacle of Shory culture found itself mysteriously assaulted in -632 AR by the Spawn of Rovagug known as the Tarrasque. While this beast emerged from the Pit of Gormuz in faraway Casmaron, it sought the ancient enemies of the Rough Beast and headed directly for the Mwangi Expanse, leaving a swath of destruction in its wake. Some Shory records discovered by an investigation of the crash claim the Tarrasque leapt upon Kho from the highest peak of the Barrier Mountains. Others indicate a Rovagug-worshipping saboteur infiltrated the city and summoned the beast there.

Opongwe: Smallest of the Shory cities, little-known Opongwe escaped fate far longer than its sisters, but also proved less capable of defending itself against the powers arrayed against it. An ancient blue dragon named Maufestelene assaulted the city over the southern deserts of Thuvia in -598 AR. Opongwe's citizens abandoned the fortress as Maufestelene tore it apart, fleeing upon *flying platforms*. When they returned, only the Aeromantic Infandibulum remained in the sky, hanging above the mountains of Thuvia like an afternoon star. The refugees of Opongwe established a floating shantytown around it by lashing together their *flying platforms*—which were constantly recharged by the Aeromantic Infandibulum—but in that harsh environment, they were unable to acquire the resources to rebuild.

Ulduvai: Last of the Shory cities to fall, this fortress fell prey to arcanists seeking power from beyond the stars in a misguided effort to restore their empire's prominence. Their ill-fated attempt summoned a nightmare servant of Azathoth instead, robbing the entire population of its sanity in a handful of days. Ulduvai soon crashed upon Mirrshock Glacier beyond the eastern Mwangi Expanse in -507 AR, leaving behind only insane, undead abominations to represent the once glorious Shory who lived there.

Yjæ: Fearing their declining influence in the aftermath of Kho's destruction, the leaders of this swift-flying citadel convinced its citizens to abandon Garund in the interests of self-preservation and strike out for unexplored territories, distancing themselves from ancient enemies. While they succeeded in crossing the Obari Ocean, an accident occurred while they were navigating around the Wall of Heaven in Tian Xia, causing irreparable damage, stranding the city above the deserts of Shaguang, and leaving it mired in a conflict with invading oni and the denizens of Leng.

REMNANTS OF THE SHORY

While the Shory Empire and its flying cities have long since faded into memory, remnants of their ancient technology and traditions persist even today. Students of the Magaambya in Nantambu diligently research the potential of aeromancy in an effort to duplicate its most common spells and effects. Alchemists and entrepreneurs in Alkenstar have also applied principles of electro-thaumaturgy to some of their designs. Adventurers still occasionally bring forth still-functioning relics from the ruins of Shory crash-sites to be reverse-engineered by master magesmiths in an effort to reproduce such marvels.

BRACELETS OF DEFIANT WIND		PRICE 9,000 GP
SLOT wrists	CL 10th	WEIGHT —
AURA moderate conjuration and evocation [air]		

These azure-and-white marbled bracelets feel smooth and perpetually cool to the touch. When worn, they activate once

RISE AND FALL OF THE SHORY EMPIRE

per day as an immediate action to safeguard against sudden airborne attacks and effects by automatically surrounding their wearer in a cylinder of pure wind and elemental air. This effect functions simultaneously as both *air bubble* and *wind wall*, protecting against missile weapons, gases, and most gaseous breath weapons. It also activates underwater if the wearer begins to drown. Once activated, the effect lasts for 10 rounds.

CONSTRUCTION REQUIREMENTS	4,500 GP
Craft Wondrous Item, <i>air bubble</i> ^{UC} , <i>contingency</i> , <i>wind wall</i>	

FLYING PLATFORM		PRICE 38,000 GP
SLOT none	CL 12th	WEIGHT 80 lbs.
AURA strong transmutation		

This sturdy, 10-foot-by-10-foot mithral platform bears five shifting, white runes of Auran incantations related to clouds and swift travel. It functions identically to a *carpet of flying*, except it requires periodic recharging to maintain power. The device can hold up to 5 charges, depleting them at a rate of 1 charge for every hour or partial hour of continuous use. The charges can be restored by casting *overland flight* onto the runes, which restores 1 charge per casting.

When in operation, a *flying platform* also reduces the effect of rushing wind upon those standing on it, producing an *alter winds* effect to decrease the wind's intensity by one step. A *flying platform* can normally carry 800 pounds at a speed of 40 feet, but it can carry up to twice this amount with a reduced speed of 30 feet. A *flying platform* can hover without need for a Fly check, and grants a +5 bonus on any other Fly checks made to operate it. It has hardness 10 and 60 hit points.

CONSTRUCTION REQUIREMENTS	19,000 GP
Craft Wondrous Item, <i>alter winds</i> ^{APG} , <i>overland flight</i>	

STAFF OF RIGHTFUL RULE		MINOR ARTIFACT
SLOT none	CL 15th	WEIGHT 5 lbs.
AURA strong abjuration		

This staff is a single piece of mithral carved with lines and small dots and encrusted with blue and violet gemstones at either end. The runes marking it are a mixture of Auran and Infernal terms, intertwined. The staff delivers a *shocking grasp* (CL 15th) to any creature other than the staff's owner that holds it, and no chaotic creature can become its owner. Asserting ownership requires a successful DC 20 Use Magic Device or Charisma check made while holding the staff. Once a creature becomes the staff's owner, it remains so until another creature asserts ownership.

A *staff of rightful rule* has 10 charges when it is created. In addition to the normal method of recharging staves, spent charges from a *staff of rightful rule* can be restored by casting *dictum* into the staff. Each casting restores 1 charge, but the staff may never hold more than 10 charges at any one time.

The staff allows use of the following spells:

- *Feather fall* (0 charges; functions even if all charges are expended)
- *Shocking grasp* (1 charge)
- *Chain lightning* (2 charges)
- *Dispel chaos* (3 charges)

DESTRUCTION

A *staff of rightful rule* may be destroyed by a *word of chaos* targeted at the staff. The caster of the spell must succeed at a DC 30 caster level check to destroy the staff. If the caster fails this check, the staff deals 10d6 points of damage to him.





LOST TREASURES OF ANCIENT OSIRION

As the people of Ancient Osirion crawled out of the Age of Darkness, they forged a new empire under the divine guidance of primeval deities and these deities' mortal representatives, the mighty pharaohs whose hearts were said to course with the blood of the gods.

The First Age was one of lost magic, drawn from the power of scores of gods struggling against each other and the tides of fate as the encroaching age began to force their faiths into decline. The pharaohs achieved near omnipotence, yet despite their immense power, the god-kings failed to overcome their own mortality. The remains of their legacies now lie hidden within the ruins and lost tombs of their long-deceased followers, buried beneath thousands of tons of Osirian sand. The pyramids contain a vast trove of the items most precious to these

ancient rulers, including numerous bejeweled artifacts imbued with powerful magic, which they used to control their subjects. Other tombs less magnificent than the pyramids lie hidden throughout the deserts, each filled with the worldly remains of those interred.

Still, little in Osirion stays buried forever, and the secrets and occult treasures of ancient gods have a habit of finding their way back into the hands of greedy mortals. Recent events in Osirion have spread these relics and treasures throughout the Inner Sea region, so now these artifacts of Ancient Osirion can be found in even faraway nations like Ustalav and Varisia. Though many seek to profit from the exploration of this nation's regal past, those seeking the treasures of the pharaohs should remain wary of their mystic curses.

ABAT-NE, THE BLACKSTONE MACE

This light mace appears to be of simple construction, consisting of a plain, round head carved from black stone set upon a wooden handle with a small, bronze hand guard.

ABAT-NE, THE BLACKSTONE MACE		PRICE
		51,005 GP
SLOT weapon	CL 10th	WEIGHT 5 lbs.
AURA strong abjuration		SENSES 60 ft., blindsense
INTELLIGENCE 11	WISDOM 16	CHARISMA 12 EGO 23
LANGUAGE telepathy (Ancient Osiriani)		

Abat-Ne, better known as the *Blackstone Mace*, is a +2 defiant light mace named for the fist-sized mystic ebon stone that serves as the weapon's head. This stone head is set on a plain wooden handle fitted with a bronze hand guard, though closer inspection reveals that the hand guard was likely added some years after the weapon was made.

Constructed for those whose task was driving back and crushing foreigners seeking to usurp the kingdom of Osirion from its true people, the *Blackstone Mace* senses anyone within 60 feet who was not born in Osirion, and immediately alerts its owner of all such threats. Unfortunately, the mace is unable to distinguish between foreigners who pose legitimate threats and those with good intentions. Instead, whenever the mace detects someone non-native, it immediately presses its owner to drive that person off—or, if the encounter seems especially dangerous, to kill her. To get the mace to cease its demands, the wielder must succeed at a Will save against the mace's Ego. If the wielder fails this struggle for dominance, his only recourse is to try to convince the mace of the foreigner's innocent intentions.

Similarly, the mace fails to identify native Osirians who may pose a threat. If used against a native Osirian, the mace refuses to aid its wielder and shuts down its offensive magical properties, instead functioning as a nonmagical masterwork light mace. In order to restore its powers, the wielder must reason with the weapon and convince it that the individual or individuals that were attacked pose a serious threat to Osirion. Not only is the mace prejudiced, it is also arrogant and has the unfortunate quirk of constantly retelling the same stories about how it helped various warriors throughout the centuries achieve their victories. Still, once the mace commits to vanquishing an opponent, it proves relentless in fulfilling its purpose.

CONSTRUCTION REQUIREMENTS	40,600 GP
Craft Magic Arms and Armor, Heroic Defiance ^{APG} , break enchantment, stabilize	

HISTORY

Eager to establish a stronger presence along the banks of the Junira and brace his land against the threat of Osirion's expansionist neighbors, Jetrieti III, the Pharaoh of Sighing

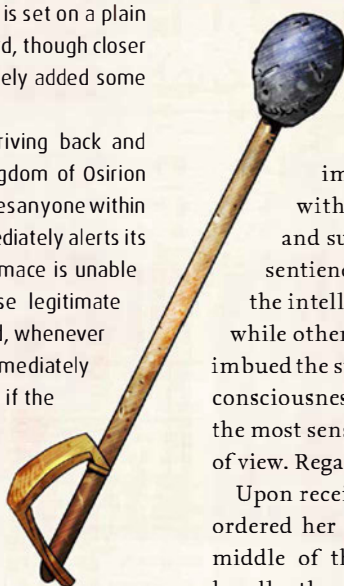
Sands, sought an alliance with leaders of the newly formed Tekritanin League. The pharaoh sent his chief emissary to meet with one of the Tekritanin League's most powerful warlords, a charismatic warrior known only as Simret. Accompanied by a hundred of the pharaoh's personal guard, the emissary rode west to meet with the warlord. In this meeting, the emissary convinced Simret to fight for the side of Osirion in any conflicts with the Jistka Imperium. He hoped to bend members of the Tekritanin League to the side of Osirion, and use the scattered confederation as a buffer against any invasion from the west.

As a token of their new alliance, the pharaoh gifted Simret with a fist-sized black stone carved of the same sacred rock used in the capstone for the Pyramid of Jetrieti I. Not only was the spherically carved stone purported to possess magical properties that would make its possessor impossible to defeat, but it was also imbued with a sentience fanatical about the strength and survival of Osirion. No one knows where this sentience comes from. Some scholars suggest that the intelligence was embedded in the stone naturally, while others believe that an ancient pharaoh's advisors imbued the stone with the sentience of a specific person's consciousness. The latter explanation certainly makes the most sense considering the item's nationalistic point of view. Regardless, the mace now calls itself "*Abat-Ne*."

Upon receiving the mystical stone, the warlord Simret ordered her finest artisans to bore a hole through the middle of the stone. Then, fitting it with a wooden handle, they fashioned it into a light mace, which the warlord expertly and fervently wielded on the battlefield. True to legends, Simret stood undefeated in her campaign against the Jistka Imperium's forces, turning them back and ultimately crushing them at the battle of Red Sands.

After the victory at Red Sands, Simret and her mace became a symbol of power and authority among some groups in the Tekritanin League, and while she valued her modicum of independence from Osirion, she remained dedicated to that nation's defense and superiority. *Abat-Ne* was passed down from chieftain to chieftain, and each time it urged its new wielder to defend Osirion's interests.

Over time, *Abat-Ne* slipped into obscurity and disappeared from recorded history. While centuries have passed since any historians have seen or heard tell of the weapon, the mace is likely still in the possession of those descended from the tribes that once made up the Tekritanin League. Recently, rumors have surfaced of a tribe of violent nomadic bandits in the lifeless wilds of the Glazen Sheet who have rallied under the command of a charismatic young warlord wielding a mace with a head of pitch-black stone.



LOTUS STONE OF NAMRUT

This stone tablet appears to have been chiseled from a larger stone and depicts a blossoming lotus painted in bright colors.

LOTUS STONE OF NAMRUT		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 5 lbs.
AURA overwhelming conjuration		

The *Lotus Stone of Namrut* is a sizable limestone tablet over an inch thick and slightly smaller than a human head. It is carved into the shape of a highly stylized, blossoming lotus. The stone's greatest power lies in its ability to restore life to any individual that has been deceased for fewer than 48 hours. To perform the resurrection ritual, the tablet must be placed the upon the individual's chest at dusk; when the first rays of the rising sun to touch the deceased individual's face, he awakens.

During the ritual, the deceased person experiences a powerful vision in which he enters the divine court of Namrut, a blue-skinned Osirian man with lotus flowers blossoming from his head and palms. Hundreds of white and blue lotus flowers float in the pools that line the stone pathways of Namrut's courtyard. Namrut offers the individual the blessing of life; in return he asks that he not be forgotten. If the individual accepts, Namrut graciously returns him to life per *resurrection*. When the individual wakes, he discovers that the back of his neck has been marked with the symbol of Namrut's white lotus. The marking is permanent and cannot be removed by any means short of a *miracle* or *wish*. Thereafter, provided the individual keeps his promise to remember Namrut, the lotus grants the marked character a number of spell-like abilities.

A number of times per day equal to 1 + the marked character's Wisdom modifier (minimum 1), the marked character can perform a lotus ritual to simulate the effects of one of the following spells: *cure critical wounds*, *neutralize poison*, *remove blindness/deafness*, *remove disease*, or *restoration*. Performing the lotus ritual requires a full 10 minutes of prayer, during which the marked individual can not be interrupted. In addition to prayers, the ritual requires the consumption of lotus tea.

DESTRUCTION

The *Lotus Stone of Namrut* can be destroyed by grinding it to dust upon the altar in Namrut's palace, and then scattering the dust into the lotus-petal-shaped lakes that surround Shiman-Sekh.

HISTORY

The *Lotus Stone of Namrut* was once a part of a decoration built into the keystone that was stolen from the great arch of Namrut's palace in Shiman-Sekh. Namrut was a

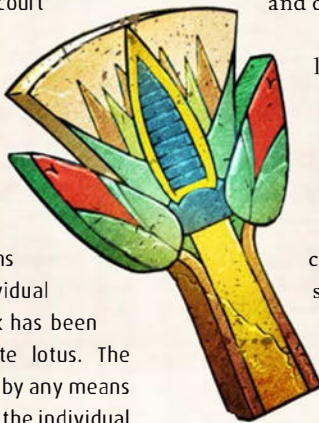
powerful priest of Osiris (the Lord of the Living and god of the afterlife, fertility, rebirth, and resurrection) and claimed that he was descended from the deity. Because of Namrut's unwavering leadership, the faithful had great influence with the nascent tribes that emerged into the sunlight and struggled to rebuild their world at the end of the Age of Anguish.

Namrut was a faithful priest and led thousands in prayer daily, but he was plagued by vanity. He held such sway with his faithful that they began to worship him almost as a proxy for Osiris. In time, Namrut underwent ascension and was able to grant spells to his followers. The lotus, particularly the white lotus, which emerges from the waters of the great river each day at dawn and closes tightly every evening before slipping back below the surface, is Namrut's symbol. Unlike some who believed the soul traveled onward after death, Namrut's followers held that—as with the lotus—birth, life, and death follow each other in an eternal cycle.

The cult also regularly consumed the blue lotus, a practice likely inspired by the tribes of the wild lands to the west, who ate the plant's flowers to gain their mystical effect. While Namrut's followers revered the blue lotus for its healing properties and assistance with spiritual enlightenment, nonbelievers criticized them, holding that the enlightened state they claimed to achieve under the flowers' influence was in truth nothing more than a form of intoxication. Some claimed that Namrut's church was more a cult than a true Church of Osiris.

Eventually, Namrut left the world behind and ventured to a demiplane he created that would allow him to live forever, but his followers continued to worship him as a god, and they turned his palace into their temple.

During the later years of the rule of the Pharaoh of No Rain, a thief plucked the keystone from its perch in Namrut's palace. Shortly after this mysterious event, the last of Namrut's faithful abandoned the city, and his cult faded into obscurity. While popular legend blames the agents of An-Hepsu XI for the theft, shrewder sources hold that such tales were concocted to cover the actions of the *Lotus Stone of Namrut's* true thieves—Namrut's followers themselves, who secreted the stone off to a safe location somewhere in the vast Osirian desert. Reports of the exact location vary wildly, making searching for the stone frustrating for treasure hunters. Some reports claim a cult of lotus-eaters maintain a secret valley in the Pillars of the Sun, while others speak of a lotus cult somewhere along the banks of the Junira River. Over the years, more than a handful of adventurers have attempted to find the artifact, but none have successfully recovered it.



OMAT'S SARCOPHAGUS

This richly inlaid golden sarcophagus resembles a stylized mummified human. Its body is depicted draped in funerary wrappings, and a burial mask covers its face. Upon its head sits the traditional Osirian headdress worn by the ancient pharaohs.

OMAT'S SARCOPHAGUS		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1,500 lbs.
AURA overwhelming conjuration		

Omat's Sarcophagus is similar in appearance to the sarcophagi used in the burial rites of many ancient pharaohs. It is constructed from wood, and its surface is sealed with pitch and set with an alternating pattern of scaled bands carved from lapis lazuli and jasper and scribed with thousands of protective hieroglyphs. All other exposed surfaces are gilded. Although this item appears to be a normal sarcophagus, it has a number of special powers. Each of these effects can be used once per day, and they affect only creatures of the humanoid type.

If a humanoid that has been dead for less than 1 month is placed inside *Omat's Sarcophagus* and the lid is sealed, the corpse's soul is forced into the sarcophagus and trapped there. The corpse then disintegrates and the sarcophagus begins building a new young-adult body over the course of 2d12 days. This effect occurs even if the original creature had reached the end of its natural life. The body created is free of all physical ills and afflictions that the creature may have previously suffered. Once the new body is complete, the soul is then forced into the new body and the being awakens in the sarcophagus. If the sarcophagus is destroyed before the soul can be united with the newly formed body, the soul is once again released to the afterlife.

If a living creature is placed inside *Omat's Sarcophagus*, it can use the device to travel to the Astral Plane, the Ethereal Plane, or Pharasma's Boneyard. To activate this teleportation power, a creature must be inside the sarcophagus with the lid closed. The user must then recite aloud the sacred poem of Neb-Aku (which is inscribed on the interior of the sarcophagus's lid) in Ancient Osiriani. The recitation immediately opens a portal, and the user can then move through the portal to the desired plane (chosen after reciting the poem). The sarcophagus doesn't confer any abilities that protect the user while on another plane. For up to 48 hours after using *Omat's Sarcophagus* to travel to another plane, the user can utter a command word to be immediately transported back to the sarcophagus. After this time passes, the user must find her own way back to the Material Plane.

DESTRUCTION

The sarcophagus can be destroyed by sending it to the

Boneyard and sundering it with a magic weapon after subjecting it to both positive and negative energy.

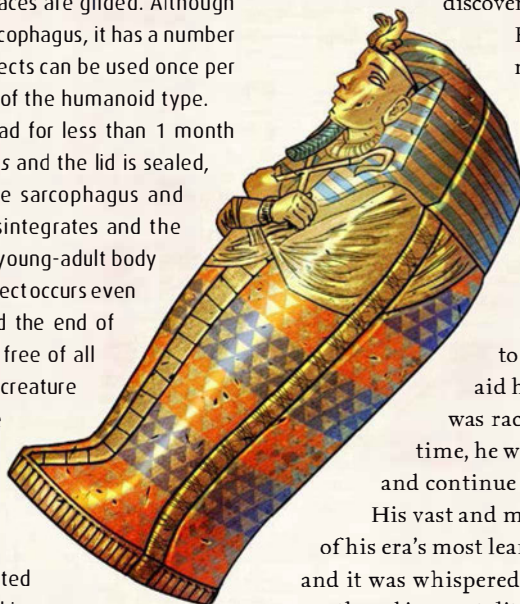
HISTORY

When the Pharaoh An-Hepsu V built his pyramid and was preparing for his death and divine ascension, he made a royal proclamation that called for his entire house to make the journey into the afterlife with him. His half-brother, the royal sorcerer Omat, was unwilling to forfeit his life. Fearful of directly disobeying the pharaoh's will, Omat sought to escape his ritual execution by constructing a magical sarcophagus that would preserve his life. Legends say he spent many years crafting his sarcophagus in secret along with his most trusted assistants, and in that time he frequently traveled to realms known only to the gods and the dead in an effort to discover their secrets.

Knowing that he would be mummified after his ritual execution, Omat created the sarcophagus not only to transport his body to another realm, but also to trap his soul and rebuild his body with a youthful physique. Once he was reborn, he could use the sarcophagus to travel the planes, and made preparations for his tomb to include a wealth of magic items to aid his otherworldly journey. Though he was racing to complete his sarcophagus in time, he was confident he could fake his death and continue living beyond the Material Plane.

His vast and mysterious knowledge made him one of his era's most learned sages and powerful magicians, and it was whispered he even held the secrets to eternal youth and immortality. Yet in the end he remained mortal, and when An-Hepsu V finally passed, the pharaoh's priests called for his half-brother Omat's ritual execution. Thankfully for Omat, he and his assistants finished construction of the sarcophagus mere days before he was called to join his half-brother in his tomb.

As decreed, Omat drank the poison given to him, promptly fell into a deep slumber, and peacefully died. He was then mummified and placed in the special sarcophagus he'd prepared. It is assumed his plan worked and he continued to live on, though no reputable accounts of Omat or his mystical works have surfaced since his death. Some scholars hint that he refused to return to the Material Plane and still roams the multiverse as an eternal being. Attempts to reach him through magical communications consistently failed, however, and over time Omat was forgotten. Recently, a collection of Omat's notebooks surfaced on the black market, sparking a new interest in the sorcerer's magical sarcophagus.



SISTRUM OF BASTET

This device consists of a bronze, U-shaped frame affixed to a wooden handle. The numerous small bronze disks on a series of crossbars that run through the frame produce a bright, jingling sound when the instrument is shaken.

SISTRUM OF BASTET		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1 lb.
AURA overwhelming transmutation		

The *Sistrum of Bastet* is a powerful artifact that, when used properly, allows a bard to use her bardic performance ability to enhance the spells of a divine spellcaster or conceal her true motives. Once per day, when the wielder uses the *Sistrum of Bastet* as part of a bardic performance, she can inspire a divine spellcaster within range of the performance and bolster the effects of any spells that spellcaster casts. Thereafter, for the duration of the performance, whenever the designated divine caster chooses to cast a spell, the bard can expend 1 or more rounds of bardic performance as an immediate action to enhance her allied divine spellcaster's spell as if that individual had prepared it with the Heighten Spell Metamagic Feat. The number of levels by which the divine spell is heightened is determined by the number of rounds of bardic performance sacrificed. For example, if the sistrum's player sacrifices 2 rounds of bardic performance, the divine caster's spell level increases by 2. A spell's level can never increase beyond 9th level, and can't be higher than the divine caster can cast.

Second, a bard wielding the *Sistrum of Bastet* can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, the bard can combine her casting time for a spell with a Perform check. Observers must succeed at a Perception or Sense Motive check opposed by the user's Perform check to realize she is also casting a spell. This uses 1 round of her bardic performance ability, regardless of the spell's casting time. In addition, a bard using the *Sistrum of Bastet* can select a number of creatures equal to her level. The bard can deliver secret messages to these individuals without needing to use the Bluff skill. The bard still must be able to speak to deliver the message.

Finally, when the wielder gains a bard level and is able to learn a new spell in place of one she already knows, she can choose a spell from the cleric spell list. This spell must be of the same level as the spell that she is replacing, and the bard casts that spell as a divine spell. If the *Sistrum of Bastet* ever leaves her possession for longer than 24 hours, any divine spells added in this way are lost unless she can reclaim the instrument.

DESTRUCTION

The *Sistrum of Bastet* can be destroyed only if a serpent's coils crush it after it has spent a year in complete darkness.



HISTORY

For those devoted to the gods of Ancient Osirion, the years of the Keleshite occupation of their nation were dark. Early in the occupation, some elements of the satrapy branded those who refused to abandon their ancestral deities in favor of the new gods as both heretics and traitors.

This forced the devotees of many of the older deities into hiding, or at least into disguising their true beliefs in order to protect and preserve them. Some practiced their ceremonial rites in secret, while others adapted their rituals to conceal them from the Keleshites with the veil of their adopted culture.

Those devoted to the goddess Bastet embraced her teachings by expressing themselves through dance and song, masking their rituals as public performances. They would bill themselves as a dance troupe and mingle prayers in among the lyrics of songs. Some of these troupes traveled between towns to see to the religious needs of the scattered faithful, keeping their religious community alive. Over time, some of these worshipers shifted their focus from divine spellcasting to the arcane power they derived from the art of song. During this time, devotees of Bastet began attracting bards as well as the more traditional clerics and oracles.

The most notorious of these cults was the Sisterhood of Bastet, who revered their goddess's capriciousness and vengefulness. Their High Priestess, Shioptera, uncovered the secrets of improving divine magic through music. Shioptera imbued this power within her sistrum, her most sacred instrument, which she used to commune with her goddess through the performance of mystical rhythms. During the Keleshite Interregnum, the Sisterhood traveled through the southern lands of Osirion, speaking out against the satrapy and inciting people to riot in the streets. The pride of Ancient Osirion bolstered them against their foreign occupiers, but these minor rebels had no idea of the might they were up against.

As Shioptera's cult continued to spread Osirian nationalism and subversive thought, it provoked the satrapy to increase its military control over the occupied territories. Through propaganda, the occupiers demonized Bastet by citing scriptures that spoke of her darker aspects and ferocity. Little by little, they rooted out the old cults, and some cities even banned traditional Osirian dancing troupes for fear of attracting the satrapy's wrath. When they captured Shioptera and executed her for treason, the *Sistrum of Bastet* was confiscated and sold to a private collector. The instrument's current whereabouts are unknown, but in recent years an explorer found evidence that the instrument might be in a catacomb beneath Ipeq.

LOST TREASURES OF ANCIENT OSIRION

WAS SCEPTER

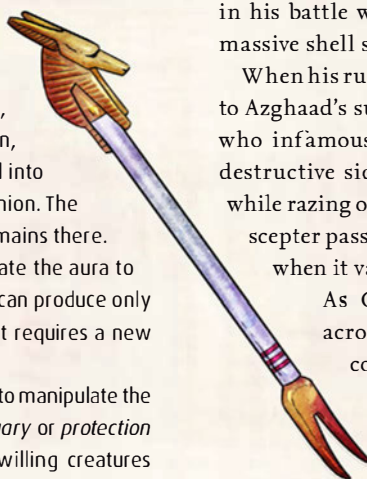
This scepter has an ivory handle crowned with a golden head stylized in the shape of the Set beast or sha, while its foot is capped with a golden, two-tined fork.

WAS SCEPTER		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 30 lbs.
AURA overwhelming abjuration and transmutation		

The *Was Scepter* can be wielded in combat as a +4 *light mace*. Upon command, it expands to a length of 6 feet and can be wielded as a double weapon that has a +4 enhancement bonus. The head deals 1d6 points of bludgeoning damage and can be used to make trip attacks, while the forked end deals 1d6 points of piercing damage. The wielder can use either end as the primary weapon, with the other becoming the off-hand weapon.

Though it is formidable in melee, the scepter's true value lies in its ability to allow its wielder to claim dominion over specific areas, people, reality, and even time. As a move action, the wielder can plant the scepter's forked end into the ground to activate a 120-foot aura of dominion. The aura remains active so long as the scepter remains there. The wielder can then concentrate to manipulate the aura to produce various magical effects. The wielder can produce only a single effect at a time, and each new effect requires a new action. The effects are as follows.

- At will, the wielder can use a standard action to manipulate the aura to emulate the effects of either *sanctuary* or *protection against chaos*. These effects include all willing creatures within the aura of dominion. If the wielder activates the *sanctuary* effect (DC 15), all allies within the aura are subject to the usual terms of the spell. If any allies break the spell's terms, the effect immediately ends for everyone affected.
- Three times per day as a standard action, the wielder can manipulate the aura to block any extradimensional travel within the aura of dominion. The area within the aura is treated as if under the effects of *dimensional lock*.
- Once per day as a standard action, the wielder can manipulate the aura to force extraplanar creatures entering the aura of dominion to return to their home planes immediately, as if targeted by a *banishment* spell. Up to 40 Hit Dice of creatures can be affected by this effect, and creatures subject to this effect can resist with a successful DC 21 Will save.
- Lastly, once per day as a standard action, the wielder can alter time within the aura of dominion. The wielder can use *time stop* and include a number of people in the effect equal to 1 + the user's Charisma modifier (minimum 1). Unwilling creatures can resist this effect with a successful DC 23 Will save. Those affected by the time stop can interact with each other as normal, and individuals are not restricted from leaving the aura of dominion while the effect is in place.



DESTRUCTION

The *Was Scepter* can be destroyed only by a ruler of Osirion with true royal blood.

HISTORY

In the early days of Osirion—when it is said that the gods themselves wandered the land—beings in positions of power carried magical scepters that cemented their dominion and aided their rule. The first pharaohs to claim authority over the newly born nation wielded the *Was Scepter* as a symbol of power.

It is said that Azghaad created the *Was Scepter*, and some even claim that the god Nethys contributed to its creation. Considering the artifact's great power, this attribution is extremely likely. Azghaad carried the scepter throughout his rule, and some accounts claim that he used the artifact in his battle with Ulunat, the spawn of Rovagug whose massive shell sits in the center of Sothis.

When his rule came to an end, the *Was Scepter* passed on to Azghaad's successor, the Naga Pharaoh. This pharaoh, who infamously ruled through the power of Nethys's destructive side, carried the scepter until she perished while razing of the great temple of the All-Seeing Eye. The scepter passed from pharaoh to pharaoh until –3170 AR, when it vanished from Sothis.

As Osirion grew and its borders extended across northern Garund, the nation's god-kings contended with the Tekritanin League and the even more powerful Jistka Imperium, and it is believed that some of those early conflicts with these nations were fights to reclaim the missing *Was Scepter*.

With the first *Was Scepter* gone, the early pharaohs carried replicas, each one progressively weaker than the original. As the First Age of Osirion faded into the Second Age, Osirion's rulers gave up the practice altogether. Some say that if the *Was Scepter* were recovered and brought into Sothis by someone of royal blood, that person would have the divine right to rule the nation of Osirion. It is rumored that powerful figures within the court of the current pharaoh work against any attempts to reclaim the original *Was Scepter*, lest its reappearance disrupt the current power structure.

Curiously, old and crumbling scrolls found in the Great Library in Tephu claim that the original *Was Scepter* never left the seat of power in Osirion, and now rests in a secret location deep beneath the city of Sothis, protected by otherworldly beings of great power that were summoned during the end of Osirion's First Age. Some believe these scrolls are fakes, because while they speak of the location of the scepter in great detail, none of the references seem to make logical sense, almost as if they were describing another Sothis entirely.

Seeing Different Horizons

PATHFINDER'S JOURNAL: SHADOW OF THE SANDS 5 OF 6

I'd never thought before that one could sit angrily, but I did so now. I fairly radiated rage as I slumped back in my chair, arms crossed, glowering. My clothes—waterlogged from the Crook, then dried by the sun—hung in wrinkled folds. Folds filled with sand. Boots filled with sand. My feet felt scraped raw from our trek across the desert. I don't even want to talk about my hair.

Farhaan and I had ridden our emergency raft for only a short time before the old wood started to give way. We stumbled, waterlogged, onto the far bank and there decided to head south, to Ipeq.

"It's no farther away than Tephu," Farhaan said. "And from Ipeq we can hire a boat. That way we'll throw Kema and her crew off the trail."

It wasn't a perfect plan, but it wasn't bad, and I had been curious to see the famed city of Ipeq. We slogged along the riverbank for another day until the walled bastion of the city rose on the horizon.

The trek was more arduous than I'd expected, though, and I found I couldn't easily appreciate the magnificence of Ipeq—and it is magnificent. There could be no hopping over the walls here as I did at the necropolis in Wati. These city walls, gleaming white, stretched over a dozen feet tall and were so wide a crocodile could sun itself comfortably atop them. Armed guards stood watchfully at every possible point of entrance. But my sunburn and sand-rash and hunger had rendered me immune to Ipeq's glamour. All I could think about was finding a place to wash off the sand and get a good meal.

Now we sat inside a cool inn—the Shadowed Oasis. As the name promised, the room's clay walls kept the heat out and the light dim. False palm fronds woven from linen and dyed in riotous colors hung from the ceiling. A mug of fine Ipeq beer (thick and sweet and filling as a loaf of bread) sat before me, next to a plate of mostly eaten slices of cold ox tongue and pickled vegetables. But my anger overshadowed these comforts.

"I don't know what else you expect me to do," Farhaan said. "I certainly don't have any money. I was kidnapped, remember?"

"Yes, and you haven't yet explained that."

"I told you." Heavy sigh. "Kema is an unbalanced and uninformed woman. She thinks I did something horrible to cause the deaths of my team inside the necropolis. She's a fanatic. It was a dangerous mission and I did my best, end of story."

"Beginning of story!" I made a mental note to change that line to something cleverer in my journal, then decided against

it for the sake of accuracy. "That's the worst lie I've ever heard, and now it's cost me my most valuable possession."

"I didn't ask you to sell it."

"We didn't have much of a choice, since you had nothing to contribute."

"Most sorry. I should have asked Kema to leave my money pouch on me when she dragged me out of my bed."

I took a long drink of mud-thick beer and tucked a few scraps of tongue into the travel satchel that rested on the table. Toothy stirred within, and I soon heard him chomping away.

"At least we have money now," I said, rage ebbing to resignation. "We can buy passage back to Tephu as soon as you like. From there you can find your own way to Wati."

Farhaan's eyes softened. He picked up his beer, stared at it, then set it down. "Nenet, I'm sorry about your amulet."

"I'll head down to the docks right now," I said, horrified to hear a tremor in my voice. I stood up quickly, slung Toothy over my shoulder, and headed out the door.

"Nenet!"

I strode away from the inn, pushing my way through the crowded street. Farhaan called my name again. I pretended not to hear. He caught up to me moments later despite my efforts, catching me by the shoulder. I shrugged off his touch but let him draw me to the side of the busy street.

"Nenet, I *am* sorry. I meant that."

"You're going to have to do better than that if you want me to believe you."

Farhaan looked as bad as I did in his bleached, wrinkled garb. He'd torn off the long hem of his tunic to make a head wrap, but his nose was still peeling from the sun. He frowned. "I don't understand why you're so angry. It's not like you've been honest with me."

"Me? I'm honest as the day is long, and in the desert that's pretty blasted long."

"You haven't been straight with me since the day we met, with your stories about seeking out your 'ancestral heritage.' Give me some credit. I see the desperation in your eyes."

My heart twinged as if stabbed with a needle. I shifted the travel satchel from one shoulder to another to buy me time. "I have been honest. At first I didn't tell you about excavating the tomb to find the amulet, but only because I didn't know you. I told you the truth soon enough. I am looking for my heritage, nothing more."

"I don't believe you any more than you believe me."

I let out an exasperated breath. "Fine. If that's what it takes to hear the truth about you and Kema. I am here to learn about my ancestry, but only because—Farhaan, look!"

THE CITY OF IPEQ

Thousands of years ago, An-Hepso III, the Pharaoh of Blades, ruled Osirion with unparalleled military might. The Pharaoh of Blades personally trained his own honor guard and routinely sparred with his soldiers, killing those who failed to impress him. Yet the pharaoh's most notable deed occurred in -2385 AG when he erected the city of Ipeq.

Ipeq was originally a strictly military holding, designed and constructed at the pharaoh's behest by genies, and its origins are immediately obvious in the high walls, imposing fortresses, and remnants of inhumanly straight streets. Over millennia of relative peace, however, the human inhabitants of Ipeq have made the city their own, slowly laying a more mundane warren of streets over the perfect lines of the original city. Even today, travelers can find small gold plates fused into the walls of Ipeq's buildings, stamped with script in the language of the genies praising the Pharaoh of Blades and extolling the city's strength.

Though invasion from Katqesh is no longer a serious concern in modern-day Osirion, Ipeq maintains its military might and brings a feeling of security to the Osirians. Ipeq's garrison is widely known to house the strongest and most skilled warriors in all the land, and its navy, comprised of its famous scorpion boats, handle threats to Osirion's rivers and the trade that they facilitate. Ipeq's position on the bank of the Crook cements its position as a bustling trade hub even as it remains a symbol of Osirian military might.



To his credit he *did* look, which showed he trusted me to some extent. Working their way down the packed street were three familiar figures in robes and colorful scarves. Kema's gang had made it to Ipeq as well.

"Down here," I said, tugging Farhaan's arm as I headed for the nearest alley.

"This way," Farhaan said at the same time. He tried to pull me into the churning crowd.

We pulled each other in opposite directions for a second before each of us tried to follow the other. My nose bruised against his shoulder as we collided.

"Ow!"

"Sorry."

"Just follow me."

We sprinted down the alley, but I soon realized that Farhaan's plan might have been better. Ipeq was built by humans originally, but legend says genie-magic helped the development along. Many of the city's boulevards are matched by clean, wide alleys that stretch in perfectly straight lines between the buildings, in order to create tactical opportunities for the city's militia. We seemed to be right in the middle of one of those damnably straight-angled districts.

I saw no ready hiding places, so we raced along the entire length of the alley until we reached the next thoroughfare. This one was packed with travelers and residents, vendors and purchasers. Stalls and carts lined the bases of the two-story sandstone buildings that loomed over the crowd. Shouted voices, the braying of beasts, laughter, and song echoed off the buildings and filled the corridor with a vital din. To the right I heard the hum of machinery and saw a potter's wheel spinning beneath an open-air hut attached to a larger building. To the left, a communal fountain splashed over paving stones. Clusters of children raced around the fountain, laughing.

As we darted into the crowded street, I cast a look over my shoulder. A robed kidnapper jogged along behind us, still a few dozen feet away. I let the crowd sweep us along and said to Farhaan, as quietly as I could amid the din, "I think we've been spotted."

His muttered curse was lost in the noise. We moved fast, pushing our way past knots of people and squeezing past mule-drawn carts. Vendors called out to us, hawking everything from dried fish hanging in string-tied bunches to tiny pyramids of fragrant incense.

"You said earlier we could leave whenever I was ready," Farhaan huffed. "Now seems like a good time."

Close-packed rooftops make for easy getaways... as long as no one looks up.

Even in a genie-built city like Ipeq, clustered shops like this are far more common than freestanding structures. Why build your own walls when you could borrow someone else's?



I recalled what I could of the city's layout. "Right at the next turn. That'll take us toward the docks."

We were almost at the end of the street when the crowd changed direction. People ahead of us turned around and started back the way they'd come or spread out to either side of the street. At first I was grateful for the space, allowing Farhaan and me to hustle forward, but then I saw the reason for the shift.

A wall of flashing steel and trailing pennants blocked the entire cross-street. I stopped in dismay, shielding my eyes against the gleam of sun on polished helms. "There can't be an attack," I said. "No one's warred in this city for decades."

"It's not an attack," Farhaan said. The soldiers tromped before us, keeping perfect step. Crimson and gold paneled tunics embroidered with blue scorpions covered their light breastplates. Red crests adorned the helms of the officers. "It's the proccessional. Once a month they celebrate Ipeq's strength with a military showing."

"And they happened to pick today. Lucky us."

I made for a narrow space between two buildings, not an alley but an alcove made to allow access via side doors. The crowd was turning slowly but steadily, and soon we'd be completely exposed to our pursuer. "I hope you can climb," I said as we ducked into the alcove.

"After you." Farhaan gave a mock bow.

I found handholds in the cracks between the sandstone blocks and hauled myself up. Halfway up the wall I glanced down to make sure Farhaan followed. I figured anyone who had made a name for himself exploring the necropolis would be able to climb at least a little. Despite the purchase the rough wall afforded me, my muscles shook by the time I pulled myself onto the roof.

I rolled onto my back and stared at the dazzling sky, breathing heavily. Farhaan clambered onto the roof with a grunt and flopped down beside me.

"Think he saw us?" Farhaan asked.

"We'll know soon enough. Maybe now you can tell me why exactly they're after you?"

"Oh no. You were telling me about your mission."

I rolled onto my stomach with a sigh and inched to the edge of the roof. I peered over the edge cautiously and scanned the crowd. I didn't immediately see our robed pursuer, and I ducked my head back quickly, not wanting to make myself a target. I shifted back to where Farhaan lay, hands folded over his stomach.

I couldn't figure out the best place to start. "I never had anyone except my grandfather."

"Mother's father or father's father?"

"Father's. My folks died when I was just a baby." My voice sank into a well-worn cadence as I recounted the events again. "When Mother got sick, she sent me away to Grandfather's to

keep me safe. Father stayed to take care of her, but caught the same illness and they both died. Varisians call it river fever. People catch it from time to time.”

“So it was just you and grandpa.”

“Pretty much. He seemed ancient to me, a scholar who cared only about his books. History and genealogy. He was set in his ways, and I wasn’t into having my ways set. He always said we saw different horizons.” At Farhaan’s blank look, I searched for a corresponding Osirian idiom. “You could say we drank from different wells.”

“I get it. So you left in search of more amenable relatives?”

“Oh, no, it wasn’t like that. No matter our differences, Grandfather and I loved each other. He didn’t understand my wanderlust—he thought my curiosity could be satisfied with books, but I wanted the experience to *write* those books. Still, he cared so much about family. He was always telling me stories about how we’d traveled from Osirion to Varisia six generations ago, fleeing Kelish oppression.” I rolled onto my back and fixed my eyes on a wispy cloud. “He always told me we were descended from pharaohs.”

“The picture becomes clearer.” Farhaan raised himself up on one elbow. “You’re searching for your family fortune.”

“My lineage,” I stressed. “After six generations, things get a bit muddled. Maybe we’re royalty, maybe we’re not, but grandfather cares so much about our bloodline. If I could find some evidence, some certainty about where we came from...”

That tremor was back in my voice. It was enough for Farhaan to guess the truth. “He’s sick?”

I nodded. “More old than sick. The healer says this will be his last winter. Once I get the tomb translation I’ll go home, and then he’ll know our family history will be recorded properly.” My voice softened. “I never took his stories seriously. Never cared about my Osirian heritage or where my great-greats might have come from. Now that I’m here, though... well. That’s all.”

When Farhaan spoke again, his voice was muted. “I know that helplessness. To see someone slipping away and there’s nothing you can do. I’m sorry.”

I was about to reply when I realized the sound of armored marching had faded away. I got up in a crouch and scuttled over to the edge of the roof. The street below was clear (well, clear of soldiers anyway). The usual throng packed the avenue once more.

I also saw, almost directly beneath us, a band of scarf-wrapped kidnappers. They talked among themselves, hands on scimitar hilts. I drew back onto the roof.

“Parade’s over,” I whispered, “but we’ve drawn a crowd.”

“Are they climbing?”

“I don’t think they know precisely where we are. They’re hoping we’re hiding nearby, though, and that they’ll spot us when we try to leave.”

“Can we get around them?”

I pointed to the neighboring roof. “How are you at jumping?”

“About the same as climbing.”

“Here.” I handed him Toothy. “I’ll go first.”

The gap between the rooftops wasn’t too wide, but the fall looked awfully long. I took a running leap and cleared the space easily. I let myself fall into a roll on the other side and came up dusty and breathless but undamaged.

Farhaan tossed me the travel satchel and I slung it over my shoulder once more. He followed with a powerful jump, and while he crossed the gap easily enough, his landing was far less graceful. He hit hard and collapsed into a sideways sprawl. I ran to help him up. “You alright?”

“Never better,” he said with a grimace. I saw he favored his ankle, but there was nothing I could do to help. We crossed the roof and climbed down the other side of the building. By the time Farhaan touched ground and we started for the docks, he was limping noticeably.

I saw no signs of pursuit as we made our way to the river’s edge. Farhaan’s ankle slowed us down. He had to take my arm and lean on me as we hobbled along. His injury turned out a blessing in disguise, though, because it gave me time to spot Kema before she spotted us.

She’d removed the colorful robes of her order to reveal well-worn traveling gear. She’d even tucked her hair under a light blue scarf to further disguise herself. I was on my guard, though, and caught a glimpse of her face beneath the scarf before we got too close. How she’d tracked us here I didn’t know, but here she was and she was obviously watching for us.

Unlike the docks in Tephu, tall stone walls surrounded Ipeq’s waterfront. Armed guards flanked the single gate through which travelers streamed in and out. Of course a military city would have a defensible dock. Kema would be sure to see us when we tried to pass through.

I steered Farhaan to the side. We took cover behind a group of women in colorful caftans who haggled noisily over strings of peridot beads.

“I’d hoped never to see that face again,” I muttered.

“Kema?”

I turned to Farhaan and stared him square in the eye. “I need to know what’s between you and her. Why is she hunting you?”

Farhaan hesitated but didn’t look away. Finally, he nodded. “On the last run we made, I lost two companions inside Wati’s necropolis. They were all seasoned explorers, used to danger, but we underestimated the power of the undead within. I underestimated their power. I could have done more research. I could have—I could have done something.”

“I thought Kema was all about protecting Osirian artifacts, though. Didn’t you have permission to enter the necropolis?”

The women near us raised their voices in shrill objection to the price of the necklaces. Out of the corner of my eye I saw the merchant bring out a substantially smaller string of beads. That didn’t please the women either. I let their chatter cover our conversation and turned my attention back to Farhaan.

"We did. When we destroyed the undead, even though we suffered terrible losses, we were able to consecrate their bodies and put the tomb back in order. The undead had several items we couldn't identify, though, including some valuable pieces. We brought them out with us and the priests of Pharasma let us keep them as a reward."

"And that's what's got Kema's robe all bunched?"

"Not exactly." Now his gaze dropped. "One of our team was killed and reanimated by the undead. We had to destroy her and burn her body."

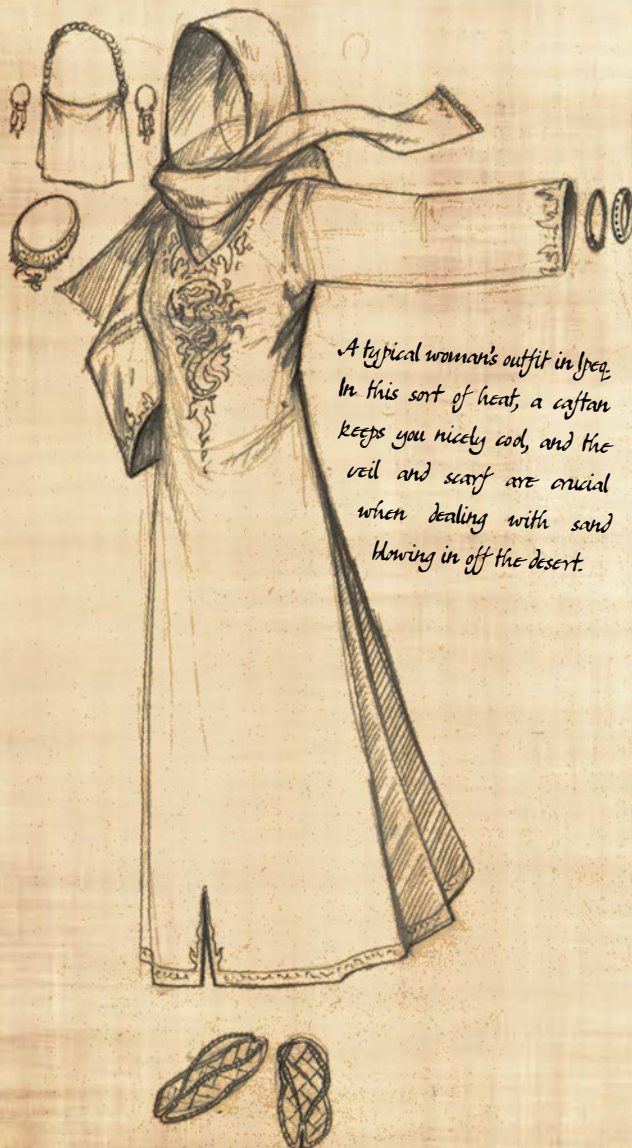
"And she was...?"

"Kema's sister."

"Oh." I glanced in the direction of Kema and the gate. "I see."

"I promise, Nenet, I did everything I could to save her. When we ran out of options, I ensured she would find peace after death. I tried to tell Kema that, but..."

"Yeah. I don't imagine she was very rational about it."



"Exactly."

I let the silence settle between us, but I knew we couldn't wait here all day. To the best of my knowledge, the gates closed at night, and as the shadows lengthened and the crowds thinned, we'd be hard pressed to hide. Perhaps in a crowd, at least we could sneak through the gate.

"Any ideas?" Farhaan asked.

"One," I said, eyeing the colorful baubles at the stall next to us. I turned away from Farhaan and said in my best Osiriani, "Excuse me, ladies—how much money are you short?"

"I thought I'd have to talk you into this," I said some time later.

"Nope."

Farhaan and I ambled toward the gate with our newly bought friends around us. Altogether we made a group of six—enough, I hoped, to throw Kema off the scent. I tried to watch Kema without looking like I was watching her. "I mean, I thought you'd object a little bit."

"Not at all."

I gave Farhaan a sidelong look. I'd used an overly heavy hand with the kohl, giving him a raccoon-like appearance over the face scarf. "Well you certainly, um, wear it well."

Farhaan smoothed his hands down the front of his silk caftan. "Arshea isn't unknown in these southern regions, you know. Am I making you uncomfortable with my femininity?"

Somehow I was the one blushing. "Not at all," I muttered. The ladies around us giggled brightly and one took Farhaan's other arm. My own caftan seemed a size too large and I almost tripped on the hem. "We can both work on being feminine. I'm about as graceful as an aurochs in this thing."

"Try putting your weight more on the balls of your feet."

"Quiet, we're getting close."

I kept my arm on Farhaan's to help him balance, but our slower pace looked more natural in our flowing garments. Farhaan talked to me in Osiriani, affecting a lighter tone and acting as if we were on a trip to visit relatives in Tephru. The other women picked up their own conversation.

I focused on not meeting Kema's gaze while keeping my own eye movements and body language natural. As we passed by, I glanced briefly at her, just as I would with any stranger standing squarely in the middle of the road. She glanced back, and a cold chill ran down my spine. Farhaan kept the conversation up, and I moved on as if we hadn't a care in the world.

Just like that, we were through the gate. I forced myself to keep my steady, even pace as we made our way down a flight of broad stone steps to the waterfront. Once we were safely ensconced in the crowd, we bid goodbye to our new friends. They wished us a blessed voyage free from Kema's wrath. (I'd told them she was a jealous ex-lover set out to ruin our trip. I don't think they entirely believed my story, but they were happy enough to dress up Farhaan and accept my gold.)

Crafts of all sizes and configurations bobbed on the river, stretching in either direction as far as the eye could see.

SEEING DIFFERENT HORIZONS

Farther down the bank I saw two scorpion boats floating side by side. The craft are legendary in battles. Some say the scorpion boats came into existence through the same genie-magic that spawned the city. Curved, segmented legs seemed to form the hulls, and a barbed scorpion tail, plated with gold, arced off the back of each boat. I feasted my eyes on the famous craft, wishing we had more time to stop and examine them.

Sailors called out fares and destinations and I stopped at the first one to say, "Tephu. How much for two?"

The sailor, a tanned man with a prodigious gut despite his ropy muscles, named an outrageous fee, and Farhaan expertly haggled us down to five gold pieces altogether.

"When do we leave?" I asked.

"When we fill the fares or tomorrow morning, whichever comes first."

"If we pay for ten fares can we leave now?"

The sailor raised an eyebrow. "I'll speak to the captain."

We lingered by the ship, waiting for the sailor's return. I fought the urge to look over my shoulder and see if Kema was watching us. Farhaan held my arm lightly, but I could feel the tension in his body.

After what seemed like forever, the sailor returned. "Come aboard, then. We'll leave immediately."

The ship—a good-sized, flat-bottomed craft—prepared for departure. The crew, only a half-dozen men, hustled around untying ropes and freeing long poles from their racks. Farhaan sank down on a wooden bench on deck.

I freed the travel satchel from beneath my robe and fished inside for the money pouch. Toothy nosed his way out of the bag to look curiously about the deck. I glanced at the sailor, whose eyes had grown suddenly large. "It's alright," I said. "He's tame."

As I spilled gold into the sailor's palm, my eyes drifted over his shoulder. Kema stood at the gate, staring down at us. Her blue scarf caught the last of the dying light. I glanced down at the travel satchel, where Toothy once again lifted his snout into the air.

"You have your money," I said hastily. "Now let's go!"

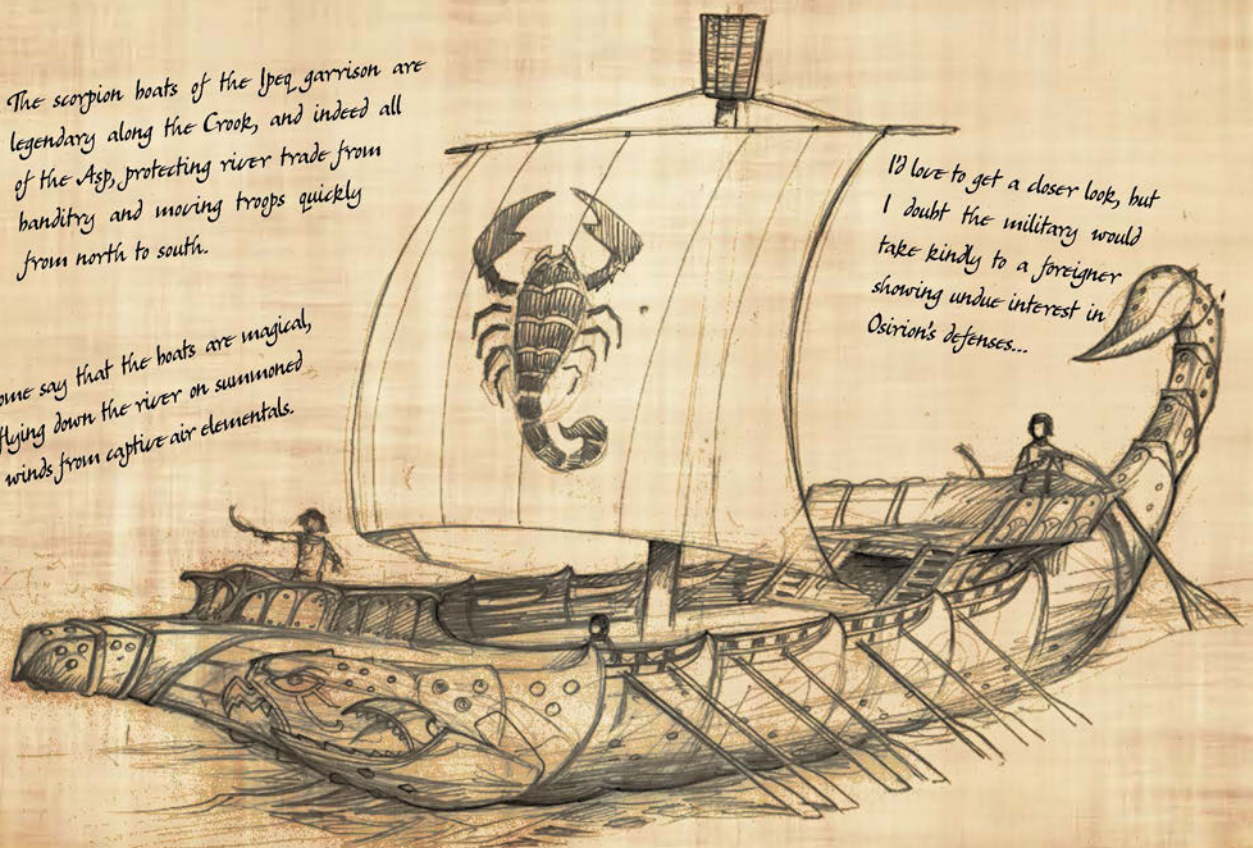
The captain hollered the order to cast off. Kema broke into a run. I stood frozen, all my muscles tense, watching Kema bound down the stairs. She hollered as she ran—I thought I heard the word "criminal," and my heart sped up. If she accused us of something, then innocent or not, we could spend days or weeks tied up in the legal system.

One sailor poled us away from the dock. Kema tore down the waterfront, heading straight for us. A couple of the sailors had noticed her and pointed as she flew toward us. I put a hand on Farhaan's shoulder for balance as the current caught us and the boat swayed.

Up until the last moment, I thought Kema was going to try to make the jump. I think she thought so, too, as she sped up just before she skidded to a halt at the edge of the dock. My last sight as the current caught us was her scowling face, watching us as we sailed away.

The scorpion boats of the Ipeq garrison are legendary along the Crook, and indeed all of the Asp, protecting river trade from banditry and moving troops quickly from north to south.

Some say that the boats are magical, flying down the river on summoned winds from captive air elementals.



I'd love to get a closer look, but I doubt the military would take kindly to a foreigner showing undue interest in Osirion's defenses...



BESTIARY

Many travelers visiting Osirion are familiar with the iconic sandstorms that locals call *Mkhamsins*. The worst of these massive sandstorms can swallow an entire town overnight, and exposure to their scouring winds burns the flesh. Even though these storms are almost certainly supernatural in nature—infused with elemental forces—travelers can stay indoors or find the protection of a cave to avoid their wrath. This is not so when facing the creatures simply called living sandstorms. These sentient storms can find their way into the smallest cracks and fill a building with sand in minutes. A living sandstorm can also coalesce into a humanoid form and beat a person senseless with its scouring fists. You can hide from a sandstorm, but not a living sandstorm.

—*Osirion: A History in Four Ages*

The bestiary in this volume of the Mummy's Mask Adventure Path features a mysterious elder sphinx, ancient soldiers converted into constructs, a living sandstorm, and a terrifying creature formed from castoff bones and elemental spirits.

HAZARDS, HORRORS, AND HELPERS

The random encounter table presented here presents a number of typical threats the PCs could encounter in the area surrounding the Slave Trenches of Hakotep. Throughout the adventure, when you need to determine the results of a random encounter, use the random encounter table on this page for a suitable result. Since this adventure spans a range of levels, some of the results might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again or simply choose a more appropriate encounter. Depending on where the PCs are for the random encounter, some of the monsters on the table might be too large to fit in the surrounding area. In this case, reroll the result to find a more appropriate encounter.

GMs who wish to learn more about Osirion, or those looking for other encounter ideas or desert hazards, should check out *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.

Ash Giant Warband (CR 15): Picking its way north through the mountains over the last 6 months, this warband of ash giants (*Pathfinder RPG Bestiary* 3 126) left the Mana Wastes to follow a dream its shaman had every night for a year. The dream foretold that the ash giants would encounter a vast field of bones and trenches, and that in that place they would find a new home, plenty of food, and wealth beyond their imagining. The warband started off with two dozen giants, but the toil of travel and the giants' own violent nature have reduced that number to just four. The shaman who started this long and dangerous voyage died within the first month, but the remaining four believed his words and continued through to the Slave Trenches of Hakotep. Despite finding the location, they have no vast wealth, little food, and few prospects for a good home. This disappointment has made the giants desperate and even more violent than normal, and they instantly attack any creatures they come across to obtain food and supplies.

Pakesket (CR 15): Soaring high above the desert, a phoenix (*Pathfinder RPG Bestiary* 227) named Pakesket keeps watch over the foothills of the Brazen Peaks and the Barrier Wall Mountains. She especially keeps an eye on movements of cultists of Rovagug and other vile organizations, often lending her aid to those who fight against these evil creatures. Pakesket keeps her nest high in the mountains, but makes daily trips to circle the desert skies. During their exploration of the Slave

SLAVE TRENCHES OF HAKOTEP ENCOUNTERS




d%	Result	Avg. CR	Source
01-06	1d12 guecubus	13	<i>Bestiary</i> 3 145
07-10	1d8 marid genies	13	<i>Bestiary</i> 142
11-15	1d8 rift drakes	13	<i>Bestiary</i> 3 106
16-18	1d6 carnivorous crystals	14	<i>Bestiary</i> 3 45
19-24	1d4 derghodaemons	14	<i>Bestiary</i> 2 66
25-26	1d6 elder lightning elementals	14	<i>Bestiary</i> 2 117
27-34	1d8 hanshepsus	14	See page 84
35-39	Harm trap	14	<i>Core Rulebook</i> 422
40-43	1d6 living sandstorms	14	See page 86
44-49	1 xanthos	14	<i>Bestiary</i> 4 282
50-52	Ash Giant Warband	15	See below
53-56	Crushing stone trap	15	<i>Core Rulebook</i> 422
57-62	1d8 elder earth elementals	15	<i>Bestiary</i> 122
63-68	Pakesket	15	See below
69-72	1 elder sphinx	16	See page 90
73-80	1d8 ossumentals	16	See page 88
81-85	Repugnance	16	See below
86-90	1d8 shira divs	16	<i>Bestiary</i> 3 90
91-94	1 warsworn	16	<i>Bestiary</i> 4 272
95-100	1d4 crucidaemons	17	<i>Bestiary</i> 3 62

Trenches of Hakotep, the PCs could encounter Pakesket during these sorties. Since she keeps to a high altitude, the PCs would have to signal her or otherwise make contact. Once engaged in conversation, Pakesket might share information about what she's seen in the region, though she doesn't tolerate poor manners or obviously evil creatures. If the PCs are injured, the phoenix can heal their wounds, cure ability damage or drain, remove curses, and even remove negative levels. If the PCs are exceptionally convincing, the majestic avian creature might decide to fight alongside them for a short time before returning to her nest in the mountains.

Repugnance (CR 16): Three months ago, a hollow serpent (*Bestiary* 3 149) calling itself simply Repugnance slithered up from a network of tunnels leading from the Darklands and established a lair near the Slave Trenches of Hakotep. This strange undead beast claims it was created far away and long ago by serpentfolk. When Repugnance emerged into the cave it calls home, it stirred two dozen human skeletons (*Bestiary* 250) trapped in the cave. Repugnance now considers these skeletons its retinue and speaks to them in babbling Aklo about its own perceived greatness. While the skeletons are hardly a match for high-level PCs, the hollow serpent can use its ability to channel negative energy to heal any skeletons that are not destroyed by a single attack. Each time a skeleton falls, Repugnance grows more and more angry, and attacks with less restraint.

HANSHEPSU

This muscular warrior is carefully sculpted from clay and has a large scarab beetle in place of its head.

HANSHEPSU	CR 10	  
XP 9,600		
N Medium construct		
Init +4; Senses darkvision 60 ft., low-light vision; Perception +15		
DEFENSE		
AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)		
hp 102 (15d10+20)		
Fort +5, Ref +11, Will +8		
DR 10/—; Immune construct traits, magic		
OFFENSE		
Speed 30 ft.		
Melee +1 heavy mace +23/+18/+13 (1d8+9)		
Special Attacks morphic head		
STATISTICS		
Str 22, Dex 18, Con —, Int 11, Wis 13, Cha 5		
Base Atk +15; CMB +21 (+23 bull rush); CMD 35 (37 vs. bull rush)		
Feats Alertness, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)		
Skills Acrobatics +10, Climb +10, Perception +15, Sense Motive +7, Stealth +10		
Languages Ancient Osiriani		
SQ soldier's training, warrior's mace		
ECOLOGY		
Environment warm deserts (Osirion)		
Organization solitary or unit (2–20)		
Treasure none		
SPECIAL ABILITIES		

- Immunity to Magic (Ex)** A hanshepsu is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature.
- *Dominate animal* causes a hanshepsu to become confused for 1d4 rounds.
 - *Hold animal* slows a hanshepsu (as the *slow* spell) for 1d6 rounds. While slowed, a hanshepsu can't change its animal head with its morphic head ability.
 - *Soften earth and stone* cast directly at a hanshepsu deals 5d10 points of damage (no save).

Morphic Head (Su) As a move action, a hanshepsu can transform its head from one animal form to another. Each animal head grants a hanshepsu different abilities.

Cat: The hanshepsu gains a +2 dodge bonus to AC, a +8 racial bonus on Acrobatics checks, and it always counts as having a running start when attempting Acrobatics checks to jump.

Cobra: The hanshepsu can spit a stream of venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Any opponent hit by this attack

succeed at a DC 17 Fortitude save or take 1d4 points of Constitution damage for 2 rounds. This is a poison effect.

Crocodile: The hanshepsu's mace grows teeth and deals an additional 1d6 points of piercing damage with each successful attack.

Hawk: The hanshepsu gains a +8 racial bonus on Perception checks, and all penalties to Perception based on distance are halved.

Hippopotamus: The hanshepsu's damage reduction increases to DR 15/— and it gains a +4 bonus against combat maneuvers and effects that attempt to move it.

Ibis: The hanshepsu can use *feather fall* at will as a spell-like ability and can fly for up to 5 minutes each day.

Scarab: The hanshepsu's damage reduction is not subject to the effects of a *golembane scarab* or any abilities that allow a creature to ignore a construct's damage reduction.

Scorpion: The hanshepsu gains a climb speed of 20 feet and its mace gains the *speed^{UE}* weapon special ability for 1 minute each day.

Set Beast: The hanshepsu's mace deals an additional 1d6 points of negative energy damage with each successful attack.

Solar Disk: A hanshepsu can change its head into a single non-animal form: that of a solar disk. In this form, a hanshepsu becomes immobile and heals itself at a rate of 5 hit points per hour.

Vulture: Each time a creature is struck by the hanshepsu's mace, it must succeed at a Fortitude save or contract bubonic plague (*Pathfinder RPG Core Rulebook* 557).

Soldier's Training (Ex) A hanshepsu has Weapon Specialization (heavy mace) despite not being a 4th-level fighter.

Warrior's Mace (Su) A hanshepsu's mace is treated as a +1 weapon, and the hanshepsu can deal nonlethal damage with the mace without taking a penalty. The mace is permanently affixed to the hanshepsu's hand during creation so it can't be disarmed; it can, however, be sundered. If the mace is destroyed, a hanshepsu can make 1 slam attack per round that deals 1d8+7 points of damage.

Strangely intelligent constructs, the earliest hanshepsus were created during Osirion's First Age. Hanshepsus were originally built to serve as elite soldiers that never tired, didn't need to be fed, and were impervious to common attacks. Using secrets stolen from Jistkan golem crafters, Osirion's own artificers designed hanshepsus to equalize the battlefield in their clashes against the Jistka Imperium as the two nations carved up northern Garund. Throughout the conflict, hanshepsus fought in dozens of battles, each time turning the tide in favor of Osirion's forces as they marched ahead of regular, human soldiers through the hot sands of what is now Thuvia. Hanshepsus stand as tall as an adult human. While they appear lean and muscular, their clay bodies give them additional heft, causing them to weigh in at around 300 pounds.

The process of creating a hanshepsu requires the sacrifice of a willing humanoid to provide not only the life force needed to animate the construct's body, but also the creature's intelligence. This allows the hanshepsu to make calculated decisions on the battlefield, and some even commanded humanoid units during battles, implementing clever tactics amid the fray.

Though a hanshepsu is intelligent, it lacks anything approaching a personality. Cold and stoic, hanshepsus don't hold conversations that involve anything more complicated than answering questions or issuing orders. Any attempt to engage a hanshepsu further results in utter silence and an inexpressive face. Some hanshepsus even shut down in the middle of their limited interactions with others, crossing their arms and changing to their solar disk head.

Despite their lack of personality, some hanshepsus retain traces of their mortal memories, and shout out bizarre non sequiturs in the midst of battle. Crumbling texts from the First Age of Osirion contain reports that, after time, hanshepsus became unpredictable, sometimes turning on their commanders and the other soldiers. This suggested that the process of creating these near-impervious soldiers was flawed in some fashion.

Few hanshepsus have been found in the current age, and they are rarely discovered in large numbers. The process of creating hanshepsus was expensive and required a willing sacrifice, so only the best and brightest warriors were transformed into these constructs. Because of this, modern scholars believe that fewer than 5,000 hanshepsus were created before the practice fell out of favor, and with the march of time, less than 10 percent of that estimation are believed to be still functional.

Hanshepsus work best when assembled in a unit with other hanshepsus. They work in concert, taking physical cues from one another and rarely needing to verbally communicate. When not charged with leading or when fighting alongside a unit containing humanoids, hanshepsus barely regard other creatures. When at rest, they simply wait for new commands. In fighting units, hanshepsus were often at the front lines of a battle, and they used their increased strength and superior defenses to drive a wedge into enemy units and scatter their ranks, allowing the humanoid soldiers behind them to easily pick off the dispersed soldiers.

CONSTRUCTION

To create a hanshepsu, the crafter must sculpt and shape the body from a single block of clay harvested from the banks of the Asp, the Crook, or the Sphinx. The creature's head must be fired in a specially prepared kiln stoked with 1,500 gp worth of rare desert wood. As a final step, a living humanoid must be sacrificed in order to animate a hanshepsu in a

process that separates the victim's spirit from his body and infuses his essence (but not his personality) into the clay body.

HANSHEPSU

CL 13th; **Price** 46,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate object*, *beast shape III*, *limited wish*, creator must be caster level 13th; Skill Craft (sculptures); **Cost** 24,000 gp



LIVING SANDSTORM

This hulking humanoid figure of packed red sand is no taller than an average human, but it is brawny and exceptionally broad.

LIVING SANDSTORM (HUMANOID) CR 11



XP 12,800

N Medium outsider (earth, elemental)

Init +6; **Senses** darkvision 60 ft., sandsight, tremorsense 60 ft.; Perception +18

DEFENSE

AC 26, touch 17, flat-footed 19 (+6 Dex, +1 dodge, +9 natural)
hp 147 (14d10+70)

Fort +9, **Ref** +15, **Will** +12

DR 10/—; **Immune** elemental traits



OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 2 slams +24 (1d8+10 plus distraction)

Special Attacks distraction (DC 22), slashing sand

STATISTICS

Str 31, **Dex** 22, **Con** 21, **Int** 12, **Wis** 12, **Cha** 13

Base Atk +14; **CMB** +24 (+26 sunder); **CMD** 41 (43 vs. sunder)

Feats Dodge, Improved Iron Will, Improved Sunder, Iron Will, Mobility, Power Attack, Step Up

Skills Acrobatics +20, Fly +23, Intimidate +18, Knowledge (planes) +18, Linguistics +4, Perception +18, Stealth +23 (+31 in sand), Survival +18; **Racial Modifiers** +8 Stealth in sand

Languages Aquan, Auran, Common, Ignan, Terran

SQ change shape (humanoid form or sandstorm form; polymorph), compression

ECOLOGY

Environment any desert (Plane of Earth)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Change Shape (Su) A living sandstorm can shift between its humanoid form, shaped from packed sand, and a sandstorm form as a standard action. In sandstorm form, a living sandstorm functions as if it were a swarm of Fine creatures with a hive mind, and it loses its burrow speed, slam attacks, and compression abilities, but gains a fly speed and the ability to use its create sand and sand blast abilities. Its Strength score is reduced to 1, but its ability scores are otherwise unchanged. A living sandstorm remains in one form until it chooses to assume its other form. A change in form can't be dispelled, nor does the living sandstorm revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

Sandsight (Ex) The living sandstorm can see through sand, dust, and other particles in the air as if the air were clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Slashing Sand (Ex) A living sandstorm's swarm attack deals slashing damage. Its slam attacks deal bludgeoning and slashing damage.

LIVING SANDSTORM (SANDSTORM) CR 11



XP 12,800

N Fine outsider (earth, elemental, swarm)

Init +6; **Senses** darkvision 60 ft., sandsight, tremorsense 60 ft.; Perception +18

DEFENSE

AC 34, touch 25, flat-footed 27 (+6 Dex, +1 dodge, +9 natural, +8 size)

hp 147 (14d10+70)

Fort +9, **Ref** +15, **Will** +12

Defensive Abilities swarm traits, **DR** 10/—; **Immune** elemental traits, weapon damage

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee swarm (6d6 plus distraction)

Space 5 ft.; **Reach** 0 ft.

Special Attacks create sand, distraction (DC 22), sand blast

STATISTICS

Str 1, **Dex** 22, **Con** 21, **Int** 12, **Wis** 12, **Cha** 13

Base Atk +14; **CMB** —; **CMD** —

Feats Dodge, Improved Iron Will, Improved Sunder, Iron Will, Mobility, Power Attack, Step Up

Skills Acrobatics +20, Fly +35, Intimidate +18, Knowledge (planes) +18, Linguistics +4, Perception +18, Stealth +39 (+47 in sand), Survival +18; **Racial Modifiers** +8 Stealth in sand

Languages Aquan, Auran, Common, Ignan, Terran

SQ change shape (humanoid form or sandstorm form; *polymorph*)

ECOLOGY

Environment any desert (Plane of Earth)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Create Sand (Su) While in sandstorm form, a living sandstorm can, as a standard action, create 500 cubic feet of fine red sand, filling a 10-foot radius beneath it to a depth of 5 feet. All creatures in the area and adjacent squares must succeed at a DC 22 Reflex save or be blinded for 1d4 rounds. Medium and smaller creatures in the area are buried and must begin holding their breath to avoid drowning in the sand. By attempting a Reflex save against the same DC, a creature can avoid being buried if there is an adjacent space outside the area to which it can move; if the save is successful, the creature is moved into an available adjacent space. As a standard action, each buried creature can dig itself out or be dug out by another with a successful DC 15 Strength check. Invisible creatures in or adjacent to the area when the sand is created are outlined until the dust is removed. The save DC is Constitution-based.

Sand Blast (Ex) When in sandstorm form, a living sandstorm can attack with a blast of scouring sand in a 20-foot line. The sand deals 6d6 points of slashing damage and blinds creatures in the area for 1d4 rounds. A successful DC 22 Reflex save halves the damage and negates the blinding. The save DC is Constitution-based.

Notorious for appearing suddenly out of the roiling tempests of the deep desert, living sandstorms are capable of turning oases and dry farmlands into areas of featureless desert in a shockingly short span of time. When angered, they can scour a whole army down to bits of shining metal and bone buried under feet of shifting sand over the course of one terrible night. Some Osiriani scholars claim that living sandstorms are related to the deadly khamsin storms that scour the desert, and while these creatures are related to elementals, they have nothing to do with

the formation of those iconic storms. Living sandstorms are most comfortable when sand is free to flow across the earth. They become agitated whenever creatures make an effort to remove or limit sand in an area, shelter an area from the drifting dust, or alter the weather to reduce or prevent sandstorms. However, they are curious creatures and enjoy experiencing new interactions with beings of other shapes, and are willing to parley when they believe doing so may open the door to a novel diversion—or if a creature simply appears easy to intimidate.

A living sandstorm in its humanoid shape is about 6 feet tall and weighs 900 pounds. In sandstorm form, it expands its form into a pulsing cloud of streaming, loose sand, which gathers into small clumps before being reabsorbed into the storm.

ECOLOGY

Living sandstorms are formed from and fed by the unpredictable interaction of raw elemental earth and planar storms or vortices carrying the essence of other planes. These ageless elemental creatures tend to be curious and outgoing when they first discover new places, but are easily frustrated by any kind of restraint. They use their ability to create sand liberally, attempting to pack caves, voids in the Plane of Earth, and other open areas at least half-full of their reddish sand. Because of their origin, they are usually found near gates, portals, and vortices between planes both on the Plane of Earth and on the Material Plane.

HABITAT & SOCIETY

Living sandstorms dwell in the rare open caverns on the Plane of Earth. On that plane, they are misfits, feared for their affinities for open spaces and howling winds. When conflicts erupt between the powers of the Elemental Planes, they are sometimes recruited to lead strike teams into other planes, as they are adventurous and enjoy discovering open spaces they can fill with their fine, red sand. They are especially valuable when establishing beachheads on planes that have little in the way of earth, because of their ability to create large amounts of sand in relatively short periods of time.

Due to their intrepidity, they readily answer callings to serve summoners so they can visit new places and spread their sand far and wide. If they see an opportunity to do so, they may break free of their calling and explore the wider Material Plane, where they favor desert climes and their nearby regions, and where they are known to contribute to rapid desertification. When marooned on the Material Plane, they are generally restless until they find a way back to the Plane of Earth, but if they know of a route home, they instead explore the nearby area, wandering farther and farther until they lose interest in filling that world with sand and long to move on to a new one.

MUMMY'S MASK

OSSUMENTAL

This towering collection of sun-bleached bones is assembled in a humanoid form.

OSSUMENTAL (EARTH)

CR 12



XP 19,200

NE Large undead (earth)

Init +3; **Senses** darkvision 60 ft., tremorsense 100 ft.; Perception +26

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size)

hp 161 (17d8+85)

Fort +10, **Ref** +8, **Will** +12

DR 10/magic; **Immune** undead traits



OFFENSE

Speed 30 ft., burrow 30 ft.

Melee 4 slams +21 (1d8+10/19-20)

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

Special Attacks breath weapon (40-ft. cone, 6d6 bludgeoning and acid, Reflex DC 18 half, usable every 1d4 rounds), discorporate

STATISTICS

Str 30, **Dex** 17, **Con** —, **Int** 9, **Wis** 14, **Cha** 21

Base Atk +12; **CMB** +23 (+27 bull rush, +25 overrun); **CMD** 36 (38 vs. bull rush, 38 vs. overrun)

Feats Alertness, Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (slams), Improved Overrun, Power Attack, Vital Strike

Skills Climb +14, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +4, Stealth +10

Languages Ancient Osiriani, Terran

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or gang (2-8)

Treasure none

SPECIAL ABILITIES

Discorporate (Su) Formed by hundreds of humanoid bones, an ossumental can drop its form into a scattered pile of bones, allowing it to take 20 on Stealth checks to avoid being noticed for what it is. In addition, when an ossumental uses its breath weapon, it can, as a free action, transport itself to any unoccupied area affected by the breath weapon.

OSSUMENTAL (FIRE)

CR 12



XP 19,200

NE Large undead (fire)

Init +3; **Senses** darkvision 60 ft., firesight; Perception +26

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, -1 size)

hp 161 (17d8+85)

Fort +10, **Ref** +8, **Will** +12

DR 10/magic; **Immune** fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee 4 slams +21 (1d8+10/19-20)

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

Special Attacks breath weapon (40-ft. cone, 6d6 bludgeoning and fire, Reflex DC 18 half, usable every 1d4 rounds), discorporate

STATISTICS

Str 30, **Dex** 17, **Con** —, **Int** 9, **Wis** 14, **Cha** 21

Base Atk +12; **CMB** +23 (+27 bull rush, +25 overrun); **CMD** 36 (38 vs. bull rush, 38 vs. overrun)

Feats Alertness, Awesome Blow, Cleave, Greater Bull Rush,

Improved Bull Rush, Improved Critical (slams), Improved Overrun, Power Attack, Vital Strike

Skills Climb +14, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +4, Stealth +10

Languages Ancient Osiriani, Ignan

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or gang (2–8)

Treasure none

SPECIAL ABILITIES

Firesight (Ex) An ossumental can see through fire and smoke as if they were transparent, ignoring any cover or concealment bonuses from fire and smoke, up to its normal range of vision.

OSSUMENTAL (AIR)

CR 12



XP 19,200

NE Large undead (air)

Init +3; **Senses** darkvision 60 ft., mistsight; Perception +26

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, –1 size)

hp 161 (17d8+85)

Fort +10, **Ref** +8, **Will** +12

DR 10/magic; **Immune** undead traits

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee 4 slams +21 (1d8+10/19–20)

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

Special Attacks breath weapon (40-ft. cone, 6d6 bludgeoning and electricity, Reflex DC 18 half, usable every 1d4 rounds), discorporate

STATISTICS

Str 30, **Dex** 17, **Con** —, **Int** 9, **Wis** 14, **Cha** 21

Base Atk +12; **CMB** +23 (+27 bull rush, +25 overrun); **CMD** 36 (38 vs. bull rush, 38 vs. overrun)

Feats Alertness, Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (slams), Improved Overrun, Power Attack, Vital Strike

Skills Climb +14, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +4, Stealth +10

Languages Ancient Osiriani, Auran

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or gang (2–8)

Treasure none

OSSUMENTAL (WATER)

CR 12



XP 19,200

NE Large undead (water)

Init +3; **Senses** darkvision 60 ft., mistsight; Perception +26

DEFENSE

AC 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, –1 size)

hp 161 (17d8+85)

Fort +10, **Ref** +8, **Will** +12

DR 10/magic; **Immune** undead traits

OFFENSE

Speed 30 ft., swim 90 ft.

Melee 4 slams +21 (1d8+10/19–20)

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

Special Attacks breath weapon (40-ft. cone, 6d6 bludgeoning and cold, Reflex DC 18 half, usable every 1d4 rounds), discorporate

STATISTICS

Str 30, **Dex** 17, **Con** —, **Int** 9, **Wis** 14, **Cha** 21

Base Atk +12; **CMB** +23 (+27 bull rush, +25 overrun); **CMD** 36 (38 vs. bull rush, 38 vs. overrun)

Feats Alertness, Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (slams), Improved Overrun, Power Attack, Vital Strike

Skills Climb +14, Intimidate +16, Knowledge (planes) +16, Perception +26, Sense Motive +4, Stealth +10, Swim +18

Languages Ancient Osiriani, Aquan

ECOLOGY

Environment warm deserts (Osirion)

Organization solitary or gang (2–8)

Treasure none

Ossumentals are found exclusively in the enigmatic location called the Slave Trenches of Hakotep. It is here where the strong elemental forces and the massive loss of mortal life used to excavate the earthworks combined to create these terrifying creatures.

Hakotep I drove thousands of slaves to dig the elaborate system of earthworks and deep trenches, and though no one's certain of the site's purpose, some speculate that it is an arcane device constructed to defend against any perceived Shory invasion using their flying cities.

Obelisks bound with elemental spirits were erected throughout the system, and as time crept along, some of these spirits escaped their prisons and fused with the remains of the slaves who once toiled in the trenches. Now, ossumentals act as unintended guardians and caretakers of the site. Those exploring this region have reported that some of the ossumentals maintain the Slave Trenches of Hakotep by keeping the deep trenches clear of the ever-encroaching desert sands, though they are only successful for a matter of time before the winds drive the sand again.

The creatures aren't always active; at rest, their bones lie scattered under the oppressive Osirian sun, waiting for living creatures to wander by before clattering together to attack. An ossumental is a tricky combatant, attacking with its four arms in melee combat and then using its breath weapon to attack multiple targets that are out of reach. It makes use of its discorporate ability to quickly shift position on the battlefield and get behind its attackers.

Fully formed, an ossumental stands approximately 16 feet tall and weighs around 300 pounds.

SPHINX, ELDER

The brooding face of this towering limestone statue of a gynosphinx reflects a harsh wisdom acquired through untold ages of experience.

ELDER SPHINX

CR 16



XP 76,800

N Gargantuan magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +27

DEFENSE

AC 29, touch 7, flat-footed 28 (+1 Dex, +22 natural, -4 size)

hp 241 (21d10+126)

Fort +18, **Ref** +15, **Will** +19

Defensive Abilities enciphered mind, **DR** 15/adamantine and magic; **Immune** petrification; **SR** 27

OFFENSE

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

Melee 2 claws +31 (2d6+14), 2 wings +26 (2d6+7)

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

Special Attacks litany of riddles, pounce, rake (2 claws +31, 2d6+14), trample (2d6+21, DC 34)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*comprehend languages*, *detect magic*, *nondetection*, *read magic*, *true seeing*

3/day—*clairaudience/clairvoyance*, *greater dispel magic*, *hallucinatory terrain* (DC 21), *locate object*, *remove curse*, *sirocco*^{APG} (DC 23)

1/day—*commune*, *contact other plane*, *legend lore*

1/week—any one of the following: *symbol of fear* (DC 22), *symbol of persuasion* (DC 23), *symbol of sleep* (DC 23), *symbol of vulnerability* (DC 26), *symbol of weakness* (DC 24); all symbols last for 1 week maximum

STATISTICS

Str 39, **Dex** 12, **Con** 23, **Int** 26, **Wis** 30, **Cha** 25

Base Atk +21; **CMB** +39 (+41 bull rush); **CMD** 50 (52 vs. bull rush, 54 vs. trip)

Feats Alertness, Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Diplomacy +20, Fly +8, Intimidate +15, Knowledge (arcana) +20, Knowledge (dungeoneering) +20, Knowledge (engineering) +15, Knowledge (geography) +20, Knowledge (history) +20, Knowledge (local) +20, Knowledge (nature) +20, Knowledge (nobility) +20, Knowledge (planes) +20, Knowledge (religion) +20, Linguistics +15, Perception +27, Sense Motive +24, Spellcraft +28, Use Magic Device +20

Languages Abyssal, Aquan, Ancient Osiriani, Auran, Celestial, Common, Draconic, Giant, Ignan, Infernal, Jistka, Sphinx, Sylvan, Tekritanin, Terran; telepathy 100 ft.

SQ *enigma*, sphinx monolith

ECOLOGY

Environment warm deserts

Organization solitary

Treasure standard

SPECIAL ABILITIES

Enciphered Mind (Su) The forbidden knowledge elder sphinxes have accumulated is etched on their psyches, and it causes great harm to those who attempt to make psychic contact. Any creature attempting to contact an elder sphinx's mind or read its 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 *feeblemind*. An elder sphinx can willingly suppress this ability at will as a free action. This is a mind-affecting effect, and the save DC is Charisma-based.

Enigma (Su) Elder sphinxes have removed themselves from the mundane world to contemplate the mysteries of the universe—and beyond. To facilitate this, they possess an uncanny ability to elude detection and discovery by those that could possibly interrupt their meditations. Any creature (other than another sphinx), that leaves line of sight of an elder sphinx 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 cast *modify memory* to eliminate all recollection of itself. The exact details of this memory loss are decided by the elder sphinx subconsciously during the encounter and it 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, an elder sphinx can telepathically project a befuddling series of riddles, puzzles, and logic 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 against this effect 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 the same elder sphinx's litany of riddles for 24 hours. This is a mind-affecting effect and the save DC is Charisma-based.

Sphinx Monolith (Su) An elder sphinx can enter a state of suspended animation and transform its massive body into a stone monument. This transformation takes 1 minute to complete, during which the elder sphinx is immobile. Once it transforms into its monolith form, the elder sphinx's body hardens to stone, granting it hardness 30 and 350 hit points. If the elder sphinx's stony body is reduced to 0 hit points, it is destroyed and the elder sphinx is slain. While transformed, an elder sphinx doesn't need to breathe, eat, drink, or sleep. The elder sphinx is aware of its

surroundings and it can use *astral projection* at will when in this form. Anytime an elder sphinx's body takes damage while using *astral projection*, its astral form immediately becomes aware that it is in danger and can, as a free action, end the *astral projection* and begin reverting back to its natural form (though the process still takes 1 minute). When an elder sphinx ends its transformation, it is immediately healed of all hit point damage it may have sustained while transformed. An elder sphinx can remain in its sphinx monolith form indefinitely.

Older than most modern civilizations, elder sphinxes are the wisest and most venerable of sphinx kind. Though they have long since calcified into creatures of living limestone, these ancient creatures serve eternally as guardians, not of temples or other such terrestrial sites, but of forbidden knowledge and lore, much of which is beyond the understanding of lesser beings. Elder sphinxes are highly protective of the vast wealth of information they possess and strive to defend it from those they deem unworthy.

ECOLOGY

Sphinxes gradually become more sedentary over their long lifespans as they lose their inclination toward physical activity. The eldest and most knowledgeable sphinxes undergo a transformation that allows them to remain undisturbed as they ponder the knowledge they've obtained. They turn into creatures of living limestone and grow to tremendous proportions, until they resemble ancient and weathered statues. No longer content with the Material Plane, elder sphinxes cast their consciousnesses out into the Astral Plane and beyond in search of the secrets of the universe, as their mortal hunger for nourishment is replaced by a metaphysical hunger for knowledge.

HABITAT & SOCIETY

Scholars claim that some elder sphinxes predate even the Age of Darkness and thus possess firsthand knowledge of the world as it once was, and have learned of the contemporary world only through their astral wandering or during the rare times they walk in their corporeal form. Whatever purpose they served in their youth has long since been forgotten or abandoned, leaving them to pursue more esoteric ambitions. These ancient creatures exist solely to seek out new information and to understand the great mysteries of the universe while their stony physical remains sit idle as time passes them by. In time, these elder sphinxes come to be seen as monuments, and sometimes humanoid cultures gather around them and worship them

as idols. Infrequently, elder sphinxes can be coaxed to trade ancient knowledge for more current information or for arcane secrets they have yet to divine from the planes. Finding knowledge or information beyond an elder sphinx's experiences, however, is as monumental a task as locating one of their kind.

Elder sphinxes have little to no contact with other sphinxes. This only occurs when a younger, less powerful sphinx seeks out one of these magnificent specimens to plead for lost knowledge. When elder sphinxes do come into contact with one another, it is always a meeting of great purpose, typically on a matter of such importance that it requires them to share their ancient wisdom and unfathomable lore.



PYRAMID OF THE SKY PHARAOH

By Mike Shel

Hakotep's flying pyramid has been grounded, but the heroes must brave the ancient tomb to deactivate the fleet poised to attack Osirion. Deep inside the Pyramid of the Sky Pharaoh, an untouched tomb from the height of Ancient Osirion's power, the heroes face undying guardians awakened from ageless sleep, climaxing in a final battle with the reborn Sky Pharaoh Hakotep himself. Will the heroes defeat Hakotep and reunite the pieces of his sundered soul to send it into the Great Beyond, or will Osirion enter a new age under the rule of a mummified pharaoh from the distant past?

THE RIVER OF SOULS

By F. Wesley Schneider

Get a detailed look into the path souls take as they venture from the Material Plane to the afterlife. Find out what happens to mortals after they die and their souls leave their bodies for the Great Beyond, and learn about the dangerous voyage those souls must take before they reach the Boneyard for judgment.

CONTINUING THE CAMPAIGN

By Adam Daigle

Keep your campaign going with these exciting suggestions for more adventures in Osirion! Find more threats and challenges for the PCs to face, and let the heroes explore more of the vast deserts and rich history of Osirion.

AND MORE!

The thrilling final chapter of "Shadows of the Sands," the Pathfinder's Journal by Amber E. Scott, plus five new monsters in the Pathfinder Bestiary.

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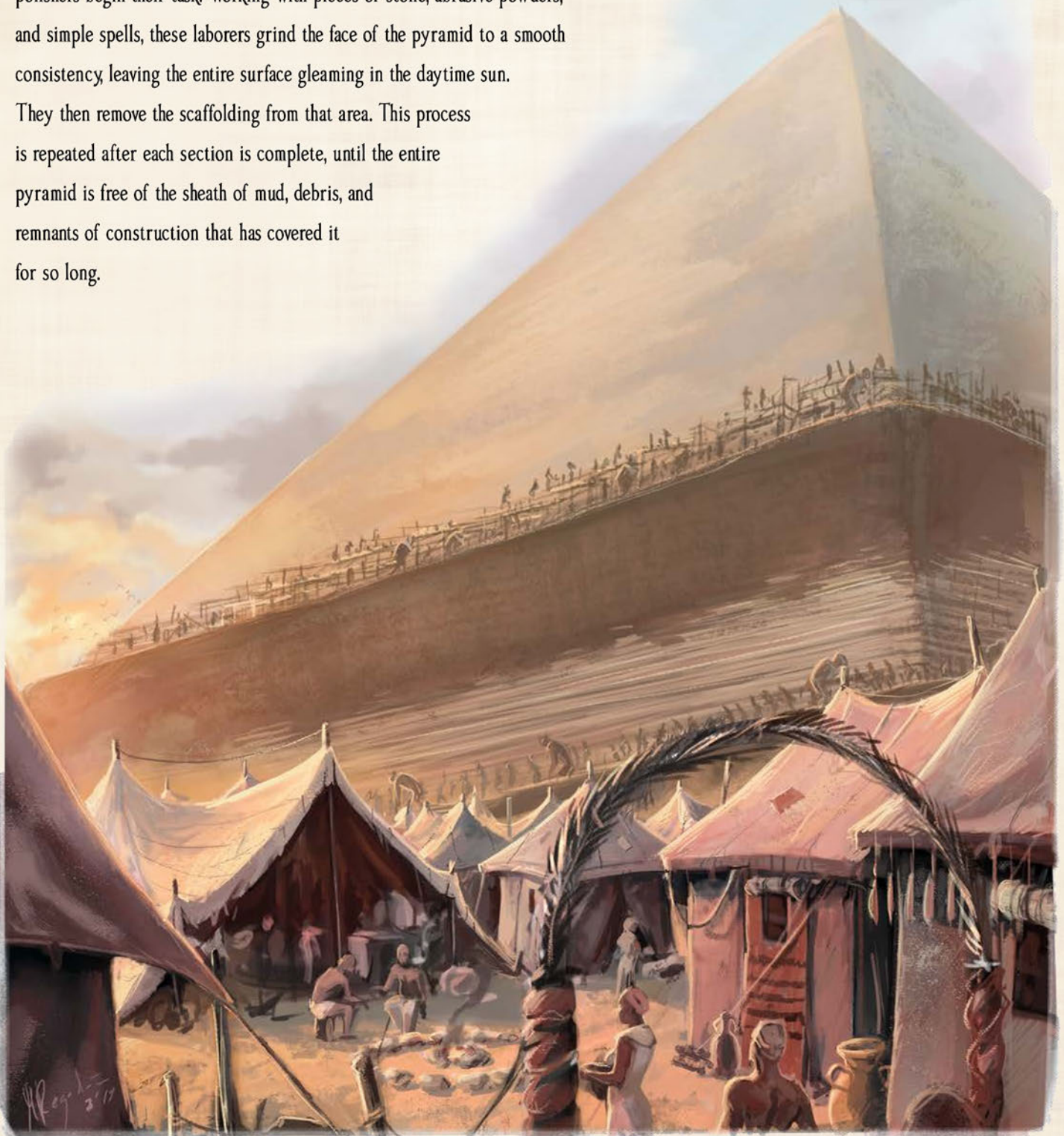
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Once the capstone of the pharaoh's pyramid is set in place and the celebrations surrounding the event have abated, the work crews begin the process of finishing the exterior of the pyramid. Starting at the top, the laborers disassemble the spiraling ramps covering a section of the pyramid's face. Another team of workers follows to clear the area of rubble and mud, and then the polishers begin their task. Working with pieces of stone, abrasive powders, and simple spells, these laborers grind the face of the pyramid to a smooth consistency, leaving the entire surface gleaming in the daytime sun. They then remove the scaffolding from that area. This process is repeated after each section is complete, until the entire pyramid is free of the sheath of mud, debris, and remnants of construction that has covered it for so long.

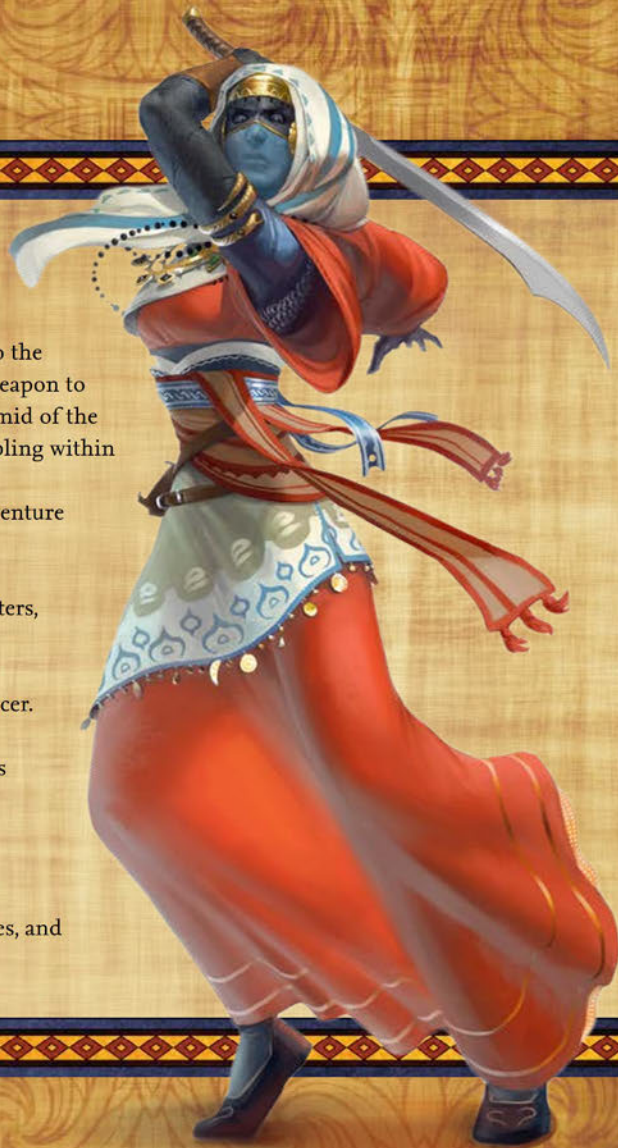


ENTRENCHED IN PERIL

The Sky Pharaoh Hakotep I has risen and launched an attack against the city of Wati! The heroes return to Wati to defend it against this menace, only to discover that the attack is just the preface to a larger invasion of Osirion, controlled from Hakotep's own flying tomb. Journeying to the Slave Trenches of Hakotep, the heroes must learn how to activate an ancient weapon to pull Hakotep's tomb back to earth. Will the heroes bring down the flying pyramid of the Sky Pharaoh, or will their bones join the thousands of skeletons that lie crumbling within the Slave Trenches of Hakotep?

This volume of Pathfinder Adventure Path continues the Mummy's Mask Adventure Path and includes:

- "The Slave Trenches of Hakotep," a Pathfinder adventure for 13th-level characters, by Michael Kortés.
- A look into the ancient Shory people and their amazing flying cities, by Neil Spicer.
- A collection of powerful artifacts and strange relics recovered from Osirion's First Age, by Tim Hitchcock.
- A thrilling urban pursuit in the Pathfinder's Journal, by Amber E. Scott.
- Four exciting new monsters, by Robert Brookes, Adam Daigle, Michael Kortés, and David N. Ross.



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