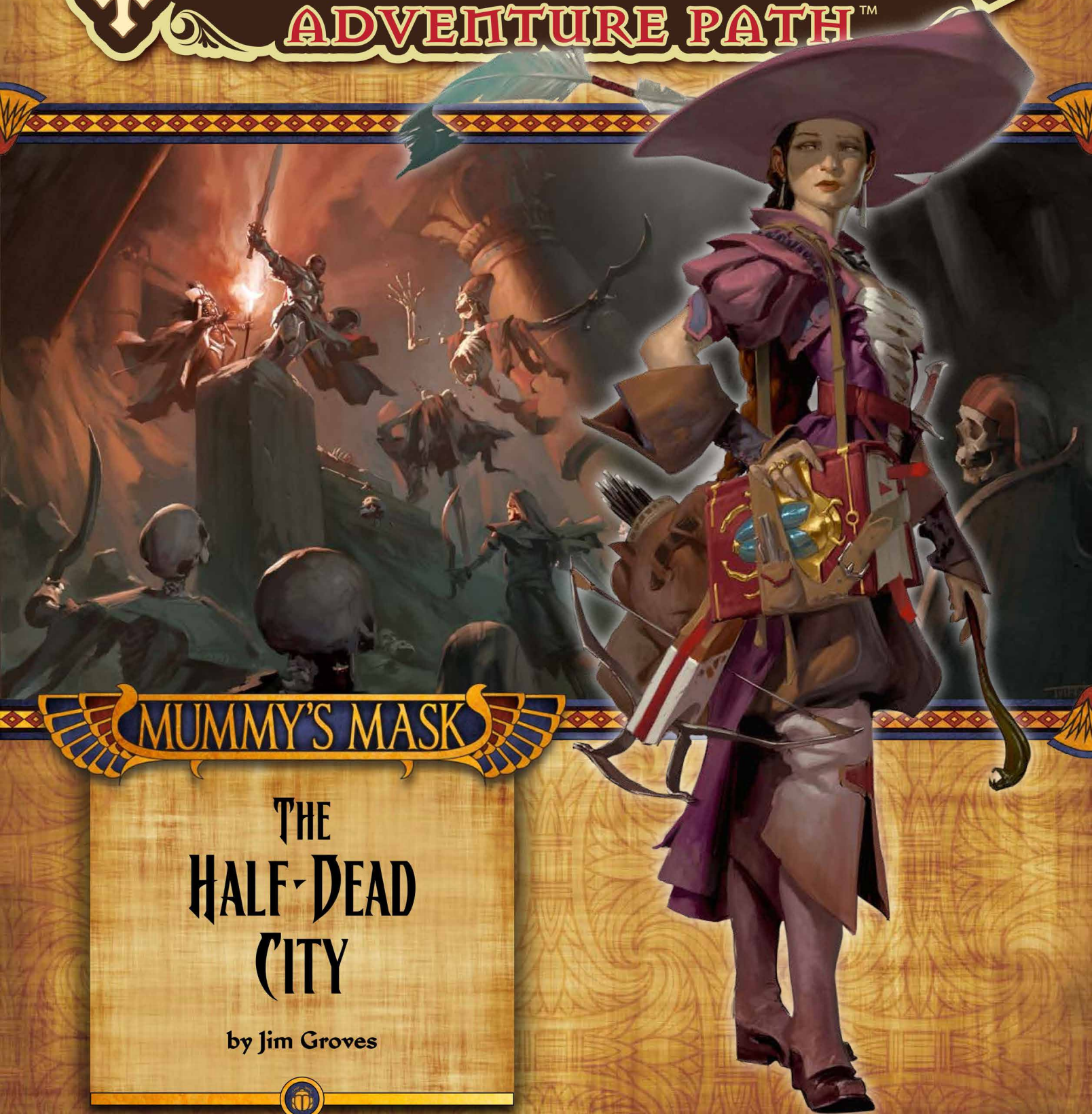


# PATHFINDER<sup>®</sup>

## ADVENTURE PATH<sup>™</sup>

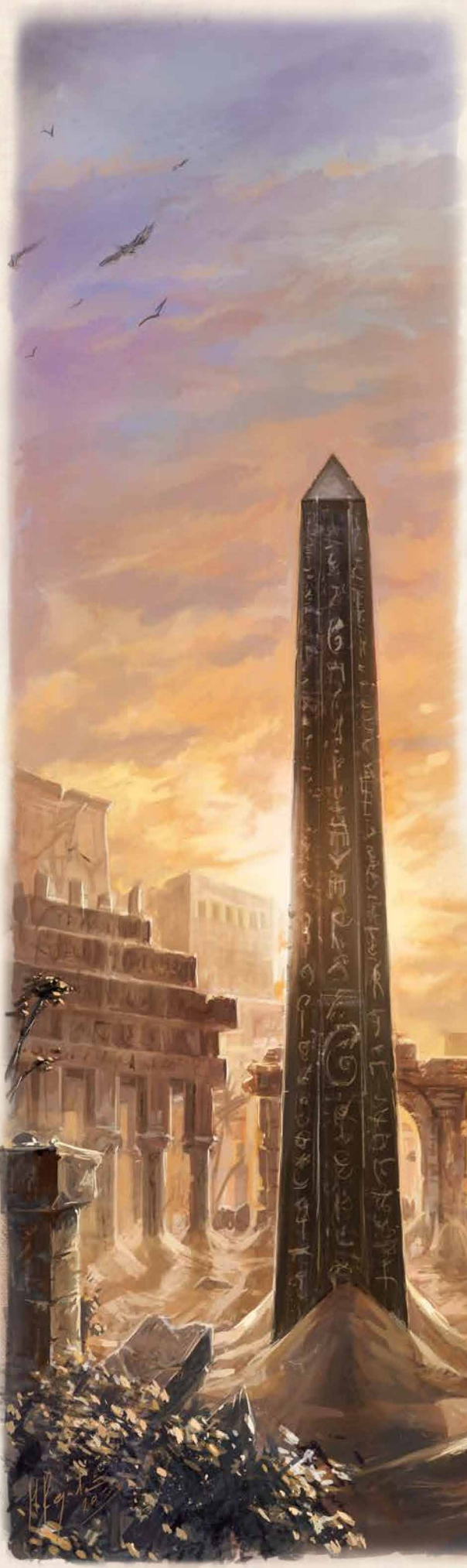


### THE HALF-DEAD CITY

by Jim Groves







Pharasma's Needle stands proud in Wati's necropolis, greeting mourners as they come to entomb their loved ones in the famous burial site. Seventeen hundred years ago, while the Pharasmin priest Nefru Shepses began the process of rebuilding the city, along with sealing away the dead part of the city from the living and consecrating the necropolis, a stone from the heavens streaked through the sky, plunging into the cool waters of the River Sphinx. Nefru Shepses decreed the celestial event was an omen of favor from the Lady of Graves, and he ordered workers to retrieve the stone from the riverbed. Stonecutters sculpted the meteorite into a capstone for an obelisk to be set in the city's new necropolis as a symbol of Pharasma's blessing for the city of Wati.





ADVENTURE PATH  PART 1 OF 6

# THE HALF-DEAD CITY





## CREDITS

### Authors

Crystal Frasier, Jim Groves, Will McCardell, Michael McCarthy, and Amber E. Scott

### Cover Artist

Tyler Jacobson

### Interior Artists

Ekaterina Burmak, Milivoj Ćeran, Francesco Graziani, Miguel Regodón Harkness, Brynn Metheney, Jon Neimeister, Maichol Quinto, Aaron J. Riley, Chris Seaman, Florian Stitz, and Kieran Yanner

### Cartographer

Robert Lazzaretti

**Creative Director** • James Jacobs

**Editor-in-Chief** • F. Wesley Schneider

**Senior Editor** • James L. Sutter

**Development Leads** • Adam Daigle and Rob McCreary

**Development Team** • Logan Bonner, John Compton, Adam Daigle, Rob McCreary, Mark Moreland, and Patrick Renie

**Editorial Team** • Judy Bauer, Christopher Carey, and Ryan Macklin

**Lead Designer** • Jason Bulmahn

**Design Team** • Stephen Radney-MacFarland and Sean K Reynolds

**Senior Art Director** • Sarah E. Robinson

**Art Director** • Andrew Vallas

**Graphic Designers** • Emily Crowell and Sonja Morris

**Publisher** • Erik Mona

**Paizo CEO** • Lisa Stevens

**Chief Operations Officer** • Jeffrey Alvarez

**Director of Sales** • Pierce Watters

**Sales Associate** • Cosmo Eisele

**Marketing Director** • Jenny Bendel

**Finance Manager** • Christopher Self

**Staff Accountant** • Ashley Gillaspie

**Chief Technical Officer** • Vic Wertz

**Senior Software Developer** • Gary Teter

**Campaign Coordinator** • Mike Brock

**Project Manager** • Jessica Price

**Licensing Coordinator** • Michael Kenway

**Customer Service Team** • Erik Keith, Justin Riddler, and Sara Marie Teter

**Warehouse Team** • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

**Website Team** • Christopher Anthony, Liz Courts, Crystal Frasier, Lissa Guillet, and Chris Lambertz

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at [paizo.com/prd](http://paizo.com/prd).

*Advanced Player's Guide*  
*Ultimate Combat*

APG  
UC

*Ultimate Equipment*  
*Ultimate Magic*

UE  
UM

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

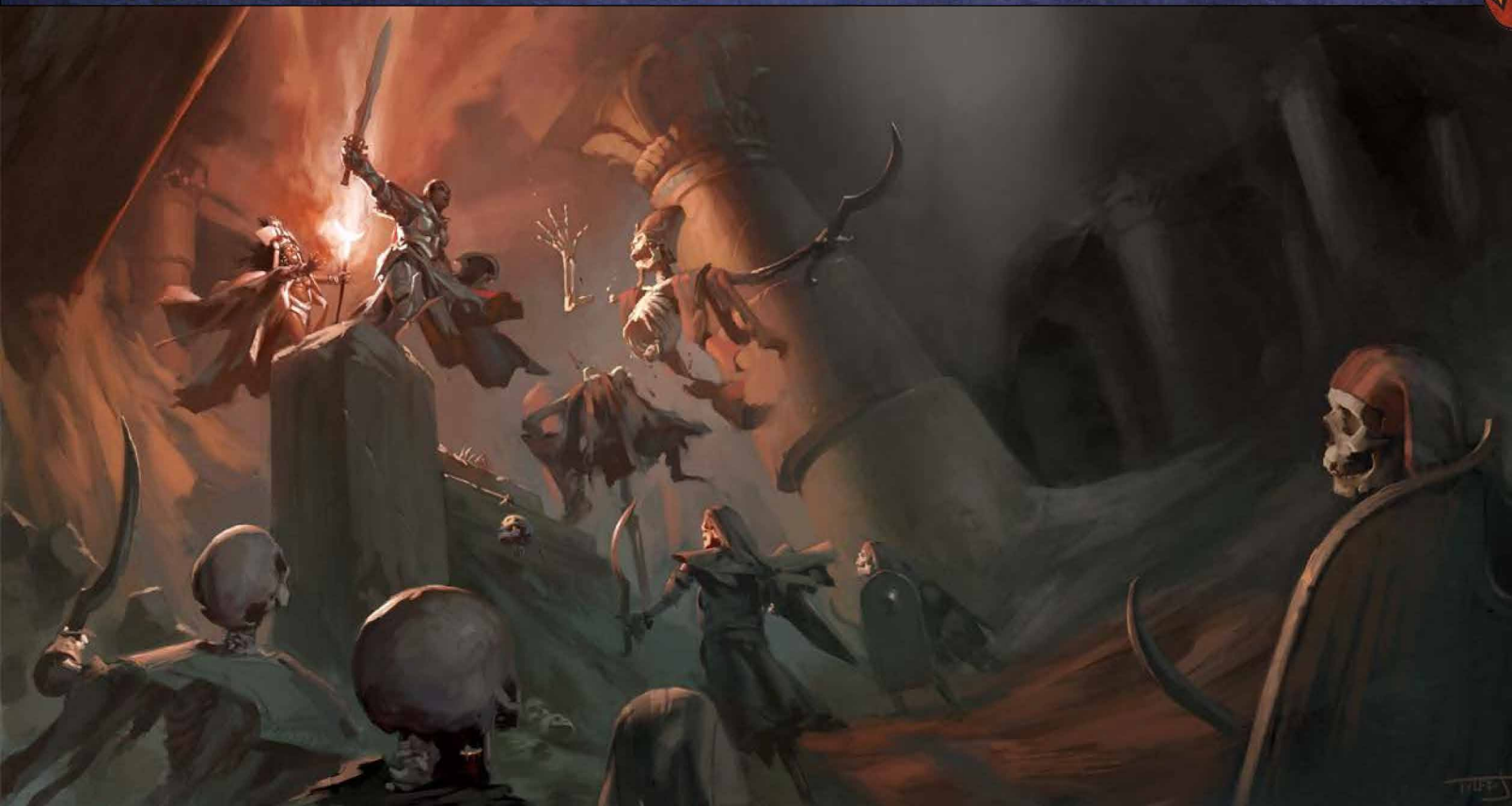
**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Paizo Publishing, LLC**  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
[paizo.com](http://paizo.com)

*Pathfinder Adventure Path #79: The Half-Dead City* © 2014, Paizo Publishing, LLC. All Rights Reserved.

Paizo, Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Publishing, LLC; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, and Rise of the Runelords are trademarks of Paizo Publishing, LLC. Printed in China.





## TABLE OF CONTENTS

<b>Foreword</b>	4
<b>The Half-Dead City</b> by Jim Groves	6
<b>NPC Gallery</b> by Jim Groves	52
<b>Mummy's Mask Treasures</b> by Jim Groves	60
<b>Wati, The Half-City</b> by Crystal Frasier	62
<b>Pathfinder's Journal: Shadow of the Sands 1 of 6</b> by Amber E. Scott	72
<b>Bestiary</b> by Jim Groves, Will McCardell, and Michael McCarthy	78
<b>Campaign Outline</b>	90
<b>Preview</b>	92





## HERE THERE BE MUMMIES

Welcome to the first volume of the Mummy's Mask Adventure Path! This Adventure Path, set in the nation of Osirion—Golarion's answer to the wonder and mystery of our own real-world Egypt—is full of everything you'd expect: ancient sand-choked ruins, dusty tombs, majestic pyramids, enigmatic sphinxes, and of course, mummies!

Osirion has always been pretty popular, and was one of the first regions in Golarion to be detailed. Besides being one of the original factions for Pathfinder Society Organized Play, Osirion was the subject of one of the first Pathfinder Player Companions, *Osirion, Land of Pharaohs*, as well as the setting for two Pathfinder Modules: *J1: Entombed with the Pharaohs* and *J4: The Pact Stone Pyramid*, both written by Michael

Kortes. Later, *Dungeons of Golarion*, *Lost Cities of Golarion*, and *Lost Kingdoms*, all in the Pathfinder Campaign Setting line, detailed more of Osirion's history and key locations.

This brief history is really just a roundabout way of saying that I've been a big fan of Osirion since the beginning. I absolutely loved *Entombed with the Pharaohs* when it came out, and when I was fortunate enough to make it to the final round of the inaugural RPG Superstar competition back in 2008, I knew I wanted to set my proposed adventure in Osirion. I *really* wanted to write a sequel to *Entombed with the Pharaohs*, and while I couldn't just come out and say that my adventure proposal (entitled *Twilight of the Phoenix*) was a sequel, I did my best to hint at exactly that in my 2,000-word pitch.



*Twilight of the Phoenix* didn't win RPG Superstar 2008 (that honor went to Leandra Christine Schneider's *Clash of the Kingslayers*), and Michael Kortess's official follow-up to *Entombed with the Pharaohs*, *The Pact Stone Pyramid*, was published later that year, but I never gave up hope that one day I might get to play in the sandbox of Osirion. Fast-forward to 2013 when we were deciding on the next Adventure Path after *Wrath of the Righteous*, and Osirion was a no-brainer.

Mummy's Mask is not a sequel to *Entombed with the Pharaohs* and *The Pact Stone Pyramid*, nor is it *Twilight of the Phoenix* finally seeing the published light of day, but it's a spiritual successor to them. The same themes in those modules that prompted me to propose *Twilight of the Phoenix* influenced me in outlining Mummy's Mask, and the writers of the six adventures to come are certainly no strangers to those early works about Osirion either.

That being said, Mummy's Mask doesn't cover the same ground as *Entombed with the Pharaohs* and *The Pact Stone Pyramid*. Neither the Four Pharaohs of Ascension nor the Dominion of the Black appear in Mummy's Mask. The Aucturn Enigma is just one small piece of Osirion's mystery, and with more than 8,000 years of history, this land of pharaohs has a lot more stories to tell. Instead, we decided to take a more pulp approach to this Adventure Path, and tell a story that wouldn't be too out of place in the Universal Mummy movies (both the original, starring Boris Karloff, and the 1999 remake and its sequels), the Egyptian novels of H. Rider Haggard, or even the Indiana Jones films. This is an Adventure Path all about exploring and looting forgotten tombs, facing mummies and sphinxes and other guardians of Osirion's past, and contending with an undead pharaoh from long ago returning to claim his ancient throne!

Jim Groves opens the doors to Mummy's Mask and introduces us to the city of Wati and its necropolis with his adventure, "The Half-Dead City." There's even more excitement and danger to be found in Wati in the next adventure, "Empty Graves," Crystal Frasier's entrance to the Adventure Path line. Following that, the heroes leave Wati and head to the city of Tephu and its famous library in "Shifting Sands," an adventure from the devious Richard Pett. After her Adventure Path debut in *Wrath of the Righteous*, Amber E. Scott returns with the fourth adventure in the series, "Secrets of the Sphinx," where the PCs head into the sandy wastes of Osirion's deserts and maybe run into a sphinx or two. But that's not all from her—Amber is also penning all six installments of the Mummy's Mask Pathfinder's Journal. There was no way I could conceive of doing an Osirion-themed Adventure Path without Michael Kortess, who gave us *Entombed with the Pharaohs* and *The Pact Stone Pyramid*, and I was luckily able

## ON THE COVER

This month's cover brings us the ruthless and ambitious Velriana Hypaxes—she's the Taldan leader of the Scorched Hand, the rival adventuring group whom the PCs are destined to come into conflict with as they explore the long-closed tombs of Wati's necropolis.



to coax him to write the fifth volume, "The Slave Trenches of Hakotep." Finally, Mike Shel returns to his "Mud Sorcerer's Tomb" roots and closes out the Adventure Path with "Pyramid of the Sky Pharaoh." And of course, there are plenty of support articles to go along with Mummy's Mask, including an exploration of the afterlife, details on the rituals of mummification and some variant mummy abilities, and complete information on the 20 major gods of the pantheon of Ancient Osirion, as well as six bestiaries packed with new monsters to add to your campaigns.

One change you'll notice this month is that the Pathfinder's Journal has a new format. In some respects, it hearkens back to the early days of the Pathfinder's Journal, while also providing some new content that GMs can add to their campaigns. Fiction Editor James L. Sutter will delve into the history of the Pathfinder's Journal and explain more about the new format in an upcoming foreword.

Besides the books already mentioned, we've got some new products coming out alongside Mummy's Mask that examine Osirion and the lands and people of northern Garund in greater detail. *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs* updates the older Osirion Player Companion to Pathfinder RPG rules and adds a lot more detail (and new monsters) in its 64 pages of content. For players, there's *Pathfinder Player Companion: People of the Sands*, which provides new options for PCs from Osirion, Rahadoum, and Thuvia. As usual, we'll be putting out Pathfinder Face Cards, Pathfinder Item Cards, a Pathfinder Map Folio, and Pathfinder Pawns for Mummy's Mask as well.

Pick up your torch, grab your crowbar, put on your *scarab of protection*, and get ready. It's dark and dangerous in Osirion's tombs, so watch out for mummies!

**Rob**

Rob McCreary  
Developer  
rob.mccreary@paizo.com





## MUMMY'S MASK

### THE HALF-DEAD CITY

#### PART 1: THE LOTTERY AND THE TOMB OF AKHENTEPİ

PAGE 7

The church of Pharamasma opens the necropolis of Wati for exploration and assigns sites to adventuring companies. As their assignment, the PCs are granted access to the tomb of an ancient and renowned military commander.

#### PART 2: THE HOUSE OF PENTHERU

PAGE 21

The PCs explore the haunted mansion of a noble whose family and servants perished in the terrible Plague of Madness. Now a tomb for the family, the House of Pentheru is inhabited by a variety of vicious creatures.

#### PART 3: THE SANCTUM OF THE ERUDITE EYE

PAGE 35

The PCs explore an abandoned temple, but rival adventurers contest their claim to the secrets of the ancient tomb. Even more troubling, the PCs find signs of a mysterious third intruder who stole a hidden relic from the temple's vaults.

#### ADVANCEMENT TRACK

"The Half-Dead City" is designed for four characters and uses the medium XP track.

- 1 The PCs begin this adventure at 1st level.
- 2 The PCs should be 2nd level after they explore the Tomb of Akhentepi and are ready to enter the House of Pentheru.
- 3 The PCs should be 3rd level before they enter the Sanctum of the Erudite Eye and confront the members of the Scorched Hand.

The PCs should be 4th level by the end of the adventure.



## ADVENTURE BACKGROUND

Over 6,000 years ago, in the declining years of Osirion's First Age, Pharaoh Hakotep I, known as the Sky Pharaoh, ruled the nation of Osirion. Before his death, Hakotep ordered the construction of a pyramid tomb incorporating technology stolen from the neighboring Shory civilization of the central Mwangi Expanse. Like the legendary flying cities of the Shory, Hakotep's tomb was capable of magical flight, and upon the pharaoh's death and burial, his pyramid took flight. It has remained in the skies above Golarion ever since, safe from tomb robbers and those would desecrate the pharaoh's final resting place.

Before Hakotep was buried, however, a sect of the church of Nethys known as the Sacrosanct Order of the Blue Feather stole two items from the dead pharaoh: his heart and his funerary mask, which contained two pieces of Hakotep's soul—his *ib*, the seat of emotion, thought, will, and intention, embodied in his heart; and his *ka*, or "vital spark," which the order trapped in the pharaoh's funerary mask. With Hakotep's *ib* and *ka* in their possession, the Sacrosanct Order had hoped to commune with Hakotep's soul to learn the secrets of Shory magic and technology. However, with the pieces of Hakotep's soul separated, bound in physical objects, and unable to rejoin together in the afterlife, the priests discovered they were unable to communicate with the deceased pharaoh. The two pieces of the Sky Pharaoh's soul did, however, empower the objects that contained them, creating two powerful magic items: the *heart of Hakotep* and the *mask of the Forgotten Pharaoh*.

Hakotep's successor, Djederet II, himself a priest of Nethys, learned of the sect's activities when he took the throne. Scandalized by the desecration of his predecessor's tomb by the Sacrosanct Order, Djederet hid away Hakotep's heart and mask to keep the order's misdeeds secret and to keep the pieces of Hakotep's soul apart so he could not return from death to take his revenge on those who had violated his body and soul. Hakotep's heart was taken to Sothis, while his death mask was hidden away in a temple to Nethys called the Sanctum of the Erudite Eye in the newly founded city of Wati. To prevent Hakotep's heart and mask from ever being found and reunited, Djederet purged all written records of these events, and as the centuries passed, knowledge of Hakotep, his reign, and the locations of these stolen relics have been mostly forgotten.

Over 4,000 years later, the cult of Lamashtu unleashed a terrible disease called the Plague of Madness on the city of Wati. More than 60 percent of the city's population perished in the streets and in their homes, and Wati was virtually abandoned for over 450 years. In 2953 AR, the church of Pharasma returned to Wati and established a new temple in the city's ruins called the Grand Mausoleum. Walling off much of the original city, the Pharasmins transformed the abandoned settlement into an enormous

necropolis, consecrating it in honor of the city's dead. Over the next 1,700 years, people returned to rebuild a new city adjacent to the old one, and today the living city of Wati is more than three times the size of the old city.

Seven years ago, Pharaoh Khemet III, the Ruby Prince, formally opened Osirion's ancient tombs and burial sites to foreign explorers. Khemet III understood that adventurers who've traveled great distances in search of treasure typically do not return from whence they came to sell their discoveries. Instead, they typically sell or trade what they do not keep as quickly as possible at the closest civilized community with an economy strong enough to absorb an influx of valuable antiquities. The Ruby Prince's policy has attracted not only explorers to the desert nation of Osirion, but also countless scholars, private collectors, special interest groups such as the Pathfinder Society, and financial interests from all across the Inner Sea. A minor industry has sprung up just to support visiting explorers, and an even larger infrastructure has come into being to serve foreign investors and traders. Every opening of a major site has heralded an economic boom, for the local area and Osirion as a whole.

Unlike many of Osirion's tombs and graveyards, however, the necropolis of Wati has remained largely untouched, in no small part because of local taboos and the protection of the Grand Mausoleum's priests. But Khemet III has now ordered the local authorities and church of Pharasma to open Wati's necropolis to exploration for the purpose of discovery, study, and economic stimulus. Neither the pharaoh nor the church of Pharasma has any idea that the lost *mask of the Forgotten Pharaoh* lies hidden away in the necropolis, but a necromancer named Nebta-Khufre has learned of the artifact's existence, and has stolen it from the temple vault where it was housed.

But Nebta-Khufre is not the only newcomer to Wati with a secret interest in the Sanctum of the Erudite Eye. A band of adventurers called the Scorched Hand, all devout followers of Nethys, also seek the abandoned temple. Led by a Taldan woman named Velriana Hypaxes, the Scorched Hand believes that the temple is theirs to explore by right, and they plan to keep the secrets (and treasures) of the temple out of the hands of nonbelievers such as the PCs.

## PART I: THE LOTTERY AND THE TOMB OF AKHENTEPI

The adventure begins in the city of Wati, where the Asp and Crook Rivers converge to form the River Sphinx in southeastern Osirion. Wati and its necropolis are detailed in the gazetteer beginning on page 62. The PCs should already be present in Wati and be acquainted with one another, with an interest in exploring the tombs of Wati's necropolis. With the necropolis opened by royal decree, the priests of the local temple of Pharasma, the



Grand Mausoleum, have been tasked with assigning sites ready for exploration to adventuring companies in a lottery. The adventure assumes that the PCs have already formed an adventuring party and have registered for this lottery with the priesthood of the Grand Mausoleum. Registering is not difficult; there are no background checks or special fees or requirements. A priest simply records the name of the group and the names of its members, and gives them a token that they should present when the group receives its first assignment at the lottery's opening ceremony.

## OPENING CEREMONY

The lottery's opening ceremony takes place in the Sunburst Market in the center of the living city of Wati, between the Grand Mausoleum and Abadar's Sanctum of Silver and Gold. An array of other adventuring groups have assembled, and the ceremony has attracted throngs of local people as well as street vendors.

To set the scene and start the adventure, read or paraphrase the following to the PCs.

The bustling desert city of Wati is near bursting with excitement. Adventurers from every corner of the Inner Sea region have assembled here beneath the hot Osirian sun to explore the tombs of the city's necropolis, waiting only to be assigned their first sites for exploration. Surrounding the participants, the public has gathered to observe the ceremony as well. There is a festival-like quality in the air, and numerous street vendors are hawking goods and refreshments to participants and spectators alike. Some merchants have even brought what can only be considered adventuring gear to sell as last minute convenience items to explorers, while others advertise that they'll buy recovered treasures and antiquities from those who visit their establishments.

In front of the imposing edifice of the Grand Mausoleum, an immense awning has been erected between decorated pillars in the market to provide shade for the priests of Pharasma overseeing the lottery. Beneath the awning, two urns sit atop a table elevated a few feet above the ground on a wooden stage constructed for the event. The high priestess of the Grand Mausoleum, Sebti the Crocodile, sits behind the table, while two acolytes confer with her at either side.

Numerous adventuring groups stand in small clusters near the stage, made up of multiple nationalities and races. Most keep to themselves, but some teams engage in quiet conversation with other teams, mostly speculating about what they'll likely face in the necropolis.

The ceremony begins when the high priestess of the Grand Mausoleum, Sebti the Crocodile, rises to her feet and looks over the crowd. Sebti seems surprisingly young to hold such a distinguished position, but she has a confident air of authority. After calling for silence, she begins with an invocation to the Lady of Graves, followed by a brief history of the founding of the necropolis. This information on the necropolis's history can be found in the Wati gazetteer on page 62. Sebti concludes by saying the following.



**SEBTI THE CROCODILE**

"Let the lottery begin! Although many of you have requested specific sites to explore, we must leave these matters to fate. The Lady of Graves is a far better judge of destiny than we of this mortal sphere. The gates of the necropolis will open at sunrise tomorrow. Use this evening to prepare yourselves for the task ahead. Let these rules guide you in your endeavors in this holy place: remember how this came to pass, every slave's hut is a memorial, and honor the departed. May you go with the Lady's blessing."

The priests of the Grand Mausoleum have decided on a lottery to distribute access to the tombs to make the process impartial and subject to the dictates of fate, in keeping with Pharasma's religious tenets. The church has mapped the necropolis and designated selected sites within it for exploration, dividing them into three pools, from the smallest and simplest of structures to the largest and potentially most complex. Each party of explorers is assigned three sites, one at a time, so that a group must complete its exploration of one site before gaining access to another.

This process wasn't intended to simply be arbitrary. The church also seeks to avoid conflict between groups within the necropolis, the neglect of smaller sites in favor of those that might contain more wealth, and bribery and backroom deals with local officials to gain access to specific structures researched in advance. The Grand Mausoleum is dedicated to remaining neutral throughout the entire affair.

After Sebti returns to her seat, the two acolytes accompanying her each draw a wooden token from one of the urns on the table. The first token identifies the adventuring group, matching the token that group received when it registered for the lottery. The second token determines which tomb is assigned to that group. A single representative of the chosen group is then summoned to the stage to present the token his group



received at registration to one of the acolytes. Once the group's identity has been confirmed, Sebti shows the representative the location of that group's first exploration site on a map of the entire necropolis. She also gives the representative a smaller, sketched map that shows the site's location in relation to the necropolis gates. Once a group has received its assignment, the process repeats with a new group.

When the name of the their group is called, the PCs should choose a representative to approach the stage and receive their assignment. Assuming the PCs follow the correct procedure, their first assignment is an actual tomb that predates the creation of the necropolis. Sebti does not encourage questions during this process, but she will answer a few questions if they are simple and direct. Once the PCs have their assignment, they are on their own until the following morning.

## THE RULES

The priests of the Grand Mausoleum expect groups exploring sites within the necropolis to follow three basic rules, as mentioned by High Priestess Sebti the Crocodile in her speech during the opening ceremony.

**Remember How This Came to Pass:** The Plague of Madness was unleashed upon the city of Wati while religious authorities were engaged in infighting. This rule is a reminder that the necropolis remains a holy place, and those who engage in needless conflict and banditry are not only criminals, but accursed.

**Every Slave's Hut Is a Memorial:** Every structure within the necropolis is a testament to the people who lived and died in the city. Explorers must not desecrate or vandalize standing structures and tombs, but preserve them as the memorials they were intended to be. Some structures may be trapped or decrepit, but willful and unnecessary destruction will not be tolerated.

**Honor the Departed:** The dead should be treated with dignity and respect. If the interred need to be disturbed to recover an antiquity or relic, they should be returned to their resting places carefully. It is understood that the ancient dead are often brittle, but there is no need for the contents of a sarcophagus to be summarily dumped on the ground. This rule does not apply to the undead or other abominations.

Failure to comply with these rules can result in, but is not limited to, expulsion from the necropolis, a ban on continued exploration, seizure of recovered valuables, and arrest and prosecution by local authorities. In practice, the church's ability to enforce these rules is almost negligible. Most members of Wati's city guard have no desire to patrol the necropolis, even if summoned by a priest. The church does send experienced priests or members of its militant wing, the Voices of the Spire,

## THE POLITICS OF TOMB ROBBING

PCs who worship Pharamasma may question why the goddess's Osirian churches and temples have chosen to aid and abet what is essentially grave robbery on a national scale. The simple answer is they have not been given much choice, and they're not happy about it. Osirian tradition dictates that the material trappings of a tomb help to correctly identify a departed soul's station to Pharamasma at the time of its judgment. This belief may not be metaphysically accurate, but it is nevertheless deeply ingrained in Osirian culture. Yet, from an ecclesiastical perspective, once a soul has been judged, its possessions from its former life play no role in whatever afterlife Pharamasma assigns to it. In the eyes of the Ruby Prince, the ancient Osirian dead have already been judged and no longer require their grave goods. In the eyes of the church, however, this "licensed tomb raiding" sets a dangerous precedent and puts Pharamasma's divine judgment on a mortal timetable.

Wisely deducing that the church of Pharamasma was unlikely to directly defy him, Khemet III's response was to give the church a choice—it could either cooperate with the royal decree in exchange for limited authority over how the tombs are explored, or be overruled and have no say in the matter. Making the best of an untenable situation, the Pharamsmians accept the pharaoh's offer to let them oversee the opening of the tombs and impose rules and guidelines upon explorers for the sake of propriety.

As a result, the Grand Mausoleum does not forbid PC worshipers of Pharamasma from exploring the necropolis, but the priests do remind them that the goddess may hold them to a higher standard should they violate the rules, or witness such misdeeds and fail to act. Should a PC cleric or worshiper actually be a native of Wati, the local temple places her on adjunct status within the church to avoid any appearance of favoritism in the lottery.



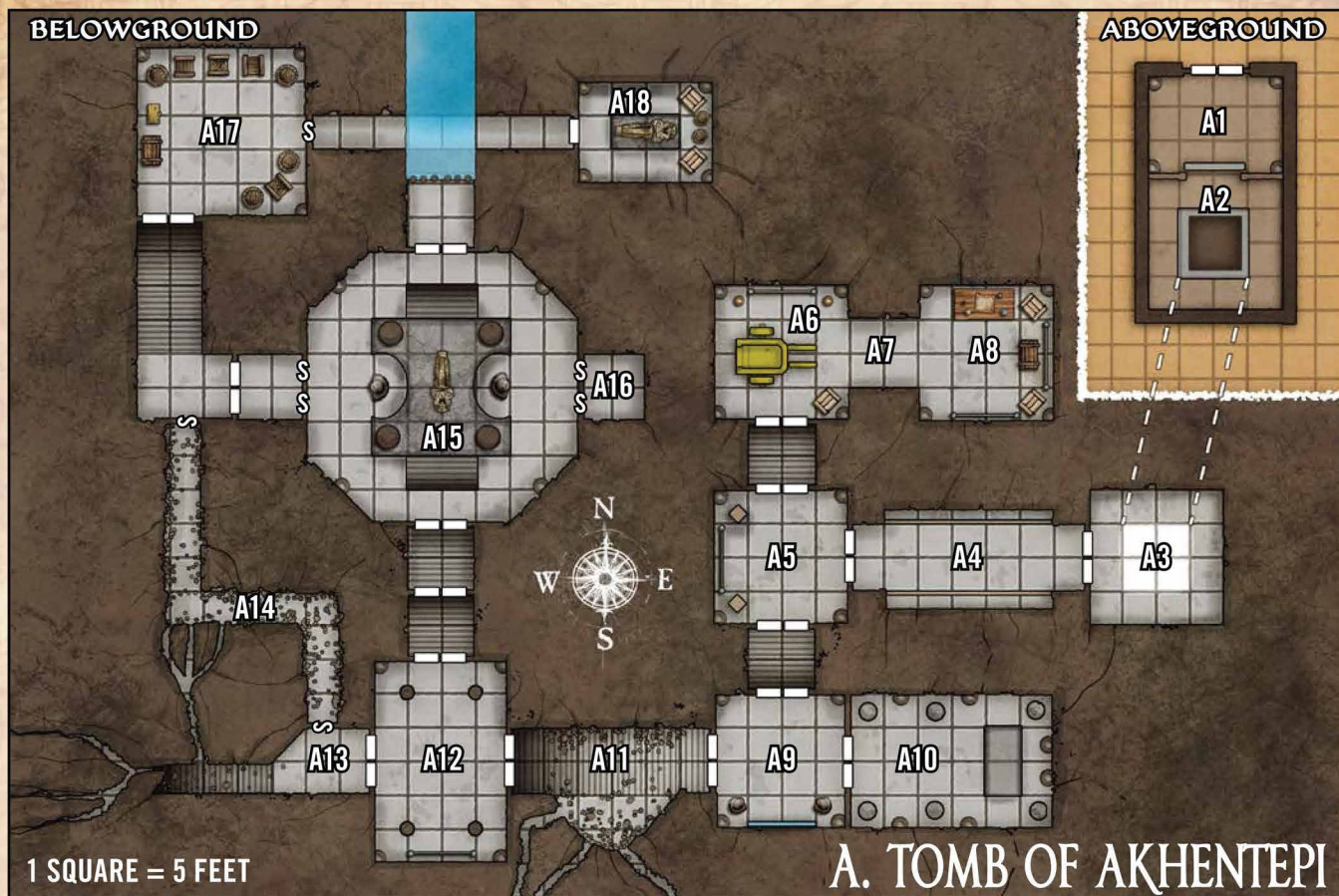
into the necropolis to make spot inspections, but it's too woefully understaffed relative to the number of adventuring companies roaming the necropolis for this to be a strong deterrent.

## A. TOMB OF AKHENTEPI

The PCs can enter the necropolis as soon as the gates open the following morning. Their first assigned site is an actual tomb that predates the Plague of Madness, located in the city's original cemetery in the eastern section of the necropolis. The tomb's location is marked on the map of Wati on page 68. Using the sketched map given to them at the opening ceremony, the PCs should have no difficulty locating the site.



# MUMMY'S MASK



## A. TOMB OF AKHENTEPI

Read or paraphrase the following description when the PCs first arrive at the tomb.

A rectangular stone mausoleum sits alone in what appears to have once been an actual cemetery. The trunks of a few dead trees poke out of the sand around the tomb, and a hot breeze whistles through their desiccated branches. A set of massive stone double doors is affixed to the northern side of the structure, beneath a facade bearing the likeness of an Osirian man. Windblown sand is heaped around the crypt, partially burying the doors that lead within.

The name of the individual interred within the tomb, Akhentepi, is engraved upon the doors in Osiriani, along with the dates of his birth and death, indicating that the deceased was born in 2416 AR and died in 2488 AR, 11 years before the Plague of Madness decimated most of the city.

The doors are 10 feet tall and made of solid stone (hardness 8, hp 60, break DC 28), with no visible handles or hinges. A successful DC 10 Knowledge (engineering) check or DC 15 Perception check reveals that the doors are on concealed hinges and swing outward. There are also telltale traces of mortar along the seams and jamb that has since crumbled or been chipped away, indicating that

the doors were meant to be sealed permanently and not intended to be opened again. Succeeding at either check by 5 or more reveals signs of a crowbar or similar tool having been inserted between the doors at some point.

The doors swing outward, but they cannot be opened normally until the sand blocking them has been cleared away, which requires no more than an hour of sweaty labor. Once the sand has been cleared away, a successful DC 25 Strength check is required to open them. There are no exterior handles to grasp, or sections to push on for leverage. Using a tool such as a crowbar reduces the DC of the Strength check to 20, in addition to the bonus the tool provides on the check.

Once they're opened, it's apparent there are no handles on the inside of the doors either. Unless the PCs state otherwise, it is assumed that they leave the doors slightly ajar, which allows for the ghost scorpion encounter described in area A1.

Unless otherwise noted, ceilings within the tomb are 10 feet high and rooms are unlit.

### A1. Tomb Antechamber (CR 1/2)

This rectangular room is empty save for some engravings and fixtures upon the walls, a pair of heavy stone doors to the north,



## THE HALF-DEAD CITY

and an immense stone wheel against the south wall. The air is stale, and a layer of dust and sand covers the floor, lying in a thicker layer to the south. All four walls bear sunk-relief engravings and hieroglyphs, while small stone faces are affixed to the walls at about shoulder height in each corner. The stone wheel to the south is engraved with a large spiral and is set in stone tracks in the floor and ceiling.

The dust and sand in the room, as well as the stale air, indicate that nothing has entered this room for at least a few decades. The hieroglyphs on the walls are Ancient Osiriani and with the engravings, they describe the life of the tomb's enshrined occupant, Akhentepi, a celebrated military commander who presided over the troops garrisoned in Wati prior to the city's downfall. The hieroglyphs warn, "Akhentepi's tomb is well defended, and those who defile it tempt the wrath of the gods." An additional warning advises, "The only thing the Lady of Graves despises more than the grave robber is the unsuccessful grave robber," followed by a final admonishment to "turn back while you can."

A character who succeeds at a DC 10 Knowledge (religion) check identifies the spiral on the stone wheel as the symbol of Pharasma, and to recognize that two of the carved faces in the room's corners depict Pharasma. The other two faces require a successful DC 20 Knowledge (religion) check to recognize the likeness of Anubis, the ancient Osirian god of burials and mummification. Closer examination of the faces also reveals them to be decorative torch holders, such that when torches are placed within them, a corona of flame surrounds the deities' heads.

The stone wheel against the south wall is 10 feet in diameter and 6 inches wide, and weighs almost 5,700 pounds. The wheel can be rolled to either side along its track to reveal an approximately 5-foot-wide opening to area A2. Moving the wheel requires a total Strength score of 28; from the north, up to four characters can add their Strength scores together to move the wheel. From the south, the wheel's edges can't be reached for leverage. From the south, moving the wheel still requires a total Strength score of 28, but only two characters can attempt to do so at one time. Pitons hammered into the wheel can act as handles, allowing more characters to apply their Strength scores to moving the wheel. Alternatively, the wheel can be broken or knocked free of its tracks (hardness 8, hp 90, break DC 30). The wheel is far too heavy to roll back into a closed position by itself, but pitons or other similar tools can wedge it into either an open or closed position.

**Creature:** Once the exterior doors have been opened, a solitary ghost scorpion wanders into the mausoleum seeking a lair to nest in during the day. This encounter can take place at any time after the PCs enter the tomb, perhaps while they're moving the stone wheel or after

they have entered area A2. The scorpion instinctively uses Stealth in an attempt to attack a target by surprise, and fights to the death.

### GHOST SCORPION

CR 1/2

XP 200

hp 13 (*Pathfinder RPG Bestiary* 3 237)

## A2. Upper Shaft Room

This square room is starkly devoid of any markings or adornment. In the center of the chamber's floor, a square shaft drops straight down into darkness. A faint musty odor rises from the pit. A single piton has been hammered into the stone floor by the northeast corner of the pit, and a dusty length of rope dangles from the piton into the darkness of the shaft.

The shaft is 10 feet square and an example of superior masonry, deliberately constructed to be difficult to climb—a successful DC 25 Climb check is needed to ascend or descend. The shaft drops 60 feet down to the floor of a chamber below (area A3). The rope extends only 5 feet into the shaft before ending, having been cut at that point. The rope is thoroughly rotted and crumbles if handled.

## A3. Lower Shaft Room

Mirrored images of a warrior in side profile, facing inward, are carved on an ornate pair of stone doors in the west wall of this square room. The figure is depicted wearing padded armor, with a scarab-shaped shield on the arm facing the viewer, and a raised khopesh held aloft in the other. A crumpled humanoid body lies directly in front of the doors. A hint of decay hangs in the air, and a dried stain mars the stone floor under the body. A square shaft in the ceiling leads straight up into darkness.

From this perspective, the purpose of the shaft rooms becomes evident—they're deathtraps without a mechanism. Creatures that descend the shaft without a reliable means to climb back out are effectively trapped, permanently. The opening in the center of the ceiling is 10 feet up with no adjoining walls, making it next to impossible to climb back out without a well-secured rope at the top of the shaft, flight, or magic. The shaft climbs 50 feet up to area A2.

The carvings on the doors depict Akhentepi as a younger man. The doors are unsecured, though heavy, and can be pushed open with a successful DC 10 Strength check.

The body in front of the doors is mostly skeletal, with a thin layer of desiccated tissue. A PC who investigates the corpse and succeeds at a DC 12 Heal check can identify the body as that of a male human or half-elf who obviously died



## ANCIENT OSIRIANI HIEROGLYPHS

Ancient Osiriani and the modern Osiriani tongue are two separate, but very closely connected, languages. Ancient Osiriani is the direct precursor to modern Osiriani, differing mainly in its simpler vocabulary and the number and complexity of its hieroglyphs. The change from Ancient Osiriani to modern Osiriani took place gradually, primarily during the Keleshite Interregnum of 1532 to 4609 AR, when Qadiran satraps and Keleshite sultans ruled Osirion. These foreign rulers deliberately attempted to transform Osirian culture by imposing Keleshite traditions on the people of Osirion, which over time resulted in the loss of much of Osirion's history and customs, including the Ancient Osiriani language. Although speakers of Ancient Osiriani can make themselves understood in modern Osiriani (albeit with a noticeably archaic accent), the same cannot be said of modern Osiriani speakers communicating in Ancient Osiriani.

In the tombs of Wati's necropolis (and other ancient Osirian sites), all mentions of "hieroglyphs" refer to the Ancient Osiriani language. Contemporary Osiriani uses much simpler hieroglyphs, and a speaker of modern Osiriani cannot automatically read Ancient Osiriani hieroglyphs. However, because of the similarities between the two languages, a speaker of modern Osiriani can decipher Ancient Osiriani hieroglyphs with a successful DC 20 Linguistics check. A character who knows neither modern nor Ancient Osiriani must succeed at a DC 30 Linguistics check to decipher Ancient Osiriani hieroglyphs.



down here. Both of the body's legs are broken from a fall from a great height, and the unfortunate man apparently crawled to the doors before he expired.

**Treasure:** The corpse's gear has suffered decades of rot and rust and is mostly unusable, though a thorough search yields a couple of metal pitons and a usable hammer, as well as two vials of alchemist's fire that have remained miraculously unbroken.

## A4. Trapped Corridor (CR 2)

The walls of this ten-foot-wide corridor feature bas-relief carvings of great battles. Armies with spears and shields clash at the direction of generals, while other leaders direct troops from chariots that are ruthlessly overrunning their enemies. Engraved stone double doors stand at either end of the hallway.

The engravings on the insides of both sets of doors resemble those in area A3, except that Akhentepi is

depicted as an older man riding in a chariot. He carries the same scarab shield, but his other arm points at his own reflected depiction on the opposite door. The doors are unlocked and can be opened with successful DC 10 Strength checks.

**Trap:** This hallway is trapped, triggered by a 5-foot-by-10-foot pressure plate on the floor in front of the western doors. Once activated, the trap fires a volley of darts from concealed holes down the length of the hallway. The trap contains enough darts for 10 volleys, and has never been fired to date.

### CORRIDOR DART TRAP

CR 2

XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

#### EFFECTS

**Trigger** touch; **Reset** automatic (immediate, maximum 10 times)

**Effect** Atk +12 ranged (1d8+1/x3); multiple targets (all targets in area A4)

## A5. Foyer

A faded tapestry hangs on a wooden frame on the western wall of this chamber. Faded and delicate, the tapestry depicts a middle-aged man, accompanied by a woman and two children, with a small estate in the background. To either side of the tapestry are two small pedestals, upon which sit two dead and preserved animals. Stone double doors exit the chamber to the north, south, and east.

The tapestry is a portrait of Akhentepi, his wife, and two children, depicted standing before their family home. Characters who study the tapestry and succeed at a DC 10 Linguistics check can discern several symbols and hieroglyphs that suggest that Akhentepi's family befell some tragedy, possibly murder or sickness, and he was left widowed. A PC who succeeds at a DC 15 Knowledge (local) check can infer that the family is probably interred somewhere else and that this tomb was prepared much later, after Akhentepi's continued successful military career.

The animals on the pedestal are mummified cats, Akhentepi's former pets. They were strangled and then mummified so they could accompany their owner to the Boneyard and his soul's final destination.

The north and south doors open without difficulty onto short stairways that descend to additional sets of doors.

## A6. Chariot Chamber (CR 1)

A brightly painted chariot sits in the center of this chamber. Beyond the chariot, a large canvas stretches between two stone columns. The skins of several animals—antelopes, great cats,



## THE HALF-DEAD CITY

and crocodiles—now faded and deteriorated with age, are tacked to this canvas. A wooden chest, lacquered white and trimmed with gold inlay, sits in the southeast corner. In each corner of the room a small stone shield is molded into the masonry at shoulder height. An open hallway leads to the east, and a set of stone double doors leads south.

The chariot is a light chariot, one of Akhentepi's favorite possessions from his younger days. It was fully restored and painted outside of the tomb, then disassembled, brought here piece by piece, and reassembled in this chamber. Time has still taken a toll on the chariot, such that using it as a vehicle would be dubious at best (though a *make whole* spell would fully restore it). The animal skins are trophies from Akhentepi's hunting expeditions, and have no real value, having suffered the ravages of time. The shield devices in each of the corners are torch holders.

**Trap:** The chest in the southeast corner is locked (hardness 5, hp 15, break DC 23, Disable Device DC 20) and trapped, such that a razor-sharp, envenomed blade slices into the hand of a would-be thief who attempts to pick it. Breaking open the chest with physical force avoids the trap, but doing so shatters the potion vials inside and ruins the value of the chest itself (see *Treasure*, below).

### POISON BLADE TRAP

CR 1

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

#### EFFECTS

Trigger touch; Reset manual

Effect Atk +10 melee (1d4+1/19–20 plus greenblood oil)

**Treasure:** The chest is beautiful, and if undamaged, is worth 200 gp as an art piece (including the trap, which can be reset). The chest contains two *potions of cure light wounds* and one *potion of darkvision*. Also inside the chest are two books with thin, gold-plated metal sheets for pages. The first is a brief biography of Akhentepi, and the second is a list and description of the various military campaigns conducted by the nation of Osirion between 2350 and 2450 A.R. Each book weighs 25 pounds and is worth 300 gp.

The chariot can also be considered an art piece or antiquity, but it must be disassembled, moved, and put back together, requiring a successful DC 15 Craft (carpentry) or Profession (driver) check. If successfully removed from the tomb and reconstructed, the chariot is worth 100 gp, or 150 gp if restored.

## A7. Hall of Judgment

Four funerary masks hang on one wall of this short hallway, staring down as if in judgment at anyone standing in the corridor.

While these masks might appear to be some form of trap, they are simply decorations. From west to east, the masks depict the gods Pharasma, Abadar, Sekhmet, and Osiris. The first two gods can be identified with a successful DC 10 Knowledge (religion) check. Identifying the last two masks requires a successful DC 20 Knowledge (religion) check to identify—they are the ancient Osirian goddess of war and god of the afterlife, respectively.

**Treasure:** Each mask is gold-plated and worth 75 gp.

## A8. Trophy Room (CR 2)

A table displaying a three-dimensional diorama occupies much of the north side of this room. Three shields with different designs are displayed upon a rack against the east wall, while various weapons hang from another rack along the south wall. Arrayed around the room are five small chests and a clay urn.

With a sculpted landscape and tiny stone and wooden statues, the diorama depicts an ancient battle between the city of Wati and an unidentified enemy. The rack to the east proudly displays three shields. The shield on the right is a light wooden shield identical to the shields carried by the soldiers in the diorama. It bears Ancient Osiriani hieroglyphs that spell the name "Akhentepi," marking those soldiers as under the command of Akhentepi. The light wooden shield on the left does not appear to be Osirian in origin, and a PC who makes a successful DC 12 Knowledge (geography) check can determine that it is similar in style to those used by tribes in the Mwangi Expanse far to the south. The center shield is unusual in that it is a light steel shield shaped like a scarab; it matches the one borne by Akhentepi in the engravings on the doors in areas A3 and A4. The rack on the south wall holds a composite shortbow, a khopesh<sup>UE</sup>, and a spear—all of which belonged to Akhentepi.

**Creatures:** Three tiny wooden dolls in the diorama have been animated to serve as tomb guardians. As soon as any creature larger than Tiny enters the room, they spring to life and clamber down the diorama to attack. The dolls attack relentlessly and fight until destroyed. They pursue foes as far as area A6, but no farther.

### WARRIOR DOLLS (3)

CR 1/2

XP 200 each

Animated object (*Pathfinder RPG Bestiary* 14)

N Tiny construct

Init +2; Senses darkvision 60 ft., low-light vision; Perception –5

#### DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 5 each (1d10)

Fort +0, Ref +2, Will –5

Defensive Abilities hardness 5; Immune construct traits



# MUMMY'S MASK

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +3 (1d3)

**Space** 2-1/2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 10, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +1; **CMB** +1; **CMD** 11

**SQ** Construction Points (additional attack, strong), flaws (flammable)

## SPECIAL ABILITIES

**Flammable (Ex, +1 CP)** The object gains vulnerability to fire.

**Strong (Ex, 1 CP)** The object is unusually strong for its size, gaining a +4 bonus to its Strength.

**Treasure:** Most of the arms and armor on the racks are mundane items, but Akhentepi's khopesh and spear are both masterwork weapons. The composite shortbow is still serviceable, but its string has deteriorated, and must be replaced before the weapon can be used. The scarab-shaped steel shield is a magic *scarab shield* (see page 61).



WARRIOR DOLL

The chests are of good craftsmanship but less ornate than the one found in area A6. None of the chests are locked or trapped, but each has been sealed with wax. They contain a sack with a 100 gp and 42 sp, and several scroll tubes holding papyrus records, private memos, expense ledgers, speeches, and private correspondence. Among the papers are discussions regarding the unfinished tomb of Akhentepi's mistress (area A13). There is little else of interest in the papers, but to a collector or Osirionologist, these documents are worth 250 gp total if undamaged.

The clay urn is also sealed with wax and contains nard, an expensive, oily perfume, worth 75 gp.

## A9. Chamber of Reflection

A massive mirror stretches across the southern wall of this chamber, flanked by two statues. The statue to the east depicts a tall, gaunt woman in a flowing, hooded gown, holding an hourglass. The figure to the west is that of a jackal-headed man carrying a scepter or staff in his hand. Stone double doors, standing slightly ajar, lead to the east and west. A third set of double doors exits the room to the north. Torch holders sculpted in the shape of bird skulls are built in each corner, and a thin layer of dust covers every surface.

Any humanoid creature who peers into the mirror sees itself (and any other visible humanoids) reflected back—along with the likeness of Akhentepi as depicted elsewhere throughout the tomb: a human man with bronzed skin in his forties, wearing white ceremonial robes and a headdress.

The reflected images always appear stern and disapproving, regardless of a creature's actual facial expression. The mirror has a faint illusion and transmutation aura. If a creature looks at its reflection for more than 3 rounds or touches the mirror, it must succeed at a DC 10 Fortitude save or take 1 point of damage as Ancient Osiriani hieroglyphs spelling the word "thief" are etched into the creature's forehead. The hieroglyphs remain for 5 days and function as the *brand* spell (*Pathfinder RPG Advanced Player's Guide* 207). Such mirrors were devised to encourage would-be thieves to empathize with those whose tombs they were desecrating. Feel free to play out the ramifications of this event with any PCs that are so branded. Certainly the priests of the Grand Mausoleum would react unfavorably toward such a character, though they can be convinced that the character did nothing wrong if the PCs give a truthful account of their encounter with the mirror (and succeed at a Diplomacy check).

Characters who seek to identify the statues can attempt a Knowledge (religion) check. A result of 10 or higher is enough for a character to identify the eastern statue as the goddess Pharasma, while with a result of 20 or higher,



## THE HALF-DEAD CITY

a character identifies the western statue as Anubis, the ancient Osirian god of burials and tombs.

A successful DC 15 Survival check turns up evidence of tracks in the dust between the east and west doors. A result of 20 or higher on the check identifies the tracks as those of animals with the vermin type.

### A10. Preparation Chamber (CR 3)

Pillars line the walls of this rectangular chamber, interspersed with stone jackal heads extending from the walls. A stone altar, covered in a layer of dust, sits at the eastern end of the room. To the west, a set of stone double doors stands slightly ajar.

Akhentepi's body was embalmed (along with those of his cats and slaves who were buried in the tomb with him), and the final mummification rites and interment rituals were performed in this chamber. From here, the bodies were carried to their respective resting places before the tomb was sealed. The altar is dedicated to the ancient Osirian god Anubis, patron of embalmers and guardian of tombs, and the funerary masks on the walls depict him—a character who succeeds at a DC 20 Knowledge (religion) check recognizes his image. The masks also function as torch holders, and their eyes glow when a light source is placed within them.

A PC who makes a successful DC 15 Survival check finds tracks in the dust on the floor similar to those described in area A9.

**Creatures:** Giant solifugids entered the tomb through the insect tunnels in area A11, and a pair now nests in here, preying upon the mining beetles that also roam this section of the complex. The solifugids' nest is behind the altar, and any nearby noise or movement sends them scuttling out to attack.

#### GIANT SOLIFUGIDS (2)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 2 253)

### A11. Broken Stairs (CR 2)

A flight of steps gradually descends to the west down this passage. Halfway down the stairs, small holes and burrowed tunnels riddle what remains of the passage's southern wall. Earth and sand have spilled over the collapsed masonry, covering the stairs with dirt and rubble. Stone doors engraved with a golden scarab, its wings open beneath a golden sun, stand at either end of the stairs. One of the eastern doors is slightly ajar.

Mining beetles broke through the southern wall here long ago, and other vermin—such as the giant solifugids

in area A10—followed them to infest the tomb. The central 10-foot-square portion of the stairs is considered difficult terrain because of the sand and rubble there.

**Creature:** The staircase is currently the territory of a sandling, an elemental creature of loose earth and sand. In its natural form, a sandling resembles a pile of sand, but it can coalesce into a serpentine form at will. The sandling lies in its natural form in the 10-foot-square in the center of the ruined staircase. It hides in the sand and is very difficult to see, but PCs who actively study the ground can attempt a Perception check opposed by the sandling's Stealth check to notice the creature. If undetected, the sandling waits until a creature attempts to cross over it, then rears up in its serpentine form to attack by surprise. As a creature of elemental earth, the sandling can burrow through solid rock, leaving no hole behind it. It does not pursue threats past areas A9 or A12 unless significantly provoked. The sandling flees into the earth if reduced to 4 hit points or fewer.

#### SANDLING

CR 2

XP 600

*Tome of Horrors Complete* 522

N Large outsider (earth, elemental, extraplanar)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +9

#### DEFENSE

**AC** 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)

**hp** 19 (3d10+3)

**Fort** +4, **Ref** +2, **Will** +3

**DR** 5/bludgeoning; **Immune** elemental traits

**Weaknesses** vulnerable to water

#### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** bite +5 (1d8+4)

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

#### STATISTICS

**Str** 17, **Dex** 12, **Con** 13, **Int** 4, **Wis** 10, **Cha** 11

**Base Atk** +3; **CMB** +7; **CMD** 18 (can't be tripped)

**Feats** Power Attack, Skill Focus (Perception)

**Skills** Knowledge (planes) +3, Perception +9, Stealth +3 (+7 in earth or sand); **Racial Modifiers** +4 Stealth in earth or sand

**Languages** Terran

#### SPECIAL ABILITIES

**Vulnerable to Water (Ex)** For every 2 gallons of water that hit a sandling, it is slowed (as the *slow* spell) for 1 round (no save).

### A12. Hall of the Soul's Crossing

A tapestry hangs from a frame against the south wall of this large chamber; it depicts an otherworldly vista where the souls of the dead, shepherded by strange beings, enter an ethereal river ambling through space toward a landscape dominated



by an impossibly tall spire. Columns sculpted in the shape of Osirian warriors wielding khopeshes stand in all four corners of the room. The floor is tiled in a white spiral pattern on a black background, and this spiral pattern is repeated on the stone double doors to the north, east, and west.

This room serves as a transition from the outer tomb chambers to Akhentepi's final resting place. The northern and western doors are locked (hardness 8, hp 60, break DC 28, Disable Device DC 20).

## A13. Unfinished Wing (CR 1)

This short hallway narrows sharply to the west, descending to set of stairs that abruptly ends at a rough rock wall.

After the death of his family, Akhentepi took a mistress whom he planned to eventually marry. Preparations for a secondary tomb for her were begun here. When Akhentepi died unexpectedly, no financial provisions had yet been made to continue excavating her tomb. Further construction on his mistress's crypt was abandoned, and the tomb was sealed in its current state once Akhentepi's interment was complete. This information can be ascertained with a successful DC 12 Linguistics check made while carefully studying the scrolls found in area A8.

The finished north wall of the passage contains a one-way secret door. A successful DC 20 Perception check is required to locate the door to area A14, but it was specifically designed not to be opened from this side, and has no accessible hinges or lock mechanism. A *knock* spell will open the door, however, or it can be battered down (hardness 8, hp 60, break DC 28).

The area at the foot of the stairs was never excavated, though a few small tunnels pockmark the stone. These tunnels are inaccessible without a burrow speed.

**Creatures:** Two mining beetles nest just inside the tunnels at the base of the staircase. Preyed upon by the giant solifugids, the beetles are aggressive and attack anything descending the steps. The mining beetles fight to the death.

### MINING BEETLES (2)

CR 1/2

XP 200 each

Advanced fire beetle (*Pathfinder RPG Bestiary* 33, 294)

hp 6 each

Speed 30 ft., burrow 20 ft.

## A14. Secret Passage (CR 1)

In contrast to the rest of the tomb, this rough earthen passage is not lined with masonry. At various points along the tunnel, sections of the walls have crumbled, as if something had dug small tunnels in the walls that subsequently collapsed.

This secret passage was constructed so the priests who interred Akhentepi in his burial chamber could bypass the false tomb (area A15). At the time of his death, Akhentepi was a significant military figure in Wati, but not so important that the architects and workers who constructed his tomb were executed to keep its secrets. They were instead sworn to secrecy, and their last duties were to set the tomb's traps, lock doors, destroy the keys, and seal the mausoleum.

The secret doors to areas A13 and A17 are easily noticeable from inside the passage. A handle on the southern door allows it to be opened from the inside, but it shuts

### MINING BEETLE





## THE HALF-DEAD CITY

itself if left unattended for 2 rounds, whereupon it cannot be opened from the other side. The northern secret door can be opened from either side, but it is locked (hardness 8, hp 60, break DC 28, Disable Device DC 20); from the north, a successful DC 20 Perception check is required to detect this door.

**Creatures:** Two mining beetles dwell in this passage and attack if disturbed. The passage's earthen walls are soft enough for the beetles to burrow through, and while they're too mindless for true tactics, one beetle will burrow through the walls to flank with the other if they're unable to attack creatures in the tunnel.

### MINING BEETLES (2)

CR 1/2

XP 200 each

Advanced fire beetle (*Pathfinder RPG Bestiary* 33, 294)

hp 6 each

Speed 30 ft., burrow 20 ft.

### A15. False Burial Chamber (CR 4)

The center of this large octagonal room is a raised square platform a few inches above the floor, with a stone pillar at each corner. A gold-trimmed sarcophagus sits in the center of the platform, flanked by two statues of humanoid beings with canine heads, each of which holds an ank in one of its crossed arms. Stone double doors exit the room to the north and south.

Although this chamber appears to be the actual tomb of Akhentepi, it is in fact a false burial chamber, designed to trap and kill grave robbers before they find Akhentepi's true resting place. The statues depict the ancient Osirian god Anubis, which characters recognize with a successful DC 20 Knowledge (religion) check.

The northern doors appear to be stuck closed (hardness 8, hp 60, break DC 28), and opening them automatically triggers the room's trap (see Trap, below).

Secret double doors stand in the east and west walls, and can be found with successful DC 20 Perception checks. The western secret doors lead to Akhentepi's real burial chamber and chamber of grave goods, and they require a successful DC 20 Disable Device check to unlock. The eastern secret doors are unlocked.

**Creature:** The sarcophagus on the center platform is an animated object, programmed to activate once the room's trap is triggered (see Trap, below). The sarcophagus also animates if anyone attempts to open it, whether or not the trap has been triggered. The purpose of the sarcophagus is to kill or occupy thieves as they struggle to escape the trap, and it attempts to bite, swallow, and suffocate the closest opponent while attacking other intruders with its slam. The sarcophagus fights until destroyed.

### FALSE SARCOPHAGUS

CR 3

XP 800

Animated object (*Pathfinder RPG Bestiary* 14)

N Medium construct

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

#### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 natural)

**hp** 36 (3d10+20)

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

**Defensive Abilities** hardness 5; **Immune** construct traits

**Weaknesses** vulnerable to cold

#### OFFENSE

**Speed** 20 ft.

**Melee** bite +5 (1d6+2 plus grab), slam +5 (1d6+2)

**Special Attacks** swallow whole (suffocation damage, AC 12, hardness 5, 3 hp)

#### STATISTICS

**Str** 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 15 (can't be tripped)

**SQ** Construction Points (additional natural attack [bite], grab, swallow whole), flaws (brittle, slower)

#### SPECIAL ABILITIES

**Brittle (Ex, +1 CP)** The object gains vulnerability to cold.

**Slower (Ex, +1 CP)** The object's speed is reduced to 20 feet.

**Swallow Whole (Ex, 2 CP)** The object gains the swallow whole special attack, and can swallow Medium or smaller creatures (the object must have a bite attack before it can take this ability). A creature does not take damage within the sarcophagus, but there is only enough air inside to last for 3 rounds. At the end of the third round, the trapped creature must hold its breath or risk suffocation. A creature that attempts to cut its way out of the sarcophagus with a weapon must be able to penetrate the sarcophagus's hardness (hardness 5). The sarcophagus can swallow only one creature at any one time.

**Trap:** The architects of Akhentepi's tomb built this chamber as a deathtrap. The trap is triggered when a creature steps on the platform in the center of the room or in the 5-foot-by-10-foot space in front of the western secret double doors. The architects did install a bypass switch to deactivate the trap, located in the torch holder on the southwest wall of the room. Locating the switch requires a successful DC 25 Perception check—if the torch holder is pulled straight down, it locks the pressure plates and deactivates the trap. If not bypassed, the trap must run completely through its cycle once triggered.

Once the trap is activated, the southern and western doors slam shut (if open) and an internal bar slides into place, effectively sealing the doors until the trap has run its course (hardness 8, hp 60, break DC 30). Any creature standing adjacent to either set of doors can jump to either side of the doorway with a successful DC 15 Reflex save. On



# MUMMY'S MASK

a failed save, the creature is knocked prone in the square it started in. At the same time, bolts of electricity arc between the pillars on the central platform, striking anyone standing atop the platform. One round later, the northern doors burst open. Any creature standing adjacent to them must succeed at a DC 15 Reflex save or be knocked prone. With the northern doors open, a torrent of water rushes from a large grate in a small chamber behind the doors to fill the room, fed by a subterranean aqueduct supplied by the River Sphinx.

The trap was designed so that the chamber would quickly fill with water and drown any would-be thieves. Fortunately for the PCs, the trap has never been triggered before, and after over 2,000 years, it has developed a serious malfunction. The doors still close and the electricity arcs still function, but the aqueduct no longer sends the full force of the River Sphinx into the room, and the water now fills the room to a depth of only 2 feet—more an inconvenience than certain death.

Of course, the PCs are unlikely to realize this at first, so after the trap's electricity arcs are activated, you should have the PCs roll initiative, along with the false sarcophagus, which animates on its turn to attack the nearest intruder. At the top of the initiative order on the first round after the trap activates, the northern doors open and water begins pouring into the room. At the beginning of the second round, the water reaches a depth of 6 inches, but does not affect combat. At the beginning of the third round, the water rises to 12 inches deep. It now costs 2 squares of movement to enter a water-filled square, and the DC of Acrobatics checks in the room increases by 2. At the beginning of the third round, the water rises to 18 inches, and by the fourth round, the water reaches a depth of 2 feet. There is little danger of drowning, even for Small creatures, but smaller creatures such as animal companions or familiars might require assistance, and any PC who falls unconscious into the water will require immediate aid to avoid drowning.

The PCs can push the northern doors closed with a successful DC 25 Strength check to stall the rise of the water, but the doors can be held shut for only a single round before the water pressure becomes too great and they burst back open. As before, any creature standing adjacent to them must succeed at a DC 15 Reflex save or be knocked prone, and the water continues to rise as described above.

Although the flow of water stops after 4 rounds, the water remains in the room for another 20 rounds—enough time, the architects believed, to kill any thieves, provided the chamber was completely filled with water. After 24 rounds, water starts to drain from the chamber through a “rubble drain” of loose gravel built around and underneath the room. The water subsides at the rate of 6 inches per round, and once the water has completely drained away,

the locking bars inside the western and southern doors retract and the northern doors close. Although originally designed to reset automatically, the trap can be triggered only once, thanks to the malfunction.

## MALFUNCTIONING DEATHTRAP

CR 2

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

### EFFECTS

Trigger location; Reset none; Bypass hidden switch (Perception DC 25)

**Initial Effect** electricity arcs (2d6 electricity damage, Reflex DC 15 half); multiple targets (all targets on the center platform); **Secondary Effect** liquid (water fills room to depth of 2 feet over 4 rounds); never miss; onset delay (1 round); duration 24 rounds; multiple targets (all targets in the room)

**Treasure:** There is no significant treasure in this chamber, but the false sarcophagus is trimmed with gold leaf to entice grave robbers. A PC can salvage gold leaf worth 50 gp with 30 minutes of concerted effort.

**Story Award:** If the PCs successfully bypass or disable the trap and avoid animating the sarcophagus, award them full XP for both the trap and the sarcophagus, as if they had defeated the sarcophagus in combat.

## A16. Slave Burial Chamber

This small room is filled with human-shaped bundles wrapped in linen. Each wears a small medallion around its neck.

The dozen slaves who worked on the tomb were buried in this chamber, having been killed to protect the tomb's secrets when it was completed. The slaves were mummified and interred here with all of the proper funerary rites to ward off curses and to ensure that the slaves' souls would travel to the Boneyard and not be unjustly denied whatever afterlife they had earned. The medallions around their necks are small wooden holy symbols marked with Pharasma's spiral.

The doors to this room are watertight, but if they're opened while area A15 is flooded, the mummies here spill out into the 4 squares just outside the doors and bob around in the water. While unnerving, the mummies are harmless, though it costs 3 squares of movement to enter any of the squares in which they float.

## A17. Chamber of Grave Goods (CR 3)

This room holds several neatly arrayed chests, boxes, and urns. The dust of centuries covers every surface. The only exit is a set of stone double doors to the south.



## THE HALF-DEAD CITY

Akhentepi's grave goods were placed in this chamber, in keeping with the Osirian cultural belief that his soul would have access to those items in the Boneyard while he awaited final judgment. A secret door in the eastern wall (Perception DC 20 to locate) leads to Akhentepi's true burial chamber.

**Trap:** A magic trap has been placed upon the secret door in a final effort to prevent access to Akhentepi's resting place. Touching or attempting to open the door activates the trap, which summons a swarm of flesh-eating cockroaches into the 10-foot square just outside the door.

### SUMMON SWARM TRAP

CR 3

XP 800

Type magic; Perception DC 22; Disable Device DC 22

#### EFFECTS

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

**Effect** spell effect (*summon swarm*, summons cockroach swarm [*Pathfinder RPG Bestiary* 2 58] for 2 rounds)

**Treasure:** None of the chests and boxes in the room are locked, as the items within them were the most personal to Akhentepi, and his soul might want to have immediate access to them. Most of the goods in the chests, such as once-fine clothing and sealed jars of food, no longer have any value after the passage of centuries, but among the spoiled and ruined grave goods are several salvageable items of value, including two vials of *silversheen*, a masterwork longbow, 10 cold iron arrows, a gold scarab clasp worth 50 gp, an onyx and silver holy symbol of Pharasma worth 100 gp, a silver hand mirror worth 35 gp, and a wax-sealed clay urn of nard worth 75 gp.

### A18. Akhentepi's Burial Chamber (CR 2)

A sarcophagus covered in gold leaf rests on a raised stone platform in the center of this chamber. The casket's cover is carved the likeness of an adult man with his arms crossed over his chest, and covered in thick coat of dust. Two ornate chests sit beyond the dais in the northeast and southeast corners, and between them stand two large funerary urns. The sole exit is a door to the west.

The mummified body of Akhentepi is interred in this room along with many of his riches. The door to the chamber is unlocked and free of traps, as are the two well-constructed, though dusty, chests beside the dais. The urns are made of bronze and appear to have once contained leaves or incense, but now hold nothing more than ashes and dust.

**Creature:** An iron cobra lurks behind the stone dais and sarcophagus. The construct is programmed to hide and

### EXPLORING SITES IN THE NECROPOLIS

After the PCs have explored one of their assigned sites (such as the Tomb of Akhentepi), they should report back to the Grand Mausoleum to receive their next site assignment. The priests at the temple ask the PCs about their general impressions of the site and whether they feel they explored it fully. This questioning is not accusatory or judgmental, nor is it some sort of test. If the PCs answer openly and appear to have made a good faith effort in exploring a site, the priests assign them their next site to explore.

The Pharasmians are always keen to know who was actually interred (or even lived) at a site, and are eager to learn any historical information the PCs were able to glean, which the priests add to their own records and maps of the necropolis. If the PCs take notes, draw maps, or create reports for the temple, feel free to have the priests reward them for their efforts. Suggested rewards include extra experience points (in the form of story awards), monetary awards (up to 100 gp to the group as a whole for a detailed report with map), discounts on magic items for purchase, or free low-level spellcasting on the PCs' behalf.



strike at intruders by surprise. Since none have entered the room since the cobra was placed here, its poison reservoirs are full. The cobra attacks relentlessly until destroyed, pursuing intruders throughout the tomb as necessary.

### IRON COBRA

CR 2

XP 600

hp 15 (*Pathfinder RPG Bestiary* 182)

**Treasure:** The gold leaf decorating the sarcophagus is worth a total of 100 gp, if enough time is spent to salvage all of it. Inside the sarcophagus, Akhentepi's mummified corpse wears an exquisitely crafted gold funerary mask worth 500 gp. One of the chests contains *Akhentepi's armor* (see page 60), the magic suit of padded armor he wore in life. The other chest holds a disintegrating cloth sack filled with 500 gp, as well as a small, well-preserved darkwood coffer worth 50 gp. Inside the coffer is a *potion of darkvision*, a *potion of lesser restoration*, an ornate lapis and carnelian pendant worth 70 gp, and an assortment of carnelian, lapis lazuli, and turquoise semiprecious stones worth a total of 55 gp.

**Story Award:** By the time the PCs reach this chamber, they should have effectively explored all of Akhentepi's tomb. Award them an additional 800 XP for accomplishing this task.



## MEETING THE COMPETITION

Once the PCs have explored the Tomb of Akhentepi, they should have the opportunity to recover from their first foray into the necropolis, sell any treasures they recovered, and make any necessary purchases for their next exploration. On the first night after the opening of the necropolis, several of the adventuring groups exploring the necropolis gather together in an inn called the Tooth & Hookah to share stories, boast of their exploits, and show off the riches they found. If the PCs take more than 1 day to explore the Tomb of Akhentepi, this event occurs on the first night when they return to the living city.

If the PCs are staying at the Tooth & Hookah, they automatically hear about the gathering. Otherwise, there should be some other reason for them to attend the meeting—perhaps they hear a rumor that another group that will be present has some information on the lottery or the distribution of exploration sites, or maybe they learn that one of the merchants staying in the inn would be particularly interested in purchasing one of the items they brought out of the Tomb of Akhentepi. If nothing else, the PCs should be interested in meeting some of their competitors and boasting of their own deeds in front of their peers.

This is a roleplaying encounter, designed to highlight the fact that the PCs are not the only ones involved in the opening of the necropolis, and to give them a chance to interact with other adventurers, including a rival group that the PCs will encounter later in the adventure. Besides the PCs, five other adventuring companies are present at the Tooth & Hookah this evening. A short description of each adventuring group is presented below, along with a few details of the group's first foray into the necropolis. Most of these groups just want to show off and share information, but one of the parties—the Scorched Hand—has a hidden agenda, described below. For a more detailed description of the Tooth & Hookah, see the Pathfinder's Journal on page 72.

**Cryptfinders:** Members of this group hail from all over the Inner Sea region, and include a Chelish cavalier, a Nexian summoner, a Qadiran cleric of Sarenrae, and their leader **Falto** (N male human rogue 2), a bravo from the streets of Absalom. They claim they were assigned the tomb of an important government official and hint at the wealth they brought out of the tomb after defeating a mummy inside the tomb. However, the PCs can tell that this is a fabrication with a successful DC 14 Sense Motive check. In reality, the Cryptfinders explored an old brewery, where they encountered little more than vermin and found virtually no treasure.

**Daughters of the Desert:** This all-female adventuring party follows the lead of **Sigrun Firehair** (CG female human bard 1), an Ulfen of the Linnorm Kingdoms

who claims to be descended from a genie. The group also includes an exiled Rahadoumi cleric of Iomedae, a barbarian from one of the nomadic desert clans of Thuvia, and two Osirian witches, twin sisters who always wear veils. Sigrun has journeyed south seeking adventure, hoping to pen an epic tale of her exploits to take back north. The Daughters were assigned the house of a wealthy pawnbroker to explore; they encountered several traps, but little else in the way of opposition. The women are cagey about what treasures they may or may not have found in the tomb, but Sigrun is very interested in hearing the stories of other groups' experiences, possibly for inclusion in her nascent manuscript.

**Dog Soldiers:** This group's membership is composed entirely of halflings and their pack of trained Katapeshi fighting dogs, led by the loquacious and hard-drinking **"Mad Dog" Marrn** (CN male halfling barbarian 1/ranger 2). The Dog Soldiers were sent to explore an abandoned tannery, where half of their dogs died fighting a gelatinous cube they found within. Mad Dog is broken up over the loss of several of his favorite pets, but he proudly shows off the magic sword he salvaged from the cube after slaying it. He is interested both in a potential buyer for the sword and in purchasing replacement dogs from a respected breeder.

**Sand Scorpions:** This party contains no fewer than three rogues, along with a single magus for combat and magic support. Each rogue specializes in a different area of expertise, whether, locks, traps, or, in the case of their leader, a mysterious woman called **Black Kiss** (NE female half-elf alchemist 4), poisons. The Sand Scorpions keep mostly to themselves and do not volunteer any information on their exploration site and the treasures they found there, but if pressed, they reveal that their first site was a perfumery and incense shop. Before they had explored much of the site, however, they found themselves caught up in what seemed to be a turf war between rival gangs of ghouls. The Scorpions were able to retreat, but not before two of their members were paralyzed by the ghouls. Black Kiss wants to continue exploring the necropolis in hopes of unearthing some long-lost alchemical secrets or items, but without a cleric in the group, the rest of the Sand Scorpions are afraid of encountering more undead.

**Scorched Hand:** Led by a Taldan Osirionologist named **Velriana Hypaxes** (LE female human wizard 4), this group is dedicated to the pursuit and acquisition of knowledge. With the exception of the hired mercenary **Idorii** (CN female half-elf fighter 1/rogue 2), the members of the party are all devout followers of Nethys, from whom they take their name. Native Osirians **Azaz Arafe** (N male human evoker 2) and **Khelru** (N male human cleric of Nethys 3) round out the group. All four members of the Scorched Hand are detailed fully in the NPC Appendix on pages 52–59.



## THE HALF-DEAD CITY

Velriana is quite vocal in her disapproval of the Grand Mausoleum's refusal to assign specific sites to groups that requested them. It seems that the Scorched Hand was denied a petition to explore a site sacred to its members' faith, and was instead allocated what turned out to be an ancient brothel. Although the group easily dispatched the nest of zombies in the brothel's basement and even managed to recover a few minor treasures from the site, it's evident that the group's members are disappointed with their first foray. Velriana makes a point of asking everyone present at the gathering whether they have learned of an ancient temple or shrine being assigned, or heard any rumors of something called "the Erudite Eye." This name should mean nothing to the PCs at this point, but when they are later assigned the Sanctum of the Erudite Eye to explore, they may well remember the Scorched Hand's interest in the site.

This encounter can be expanded or shortened as much as you wish, but it is important that the PCs meet the Scorched Hand to foreshadow their eventual encounter with the group at the end of the adventure. At the same time, you should take care not to create an antagonistic relationship between the PCs and the Scorched Hand too early; the Scorched Hand should not be a distraction from the PCs' main goal of exploring tombs in the necropolis. Only once the PCs are assigned the Sanctum of the Erudite Eye in Part 3 should they realize that the Scorched Hand is more than just a disgruntled adventuring party complaining about unfair treatment.

**Story Award:** Award the PCs 800 XP for interacting with the other adventuring groups and learning of the Scorched Hand's preoccupation with the Sanctum of the Erudite Eye.

### PART 2: THE HOUSE OF PENTHERU

When the PCs are ready, they can pick up the details of their next exploration site from the priests at the Grand Mausoleum. The second site is a walled, two-story mansion with surrounding grounds, which the Pharasmins believe belonged to some minor nobility of the city. As before, the PCs are given a sketched map detailing the site's location in the necropolis.

#### B. HOUSE OF PENTHERU

The PCs' second assigned site is an estate that belonged to the family of a man named Pentheru. Like many minor

Osirian nobles, Pentheru owned a section of farmland and was responsible for its administration, overseeing the farmers who worked the land and the distribution of grain, and ensuring the proper taxes were paid to the local authorities and the Keleshite sultan in Sothis who ruled Osirion at the time. Pentheru the Elder started construction of the estate but passed away during its construction. His son, Pentheru the Younger, inherited his lands and title and finished the house. When the Plague of Madness struck Wati, Pentheru the Younger fell victim to it and quickly died. Had he survived

longer, he might have evacuated his family and household staff from the city, but without his leadership, his family interred him in a crypt on the property and tried to weather the plague in situ. Pentheru's servants and guards did their best to defend the estate and the family, but amid the chaos and the plague's virulence, the entire household perished.

Today, the House of Pentheru has become a nest of evil. A foul *doru div* named Imanish has made the estate its playground, and over the years it has attracted other evil creatures to its demesne. These entities lure would-be looters and unauthorized tomb raiders to this once-wealthy home for sport and the satisfaction of their unnatural and

unwholesome appetites.

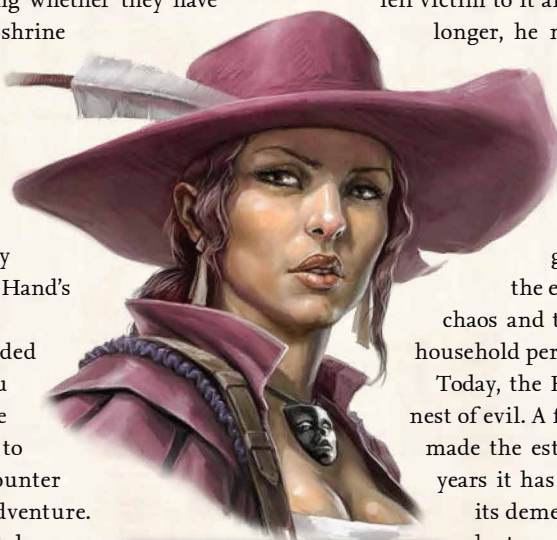
The estate's location is marked on the map of Wati on page 68; the PCs should have no difficulty locating the site with the map they've been given.

Unless otherwise noted, ceilings within the House of Pentheru are 10 feet high and the doors are stone and unlocked. Small windows high in the exterior walls provide normal light in most of the house's rooms. Underground rooms are dark unless otherwise noted.

#### B1. Outer Gate

Sandstone walls ten feet high enclose this estate, affording those who once lived inside some privacy. A two-story stone house is visible beyond the walls, adjoining the rear wall of the property. In the center of the estate's southern wall stands a pair of tarnished bronze gates hanging partially open. A pair of statues flanks the gate. Dusty hieroglyphs are carved into the wall at eye level to the left of the gate.

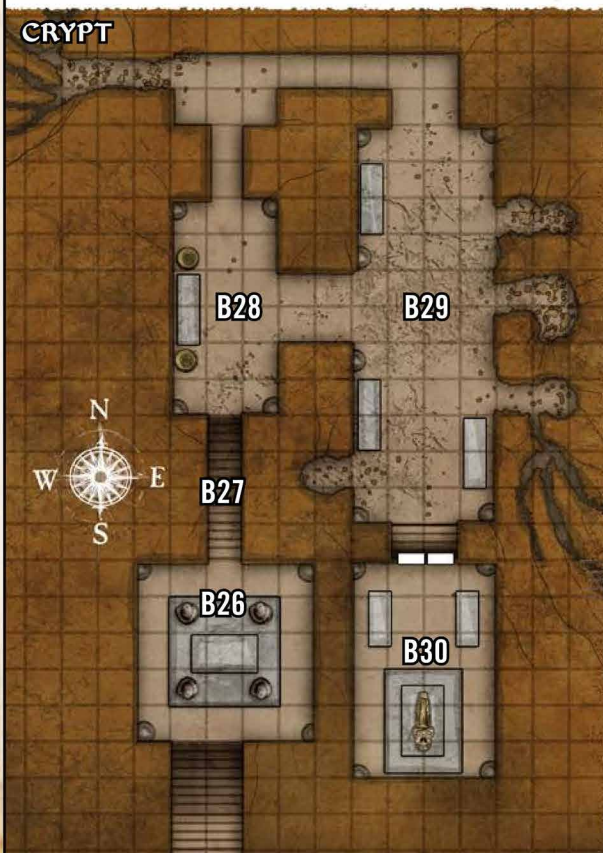
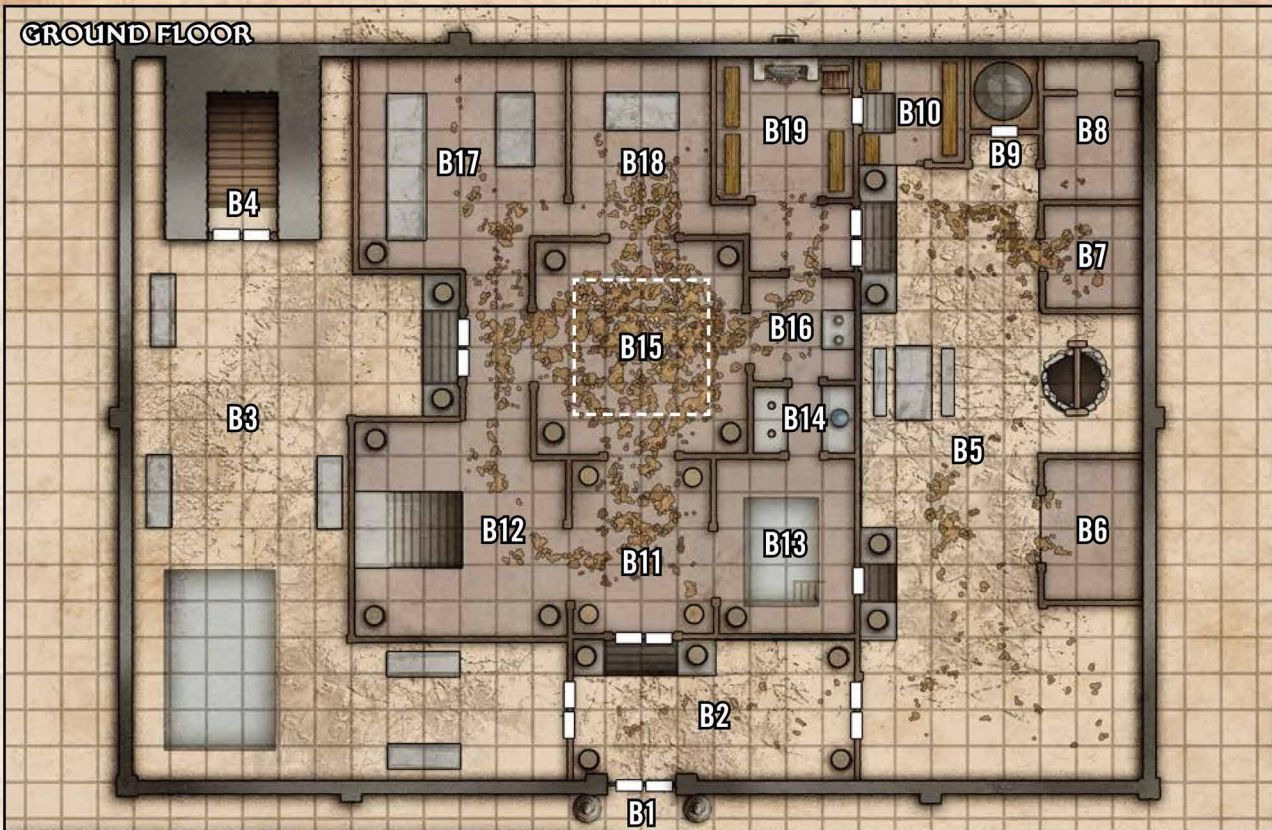
The hieroglyphs read "House of Pentheru" in Ancient Osiriani. The statues depict two men with a regal bearing and dressed in loose, short robes and traditional Osirian



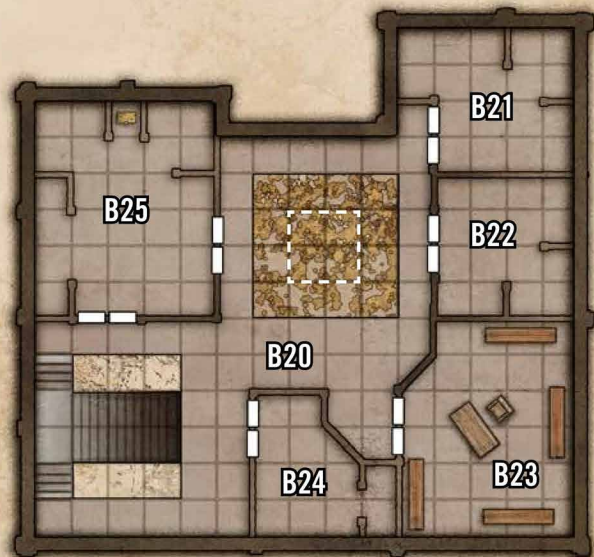
VELRIANA HYPAXES



# MUMMY'S MASK



## SECOND FLOOR



## B. HOUSE OF PENTHERU

1 SQUARE = 5 FEET



head cloths. A successful DC 10 Perception check reveals small hieroglyphs on the statues' bases that identify the figures as Pentheru the Elder and Pentheru the Younger.

The bronze gates are decrepit and appear to have been broken open long ago. There is no means to secure them, and they would not stand much punishment (hardness 9, hp 30, break DC 15).

## B2. Outer Courtyard (CR 2)

Dust and sand cover the ground of this small courtyard. To the east and west stand pairs of columns, once brightly painted and now bleached from the sun, which support stone archways leading to other section of the property. Tarnished bronze gates hang open under both arches. To the north, a small flight of steps leads up to a pair of ornate doors in the south wall of the house between another set of columns.

The wind has obliterated any tracks or signs of passage in the courtyard, giving the impression that no one has entered the grounds in years. The gates are comparable to the ones described in area B1. These gates are left open to lure in wandering looters for Imanish to charm and torment.

**Haunt:** A minor haunt manifests just inside the gates to the estate. The haunt recreates the household's final hours as an angry mob infected with the Plague of Madness attacked the house.

### MEMORIES OF VIOLENCE

CR 2

XP 600

CN haunt (10-foot radius inside the main gate)

Caster Level 2nd

**Notice** Perception DC 20 (to hear the sounds of an angry mob in the distance)

**hp** 4; **Trigger** proximity; **Reset** 1 day

**Effect** When this haunt is triggered, the sound of an angry mob can be heard outside the walls. A woman's voice cries out in Ancient Osiriani, "Hold the gates! Don't let them inside the compound!" Powerful blows shake and rattle the gates, and everyone in the haunt's area is affected by *cause fear* (Will DC 11).

**Destruction** The gate at area B1 must be sprinkled with holy water, repaired, and secured, either with a successful DC 15 Craft (metalworking) or DC 25 Disable Device check or with magic such as *make whole*.

## B3. Garden (CR 3)

The western side of the estate forms an L-shaped yard mostly given to sand, sun-dried earth, and the ancient husks of dead trees. Stone benches line the walls of the yard, and a large tiled pool sits in the southwest corner, dried and partially filled with sand. A short flight of steps leads between a pair of pillars to a

set of stone doors in the west side of the house. At the north end of the yard stands a squat stone building with columns at every corner.

This outdoor space was reserved for the family's enjoyment, but the sandy courtyard is all that remains of a garden now deprived of water and care.

**Creature:** A giant whiptail centipede has taken up residence in the sandy garden. It forages on corpses throughout the necropolis, returning here to coil up in the bottom of the dried pool. It hasn't fed in some days, however, and it eagerly clambers out of the pool to attack any living creature entering the courtyard.

### GIANT WHIPTAIL CENTIPEDE

CR 3

XP 800

hp 38 (*Pathfinder RPG Bestiary* 2 53)

## B4. Family Mausoleum

A rectangular stone building sits in the northwest corner of the estate. At each corner stand columns carved to resemble men and women with their arms crossed over their chests. A set of stone doors stands in the southern face of the building, carved with bas-relief faces of two men. Hieroglyphs are carved into the doors just beneath the faces.

The faces on the doors are of Pentheru the Elder and Pentheru the Younger and match the faces on the statues outside the property at area B1. Two of the building's four columns also depict the two men. The other two columns depict women: the wives of father and son. The Ancient Osiriani hieroglyphs identify the building as the "crypt of the House of Pentheru" and warn, "May defilers be cursed by the gods until their day of judgment." The crypt's stone doors are heavy, but open easily. Inside, a wide stairway descends 15 feet to area B26. Originally, it was planned for the entire family to be buried in the tomb and crypts below, but only Pentheru the Younger was interred within before the Plague of Madness and the resulting chaos overtook the rest of the family.

## B5. Servants' Yard (CR 2)

A spacious yard fills the compound east of the house. To the east, several small stone outbuildings have been built right into the compound's outer wall. A well stands between two of these outbuildings, opposite a stone table and benches that sit in the shadow of the house. To the west, two sets of steps, both flanked by columns, lead up to doors into the main house. To the northwest, an open doorway leads into an extension of the house, next to a small structure with a domed roof.



The household servants used this yard. The harsh sun and lack of irrigation has left nothing but hot sand in the once-tidy yard. The well to the east is long dry.

**Creature:** A dark brown snake known as an asp lies coiled up in the shade of the stone table in the west of the yard. It does not move unless disturbed, but once threatened, it rises up, expands its hood, and attempts to bite anyone in reach. The asp flees if reduced to fewer than 10 hit points.

## ASP CR 2

**XP 600**

*Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs* 55  
N Medium animal

**Init** +6; **Senses** low-light vision, scent; Perception +10

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 19 (3d8+6)

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

### OFFENSE

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +4 (1d4 plus poison)

### STATISTICS

**Str** 10, **Dex** 15, **Con** 14, **Int** 1, **Wis** 15, **Cha** 2

**Base Atk** +2; **CMB** +2; **CMD** 14 (can't be tripped)

**Feats** Improved Initiative, Skill Focus (Stealth), Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +10, Climb +10, Perception +10, Stealth +14, Swim +10;

**Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth; modifies Climb and Swim with Dexterity

### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves. The save DC includes a +2 racial bonus.

## B6. Guard Quarters (CR 2)

This small, one-room structure is devoid of features, save the ruined remains of furniture that have all but disintegrated with the passage of time.

The House of Pentheru employed four guards; two of them lived here and the other two lived in area B7. The quarters were small, but the guards ate their meals and bathed in the main house. Rusted metal hinges in the doorframe indicate that wooden doors once hung here.

**Creature:** A large, two-headed canine called a death dog has made a den in this building. It leaves the estate at night to hunt, but returns to spend the day here. It has not had a successful hunt for several nights, however—it's hungry, and viciously attacks anyone investigating this building. The death dog fights until slain, and relentlessly pursues fleeing prey.

## DEATH DOG CR 2

**XP 600**

**hp** 22 (*Pathfinder RPG Bestiary* 4 44)

**Treasure:** Before he died, one of the guards who lived here buried a small cache of treasure in the northeast corner of the room. The death dog has recently dug up much of the floor, and a successful DC 10 Perception check reveals 7 gp, 3 sp, and 12 cp, and a turquoise earring worth 15 gp.

## B7. Guard Quarters

This building is much like area B6, save that no creatures currently live inside. The room is empty except for debris, refuse, and windblown sand.

## B8. Servants' Quarters (CR 1)

A married pair of servants employed at the house resided in this dwelling with their teenaged child, who slept in a rear alcove separated by a curtain. These servants faithfully served the House of Pentheru to the very end, burying the members of the family in the family crypt (area B4). Unfortunately, no one was left to bury the servants when they eventually succumbed to the Plague of Madness, and they died here, where they lived. After the passing of millennia, nothing of interest is left here, save the dried skeletons of two house cats.

**Creatures:** Abandoned and forgotten, the three servants have risen as undead skeletons. They do not normally leave these quarters, but they animate and attack any intruders who enter their former dwelling. The skeletons have no armor or weapons and attack with their claws. They pursue foes throughout the house and grounds, but will not leave the compound.

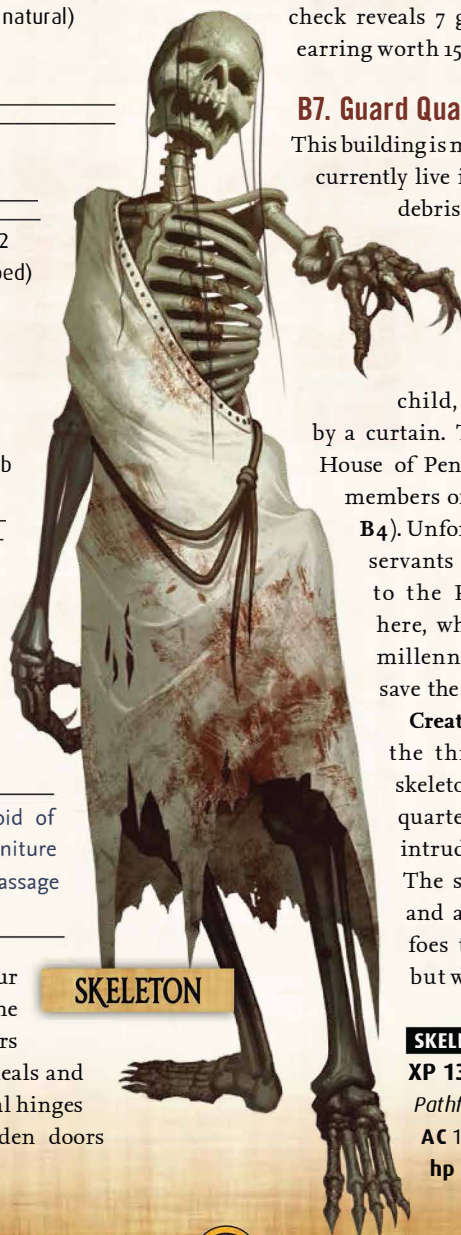
## SKELETONS (3) CR 1/3

**XP 135 each**

*Pathfinder RPG Bestiary* 250

**AC** 14, touch 12, flat-footed 12

**hp** 4 each



SKELETON



## THE HALF-DEAD CITY

### B9. Granary (CR 3)

A small granary with a domed roof and a small door in the front sits against the north wall of the compound.

Most Osirian residences do not have their own granaries, but with more than 10 people to feed, the Pentheru estate did. The grain was devoured by insects or rotted away centuries ago.

**Creature:** A scarab swarm nests in the granary. Imanish has taken to throwing a corpse in from time to time to feed the vermin and keep them here. As soon as the granary's door is opened, the swarm spills out to attack any creatures nearby. The swarm pursues foes throughout area B5, but doesn't follow anyone who flees the property entirely.

#### SCARAB SWARM

CR 3

XP 800

hp 22 (see page 89)

**Treasure:** The granary holds three fleshless human skeletons and an adamantine heavy flail. The weapon is filthy but perfectly usable. The sandman Heshsharu (see area B15) feared this bludgeoning weapon and its owner and so threw both in here to be rid of them.

**Development:** If the swarm is not destroyed, it returns to the granary after an hour or so.

### B10. Pantry (CR 1)

This small room is empty save for dust, debris, and empty shelves built into the walls.

The shelves in this pantry once stored dry goods and vegetables for the house. In the hot, dry Osirian climate, servants purchased fresh fish and butchered meat from the market daily. These goods would be brought in to the kitchen through the pantry without the need to bring them through the house, and were readily accessible to the kitchen. There is nothing here now of any value.

**Creature:** A giant solifugid has taken up residence in the pantry. It currently clings to the ceiling of this shaded area. The aggressive solifugid attacks by dropping onto a random creature entering the room.

#### GIANT SOLIFUGID

CR 1

XP 400

hp 13 (*Pathfinder RPG Bestiary* 2 253)

### B11. Foyer (CR 3)

Brightly colored columns stand in the four corners of this foyer. Hieroglyphs cover the walls and tiled floors, obscured

in places by piles of dust and sand. Open archways lead to the north, east, and west, while a set of stone double doors exit to the south.

The Ancient Osiriani hieroglyphs on the walls proclaim this estate to be the House of Pentheru, and convey a variety of different messages, such as "Welcome to all guests," invocations to the gods to bless all who enter here, and the like.

**Creatures:** Three skeletons, members of the household's guards who died and later rose from the dead, stand at attention in this room. They guard this chamber as they did in life, and attack any living creatures that enter this room. The skeletons pursue intruders throughout the estate, fighting until destroyed.

#### SKELETONS (3)

CR 1/3

XP 135 each

*Pathfinder RPG Bestiary* 250

AC 14, touch 12, flat-footed 12

hp 4 each

**Melee** broken khopesh<sup>UE</sup> +0 (1d8), claw -3 (1d4+1)

**Feats** Exotic Weapon Proficiency<sup>B</sup> (khopesh), Improved Initiative<sup>B</sup>

**Gear** broken khopesh<sup>UE</sup>

**Haunt:** Once the estate's outer gates were breached, the household's guards retreated into the house to make their stand in the foyer, doing their best to protect their noble employers and the servants. As the mob broke into the house, confusion reigned, and those who had not already fallen victim to the Plague of Madness died at the hands of the crazed mob. The spiritual echo of the guards' confusion affects any living creature that sets foot inside the room.

#### ECHOES OF CONFUSION

CR 2

XP 600

CN persistent haunt (10-foot radius in area B11)

**Caster Level** 2nd

**Notice** Perception DC 10 (to see the door closing)

**hp** 9; **Weakness** tricked by *invisibility*; **Trigger** proximity; **Reset** 1 week

**Effect** When this haunt is triggered, the house's front doors slam closed, held fast as if by *hold portal* (hardness 8, hp 60, break DC 33). A woman's voice (the same voice in the haunt in area B2) cries out in Ancient Osiriani, "They're inside! Protect the family!" and another voice shouts, "It's too late! Save yourselves!" Screams and the clash of arms fill the air, and everyone in the room is affected by *lesser confusion* (Will DC 11). The doors remain held for 2 minutes, but the *lesser confusion* effect continues each round until the haunt is neutralized.



**Destruction** The bodies of the household's four guards (the three skeletons in this area and the one in area **B19**) must be given proper burials (respectfully interring them in area **B29** fulfills this requirement).

## B12. Parlor (CR 3)

A large staircase climbs to the second floor from this room. Sand and dust cover the floor, and painted columns stand in all but one of the corners. Pieces of broken wood, shattered pottery, and disintegrating fabric litter the room's perimeter.

The family used this room to gather or entertain guests. The remains of wood and fabric are all that are left of the room's furniture, which finally succumbed to rot centuries ago.

**Haunt:** In the final days before the Plague of Madness overtook the house, Pentheru the Younger's daughter, Ariseti, met with her fiancé in this room. Her fiancé wanted to elope, but Ariseti demurred, wanting to wait until the "troubles" afflicting the city passed before announcing their engagement. Unfortunately, neither of them survived the plague and the chaos that followed it.

A search of the debris in the room turns up Ariseti's lost engagement ring with a successful DC 20 Perception check. As soon as the ring is touched, a ghostly scene superimposes itself over the ruins of the room, as translucent furniture and decorations like potted palm trees and richly upholstered divans waver into existence. In the center of the room, a ghostly young man clasps the hands of ethereal young woman. They speak in Ancient Osiriani, but any listener can mysteriously understand them, regardless of language.

"I'm so sorry," the young man says. "I can't find the ring I bought you anywhere. I just had it!"

"It's all right, my love," the girl replies quietly. "It's not the right time to tell my family anyway."

"Come with me, Ariseti! Come across the river where we'll be safe!"

"Not just yet, darling. My father says we'll be safe here. You go, and when all this is over, you can come back for me, and we'll announce our engagement then."

She pauses, and reaches out to touch the man's forehead. "Are you feeling all right? You're burning up!"

With this the vision ends, as first the figures fade from view, followed by the room and its furnishings.

### FINAL NIGHTS

CR 3

#### XP 800

CE haunt (all of area **B12**)

**Caster Level** 3rd

**Notice** Perception DC 20 (to feel a hot and fetid breeze on the back of the neck)

**hp** 6; **Trigger** touch (ring); **Reset** 1 day

**Effect** When the vision ends, the character who first touched the ring feels the hot flush of a fever. Although the Plague of Madness has long since run its course, the haunt afflicts the character with an illness. The haunted character must succeed at a DC 16 Fortitude save or immediately contract mindfire (*Pathfinder RPG Core Rulebook* 557; no onset period). Once contracted, use the disease's listed frequency and save DC to determine future effects.

**Destruction** Ariseti's engagement ring must be willingly given to another person as a token of love.

**Treasure:** PCs who search the debris in this room can locate a few items of value overlooked by scavengers over the years with a successful DC 20 Perception check, including a silver anklet set with tiny gems and an ankh charm worth 150 gp, a tarnished silver serving tray worth 35 gp, and a small ornate vase worth 75 gp. In addition, Ariseti's engagement ring is a *ring of protection* +1, though touching it triggers the haunt (see above).

**Development:** Ariseti's engagement ring itself is not haunted, and it can be safely removed from the House of Pentheru, though this does not destroy the haunt. If the ring is removed, the haunt's trigger changes to proximity and the haunt gains the slow weakness. Only by freely giving the ring to another person out of love can the haunt be permanently destroyed.

## B13. Bath

A large tiled pool sits in the center of this chamber, surrounded by sloping tiled floors. A few steps descend into the basin, which has accumulated a deep layer of sand on its bottom. Faded murals on the walls depict scenes of life along a river, with recurring themes of running water and aquatic life running through the artwork. In the northeast corner, a tarnished bronze spigot juts from the wall just above head level. Archways lead north and west, and a stone door stands in the eastern wall.

The members of the household bathed in this room—the pool was reserved for the family, while the servants and guards showered using the spigot. The spigot is a magic item that uses *create water* (CL 1st) to conjure fresh water at will, which the estate's servants would pour into the pool as needed. Two simple knobs beneath the spigot control the device and provide either hot or cold water. While a costly household feature, this device saved labor, and since the conjured water vanishes after 24 hours, there is no need for a drainage system. The spigot and control knobs are built into the walls of the house and cease to function if removed. The room's sloping floors channel overflow water into the pool, but they do not impede movement.



## THE HALF-DEAD CITY

### B14. Privy

A stone privy is built into one wall of this tiny room, and a stone table with a basin stands against the other wall. A large mirror once hung above the table, but it was shattered ages ago. The floor is covered in broken glass and dead scarab beetles.

A headless corpse sits upright on one of the privies, placed here by Imanish as a bit of black comedy and a striking statement on the mortal condition. Examination reveals that the corpse is clearly not ancient—with a successful DC 15 Heal check, a character dates the body as approximately 3 years old. This is the body of Imanish's charmed victim who was wearing the cursed *dead man's headband* (see area B25) that allowed the div to create the beheaded in area B17. The body is lifeless and harmless, though its head is one of the beheaded in area B17.

### B15. Inner Courtyard (CR 3)

A tiled walkway surrounds a square patch of earth and sand in this high atrium. A balcony on the second floor overlooks the courtyard, and a square hole in the ceiling opens to the sky. Four columns in the corners of the atrium support the roof above, and the walls are decorated with symbols and hieroglyphs depicting animals, celestial creatures, and the sun and moon.

Pentheru the Elder designed his family home with a private garden in the center, but centuries without water or maintenance have transformed the once-vibrant garden into a miniature desert devoid of plant life. The second floor balcony permitted the family to look down upon the garden, and the 10-foot-square skylight in the ceiling allowed sunlight and fresh air in.

**Creature:** A sandman named Heshsharu inhabits this courtyard. Heshsharu is not an ally of the doru div Imanish, but it is not an enemy either—their relationship is more of a truce of nonaggression. The sandman allows Imanish's charmed victims to pass unchallenged if the div makes arrangements beforehand, especially if it's invited to witness or partake in Imanish's cruel tortures. When leaving the house, Heshsharu burrows under the earth to avoid the skeletons in area B11 and the creatures and haunts outside.

Heshsharu has studied the ruined statues and carvings of humanity in the necropolis, and when in humanoid form, it sculpts itself into an artist's conception of the feminine form, like a statue of a beautiful woman. It finds this form effective in persuading mortals to lower their guard. Curious about non-elementals, the sandman tries to dupe the PCs into conversation if they are not immediately suspicious. Heshsharu claims to be "the spirit of the house" and feigns loneliness so that it can

ask questions about mortal existence. The ruse doesn't last long, as the sandman has a short attention span and eventually attacks. When it does, Heshsharu activates its sleep aura as a free action as its seductive form melts away into a medusa-like horror with tentacles and an enormous jaw that widens into a mouth full of fangs almost as large as its head. This entire area is sandy, and the sandman takes full advantage of the terrain to burrow under and around its enemies to take them by surprise. Heshsharu is bold and territorial, and fights to the death.

#### HESHSHARU

CR 3

XP 800

Sandman (*Pathfinder RPG Bestiary 2* 236)

hp 30



HESHSHARU



# MUMMY'S MASK

**Treasure:** Buried in the sand of the courtyard are a few treasures that Heshsharu has collected from its victims over the years, including a suit of +1 *scale mail*, a +1 *light crossbow*, five cold iron crossbow bolts, 10 regular crossbow bolts, a gold holy symbol of Sarenrae (worth 25 gp), 3 pp, and 37 gp.

## B16. Chapel

Hieroglyphs and images of fantastic beings cover the walls of this small room. A small stone shrine, dusty and thoroughly defaced, stands against the eastern wall.

This area was the household chapel, dedicated to Abadar, Pharasma, and Sarenrae. The Ancient Osiriani hieroglyphs on the walls offer praises to the three gods and list several common prayers to each. PCs who cannot read Ancient Osiriani can still identify the gods with a successful DC 10 Knowledge (religion) check. The shrine was defaced by Imanish, but it can be cleaned with little effort. The small altar serves all three deities, though the carvings place Abadar in the most prominent position.

## B17. Dining Room (CR 3)

An enormous stone table, the marble top polished and smooth, runs parallel to the west wall of this large room. A much smaller stone table stands in the east side of the room. Splintered piles of dust and wood lie in the corners and along the walls—the only remains of chairs after untold years. A strong, fetid stench pervades the room. An open, sand-filled hallway lies to the south, while an open doorway leads east.

Pentheru the Younger hosted large dinner parties here, as was the custom of Osirian nobility. The 20-foot-long table could accommodate well over a dozen guests. The smaller table to the east is where the servants would place food and drink to serve to the guests.

**Creatures:** The room is now a scene of horror set by the doru div Imanish. Half a dozen human skulls have been set upon the western table. Each skull is polished clean and balances atop a tarnished silver goblet standing on a tarnished silver dinner plate. The six skulls are actually undead severed heads called beheaded.

Imanish created these beheaded using a magic item he found on one of his early charmed victims. When the man eventually fell victim to the doru's tortures and died, his head popped off and became an undead, floating severed head. As little more than a disembodied head himself, Imanish was intrigued by the beheaded, and envisioned a menagerie of flying heads in his new lair made up of beheaded and vargouilles. The div soon discovered that the creation of the beheaded was the result of a strange,

cursed headband the man had been wearing. Since then, whenever Imanish has taken a particular liking his charmed victims, he has used *suggestion* to force them to put on the headband before killing them, thereby creating more beheaded for his menagerie and preserving his favorites (or at least their heads) for eternity.

### BEHEADED (6)

CR 1/3

XP 135 each

hp 4 each (*Pathfinder RPG Bestiary* 4 17)

#### TACTICS

**During Combat** The beheaded rise off the table when living creatures first enter the room, silently hovering in midair for a moment before rushing forward to attack. The beheaded attempt to swarm a single target first, though if attacked, a beheaded turns its attention toward its attacker.

**Morale** The beheaded fight until destroyed. They pursue victims throughout the house, but do not leave the grounds of the estate.

**Treasure:** Six silver goblets worth 45 gp each and six silver plates worth 30 gp each sit atop the western table.

## B18. Servants' Dining Room

The house's servants and live-in guards took their meals in this smaller dining room, apart from the family. This room is similar to area B17, but it lacks the ghastly tableau and is empty save for dust and sand.

## B19. Kitchen

Two stone tables sit against the western wall of this room, while a third occupies the southeastern corner. A small, square wooden butcher's block stands in the northeast corner, now almost collapsing under its own weight. A stone oven sits in the middle of the north wall. A humanoid skeleton lies beneath the northwestern table, surrounded by smashed crockery. A door to the east and an open doorway to the south exit the room.

The household meals were prepared in this generous kitchen, capable of feeding the entire household, which numbered almost a dozen, including servants and guards. The skeleton beneath the table is one of the house's four guards, who died in the plague-driven riots millennia ago. A pitted and rusted dagger is still wedged between the skeleton's ribs. Unlike its companions in area B11, however, this skeleton is lifeless and harmless.

## B20. Second Floor Balcony

This balcony wraps around a twenty-foot-square opening in the floor, overlooking the inner courtyard below and connecting the rooms of the second floor. Above, a square skylight in the



## THE HALF-DEAD CITY



ceiling provides natural light to the ground floor and ventilation for the entire building. To the southwest, two small staircases ascend from a landing on the grand staircase between floors. Six different sets of doors lead off of this balcony.

The second floor contains the family's bedrooms and Pentheru's private study. Traces of a wooden railing around the balcony, long rotted away, can be found with only casual examination. When the house was inhabited, wooden shutters could be pulled across the skylight with hooked poles to shade the house when it became too warm or to keep out the cold desert air at night. Like the railing, these wooden fixtures have long since decayed.

**Development:** Loud noises on this floor are prone to attract the attention of the vargouilles in areas **B21** and **B22**. They do not usually respond to noise on the first floor, but they do investigate activity this close to their lairs. While creatures of low intelligence, the vargouilles are not without cunning, and may even peek outside the doors of their rooms before they take flight and attack.

### B21. Ariseti's Bedroom (CR 2)

Dust blankets this room. The walls, once brightly painted to depict life in ancient Wati, are now faded. A smaller room or alcove takes up the northeast section of the room; it was once closed off by a wooden door that since has rotted away, leaving only its hinges in the doorframe. A strong, cloying odor of decay pervades the room.

Pentheru the Younger's daughter, Ariseti, inhabited this bedroom. The scenes painted on the walls depict the arrival of a Keleshite sultana in Wati by royal barge, a ceremony or possibly a party where a young woman is being anointed and crowned while a gathering of onlookers observe, and another where three young women swim in a river while armed guards with spears watch from beneath the shade of a tree. Ariseti, a talented young artist, painted all of these scenes to represent important moments in her life. No other features of the room have survived to tell the story of who lived here.



# MUMMY'S MASK

**Creature:** A vargouille nests in this room. A number of these horrid outsiders were summoned by the cult of Lamashtu millennia ago when the Plague of Madness was first unleashed. The creatures reproduce easily, and despite many efforts to exterminate them over the years, they've never been eradicated. Recently, the doru div Imanish has taken it upon himself to help the creatures' infestation, making the suffering of the citizens of Wati his pastime by "breeding" vargouilles to release into the city. Although the vargouilles and the div are almost evenly matched, Imanish is smarter, speaks their language, and can use his *suggestion* ability on them.

While fairly stupid, the vargouille is cunning. If alerted to the presence of intruders on the second floor, it wastes no time exiting the room, if possible, into area **B2o**, where it has more room to avoid being surrounded.

## VARGOUILLE CR 2

**XP 600**

**hp 19** (*Pathfinder RPG Bestiary* 272)

### TACTICS

**During Combat** If joined by the vargouille in area **B22**, both outsiders take turns using their shriek attacks. They focus on delivering their "kisses" to opponents that are paralyzed before turning their attention to new targets.

**Morale** While both vargouilles live, neither flees combat. If one is slain, the survivor retreats through the skylight if reduced to 4 hit points or fewer.

**Treasure:** Buried amid the debris in the room is a large darkwood box (Ariseti's hope chest) worth 100 gp. Inside is a white silk Osirian wedding robe that is extremely fragile with age. A successful DC 13 Perception check is enough to realize that any attempt to remove the robe from the chest will ruin it, but *make whole*, *mending*, or similar magic cast upon the robe prior to handling completely restores it. If preserved, the robe is worth 150 gp. The chest also contains several pieces of inexpensive jewelry worth 35 gp in total, and a strand of freshwater pearls worth 200 gp. A small sealed tube contains five applications of *kohl of uncanny discernment* (see page 60). Finally, a long scroll tube holds a rolled-up papyrus painting—a self-portrait of Ariseti, accompanied by her signature in Ancient Osiriani. Unlike the wedding robe, the painting has been protected from air for many years and can be safely handled without damaging it. It is worth 80 gp to a collector.

## B22. Harwam's Bedroom (CR 2)

Most of the contents of this room have fallen apart or otherwise been reduced to dust from the dry desert air. A foul, cloying smell fills the room.

This was the bedroom of Pentheru the Younger's son, Harwam. It is similar to area **B21**, but even less evidence of the original occupant remains.

**Creature:** Imanish's newest vargouille, created from the headless corpse in area **B24**, makes its lair here. Like the other vargouille, it tends to ignore disturbances on the first floor, but any loud activity in area **B2o** or the shriek of its fellow in area **B21** rouses its curiosity. See area **B21** for details on the vargouilles' tactics.

## VARGOUILLE CR 2

**XP 600**

**hp 19** (*Pathfinder RPG Bestiary* 272)

**Treasure:** A few minutes searching the room turns up a small rusted dagger, a handful of marbles, and a small lacquered wooden box. The lacquered box is an ancient board game whose rules have been forgotten over time. Inside the box are several small, carved stone playing pieces. The box functions as the game board. To an Osirionologist, the game is worth 50 gp as a rare antiquity.

## B23. Office

A large lacquered desk, now in poor condition, sits in the center of this room. Bookcases stand along the eastern and southwestern walls, sagging as if ready to collapse at any moment. Their shelves have fallen out, and the piles of dust at their bases are all that remains of books and scrolls that failed to survive the long years. The lacquered wooden frames of what might once have been divans stretch along the north and south walls, but their upholstery has disintegrated. A single door in the western wall is the room's only exit.

Pentheru the Younger (and his father before him) conducted the family's business dealings from this office prior to his death. Searching among the ruins turns up a few items of small interest but no great value, such as a broken set of scales, the Pentheru family seal (for marking documents), and scattered pieces from a marble chess set (no board is present and half the pieces are missing).

**Treasure:** PCs who make a concerted search can locate a brass key in one of the desk drawers with a successful DC 20 Perception check. The key opens the bronze chest in area **B25**.

## B24. Guest Room

The walls of this room are decorated with a scenic vista of a river valley running through a desert, resplendent with verdant life and greenery near the shores. Only a few pieces of lacquered furniture remain in the chamber. A faint, musty odor of decomposed wood and fabric lingers in the air. A set of doors stands in the western wall.



## THE HALF-DEAD CITY

This bedroom was reserved for visiting guests, of which the household had very few in its final days when the Plague of Madness was unleashed upon the city.

The body of a human man lies on its back in the small alcove to the east. Unlike most of the remains in the house, the body is only a year old, and its flesh is in a state of advanced decomposition. The head is missing, but PCs who look carefully and succeed at a DC 12 Heal check notice that the body's head seems to have been pulled off rather than having been cleanly decapitated. Characters who succeed at a DC 12 Perception check can find clumps of hair on the floor beneath the body's headless shoulders. A successful DC 17 Knowledge (planes) check allows a PC to put these clues together to identify the telltale signs of a *vargouille*'s victim. "Kissed" by the *vargouille* in area B21 and sick with poison and the effects of the *vargouille*'s kiss, the unfortunate man fled into this room, lying down here to rest. He died just a few hours later, then rose as the second *vargouille* that now inhabits area B22.

**Treasure:** The body carries no valuables except for a simple gold wedding ring worth 50 gp. An inscription in Osiriani inside the band of the ring reads, "To Akar from Panhet, Love Eternal."

**Development:** If the PCs search for Panhet in Wati, they can locate the young widow, whose husband disappeared during the last year. If the PCs return the ring to her with news of the whereabouts of Akar's body, Panhet gratefully rewards the party with 150 gp.

**Story Award:** If the PCs return Akar's ring to Panhet, award them 400 XP.

### B25. Master Bedroom (CR 3 and CR 3)

This spacious room has entrances in the southern and eastern walls. The aged remains of dressers, a large bed, and a divan lie in ruins. The husk of large hornet's nest, gray, papery, and devoid of life, occupies one corner of the ceiling. The spaces in the northeast and northwest corners appear to be closets. Their wooden doors have all but fallen off their hinges, and heaps of disintegrated fabric mingle on the floor. Between the closets stands a single lacquered dresser covered in dust.

This was the bedroom of the house patriarch, Pentheru the Younger, and his wife, Sadekre. There is nothing of obvious value left in this room, though if the dresser is actually examined, it's revealed to be a fake. A successful

DC 15 Perception check is also sufficient to notice the false dresser. The dresser has no actual drawers, only handles on the front face, which is carved to look like drawers. The entire fixture is more akin to a box with an open back. When placed against the wall, the dresser conceals a bronze chest, which is revealed when the dresser is pulled away from the wall. The chest is tarnished, but otherwise in perfect working order.

**Creature:** The *doru div* Imanish has taken this room as his personal lair. Imanish has lived in Wati for decades, and is a blight upon not only the necropolis, but the living city of Wati as well. Wati has long been plagued by periodic *vargouille* attacks, and Imanish has encouraged these attacks by corraling these dull-witted monsters in the house to "breed" and ensure that they're never hunted to extinction.

Imanish's favorite game is flying into the living half of the city and using his powers of illusion to masquerade as a friendly *djinni*. With his *charm person* and *suggestion* abilities, he lures poverty-stricken commoners over the walls of the necropolis to the House of Pentheru in search of fabulous wealth or wishes. These unfortunates then fall victim to the *div*'s cruel tortures and entertainments. Imanish is a perverse sadist who relishes using his magic to convince young lovers that their partners are unfaithful or whispering to orphans that they were actually abandoned by their parents because they were too homely and stupid. Eventually, Imanish tires of these mortal playthings, most of whom are used to create more beheaded for his scene in the dining room, or "bred" into new *vargouilles* that the *div* then drives back toward the city to sow more chaos.

As an extraplanar creature, Imanish has no need for sleep, and when not out creating mischief and misery, he remains alert for trespassers. If the PCs have traveled through areas B15 or B20, encountered the *vargouilles* upstairs, or otherwise engaged in loud behavior, he is very likely aware of them and has turned invisible to assess the situation. Imanish is also a coward, however. If he can trick the PCs into an encounter with another creature on the estate, he watches that confrontation play out before he engages. A favorite opening gambit is to use *minor image* to create the illusion of a creature running or walking across the garden to lure trespassers toward the giant whiptail centipede in the garden (area B3) or



IMANISH



the death dog in the guard quarters (area B6). *Charm person* and *suggestion* are also useful tools to lure PCs into dangerous areas. Imanish makes fast attacks, then turns invisible to flee again, attempting to wear his enemies down with poison and make them more susceptible to his magic.

## IMANISH

CR 3

XP 800

Advanced doru div (*Pathfinder RPG Bestiary* 3 86, 290)

hp 22

**Trap:** The bronze chest is locked (hardness 9, hp 15, break DC 23, Disable Device DC 25). A key to the chest can be found in the ruins of Pentheru's desk in area B23. The chest is also trapped, triggered once the chest is opened. When the top is lifted off the chest, a cocked crossbow mechanism rises upward at an angle and fires a poisoned bolt at the chest of the individual opening the chest. Unlocking the chest with the key does not disable the trap; it must be bypassed separately using a second lock concealed on the bottom of the chest, which the key from area B23 also opens.

## POISONED BOLT TRAP

CR 3

XP 800

**Type** mechanical; **Perception** DC 20;

**Disable Device** DC 20

### EFFECTS

**Trigger** touch; **Reset** manual; **Bypass** hidden lock (Perception DC 25 to locate, Disable Device DC 30 or key to open)

**Effect** Atk +15 ranged (1d8+1/19–20 plus black adder venom)

**Treasure:** Pentheru was a businessman as well as a noble, and the concealed chest served as a safe for some of the family's cash assets. The chest contains 20 small gold ingots, each bearing a seal. A successful DC 20 Knowledge (history) or Knowledge (nobility) check can identify the seal as that of the Keleshite sultan who governed Osirion at the time of the Plague of Madness, 2,215 years ago. Each ingot is worth 25 gp.

In addition, a cursed *dead man's headband* (*Pathfinder RPG Ultimate Equipment* 248) is concealed inside the old hornet's nest; the headband can be found with a successful DC 15 Perception check. This is the headband

that Imanish used to create the beheaded in area B17. It functions as a normal *dead man's headband*, but once put on, it cannot be removed without *remove curse* or similar magic. If a character dies while wearing the headband, her head is animated as a beheaded the following round.

**Development:** With his flight and spell-like abilities, Imanish is capable of easily fleeing a fight, and the Tiny div could make an excellent returning villain. Dorus love to eavesdrop, spy, and gossip, and even though he hates mortals, as all divs do, if Imanish becomes aware of the Scorched Hand's rivalry with the PCs, he might make a temporary alliance with Velriana Hypaxes (see page 58) to facilitate his revenge on the PCs sometime between the House of Pentheru and the Sanctum of the Erudite Eye.

## B26. Undershrine (CR 3)

A stone altar sits upon a raised stone platform in the center of this square room. Caryatid columns carved in the likenesses of male and female figures with their arms crossed over their chests and khopeshes or ankhs in their hands stand at each corner of the platform. Empty torch holders are built in all four of the room's corners. Two stairways exit the room—one climbs to the south, while the other descends from this chamber to the north.

This room is a shrine to Pharasma, where the family could come to pray for their deceased loved ones. The goddess's spiral symbol is carved into the top of the altar, recognizable with a successful DC 10 Knowledge (religion) check. The shrine has seen much in the way of violence, however. When maddened rioters stormed the estate during the Plague of Madness, those household members who had not fallen ill hid themselves down here in the darkness until they were discovered by the deranged mob, dragged from this hiding spot, and subjected to a final fate that is best left forgotten.

**Creature:** The undershrine is now the lair of an adherer, a horrid, once-human creature that has taken refuge here. The adherer is a hunter, though it goes long periods without feeling the need to find another victim. It is all but impossible for most of the creatures inhabiting the estate to harm the adherer because of its significant damage reduction, so those that are aware of the creature's presence tend to leave it alone.



ADHERER



## THE HALF-DEAD CITY

The adherer resembles a mummy wrapped in dirty linens, particularly in darkness or dim light, and the PCs might very well mistake it for an undead mummy until they engage it in combat. Unless the PCs were very stealthy during their descent into the crypt, the adherer is likely alert and ready for intruders, though if taken by surprise, it might be resting atop the altar, making it appear even more like a mummified body.

### ADHERER

CR 3

XP 800

hp 30 (*Pathfinder RPG Bestiary* 3 8)

#### TACTICS

**Morale** The adherer attempts to flee the crypt is reduced to 10 hit points or fewer, though it does not retreat deeper into the tomb. If cornered and unable to reach the surface, it fights to the death.

### B27. Trapped Staircase (CR 3)

**Trap:** A rather ingenious mechanism is built into this staircase. Although the trap's trigger is at the top of the stairs, it does not function until weight is applied to the bottom step. This "arms" the trap but does not trigger it. The trigger is actually the top step. Once the trap is armed, any weight on the top step causes spikes to emerge from the walls on either side of the stairs. Would-be thieves would arm the trap as they descended into the tomb, only to trigger it as they tried to exit. Many ancient Osirian trap designers believed it was better to prevent thieves from escaping rather than to attempt to forbid their entry. A hidden bypass switch in area B28 temporarily deactivates the trap.

### STABBING SPEAR STAIRCASE

CR 3

XP 800

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 20

#### EFFECTS

**Trigger** touch; **Reset** manual; **Bypass** hidden switch in area B28

**Effect** Atk +15 melee (1d8+2/x3); multiple targets (all targets on staircase)

### B28. Preparation Chamber

The air in this chamber is cool. The walls and ceilings are tiled with stone, but the floor is hard-packed earth, giving the area an unfinished quality. A long stone table rests against the western wall, flanked by two large brass urns. A flight of steps ascends to the south, while two passages lead north and east out of the room.

Pentheru the Younger was laid in state and mummified in this chamber while his tomb was prepared, and future deceased family members would have been similarly

prepared here had the catastrophe not occurred. The crypt was still under construction when Pentheru died unexpectedly, so the requisite sections, including this room, were hastily finished. As conditions in ancient Wati deteriorated, however, labor became unavailable, and much of the tomb remains unfinished. The brass urns were used during the mummification process and are now empty, though each weighs 200 pounds.

The bypass switch for the trap in area B27 is hidden in the torch holder in the southwest corner of the room. It can be discovered with a successful DC 25 Perception check.

### B29. Unfinished Crypt (CR 2)

An earthy scent fills this large chamber. The ceiling and walls are tiled with stone, but the ground is bare earth. Stone benches are set against the east and west walls, and torch holders are mounted in the corners and on either side of a wide doorway to the west. The beginnings of several shallow, rough passages have been started along the eastern wall and in the southwest corner, but the excavations are incomplete, ending in earth and rubble after only a few feet. At the south end of the room, a short, wide flight of steps descends to a set of stone double doors.

This crypt was intended to be used by Pentheru's family for generations to come. When the Plague of Madness struck Wati, however, work on the crypt was halted, and Pentheru the Younger was the only person ever interred here.

**Creature:** A swarm of undead house cats called ubashki lurks in the unfinished southwestern passage. As Pentheru's tomb was being completed, his former servants rounded up his pet cats (and a few strays from the neighborhood) and killed them to serve their master as guardians and sentries in the afterlife. Recently, the negative energy and wickedness now inhabiting the House of Pentheru has caused the cats to stir, creating a swarm of the undead cats. When living creatures enter the crypt, the ubashki swarm spills out of the cramped space like a waterfall of hairless feline bodies, spreading out to advance on any trespassers. The ubashki swarm fights until destroyed.

### UBASHKI SWARM

CR 2

XP 600

*Pathfinder RPG Campaign Setting: Lost Kingdoms* 19

NE Tiny undead (swarm)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +5

#### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

**hp** 19 (3d8+6)

**Fort** +3, **Ref** +6, **Will** +3



# MUMMY'S MASK

**Defensive Abilities** half damage from weapons, swarm traits;  
**Immune** undead traits

## OFFENSE

**Speed** 30 ft.

**Melee** swarm +7 (1d6 plus distraction and disease)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 13)

## STATISTICS

**Str** 5, **Dex** 17, **Con** —, **Int** 2, **Wis** 10, **Cha** 15

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Lightning Reflexes, Weapon Finesse

**Skills** Climb +5, Perception +5, Stealth +15; **Racial Modifiers**  
+4 Climb, +4 Stealth

## SPECIAL ABILITIES

**Disease (Ex)** *Ubashki fever*: Injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d2 Str damage and 1d2 Wis damage; cure 2 consecutive saves. A creature afflicted by ubashki fever develops unsightly splotches and sores all over its body that persist until the disease is cured. The save DC is Charisma-based.

## B30. Pentheru's Tomb

A stone sarcophagus rests atop a stone platform occupying the southern end of this room. The lid of the sarcophagus bears the likeness of a man and is inlaid with gemstones and trimmed in gold. Two lacquered benches run parallel to the east and west walls just north of the platform. Hieroglyphs line the walls of the chamber, and stone torch holders are set in all four corners.

This is the tomb of Pentheru the Younger, the only member of the family to be interred in the family crypt, where he has rested, undisturbed, for over 2 millennia. The hieroglyphs on the walls tell the story of Pentheru the Younger in Ancient Osiriani, starting with the elevation of his father Pentheru the Elder to nobility, his subsequent death, and Pentheru the Younger's inheritance of his father's title and lands. The story boasts of their prosperity and success as land managers, the justness with which the family lived their lives, and the care with which they treated their slaves and servants. The text calls upon the gods to smile upon Pentheru the Younger and bless him with a good and just life in the Great Beyond.

**Treasure:** Alongside Pentheru's mummified body inside the sarcophagus is a small cat mummy, a *mummified guardian* (see page 60). It was placed here to ward off intruders and protect Pentheru's corpse, and PCs opening the sarcophagus are affected by the *mummified guardian's* scare ability. Besides the *mummified guardian*, the sarcophagus also contains Pentheru's gold funerary mask, worth 150 gp, and a gold-and-turquoise scarab pendent worth 50 gp. In addition, several small semiprecious stones worth a total of 40 gp can be pried off of the sarcophagus.

If the gold trim is salvaged from the sarcophagus, it is worth an additional 10 gp.

**Development:** If the PCs are interested in submitting a report on the site to the priests of Pharamsa (see the sidebar on page 19), the hieroglyphs that adorn this room provide a good overview of who the original occupants of the estate were, and are sufficient to satisfy the Pharasmins, but many other clues can also be found in the house itself.

**Story Award:** If the PCs visit the majority of locations within the house and grounds, award them 1,200 XP for their successful exploration of the

House of Pentheru.



UBASHKI SWARM



## C. SKIRMISH IN THE RUINS

1 SQUARE = 5 FEET



### PART 3: THE SANCTUM OF THE ERUDITE EYE

Following their exploration of the House of Pentheru, the PCs can return to the Grand Mausoleum to receive their third and final exploration site, an abandoned temple that the priests believe was dedicated to Nethys, god of magic. Just as with the first two sites, the Pharasmins give the PCs a sketched map of the temple's location in the necropolis.

### C. SKIRMISH IN THE RUINS (CR 3)

Having been turned down by the priests of the Grand Mausoleum when they requested that the Sanctum of the Erudite Eye be assigned to them, the members of the Scorched Hand have decided to take matters into their own hands and explore the temple before the officially assigned group can do so, thereby keeping the secrets (and treasures) of the Sanctum out of the hands of nonbelievers. To that end, Velriana Hypaxes has hired a gang of Wati street thugs to stop any other adventuring groups from interrupting them while they're inside the Sanctum. While most local criminals lack the courage to enter Wati's city of the dead, for the right price, these thugs will break the taboo, as long as they're not required to actually set foot inside any of the necropolis's silent tombs. The thugs have been paid,

but they've also been promised that their targets will be carrying treasure looted from the necropolis's tombs.

This encounter takes place in the streets of the necropolis as the PCs are traveling toward the Sanctum of the Erudite Eye. Read or paraphrase the following as the PCs approach the area.

The sun beats down on the lonely, silent streets of the necropolis. Dust and sand now cover the once-bustling streets, and buildings that were once homes and shops are gradually disintegrating into rubble after centuries of neglect. Scattered throughout the ruins is the occasional palm tree or shrub, kept alive by the broken remnants of a long-abandoned irrigation system.

Use the map above for this encounter. The buildings depicted on the map are 15 feet high. Squares containing rubble are considered difficult terrain.

**Creatures:** Four Wati street thugs and two trappers from the desert wilderness outside the city have set an ambush in this section of the necropolis. The PCs should begin the encounter at the location marked C1, heading in a southwesterly direction. The two trappers are positioned on the rooftops of the two ruined buildings at



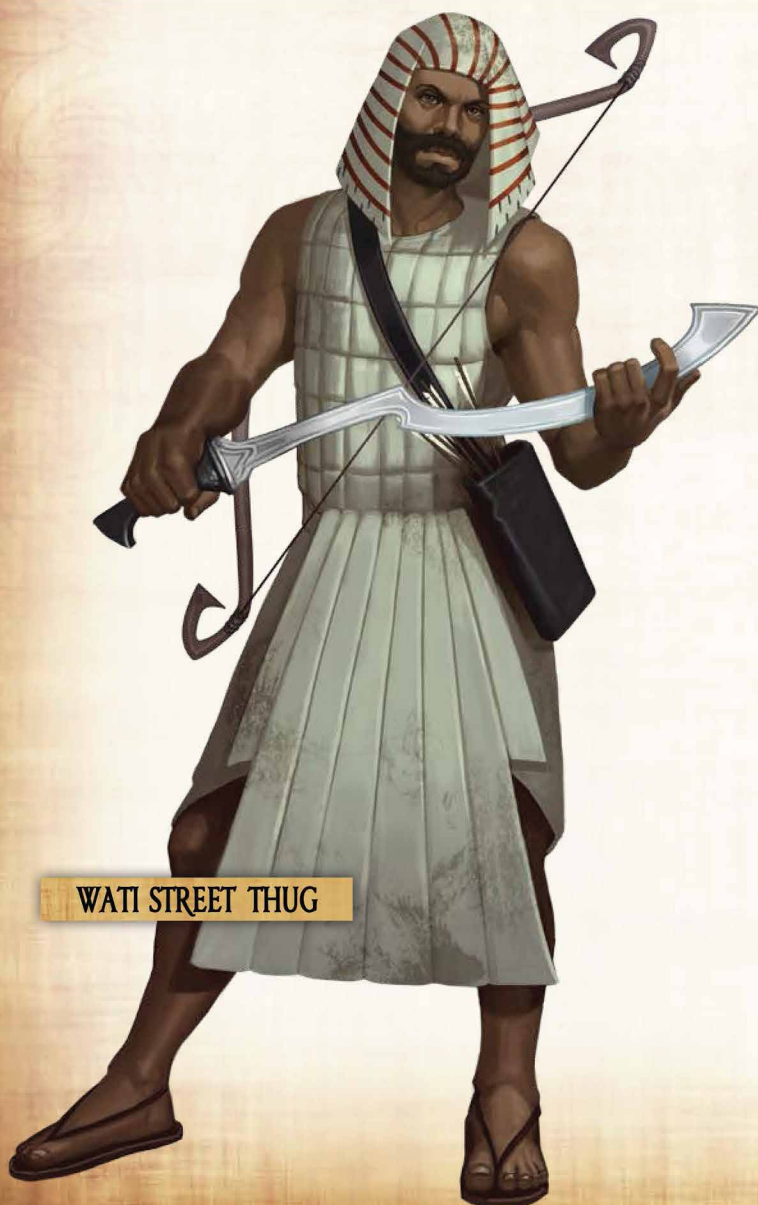
# MUMMY'S MASK

the locations marked **C2**, while the four street thugs have concealed themselves at the locations marked **C3**. Unless the PCs have specifically stated that they are moving stealthily through the necropolis, the ambushers are aware of their approach and attempt to surprise the PCs. Any PCs who succeed at a Perception check opposed by the gang's Stealth checks notice their attackers and can thus act during the surprise round. The trappers and the southernmost thug have tied ropes to the rooftops near their stations, allowing them to descend to ground level with two move actions, or with one move action with a successful DC 10 Climb check.

## TRAPPERS (2)

CR 1/3

XP 135 each



WATI STREET THUG

Human warrior 2

CN Medium humanoid (human)

**Init** +2; **Senses** Perception +2

### DEFENSE

**AC** 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

**hp** 11 each (2d10)

**Fort** +3, **Ref** +2, **Will** +0

### OFFENSE

**Speed** 30 ft.

**Melee** mwk scimitar +4 (1d6+1/18-20)

**Ranged** net +4 touch (entangle)

### TACTICS

**During Combat** The trappers attack with their nets first, switching to their tanglefoot bags if they miss. If neither attack is successful, they descend to ground level to help their comrades in melee.

**Morale** The trappers throw down their weapons and surrender if reduced to 3 hit points or fewer.

### STATISTICS

**Str** 13, **Dex** 14, **Con** 10, **Int** 9, **Wis** 11, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Exotic Weapon Proficiency (net), Stealthy

**Skills** Climb +6, Escape Artist +4, Perception +2, Stealth +4, Survival +2

**Languages** Common, Osiriani

**Combat Gear** tanglefoot bag; **Other Gear** padded armor, mwk scimitar, net with 50 feet of rope

## WATI STREET THUGS (4)

CR 1/3

XP 135 each

Human warrior 2

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +4

### DEFENSE

**AC** 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

**hp** 13 each (2d10+2)

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

### OFFENSE

**Speed** 30 ft.

**Melee** khopesh<sup>UE</sup> +4 (1d8+2/19-20)

**Ranged** mwk longbow +4 (1d8/x3)

### TACTICS

**During Combat** The street thugs use the ruined buildings for cover as they soften up foes with their longbows. They coordinate with the trappers on the rooftops, engaging in melee combat with their khopeshes if necessary.

**Morale** The thugs drop their weapons and surrender if reduced to 3 hit points or fewer.

### STATISTICS

**Str** 15, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Exotic Weapon Proficiency (khopesh), Skill Focus (Perception)

**Skills** Climb +7, Perception +4, Stealth +3



**Languages** Common, Osiriani

**Gear** padded armor, khopesh<sup>UE</sup>, mwk longbow with 10 arrows

**Development:** If the PCs capture any of the ambushers, these gang members beg for their lives, offering what gear they have in exchange, as well as information. The thugs reveal they were specifically hired to ambush anyone approaching “some old temple down the way” and stop interlopers from entering the site, but they don’t know why, and frankly, they don’t care. They don’t know the name of the person who hired them, but they can describe her, and the PCs should be able to recognize Velriana Hypaxes from the description. It should be clear to the PCs that the Scorched Hand doesn’t want them to investigate the Sanctum of the Erudite Eye, even if they don’t know why.

Unfortunately, all of this information is just hearsay. If the PCs go to the city guard or the Grand Mausoleum to lodge a complaint, the officials take notice of the accusation, but without more definitive proof than just the word of untrustworthy petty criminals, there is little they can do. If the PCs want to assert their claim to the exploration of the Sanctum of the Erudite Eye, they’ll need to investigate the site on their own.

## D. SANCTUM OF THE ERUDITE EYE

The third and final site assigned to the PCs is an abandoned temple of Nethys called the Sanctum of the Erudite Eye. It was given a somewhat dry name to conceal the fact that a powerful artifact—the *mask of the Forgotten Pharaoh*—was hidden in the crypts beneath the temple. The Sanctum was built long before the Plague of Madness, but like the rest of the city’s populace, the temple’s priests succumbed to the plague and the site was abandoned. The mask’s existence was already a closely guarded secret; with the death of the priests and the abandonment of the temple, all knowledge of the mask was lost.

Hints of the temple’s secret treasure still remained in ancient records, however. Prior to the official opening of the necropolis, an ambitious necromancer named Nebta-Khufre learned of the possible existence of an artifact capable of animating the dead hidden somewhere within Wati’s necropolis. Nebta-Khufre’s research and explorations led him to the Sanctum of the Erudite Eye, where he discovered the *mask of the Forgotten Pharaoh* in the Sanctum and absconded with it. Nebta-Khufre is not detailed in this adventure, but he plays a major role in the second volume of the *Mummy’s Mask Adventure Path*. Nevertheless, the PCs can find evidence of his intrusion into the temple and discover the theft.

The Scorched Hand, the rival adventuring group that the PCs met in Part 1, also has an interest in the Sanctum,

as the PCs have likely already learned. The Scorched Hand has no knowledge of the *mask of the Forgotten Pharaoh* or Nebta-Khufre, but as devout followers of Nethys, the group’s members believe the temple is theirs to explore by right, and they have decided to exercise that right regardless of the consequences. The adventure assumes the Scorched Hand entered the Sanctum not long before the PCs head to the abandoned temple. If the PCs do not immediately visit the Sanctum after receiving their assignment (or after dealing with the street thugs on the way), you should adjust the timeline so that the members of the Scorched Hand are already inside the temple when the PCs arrive. Likewise, if the PCs leave the Sanctum to rest or heal before encountering the Scorched Hand, you should adjust the adventure so that the PCs still encounter the Scorched Hand somewhere inside the temple—perhaps the rival adventurers remained behind (or even left and returned themselves) to carefully transcribe some of the temple’s inscriptions or search for more treasure.

With their sketched map, the PCs can easily find the Sanctum of the Erudite Eye. The temple’s location is marked on the map of Wati on page 68. Although the Sanctum’s central nave is symmetrical, the rest of the structure does not conform to traditional architecture, with wings and extensions on both sides that, except for the uniformity of the stonework, appear to have been haphazard additions. A large dome over the apse tops the roof at the north end of the temple. The Sanctum is windowless, and the temple’s exterior walls are carved with likenesses of the Nethys and other celestial figures. Unless otherwise noted, ceilings within the Sanctum are 15 feet high and all of its rooms are dark.

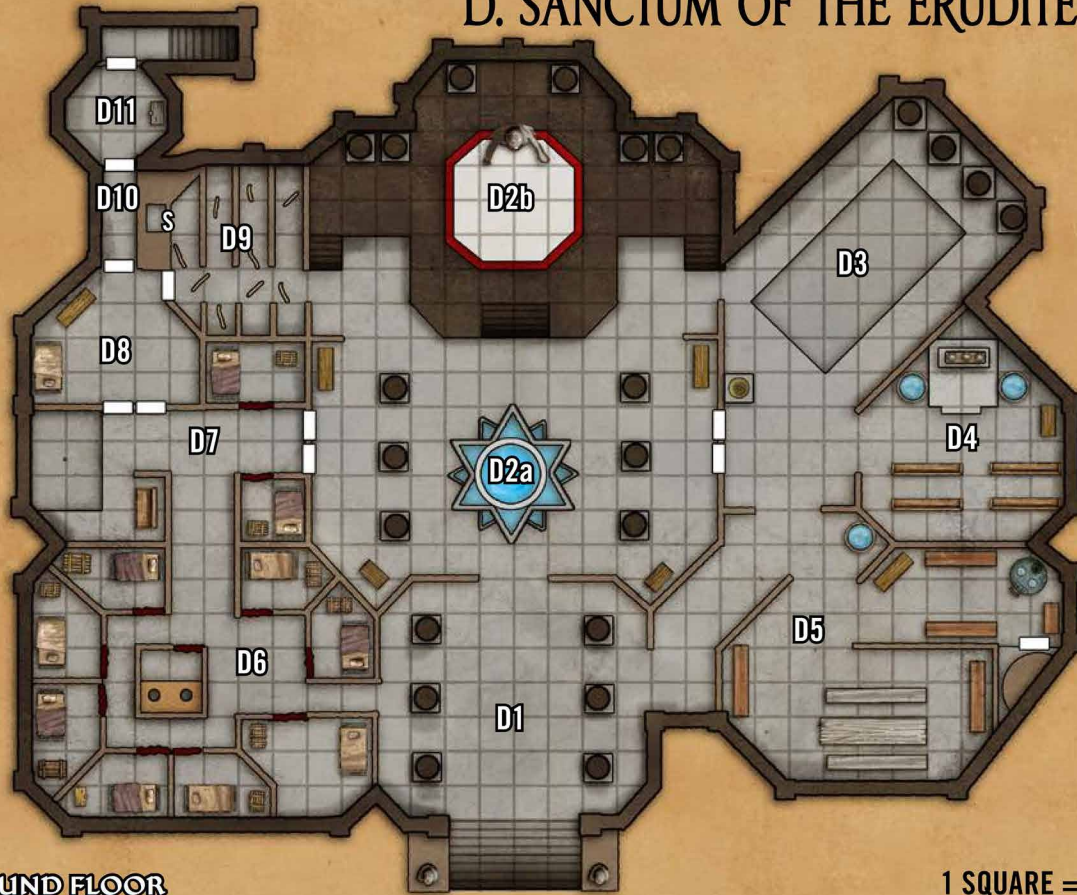
## D1. Hall of Illumination (CR 3)

No doors block the grand entrance to this building—a wide flight of steps leads directly up into the temple’s interior. Two humanoid statues flank the stairs, wearing black-and-white masks and holding quarterstaves. Just inside the entry, two rows of columns lead toward an archway in the north wall. Two smaller passages open to the east and west.

The ceiling in this entryway is 15 feet high. Depending on what time of the day the PCs enter the Sanctum, there may be ambient light from outside in this room, but it is otherwise dark. Characters who succeed at a DC 15 Perception check (creatures with stonecunning can use the bonus from that ability on this check) notice that the building appears to be in remarkably good condition for its age, especially compared to the other structures in the necropolis. This is due to the actions of the akkhat in area **D2a**. A successful DC 10 Knowledge (religion) check



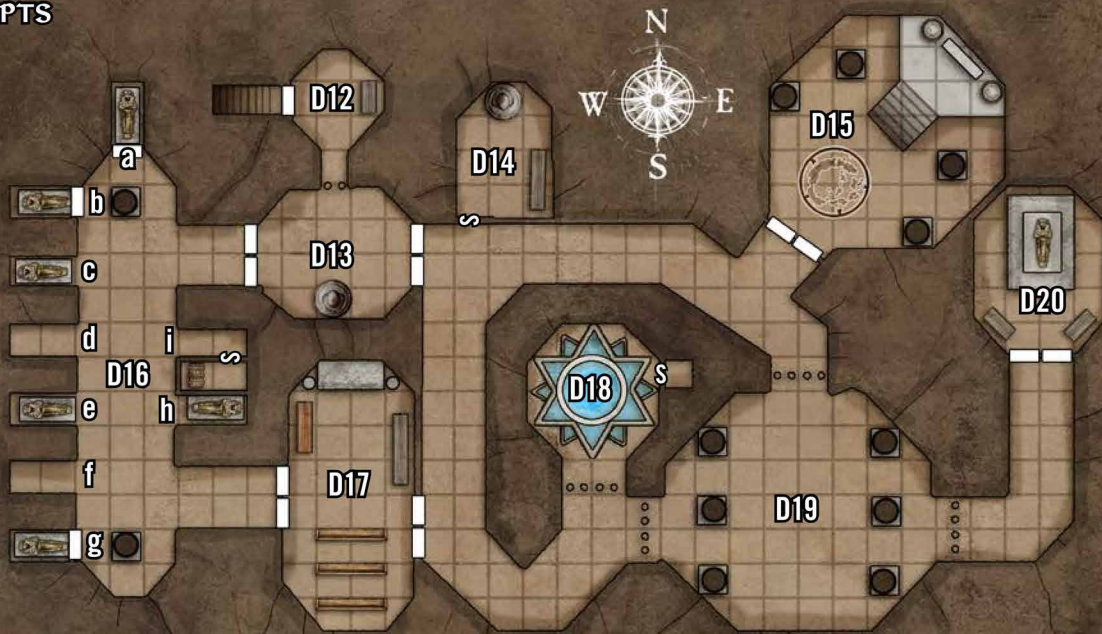
## D. SANCTUM OF THE ERUDITE EYE



GROUND FLOOR

1 SQUARE = 5 FEET

## CRYPTS





## THE HALF-DEAD CITY

is sufficient to identify the statues flanking the stairs as images of Nethys himself.

The wind has deposited a layer of dust and sand on the floor in this room, and PCs with the presence of mind to check for tracks can find humanoid footprints in the dust with a successful DC 14 Survival check. The tracks are fresh, less than 24 hours old, and it appears that at least four creatures passed this way. These tracks were left by Nebta-Khufre, and later, the Scorched Hand, when they entered the Sanctum. There are no other signs of these tracks beyond area **D1** except where specifically noted.

**Creatures:** A pack of hungry jackals was lurking in this area when the necromancer Nebta-Khufre first arrived here, but he was able to avoid the jackals with *invisibility*. The Scorched Hand then encountered and killed the jackals when they entered the Sanctum. Nebta-Khufre discovered the jackals' carcasses when he exited the temple later, and used the *mask of the Forgotten Pharaoh* to animate the jackals as undead skeletons to cover his retreat from the Sanctum. Six skeletal jackals now guard this room, attacking any living creature who enters. The jackals fight until destroyed.

### SKELETAL JACKALS (6)

CR 1/3

XP 135 each

*Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs 54, Pathfinder RPG Bestiary 250*

NE Small undead

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

#### DEFENSE

**AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

**hp** 4 each (1d8)

**Fort** +0, **Ref** +3, **Will** +2

**DR** 5/bludgeoning; **Immune** cold, undead traits

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +2 (1d4+1)

#### STATISTICS

**Str** 13, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +0; **CMB** +0; **CMD** 13 (17 vs. trip)

**Feats** Improved Initiative<sup>B</sup>

### D2a. Hall of Protection (CR 4)

Space and elevation lend a sense of past grandeur and majesty to this large space. A large, star-shaped fountain with a circular pool in the center sits in the middle of the chamber. The bottom of the pool is decorated with a great mosaic eye made from tiny colored tiles, and hieroglyphs are carved into the paving stones ringing the fountain. Two rows of columns support the ceiling overhead, which continues to rise to a domed ceiling in the northern portion of the chamber. At the far end of the hall, a massive statue with arms raised

overlooks the entire length of the temple from atop a raised dais. East and west of the fountain, two sets of stone double doors exit the chamber.

This hall was a public worship area where anyone could enter to pray and ask Nethys for a blessing. The ceiling in this area is 20 feet high, rising to a 40-foot-high dome above the dais in the north half of the hall (area **D2b**), giving the impression of a great cathedral.

The Ancient Osiriani hieroglyphs ringing the fountain identify it as the "Pool of Protection." The pool has a faint aura of abjuration and transmutation, and the water within is cool, clean, and safe to drink. Any spellcaster who drinks water from the pool gains a minor blessing, allowing her to cast one spell of the abjuration school at +1 caster level and with a +1 bonus to the saving throw DC. The effect lasts for 24 hours or until used, and the benefit can be gained only once per day. Water removed from this room loses all magic and becomes ordinary water.

**Creatures:** An ancient elemental creature from Osirion's distant past exists within the temple. Called an ahkhat, it is essentially a consciousness bound within the building, though it is able to form a body of sorts from the walls, floors, and ceilings of the structure. The ahkhat is bound to a keystone that was made part of the Sanctum's foundation, and the ahkhat's presence is why this ancient building is still in decent repair.

Normally, the ahkhat is not aggressive (though, like most ahkhats, it has a territorial streak), but Velriana Hypaxes discovered its keystone in area **D18** and has used it to control the ahkhat, ordering it to drive away any living humanoids in the Sanctum—such as the PCs. Note that the ahkhat does not necessarily attack the PCs in this or any other specific room—rather, this area is the first location where it can take action. The ahkhat can range throughout the entire Sanctum, including the crypts. Treat the ahkhat as a flexible encounter that can be used anywhere at any time, including places that the PCs have already explored once. You can even repeat the encounter if the ahkhat flees and then returns. It makes a good impromptu encounter whenever the tension drops or the pace slows. The ahkhat ignores the undead in the temple, which have never tried to harm the structure of the Sanctum. Furthermore, Velriana did not specify that the ahkhat should take action against any creatures other than living humanoids.

In addition, an aghash div lurks at the far end of the room behind the statue. See area **D2b** for details on the div and its actions.

### AHKHAT

CR 4

XP 1,200

hp 34 (see page 80)



**Development:** If the PCs locate the ahkhat's keystone in area **D18**, they can use it to pacify or redirect the creature, possibly turning it against the Scorched Hand. If the PCs manage to wrest control of the ahkhat from Velriana, award them XP as if they had defeated the creature in combat.

## D2b. Cathedral of Nethys (CR 4)

North of the Hall of Protection, the ceiling rises to a high dome 40 feet above the main floor, forming the primary cathedral of Nethys. Three flights of short, steep steps climb up to a large platform elevated 5 feet above the floor. At the rear of this platform, a 15-foot-tall statue of Nethys, half white and half black, stands atop a raised octagonal dais. The top of the main platform is tiled in black marble,

while the octagonal dais is a striking white, and the ring that separates them is tiled in red.

In ancient times, only sworn priests and acolytes of Nethys were permitted to climb the steps and prostrate themselves before the god's image. Lay worshipers were confined to the main floor of the Hall of Protection. There is nothing of immediate value in this area, but the statue and architecture are nevertheless remarkable. The statue is incredibly well sculpted, and unusual in that it appears to have been fabricated from two differently colored types of stone fused together with magic to create one solid statue. It can be identified as a representation of Nethys with a successful DC 10 Knowledge (religion) check. The steps leading up to the platform are quite steep and are considered difficult terrain.

**Creature:** A foul aghash div named Shargah-Katun has begun haunting the Sanctum, reveling in the irony that the arrogant, magically inclined worshipers of the god of magic have succumbed to undeath against their will. To Shargah-Katun, the entire Sanctum is a testament to the folly and weakness of mortalkind. Yet the div is no fool. When the Scorched Hand began their explorations, Shargah-Katun watched them from hiding and counted their numbers. It chose to bide its time until they came past again, hoping they would be weaker when they returned. Yet when it sees the PCs approach this area, the div decides it can suffer mortal incursions no longer, and it attacks.

Shargah-Katun is hiding behind the large statue of Nethys at the far northern end of the room. When the PCs first approach the platform from area **D2a**, Shargah-Katun peeks out from behind the statue. Have the PCs attempt Perception checks opposed by the div's Stealth check to see if they spot the creature before it can act to surprise them.



SHARGAH-KATUN

### SHARGAH-KATUN

CR 4

XP 1,200

Aghash div (*Pathfinder RPG Bestiary* 3 83)

hp 42

#### TACTICS

**Before Combat** Before it emerges from hiding and before opponents can climb the steps to the dais, Shargah-Katun casts *spectral hand*.

**During Combat** Shargah-Katun prefers to fight from a distance, cursing every possible foe it can with its cursed gaze or *bestow curse* delivered via *spectral hand*. Once its opponents reach the platform, the div uses *dimension door* to fall back to an adjacent room (such as area **D2a**, **D3**, or **D7**), where it attempts to summon doru divs and renew its attacks.



## THE HALF-DEAD CITY

**Morale** If reduced to 8 hit points or fewer, Shargah-Katun tries to flee. If successful, the div does not return.

### D3. Sacred Pool

An immense tiled pool, empty and no more than two feet deep, lies beneath a vaulted ceiling covered with images of celestial beings. Four columns stand beyond the pool to the northeast, each carved to represent one of the four primal elements. A ring of hieroglyphs encircles the base of each pillar.

Baptismal rites were performed in this pool, which was filled with magically created water when needed. The Ancient Osiriani hieroglyphs around the columns identify each element, and a character who succeeds at a DC 15 Knowledge (religion) check recognizes that the pool's water did not symbolize life, but rather a melange of all creative energies. A PC who succeeds at a DC 15 Knowledge (history) check realizes that such large, shallow pools were not uncommon in ancient Osirian architecture, particularly on temple grounds, though this one is unusual in that it is indoors.

### D4. Chapel (CR 4)

A small shrine occupies a raised dais in the north of this room. Two waist-high fonts stand on either side of the altar, and a small wooden cabinet is bolted against the eastern wall. Two rows of stone benches stand to the south of the dais. A fetid odor permeates the room.

The shrine features a bas-relief of Nethys rising out of an artistic representation of the Maelstrom behind him, recognizable with a successful DC 15 Knowledge (religion) check. The altar has been defaced, but so long ago that the impact of the desecration has lost much of its shock value. The two fonts were once used to create holy water.

A few ceremonial religious tools, including a silver chalice, a silver ritual knife, and a tithing box, are scattered across the floor. All are slightly damaged and dented. The wooden cabinet, which once held these items, is undamaged and empty.

**Creatures:** Two huecuvas occupy the chapel. In life, these priests were among those who prayed for miracles to stem the virulent Plague of Madness, but they lost their faith when their god provided no more aid beyond their standard spells. As they battled the sickness and the chaos, they cursed Nethys, and in death, they returned as huecuvas, believing that their god had abandoned them.

Though of limited intelligence, the huecuvas are cunning. If it is daylight outside, they feign life, appearing as living humans with their false humanity ability. They point to the shrine and speak simple phrases such as,

"Look what has happened here! Help us!" The huecuvas speak only Ancient Osiriani, however, and their archaic accents might give away their ruse.

#### HUECUVAS (2)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG Bestiary* 3 150)

**Treasure:** Though damaged, the religious articles are still solid silver. The knife can be used as a silver dagger with the broken condition. The chalice is worth 30 gp.

### D5. Kitchen and Dining Hall

The southern area of this large space contains a long stone table, two benches, and two wooden hutches. Just visible behind a partition wall to the north is a kitchen with tables, cabinets, and a stove in the corner. Around a corner to the south stands a stone enclosure with a rounded top and a hatch set in the front.

The temple's priests and acolytes prepared and shared their meals in this combination kitchen and dining hall out of sight of the Sanctum's public entrance. The hutches in the dining area contain stoneware plates and other tableware, while the kitchen cabinets hold a variety of metal cooking utensils and flatware. The stone enclosure in the corner is an indoor granary whose contents long ago turned to dust.

### D6. Acolytes' Dormitory (CR 2)

A series of cubicles encircle an open central space here, each separated from the common area by a curtain hanging from a rod over the doorway.

The Sanctum's acolytes lived in this common area when this was an active temple. Each acolyte had a small private room in which to meditate and sleep. Within each cubicle, a bed frame and footlocker are bolted to the floor. The curtains, bed frames, and footlockers are all dusty but in good repair. The bedding, however, has rotted away and served as nests for mice and insects over the years. The reason for this dichotomy is the ahkhat (see area D2a)—it has used its magic to repair the building's permanent fixtures, but it has no power over loose objects within the temple, such as the bedding, which thus decomposed with the passage of time.

The cubicle in the center of the chamber is a privy. The acolytes used magic to keep the privy clean, but it has not been used in over 2,000 years.

**Creatures:** Some of the acolytes who died in the plague have risen from the dead, thanks to necromantic



## TRESPASSERS IN THE TEMPLE

The PCs are not the first to enter the Sanctum of the Erudite Eye, and though they may find some clues in the temple's rooms, these hints are intentionally confusing. The following overview summarizes what transpired before the PCs arrived.

The mysterious necromancer Nebta-Khufre entered the Sanctum first and bypassed most of its guardians through generous use of *invisibility* and his power over undead ability. He used *knock* to enter area **D8**, where he discovered a key in the ruined desk. Using the high priest's key, Nebta-Khufre descended into the crypts and located the *mask of the Forgotten Pharaoh* in the Reliquary of the Thrice-Divided Soul, but he fell victim to both the trap in area **D10** and the *glyph of warding* in area **D14**. Not long after, the Scorched Hand entered the Sanctum. After defeating a couple of undead and stashing the bodies in area **D7**, Idorii picked the locks in areas **D8** and **D10** and disabled the trap in area **D10** to gain access to the crypts. When Nebta-Khufre became aware of the Scorched Hand's presence, he sneaked out with the mask, leaving behind a trail of bloody footprints in areas **D11**, **D12**, and **D14**. The necromancer noted that some of the doors he had locked behind him were now unlocked again, so he relocked them on the way out, and used the high priest's key to reset the wall scythe trap in area **D10**, in the hope of slowing any pursuit.

It's unlikely the PCs will entirely figure out these events, but they should soon realize that they are not the only explorers to enter the Sanctum. If they actually converse with the Scorched Hand, they should realize that a third party was also present, though the activities of this mysterious intruder will not come to light until the next adventure.



emanations from the *mask of the Forgotten Pharaoh*, which was stored in the crypts below. Without purpose or intellect, these zombies returned here. Once aware of living creatures, they move to attack.

### ZOMBIES (3)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

## D7. Lesser Priests' Quarters

A short hallway connects a shallow, empty pool to the west to two curtained cubicles to the east. A wooden bench is bolted to the floor in a small alcove across from the pool. A set of stone doors marked with hieroglyphs stands to the north.

The cubicles are much like the ones in area **D6**, including the bed frames, footlockers, and rotted bedding, but they

are slightly bigger, less crowded, and farther from the privy, and so were reserved for the temple's lesser priests. As in the acolytes' dormitory, the ahkhat (see area **D2a**) has maintained the permanent furnishings here. The bathing pool is a simple tiled affair with a drain in the floor, which the priests filled with magically conjured water on their bathing days.

Two corpses have been dragged into the northern cubicle here. One is a pile of bare bones kicked unceremoniously out of the way, and the other is a rotting, but still intact, cadaver. An old, broken scimitar lies nearby. The bones are scorched and still warm to the touch, and the corpse has suffered a number of recent injuries. Characters who examine the bodies and succeed at a DC 10 Knowledge (religion) check identify them as recently destroyed undead—a skeleton and zombie, respectively. The Scorched Hand fought and defeated these creatures after they entered this room from area **D2a**. Not knowing when and if the group actually assigned to explore the Sanctum would enter the temple, they shoved the corpses out of sight as a precaution.

## D8. High Priest's Quarters

The doors leading into this room from areas **D7** and **D9** are both locked (hardness 8, hp 60, break DC 28, Disable Device DC 20). The double doors between this room and area **D7** are inscribed with Ancient Osiriani hieroglyphs that read, "High Priest Only—All Others Forbidden." If the PCs examine these doors and succeed at a DC 18 Perception check, they notice scratch marks around the lock, suggesting it has recently been picked.

This sparsely furnished room contains a bed frame bolted to the floor in the southwest corner next to a lacquered end table. On the opposite side of the room, a wooden desk has partially collapsed against the wall. Doors exit the room to the north, east, and south.

The Sanctum's high priest resided in these quarters, which also guarded access to the temple's lower level. The ahkhat (see area **D2a**) has maintained this area as well, but as the desk was not attached to the building, it was ignored, which explains its disrepair. There is no longer anything of interest in the ruins of the desk.

The door to the north leading to area **D10** is also locked (hardness 8, hp 60, break DC 28, Disable Device DC 20). With a successful DC 18 Perception check, the PCs can determine that it was also recently picked.

## D9. Library (CR 3)

Rows of stone shelves fill this crowded room. Most of the books and scrolls once stored here have disintegrated over time, but a



## THE HALF-DEAD CITY

few volumes engraved on more durable materials still endure. Numerous scroll tubes litter the floor of the room amid the dusty remains of ruined paper and papyrus. A solitary door is set into the western wall.

This was the temple's library, which once contained an impressive collection of works both mundane and magical. The Scorched Hand looted most of the obviously magical scrolls from the room, and more of this treasure trove of ancient history lies ruined on the floor, but important information can still be salvaged.

Characters who succeed at a DC 20 Appraise or DC 15 Perception check find an unrolled papyrus scroll discarded on the floor. It describes, in Ancient Osiriani, how magicians of Osirion's First Age could alter elementals to new forms and purposes. The text describes the concept of an *ahkhat* (see page 80) and the "keystone" that binds it to a building and pacifies it. The scroll further mentions that such keystones were frequently built into the foundations of the structure and often concealed by secret doors. Velriana discovered this scroll stored in an airtight scroll tube, and with its knowledge was able to locate the keystone of the Sanctum's *ahkhat* in area **D18**, allowing her to take control of the *ahkhat* and pit it against the PCs (see area **D2a**). She gave the scroll to Azaz to hold on to, but in his excitement he left it behind.

If the PCs look for tracks in this room, they can find them with a successful DC 14 Survival check, revealing that as many as four people were present in this area within the last 24 hours.

**Creature:** A secret panel in the western wall of the library can be discovered with a successful DC 20 Perception check. The panel is locked but not trapped, and opening it requires a successful DC 20 Disable Device check. A construct called a guardian scroll was placed in the opening behind this panel to protect the contents of this compartment. The priests of the Sanctum used a password to deactivate the scroll, but it has been lost to time. As a result, the guardian scroll immediately attacks any trespassers as soon as the secret panel is opened, fighting until destroyed.

### GUARDIAN SCROLL

CR 3

XP 800

hp 27 (see page 82)

**Treasure:** If all of the surviving documents in the library are carefully gathered up and organized (which takes at least a day), the collection could be sold to various parties for a total of 1,000 gp. In addition to these historical documents, the library contains a *scroll of detect secret doors* and a *scroll of remove paralysis* that the Scorched Hand overlooked, each of which can be found with a successful DC 15 Perception check.

### BY ROYAL ORDER OF PHARAOH DJEDERET II

... THE HIGH PRIEST OF OUR BLESSED  
TEMPLE SHALL TAKE THIS RELIC TO  
OUR NEW CITY WHERE THE ASP  
AND CROOK JOIN AND ENSURE IT IS  
NEVER DISCOVERED. TREAT IT WITH  
REVERENCE, BUT CONCEAL IT WITH  
YOUR MOST TRUSTED SECRETS AND  
VALUABLE TREASURES. DO NOT  
ATTEMPT ITS DESTRUCTION. DO NOT  
BE TEMPTED BY ITS POWERS. LET OUR  
SCANDAL REMAIN FORGOTTEN UNTIL  
THIS OBSCENITY CAN BE UNDONE ...

### PLAYER HANDOUT

Once the guardian scroll is defeated, the PCs can inspect the space behind the secret panel, which holds a *tablet of languages lost* (see page 61) and three scroll tubes containing a *scroll of align weapon*, a *scroll of halt undead*, a *scroll of knock*, and a *wand of lesser restoration* (10 charges), respectively.

Along with these items is a second stone tablet written in Ancient Osiriani hieroglyphs. If read or deciphered, it is revealed to be a royal decree of Pharaoh Djederet II (see the Player Handout, above). The tablet refers to the hiding of the *mask of the Forgotten Pharaoh* within the Sanctum of the Erudite Eye, though there is no way for the PCs to know that at this point. With a successful DC 20 Knowledge (nobility) check, a PC can determine that Djederet II was pharaoh of Osirion sometime around -1600 AR, over 6,000 years ago. A character who succeeds at a DC 20 Knowledge (history) check can identify the city mentioned in the tablet as Wati, and knows that Djederet II founded the city. If anyone casts *detect magic*, *see invisibility*, or a similar spell on the tablet, an invisible symbol becomes visible in the upper right hand corner—an eye bisected by a vertical line. A successful DC 20 Knowledge (religion) check reveals that this mark has long been used by Osirian priests of Nethys to invoke the god's blessing and denote important documents. No references to the tablet or the symbol can be found among the surviving documents in the library. The tablet is worth 300 gp to a private collector or historian.

### D10. Trapped Corridor (CR 4)

This short, narrow corridor between two stone doors appears unremarkable.

**Trap:** For all its innocuousness, this corridor is nevertheless trapped. A pressure plate halfway down the hallway triggers a scything blade that descends out of the



corridor's western wall before automatically retracting back into the wall and resetting itself. A hidden lock at each end of the corridor safely deactivates the trap.

Nebta-Khufre triggered the trap when he passed through the hallway, but Idorii disabled it when the Scorched Hand came through. On his way back out of the Sanctum, however, Nebta-Khufre noticed the hidden bypass lock, and using the high priest's key, reset the trap once again.

## WALL SCYTHE TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 20; Disable Device DC 20

### EFFECTS

Trigger location; Reset automatic; Bypass hidden lock

(Perception DC 25 to locate, Disable Device DC 30 to open)

Effect Atk +20 melee (2d4+6/x4)

## D11. Chamber of Readiness

This octagonal chamber is empty save for a large metal chest against the eastern wall. A series of hieroglyphs are inscribed on the wall above it. Stone doors are set in both the northern and southern walls.

The crypts below the Sanctum were restricted, but acolytes, lesser priests, traveling clerics, and special visitors were allowed entry if escorted by the high priest. Before descending into the crypts, however, they were expected to leave their magic items in the chest in this room, which they were assured was safe behind several locked doors and traps. The chest is unlocked and empty.

The Ancient Osiriani hieroglyphs on the eastern wall read, "The righteous and the holy have no need of staff, rod, or ring. Place your faith in the Good Magister and walk without fear." The "Good Magister" refers to the Sanctum's high priest and refers to that person's control of magic, not his righteousness. A PC who succeeds at a DC 12 Knowledge (religion) check understands this context.

Characters who search for tracks in this room can find a single set of bloody boot prints going south with a successful DC 15 Survival check. A result of 19 or more also turns up the tracks of multiple people heading north through this area. The DCs of these Survival checks are reduced by 5 on the staircase behind the north door that descends to the lower level, because of the thickness of the dust on the steps.

## D12. Chamber of Waiting

A stone bench sits against the eastern wall of this octagonal chamber. Black tiles line the floor, walls, and ceiling. A short passage to the south ends at a gate of bronze bars.

There is no dust on the floor here, but with a successful DC 20 Survival check, a character detects faint bloody footprints between the gate and the stairs. The gate to the south is closed and locked (hardness 9, hp 60, break DC 25, Disable Device DC 20). Once open, the gate automatically swings closed and relocks on the following round (even if disabled) unless somehow prevented from doing so. This is a mechanical feature caused by concealed springs in specially designed hinges, as well as the design of the lock. This automatic closing and relocking feature can be permanently disabled with a separate successful DC 25 Disable Device check.

All of the gates on this level are of identical construction. Similarly, unless otherwise noted, all of the rooms and hallways on this level are tiled in the same black stone, and the ceilings are 10 feet high.

## D13. Catacomb Antechamber (CR 5)

In addition to the bronze gate to the north, pairs of stone doors exit this empty room to the east and west, each emblazoned with black-and-white mask symbol of Nethys. The doors to the west are locked (hardness 8, hp 60, break DC 28, Disable Device DC 20). The eastern doors are unlocked, but with a successful DC 18 Perception check, a PC notices signs that the lock has been picked.

**Creature:** One of the temple's most powerful defenders, a graven guardian, stands against the southern wall of the room. A construct shaped of rune-carved clay, the graven guardian appears as nothing more than a statue of Nethys, recognizable as such with a successful DC 10 Knowledge (religion) check. The guardian silently animates and attacks anyone not openly wearing or displaying the holy symbol of Nethys who steps more than 5 feet into the room. When active, the graven guardian takes on an exceptionally lifelike appearance. It does not attack anyone with a holy symbol of Nethys unless that creature attacks it first.

Nebta-Khufre used *invisibility* to avoid the guardian, while the Scorched Hand, as followers of Nethys, were able to safely pass it (Idorii sneaked past while the other members of the group distracted the guardian).

## GRAVEN GUARDIAN OF NETHYS

CR 5

XP 1,600

Pathfinder RPG Bestiary 3 140

N Medium construct

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

### DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 53 (6d10+20); fast healing 2

Fort +4, Ref +7, Will +5

Defensive Abilities protected; DR 5/adamantine; Immune construct traits; SR 16

Weaknesses faith bound



## THE HALF-DEAD CITY

### OFFENSE

**Speed** 70 ft.

**Melee** +1 *keen quarterstaff* +11/+11/+6 (1d6+5/19–20) or slam +10/+10 (1d6+4)

**Special Attacks** magic weapon, rune carved

**Spell-Like Abilities** (CL 6th, concentration +7)  
1/day—*haste* (self only)

### TACTICS

**Before Combat** Prior to attacking, the graven guardian casts *haste* on itself.

**During Combat** An unintelligent construct, the graven guardian has no special tactics. It pursues fleeing targets throughout the Sanctum, but will not leave the temple grounds.

**Morale** The graven guardian fights until destroyed, but ceases its attacks once intruders exit the temple.

**Base Statistics** Without *haste*, the graven guardian's statistics are **AC** 20, touch 12, flat-footed 18; **Ref** +6; **Speed** 40 ft.; **Melee** +1 *keen quarterstaff* +10/+5 (1d6+5/19–20) or slam +9 (1d6+4).

### STATISTICS

**Str** 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

**Base Atk** +6; **CMB** +9; **CMD** 22

**SQ** guardian domains (Protection, Rune)

**Treasure:** The graven guardian's quarterstaff retains its enhancement bonus (but loses its *keen* special ability) when the construct is destroyed, becoming a +1 *quarterstaff*.

### D14. Reliquary of the Thrice-Divided Soul (CR 3)

The secret door leading to this room was not closed properly by Nebta-Khufre when he removed the *mask of the Forgotten Pharaoh* from within. The edge of the door sticks out slightly from the wall and can be spotted with a successful DC 15 Perception check.

A stone effigy of a humanoid figure stands at the north end of this room, its arms spread in a gesture of supplication, or as if commanding an object to rise in the air. The figure's face is devoid of detail, with only vague contours where the eyes and nose should be. An extensive series of hieroglyphs covers the western wall, opposite a stone bench that stands against the eastern wall.

Instead of a grandiose tomb, the priests of the Sanctum of the Erudite Eye hid away the *mask of the Forgotten Pharaoh* in this simple room behind a secret door, further safeguarding it with a *glyph of warding* and a guardian construct. When the PCs arrive in this room, however, the mask is no longer here. Drawn by the necromantic energies of the *mask of the Forgotten Pharaoh*, Nebta-Khufre entered the crypts beneath the sanctum and discovered the secret door to this room by chance. Invisible, the necromancer escaped the notice of the room's guardian,

but he triggered the *glyph of warding* when he opened the door. Badly injured, Nebta-Khufre seized the mask and quickly fled the Sanctum, avoiding the Scorched Hand and the PCs entirely.

If the PCs search the room thoroughly, they can discover several clues as to what the room originally held and what recently occurred here. The Ancient Osiriani hieroglyphs on the western wall are written in a poetic style in an ancient dialect and are particularly difficult to follow, but if translated, they read as follows

Woe to you who would plunder the Reliquary of the Thrice-Divided Soul. Turn away, lest the harsh judgment of the Forgotten One fall upon you and your descendants for a thousand generations. Turn away, for his ka cannot be appeased and it shall call



GRAVEN GUARDIAN OF NETHYS



forth legions of the dead and the damned. Turn away, and may the All-Seeing Eye and the Lady of Graves take pity on you, for if not, the Forgotten Pharaoh shall consume you, body and soul.

PCs who succeed at a DC 15 Knowledge (religion) check can identify the “ka” as one component of the ancient Osirian concept of the soul, which was divided into five parts. The ka contains a person’s “vital spark,” that which distinguishes the living from the dead.

Anyone who succeeds at a DC 10 Perception check can find droplets of blood on the floor near the door, marred by soled footprints. The blood is still tacky, hinting at its recent origin. A successful DC 18 Perception check is enough to detect faint traces of an inscription or writing on the secret door, which can be identified as the remnants of a discharged *glyph of warding* with a successful DC 23 Knowledge (arcana) or DC 18 Spellcraft check.

A PC who studies the humanoid effigy notices subtle indentations around the figure’s ears and chin with a successful DC 10 Perception check, as if something was supposed to be placed over the figure’s head or upon its face. With a result of 15 or higher on the check, a PC can see that while a fine layer of dust coats the body of the effigy, the head is free of dust, as if it once wore some sort of mask or headdress that was removed recently.

Finally, if *detect magic* is cast in this chamber, the entire room has a dim magical aura, centered on the effigy to the north. The nature of the aura is difficult to identify, but a PC who succeeds at a DC 25 Knowledge (arcana) check determines that until recently, the room held a source of necromantic power of overwhelming strength. After 24 hours, this lingering aura fades away completely. Although magic items must normally be destroyed to leave behind a lingering magical aura, the power of the *mask of the Forgotten Pharaoh* permeated this chamber during the long millennia it was stored here, constituting a special exception to that rule.

**Creature:** The priests of the Sanctum also left behind a guardian to protect the *mask of the Forgotten Pharaoh*—a necrophidius. Although it has the appearance of an undead creature, the necrophidius is actually a construct. It hides behind the effigy until someone approaches within 5 feet of the figure, at which point it quietly slithers out from behind the statue to entrance intruders with its dance of death. The necrophidius fights until destroyed, but does not leave this chamber.

**NECROPHIDIUS** **CR 3**  
**XP 800**  
**hp** 36 (*Pathfinder RPG Bestiary* 2 196)

**Development:** Although Nebta-Khufre and the *mask of the Forgotten Pharaoh* are long gone from the Sanctum by

the time the PCs reach this point, this is not the last the PCs will hear of them. The PCs will encounter both the necromancer and the stolen artifact in the next adventure, “Empty Graves,” where the clues they learn here will take on new meaning and importance.

## D15. Chamber of Conjunction and Summoning (CR 5)

A large silver summoning circle is inlaid in the floor tiles near the center of this octagonal chamber. In the northeast corner of the room, a set of narrow steps leads up to a raised dais. A concave stone bench, almost a throne, perches atop the dais, flanked by two bronze braziers. Four columns carved in the form of fantastic creatures support the room’s vaulted ceiling.

The Sanctum’s priests secretly conjured and summoned outsiders of various alignments in this chamber, for a variety of different motives, far from the eyes of lay worshipers and common folk who might not be so accepting of such practices. The columns in the room are incredible examples of ancient sculpture. The column to the northeast depicts a beautiful, hawk-winged, succubus-like woman, while the southeast column is fashioned in the form of a feminine figure of billowing smoke or clouds crackling with electricity. The northwest column portrays a half-skeletal spellcaster of some kind, and the column to the southwest resembles a winged, angelic creature wearing a metallic mask.

The columns represent some of Nethys’s most favored servants. Each figure can be identified with a successful DC 25 Knowledge (planes) or Knowledge (religion) check. The hawk-winged woman is Yamasha, a master of conjunction and enchantment; the feminine cloud is Nethys’s herald, the Arcanotheign; the skeletal spellcaster is the powerful lich Takaral; and the angelic creature is the trumpet archon Bard.

The dais is 5 feet high, and the ceiling is 15 feet high in this room.

**Creatures:** The carved figures of the Arcanotheign and Yamasha are actually caryatid columns created to guard this room. They attack anyone in the room not accompanied by someone wearing the raiment of the Sanctum’s high priest. They don’t pursue fleeing foes beyond this room.

**CARYATID COLUMNS (2)** **CR 3**  
**XP 800 each**  
**hp** 36 each (*Pathfinder RPG Bestiary* 3 46)

## D16. Catacomb of the High Priests (CR 3)

Two columns carved to resemble men with their arms crossed over their chests, holding a khopesh in one hand and an ank



## THE HALF-DEAD CITY

in the other, support the ceiling of this long chamber. Deep alcoves in the walls form burial chambers, some of which are sealed with stone doors. Other sepulchers just have sarcophagi tucked inside, while a few appear empty. To the north and south, wide passages exit the room through the east wall, each leading to stone double doors.

This catacomb was reserved for the high priests of the Sanctum. In contrast to standard Osirian burial practices of the time, the temple's high priests were expected to pass on much of their belongings to their successors, making this catacomb seem relatively spartan in comparison. While some Osirionologists might find this tomb rather strange, a successful DC 15 Knowledge (religion) check or examination of some of the surviving texts in the library (area D9) reveals that the priests of the Sanctum of the Erudite Eye were well versed in the matters of their faith, and believed that mortal trinkets were not required for the soul to join Nethys in the afterlife.

Six of the sepulchers (areas D16a, D16b, D16c, D16e, D16g, and D16h) all contain sarcophagi; three of them (areas D16a, D16b, and D16g) were sealed with stone doors that were never intended to be reopened. The doors can be smashed open, however (hardness 8, hp 30, break DC 20). The northeast sepulcher (area D16i) appears empty, but it is actually a false grave constructed to conceal a secret vault. The secret door in the south wall of the alcove can be discovered with a successful DC 20 Perception check.

Both sets of stone doors in the passages to the east are locked (hardness 8, hp 60, break DC 28, Disable Device DC 20).

**Creature:** The false grave (area D16i) also contains the old (but not ancient) corpse of a grave robber who died approximately 20 years ago. After being mortally wounded by the graven guardian in area D13, the robber crawled into the catacomb, where he died. Denied a proper burial and bolstered by the nearby necromantic energies of the *mask of the Forgotten Pharaoh*, the robber rose again as a coffer corpse. The coffer corpse rises to its feet as soon as it senses living beings in the catacomb, and at first glance it appears to be nothing more than a rotting zombie. The coffer corpse attacks the nearest creature, and once it has grappled a victim, it does not let go. Consumed with hatred for all living things, the coffer corpse pursues fleeing foes throughout the Sanctum, and fights until destroyed.

### COFFER CORPSE

CR 3

XP 800

*Tome of Horrors Complete* 117

CE Medium undead

**Init** +5; **Senses** darkvision 60 ft.; Perception +6

### DEFENSE

**AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

**hp** 30 (4d8+12)

**Fort** +3, **Ref** +2, **Will** +5

**Defensive Abilities** channel resistance +2, deceiving death; **DR** 5/magic and bludgeoning; **Immune** undead traits

### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +6 (1d6+3 plus grab)

**Special Attacks** constrict (1d6+3), fear, grab (Large), strangle

### STATISTICS

**Str** 16, **Dex** 12, **Con** —, **Int** 6, **Wis** 13, **Cha** 15

**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 17

**Feats** Improved Initiative, Toughness

**Skills** Intimidate +7, Perception +6, Stealth +8

**Languages** Common, Osirian

### SPECIAL ABILITIES

**Deceiving Death (Ex)** In any round in which a coffer corpse is struck for 6 or more points of damage (whether or not the damage bypasses the coffer corpse's damage reduction), the creature slumps to the ground, seemingly destroyed. If the coffer corpse is strangling a victim, it releases its hold when it falls. On its next turn, the coffer corpse rises again as if reanimated, triggering its fear ability. Characters can see through this ruse with a successful DC 20 Sense Motive check (necromancers receive a +2 circumstance bonus on this check).

**Fear (Su)** A creature that sees a coffer corpse rise after it uses its deceiving death ability must succeed at a DC 14 Will save or be panicked for 2d4 rounds. On a successful save, the creature is shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Strangle (Ex)** A coffer corpse grasps its victims by the throat in a crushing death grip. A creature that is grappled by a coffer corpse cannot speak or cast spells with verbal components.

**Treasure:** Although the high priests interred here gave away most of their wealth upon their deaths, they were buried with a few select grave treasures. Each sarcophagus contains the mummy of a former high priest of the Sanctum, each of which wears a gold funerary mask worth 100 gp. The rest of the priests' grave goods consist of their canopic jars, small personal items, and wooden holy symbols of no great value.

The secret vault in area D16i was built to hold the Sanctum's treasures, but it did not see much use before the plague struck. Nevertheless, it contains a small, unlocked chest that holds a few riches, consisting of *apprentice's cheating gloves* (*Ultimate Equipment* 234), a *potion of bull's strength*, two *potions of cure moderate wounds*, 330 gp, and a pouch containing six rubies worth 25 gp each.

## D17. Shrine (CR 4)

A stone altar flanked by two bronze urns sits against the north wall of this chamber. To the south, three rows of stone pews



# MUMMY'S MASK

face the altar. A lacquered wooden cabinet is bolted to the western wall at head level, and a long stone table runs parallel to the east wall. Stone double doors exit the room to the east and west.

Special religious rites were performed in this shrine, including the preparation of the bodies of the high priests entombed in the catacomb to the west (area D16). The bodies were mummified and prepared on the stone table, where they also lay in state before burial. The doors to the west are locked (hardness 8, hp 60, break DC 28, Disable Device DC 20).

**Creature:** A skeletal champion named Senenmerek currently occupies the shrine. Senenmerek was raised from childhood in the Sanctum of the Erudite Eye, and became a temple guard as an adult, rising through the ranks to become commander of the guards. Like

all of the Sanctum's guards, Senenmerek received some clerical training, though his focus was on the martial disciplines. He swore his life to the temple, and so dedicated was he that he asked to be allowed to continue serving Nethys even after death. To that end, when he died, the high priest of the Sanctum animated Senenmerek as a skeletal champion, transforming the loyal guard into an undying defender. When the last of Sanctum's priests fell to the Plague of Madness and the site was abandoned, only Senenmerek remained, the last guardian of a forgotten temple.

It has been many years since anyone has attempted to enter the Sanctum, so Senenmerek was caught unprepared when Nebta-Khufre sneaked inside and took the *mask of the Forgotten Pharaoh*—the presence of which even Senenmerek was unaware. When the skeletal champion tried to stop Nebta-Khufre, he fell victim to the necromancer's power over undead, and Nebta-Khufre escaped.

When the Scorched Hand entered, Senenmerek vowed not to fail in his duties again, but when the group safely passed the graven guardian in area D13 and he realized they were followers of Nethys, his will faltered. For the first time in millennia, Senenmerek was unsure of where his duty lay, and he retreated to the shrine here to pray to Nethys for guidance.

By the time the PCs arrive, Senenmerek has reached a conclusion. His duty is clear, and he will defend the Sanctum against all invaders.

As commander of the temple's guards, Senenmerek carries keys to all of the locked doors and gates in the temple's crypts (areas D12 through D20).



SENENMEREK

## SENENMEREK

CR 4

XP 1,200

Male human skeletal champion cleric of Nethys 1/fighter 3  
(*Pathfinder RPG Bestiary* 252)

NE Medium undead

**Init** +6; **Senses** darkvision 60 ft.; Perception +10

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)

**hp** 40 (6 HD; 3d8+3d10+6)

**Fort** +6, **Ref** +3, **Will** +8

**Defensive Abilities** bravery +1, channel resistance +4; **DR** 5/bludgeoning; **Immune** cold, undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** *spear of the watchful guardian* +10 (1d8+7/x3) or 2 claws +8 (1d4+4)

**Special Attacks** channel negative energy 4/day (DC 11, 1d6), destructive smite (+1, 5/day), hand of the acolyte (5/day)



## THE HALF-DEAD CITY

**Cleric Spells Prepared** (CL 1st; concentration +3)

1st—*bane* (DC 13), *divine favor*, *true strike*<sup>b</sup>

0 (at will)—*detect magic*, *guidance*, *resistance*

**D** domain spell; **Domains** Destruction, Magic

### TACTICS

**During Combat** Senenmerek focuses his attacks on one foe at a time, using Power Attack, Channel Smite, and his destructive smite to maximize his damage. If he reduces an enemy to unconsciousness, he moves to a different target. Senenmerek uses his hand of the acolyte ability to attack opponents at range rather than throwing his spear.

**Morale** If reduced to 10 hit points or fewer, Senenmerek withdraws to heal himself with channeled energy or spontaneous inflict spells, then rejoins combat. Otherwise, he fights until destroyed.

### STATISTICS

**Str** 19, **Dex** 15, **Con** —, **Int** 10, **Wis** 14, **Cha** 13

**Base Atk** +4; **CMB** +8; **CMD** 20

**Feats** Channel Smite, Combat Reflexes, Improved Initiative<sup>b</sup>, Power Attack, Stand Still, Step Up, Weapon Focus (spear)

**Skills** Intimidate +10, Knowledge (religion) +5, Perception +10, Sense Motive +10, Spellcraft +5, Stealth +10

**Languages** Ancient Osiriani

**SQ** armor training 1

**Gear** mithral shirt, *spear of the watchful guardian* (+1 spear; see page 61), wooden holy symbol of Nethys, keys to temple crypts (areas **D12** through **D20**)

**Treasure:** The lacquered cabinet on the west wall holds simple religious tools, including a gold chalice engraved with the visage of Nethys worth 50 gp.

**Development:** Senenmerek is quite willing to take living prisoners. He knows nothing of how the world has changed and has many questions. You can use this plot element as an alternative to killing the entire party (if it comes that) and afford the PCs a chance to escape or bargain for their lives. Senenmerek's agenda, other than learning about the modern world, is left for you to determine, but he has no knowledge of the *mask of the Forgotten Pharaoh*, nor does he know who any of the Sanctum's recent invaders are (either Nebta-Khufre or the Scorched Hand).

### D18. Pool of Destruction

A locked bronze gate (hardness 9, hp 60, break DC 25, Disable Device DC 20), identical to the one in area **D12**, separates this room from the rest of the crypts.

A large, star-shaped fountain with a circular basin in the center occupies most of this octagonal chamber, surrounded by a ring of stones engraved with hieroglyphs. Roaring blue flames rise from the basin to almost touch the ceiling. The area is separated from the rest of the complex by a metal gate just to the south.

This pool is a near twin to the Pool of Protection on the ground floor (area **D2a**), and the Ancient Osiriani hieroglyphs that encircle the fountain identify it as such. The pool has a two auras—a moderate illusion aura and a faint aura of evocation and transmutation.

The blue flames are a *permanent image* (CL 12th) that give off light equivalent to that of a torch, emanating from the center of the pool. The flames crackle softly and give off heat as well as light, though the heat causes no damage. PCs who disbelieve the illusion, or who kneel and plunge their heads under the water, can see a mosaic eye design made from colored tiles on the bottom of the pool, just like the one in area **D2a**.

The water in the pool finds water is cool, clean, and safe to drink. Any spellcaster who drinks water from the pool gains a minor blessing, allowing her to cast one spell of the evocation school at +1 caster level and with a +1 bonus to the saving throw DC. The effect lasts for 24 hours or until used, and the benefit can be gained only once per day. Water removed from this room loses all magic and becomes ordinary water.

A secret door in the chamber's eastern wall can be discovered with a successful DC 25 Perception check. The small room beyond the door contains a carved sandstone figure of a humanoid engraved with hieroglyphs. This figure is the keystone of the ahkhat detailed in area **D2a**, and the Ancient Osiriani hieroglyphs on the figure reveal how to control the creature. Velriana discovered the keystone here and used it to order the ahkhat to drive away any other visitors to the Sanctum. Details about the keystone and its relationship with the ahkhat can be found on page 81. The keystone is about 5 feet tall and weighs approximately 570 pounds, making it extremely difficult to remove from the temple grounds.

### D19. Great Hall (CR 6)

Locked bronze gates (hardness 9, hp 60, break DC 25, Disable Device DC 20), identical to the one in area **D12**, block each of the entrances to this room. Idorii (see below) has disabled the northern gate's lock—it still swings closed automatically, but it does not relock, providing the Scorched Hand with a quick avenue of escape if necessary.

Two rows of columns support the vaulted ceiling of this large chamber. Inscribed hieroglyphs cover most of the room's walls, but the southern wall is rough and unfinished. Three passages, each closed with a bronze gate, exit the room to the north, east, and west.

The priests of the Sanctum used this hall for large gatherings or meetings, when the Cathedral of Nethys on the ground floor wouldn't serve for one reason



or another. The priests had also planned to further expand the crypts from this location in the future, and the southern wall is one of the few walls in the entire complex that is not tiled.

The ceiling is 20 feet high in this chamber, and assuming the Scorched Hand is present, the hall is illuminated by Khelru's everburning torch.

**Creatures:** The Scorched Hand is most likely encountered in this area—for tactical space reasons, it is the most appropriate location for a large battle between eight or more total characters. However, the Scorched Hand may be encountered virtually anywhere within the Sanctum, and you should deploy them wherever makes the most sense for your story and campaign.

This encounter is likely to end in a fight, but depending on how the PCs handled past interactions with the Scorched Hand and how they address the immediate situation, there are other possible outcomes. If any of the PCs are devout worshipers of Nethys, Velriana and Khelru might negotiate, though they are likely unwilling to share many of the Sanctum's treasures. Alternatively, Idorii might abandon the Scorched Hand if she's given a compelling reason—such as an equal share of the treasure from the Sanctum and a 1,000 gp signing bonus (this simply is a suggested starting position; you should set the exact terms). You should determine the final terms of any agreement with the Scorched Hand, but it should be equitable from the NPCs' perspective. Nevertheless, based on the Scorched Hand's past actions, combat is the most likely possibility.

If the PCs approach this area from the west, they likely come under fire from the Scorched Hand while they attempt to open the locked gate. This eventuality also gives the members of the Scorched Hand time to casts spells before combat. The individual tactics of the group's members are detailed in the NPC Appendix on pages 52–59.

**AZAZ ARAFE** **CR 1**  
**XP 400**  
**hp** 11 (see page 52)

**IDORII** **CR 2**  
**XP 600**  
**hp** 25 (see page 54)

**KHELRU** **CR 2**  
**XP 600**  
**hp** 20 (see page 56)

**VELRIANA HYPAXES** **CR 3**  
**XP 800**  
**hp** 28 (see page 58)

**Development:** If the PCs confront the Scorched Hand about the Reliquary of the Thrice-Divided Soul (area D14) or the bloody footprints in areas D11, D12, and D14, the rival adventurers are baffled. They have no knowledge of Nebta-Khufre and his activities here, and are just as confused as the PCs about the presence of some unknown third party also in the Sanctum.

## D20. Tomb of the Founder (CR 4)

Hieroglyphs cover the walls of this chamber. In the middle of the room, a large and majestic stone sarcophagus rests atop a raised stone platform, and several clay jars sit on the floor nearby. Two lacquered benches stand near the doors to the south.

The original founder and first high priest of the Sanctum of the Erudite Eye was laid to rest in this tomb. The hieroglyphs on the walls name him Djedihepet, and reveal that he died in –1599 AR. He is described as “a wise counselor, trusted keeper of secrets, and good friend of the Pharaoh.” With a successful DC 20 Knowledge (nobility) check, a PC can identify the pharaoh of Osirion in –1599 AR as Djederet II—the same pharaoh who was mentioned in the tablet found in area D9 and the founder of Wati.

Inside the sarcophagus, the mummy of Djedihepet is laid to rest next to a mummified rat, his familiar in life. The clay canopic jars are sealed with wax, but if opened, they contain only Djedihepet's desiccated and preserved internal organs.

Anyone who closely examines the sarcophagus can find a hidden button near the head of the sarcophagus with a successful DC 20 Perception check. Pressing the button causes the platform under the sarcophagus to slide to the south on a set of concealed tracks, revealing a secret opening beneath it.

**Trap:** Opening the secret compartment without speaking a password (which Djedihepet took with him to the grave) triggers a *glyph of warding* that was placed inside. Out of respect, the Scorched Hand elected to leave Djedihepet and his grave goods where they found them. As a result, they did not discover the secret opening or trigger the *glyph of warding*.

**GLYPH OF WARDING** **CR 4**  
**XP 1,200**  
**Type** magic; **Perception** DC 28; **Disable Device** DC 28

### EFFECTS

**Trigger** spell; **Reset** none

**Effect** spell effect (*glyph of warding* [blast glyph], 3d8 electricity damage, Reflex DC 15 half); multiple targets (all targets within 5 feet)





**Treasure:** Djedihepet's mummy wears a simple onyx funerary mask worth 20 gp and a gold and black-enameled holy symbol of Nethys worth 50 gp. The secret compartment under the sarcophagus contains a *pearl of power* (1st level) and a *ring of the grasping grave* (*Ultimate Equipment* 176).

**Story Award:** When the PCs complete their exploration of the Sanctum of the Erudite Eye, likely after defeating the Scorched Hand, award them 1,600 XP.

## CONCLUDING THE ADVENTURE

Once the PCs have completed their exploration of the Sanctum of the Erudite Eye—and dealt with the Scorched Hand—they are free to return to Wati's living half and enjoy some well-deserved rest. They shouldn't expect (and won't receive) hearty congratulations from the priests of the Grand Mausoleum, but High Priestess Sebti the Crocodile is genuinely intrigued (and just a little alarmed) about any information the PCs choose to share concerning their adventures. Of particular interest to the high priestess are the mysterious item stolen from the Reliquary of the

Thrice-Divided Soul and of the stone tablet in the library containing Pharaoh Djederet II's decree, though she has no other information about those two items or the questions that they raise. In fact, the repercussions of what transpired in the Sanctum—both between the PCs and the Scorched Hand, and the actions of the furtive intruder who visited the temple as well—will not become clear until the next adventure.

If any members of the Scorched Hand survived, those who didn't ally with the PCs earn a black reputation for violating the rules of exploration, both in Wati and beyond, particularly in adventuring, academic, and religious circles.

If the PCs are interested in selling any of the items they recovered from the necropolis's tombs, they hear of an upcoming auction in Wati where they might be able to get good prices for their treasures, as well as get a look at—and perhaps the opportunity to purchase—some of the relics other adventurers discovered in the necropolis. This auction kicks off the next installment of the Mummy's Mask Adventure Path, “Empty Graves.”



## AZAZ ARAFE

The most junior member of the Scorched Hand, Azaz Arafe is a native son of Osirion and an evoker whose magical abilities are just potent enough to test the mettle of the unwary.



### AZAZ ARAFE CR 1

#### XP 400

Male human evoker 2

N Medium humanoid (human)

**Init** +6; **Senses** Perception +3

#### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 11 (2d6+2)

**Fort** +0, **Ref** +2, **Will** +3

#### OFFENSE

**Speed** 30 ft.

**Melee** club +2 (1d6+1)

**Ranged** dagger +3 (1d4+1/19–20)

**Special Attacks** intense spells (+1 damage)

**Arcane School Spell-Like Abilities** (CL 2nd; concentration +4)

5/day—force missile (1d4+1)

**Evoker Spells Prepared** (CL 2nd; concentration +4)

1st—*ear-piercing scream*<sup>UM</sup> (DC 14), *mage armor*, *magic missile*, *shocking grasp*

0 (at will)—*detect magic*, *flare* (DC 13), *light*, *ray of frost*

**Opposition Schools** enchantment, necromancy

#### TACTICS

**Before Combat** Azaz casts *mage armor* before combat.

**During Combat** Azaz uses *grease* and *flaming sphere* to control the battlefield while staying close to Khelru in case he needs healing. He makes liberal use of his *wand of vanish*, and uses it on his familiar, Zazu, as well, to help Zazu make poison sting attacks. If the situation looks dire, Azaz casts *ear-piercing scream* or *shocking grasp*.

**Morale** Afraid to look weak, Azaz is not inclined to surrender, and he certainly won't abandon Khelru, but if he is reduced to fewer than 6 hit points and is suffering from a negative condition, Azaz gives in and admits defeat.

#### STATISTICS

**Str** 13, **Dex** 14, **Con** 10, **Int** 15, **Wis** 10, **Cha** 12

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Alertness<sup>B</sup>, Combat Casting, Scribe Scroll, Spell Focus (evocation)

**Skills** Acrobatics +4, Appraise +6, Knowledge (arcana) +7, Knowledge (history) +6, Knowledge (religion) +6, Perception +3, Sense Motive +2, Spellcraft +7

**Languages** Common, Ancient Osiriani, Kelish, Osiriani

**SQ** arcane bond (greensting scorpion named Zazu)

**Combat Gear** *potion of cure light wounds*, *potion of hide from undead*, *scroll of burning hands* (CL 2nd), *scroll of*

*flaming sphere*, *scroll of identify*, *scroll of levitate*, *scroll of magic missile*, *scroll of shocking grasp* (CL 2nd), *wand of grease* (10 charges), *wand of vanish*<sup>APG</sup> (9 charges); **Other Gear** club, daggers (2), small steel mirror, spell component pouch, spellbook (contains all 0-level spells and all prepared spells, plus *burning hands*, *floating disk*, and *identify*), wooden holy symbol of Nethys

### ZAZU CR —

Greensting scorpion familiar (*Pathfinder RPG Ultimate Magic* 118)

N Tiny magical beast (augmented vermin)

**Init** +3; **Senses** darkvision 60 ft.; Perception +9

#### DEFENSE

**AC** 20, touch 16, flat-footed 16 (+3 Dex, +1 dodge, +4 natural, +2 size)

**hp** 5 (2 HD)

**Fort** +2, **Ref** +5, **Will** +3

**Defensive Abilities** improved evasion

#### OFFENSE

**Speed** 30 ft.

**Melee** sting +6 (1d2–4 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** poison

#### STATISTICS

**Str** 3, **Dex** 16, **Con** 10, **Int** 6, **Wis** 10, **Cha** 2

**Base Atk** +1; **CMB** +2; **CMD** 9 (21 vs. trip)

**Feats** Dodge, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +8, Appraise –1, Climb +7, Knowledge (arcana) +0, Knowledge (history) –1, Knowledge (religion) –1, Perception +9, Spellcraft +0, Stealth +15

**SQ** empathic link, share spells

#### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* sickened for 1 round; *cure* 1 save.

The Arafes are a family of lesser nobility who reside in the Osirian capital of Sothis, and Azaz is the youngest of three. With Azaz's older siblings standing to inherit (and having already provided Azaz's parents with grandchildren), the family made provisions to send their youngest child to Absalom to better himself through study at the city's famed magic academy, the Arcanamirium. Highly intelligent but a dreamer, Azaz was delighted by the prospect of learning magic instead of business, economics, and other such mundane subjects, and



applied himself moderately well to his studies—though in truth, Azaz enjoyed the social aspects of studying at the Arcanamirium more than the intellectual pursuits.

While in Absalom, Azaz met Khelru, who was on a pilgrimage to visit various temples of his god, Nethys. Although Khelru was a few years older than Azaz, Azaz fell in love with the priest overnight, and soon became a devout convert of the All-Seeing Eye to please him. During this time, Khelru met the Taldan wizard Velriana, who had caught wind of a reliable rumor that the Ruby Prince would soon open the Wati Necropolis to exploration and was recruiting a team of adventurers. Khelru was excited to be among the first Nethysians to delve into the city's ancient past, long guarded by the clergy of Pharasma. Sharing in his partner's joy, Azaz asked to join the expedition as well. Velriana accepted Azaz's participation, since it secured Khelru's partnership as well.

Unsurprisingly, Azaz's highest loyalty and deepest affection are reserved for his partner and lover, Khelru. For Azaz, their relationship is still in its springtime, and everything Khelru finds interesting and important becomes interesting and important to Azaz too. This includes, of course, Khelru's faith and calling as a priest of Nethys. Azaz can be impetuous, outspoken, and fiercely protective of his partner, and this behavior sometimes makes it appear as if Azaz is trying to prove himself to Khelru, which may well be the case. On the other hand, Khelru has the power to emotionally wound Azaz with only a sharp word or quick rebuke.

Regarding other members of the Scorched Hand, Azaz's attitude toward Velriana is mixed. Khelru obviously holds Velriana in high esteem, and Azaz tries to emulate that attitude as much as possible. Yet Azaz senses that Velriana only takes him half-seriously at the best of times, and he constantly fluctuates between seeking her respect and being frustrated because he doesn't have it.

In contrast, Azaz has a closer relationship with Idorii. He knows Khelru doesn't view Idorii as an equal within the group, and on some level he wonders if he shouldn't share some of that prejudice. But when Azaz stops to think about it, the half-elf is the one member of the group who doesn't correct him or dismiss his opinions out of hand. Idorii's self-assuredness

confuses Azaz and frequently gives him cause to question his own individuality.

Azaz is a handsome Keleshite man in his early twenties, who, when relaxed, possesses an easy smile and a friendly disposition. He is not tall, but his body is lean and fit, and he moves with a catlike grace. His hair is a lustrous black, just long enough that he must occasionally brush it out of his eyes. Thin lines of kohl rim his eyes, obviously to make them stand out rather than diminish the sun's glare.

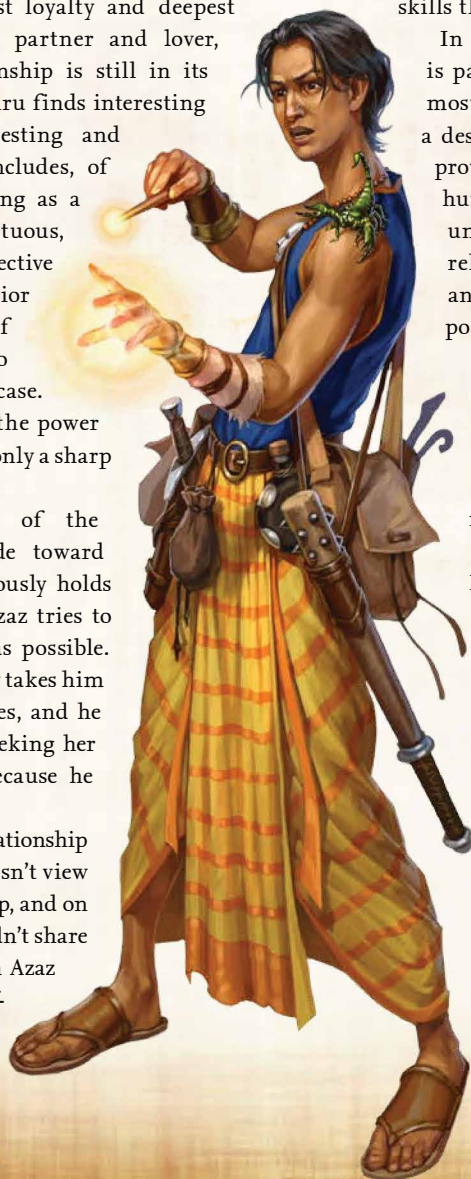
## CAMPAIGN ROLE

Azaz is the member of the Scorched Hand who has the least clearly defined role. Velriana and Khelru are the group's leaders and scholars. Idorii is the fast and strong one, who acts as both defender and enforcer and deals with problems that magic cannot. Less knowledgeable than Velriana and Khelru and with fewer mundane skills than Idorii, Azaz is usually redundant.

In his interactions with outsiders, Azaz is passionate and impetuous. He is the one most likely to call the PCs out first, out of a desire to show solidarity to his allies and prove his worth. Unfortunately, Azaz's hunger for validation can make him unpredictable, even reckless. As he's the relative innocent of the group, both in love and in religion, his death holds the most potential for tragedy.

Convincing Azaz to abandon the Scorched Hand is difficult. Azaz's relationship with Khelru is the lynchpin that connects him to the rest of the group, and causing Azaz to question that relationship might be the best approach to separate him from his companions. If the party is able to bring Idorii over to their side, she might be able to help Azaz change his perspective—provided they haven't killed Khelru first. Khelru's death only makes such an outcome all but impossible.

Should the PCs successfully drive a wedge between Azaz and Khelru, the young wizard could be persuaded to join them. By then, it should be apparent that multiple parties were drawn to the Sanctum of the Erudite Eye in a combination of ambition, greed, and faith-driven competition. Azaz may be curious about the mystery of the stolen *mask of the Forgotten Pharaoh* and what this costly experience was really about.





## IDORII

A child of mixed heritage, Idorii is a blend of Garundi and elven grace. She is the martial arm of the Scorched Hand and resident expert in disarming traps and other hazards. More mercenary than devotee, she is paid extra to protect the group's leader, Velriana Hypaxes.



### IDORII

CR 2

#### XP 600

Female half-elf fighter 1/rogue 2

CN Medium humanoid (elf, human)

**Init** +3; **Senses** low-light vision; Perception +7

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 25 (3 HD; 1d10+2d8+6)

**Fort** +3, **Ref** +6, **Will** -1; +2 vs. enchantments

**Defensive Abilities** evasion; **Immune** sleep

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk khopesh<sup>UE</sup> +4 (1d8+2/19-20), kukri +2 (1d4+1/18-20) or

mwk khopesh<sup>UE</sup> +6 (1d8+2/19-20)

**Ranged** chakram<sup>UE</sup> +5 (1d8+2)

**Special Attacks** sneak attack +1d6

#### TACTICS

**During Combat** Idorii skillfully wields her khopesh and kukri simultaneously, focusing on one opponent at a time. If she can trip her adversary, she attempts to do so with her khopesh, following up with a strike from her kukri to take advantage of her prone opponent. Idorii seldom goes for the kill if an enemy is rendered unconscious.

**Morale** If reduced to 5 hit points or fewer, Idorii starts looking to make a deal if her enemy seems at all reasonable.

#### STATISTICS

**Str** 15, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

**Base Atk** +2; **CMB** +4 (+6 trip); **CMD** 17 (19 vs. trip)

**Feats** Combat Expertise, Exotic Weapon Proficiency (khopesh<sup>UE</sup>), Improved Trip, Two-Weapon Fighting, Weapon Focus (khopesh<sup>UE</sup>)

**Skills** Acrobatics +9, Appraise +5, Bluff +4, Climb +8, Disable Device +11, Escape Artist +9, Knowledge (dungeoneering) +5, Perception +7, Stealth +9

**Languages** Common, Elven, Osiriani

**SQ** ancestral arms<sup>APG</sup>, elf blood, rogue talents (weapon training), trapfinding +1

**Combat Gear** acid, alchemist's fire (2); **Other Gear** +1 leather armor, chakrams<sup>UE</sup> (3), kukri, mwk khopesh<sup>UE</sup>, backpack, mwk thieves' tools, sunrods (2), 5 gp

At the tender of age of 24, Idorii has found herself all but alone in the world. She was born to an Osirian

noblewoman engaged in an illicit affair with a traveling elven bard. After a single glance at her daughter's pointed ears, Idorii's mother knew her duplicity would soon be revealed to her husband and the entire community. It would mean scandal, divorce, and even loss of her social station. Rather than face those possibilities, Idorii's mother conspired with her handmaids to declare the child stillborn and deliver the infant to the true father before anyone caught wind of the deception.

Idorii's father is a complex soul who feigns being a much simpler man. For reasons known only to him, he avoids exclusively elven settlements, but he has staved off becoming Forlorn through his music and art. He raised Idorii to be self-sufficient, if not with a loving hand then at least out of a sense of duty. By the time she was 13, it was clear to Idorii that she either lacked a poet's soul or could not find the means within herself to unlock it. Idorii nevertheless learned whatever lessons she could in her father's shadow—how to protect herself and move about unnoticed, and how most obstacles are merely puzzles to be solved if one understands them. Her father still lives today, though the two see each other infrequently at best.

Recently, Velriana Hypaxes approached Idorii through a mutual contact. Velriana proposed an extended business relationship wherein Idorii would join Velriana's adventuring group, the Scorched Hand. Idorii's role would be acting as a "specialist" who'd find and disarm any devices that might be set to protect the archaeological sites they'd explore, and dispatch threats like guardians and other monsters. Velriana explained that Idorii would be considered an equal member of the team and receive an equal share of its fortunes. Idorii initially balked at the offer, stating that she could find work that guaranteed payment without risk or speculation. Velriana countered with the news of the impending opening of the Wati necropolis—a fact not yet widely known—and described the potential wealth to be gained from its untouched monuments. She also offered to pay the half-elf an additional retainer to see to Velriana's own personal safety above that of the others in the group. Drawn by the possibilities, Idorii agreed, though the matter of her extra retainer is a secret that she and Velriana have not shared with Khelru and Azaz.



An unacknowledged rift exists between Idorii and the rest of the Scorched Hand. Idorii is the only non-Nethysian in the group, and the tenets of Nethys's faith dictate that the lowest commoner capable of casting a single cantrip is exalted over the greatest of magicless kings and queens—or, in Idorii's case, the most experienced warrior. In the Scorched Hand, the skilled and deadly Idorii is the least and lowest member of the team, solely because of her lack of magical ability. While Khelru and Velriana usually take pains to skirt around or de-emphasize this facet of their faith, Idorii is no fool. But while she can't deny that it bothers her, Velriana's money does help her to forget her lowly station.

Idorii's favorite among the other members of the Scorched Hand is the young wizard Azaz Arafe, and the two share a casual friendship. Azaz tends to be regarded as the junior member of the group, and Idorii has a certain sympathy for him, especially since she sees herself as an outsider at best and merely hired muscle at worst. She is neutral toward Khelru, respecting his love for his partner, but she suspects the priest has little regard for her, even if he doesn't show it outwardly.

Although Idorii owes most of her loyalty to Velriana, ironically, she holds her Taldan acquaintance in the lowest esteem among the other members of the Scorched Hand. Idorii knows she is nothing more than a means to an end for Velriana, but then again, Velriana has paid for that privilege. Whatever Velriana actually feels toward her, Idorii keeps her opinions to herself and the two women appear to get along well enough in public.

Idorii stands a little over 6 feet tall, with a dusky complexion. Her long, dark hair is straighter than that normally found among her mother's people and is pulled back in a single braid. She has an athletic physique befitting one who is accustomed to running, tumbling, and occasionally fighting. Idorii is not oblivious to her appearance, but she doesn't go out of her way to look good. She projects a cool, confident demeanor, as would be

expected from a professional bodyguard paid to kick in doors and ask few questions—and those at swordpoint, if need be.

## CAMPAIGN ROLE

Idorii is the sole member among three spellcasters within the Scorched Hand trained in both martial expertise and a variety of useful skills. Her responsibilities are to get her teammates past mechanical traps and hazards and protect them from direct violence. Idorii doesn't need to be the most heavily armed or strongest threat the PCs encounter—she only has to slow them down long enough for her teammates to incinerate them. Because of the additional retainer that Velriana paid her, Idorii is more likely to defend the Scorched Hand's leader above the other members of the group, though she does her best to apply her skills equally to the benefit of the entire party. In the heat of combat, however, it might be more difficult for Idorii to conceal her focus on Velriana's safety.

Idorii is the member of the Scorched Hand who is least invested in their cause and the one most susceptible to a bribe or other inducement to leave the group. However, she is paid to be loyal, and she upholds her side of the contract to the best of her ability.

Should the PCs try to drive a wedge between her and Velriana, the biggest obstacle they face is Idorii's sense of professionalism. The half-elven mercenary fears she might gain a reputation as a turncoat if she is disloyal to her employer. If Velriana were killed, however, or if Idorii were offered a significantly better deal (at least 1,000 gp and an equal share of treasure), she could very well be persuaded to abandon the Scorched Hand or even join the PCs.

If the PCs somehow manage to discover the secret deal between Velriana and Idorii, they could possibly use this knowledge to turn the other members of the Scorched Hand against both Idorii and Velriana. With luck, the PCs might be able to dissolve the Scorched Hand entirely, though it is more likely that Velriana would make Idorii into the scapegoat, preserving the group at the expense of Idorii's membership—but possibly driving Idorii into an alliance with the PCs instead.





## KHELRU

Khelru's thirst for knowledge and unshakable faith make him a natural second-in-command for the Scorched Hand. He seeks only what is fair in a situation that is anything but.



### KHELRU

CR 2

#### XP 600

Male human cleric of Nethys 3

N Medium humanoid (human)

**Init** +4; **Senses** Perception +3

#### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 armor)

**hp** 20 (3d8+3)

**Fort** +4, **Ref** +1, **Will** +6

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk quarterstaff +4 (1d6+1)

**Ranged** sling +2 (1d4+1)

**Special Attacks** channel positive energy 5/day (DC 13, 2d6), hand of the acolyte (6/day)

**Domain Spell-Like Abilities** (CL 3rd; concentration +6)

At will—lore keeper (21)

**Cleric Spells Prepared** (CL 3rd; concentration +6)

2nd—*bull's strength*, *detect thoughts*<sup>o</sup> (DC 15), *spiritual weapon*

1st—*comprehend languages*<sup>o</sup>, *hide from undead*, *shield of faith*, *sun metal*<sup>uc</sup>

0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*

**D** domain spell; **Domains** Knowledge, Magic

#### TACTICS

**Before Combat** If he has the opportunity, Khelru casts *bull's strength* and *shield of faith* on Idorii. Because of the situation's fluid nature, these benefits have not been added to Idorii's stat block.

**During Combat** Khelru casts *spiritual weapon* on the first round of combat, then takes whatever actions are needed to support his companions, especially to protect Azaz when he can. Khelru is the group's primary healer, using his *wand of cure light wounds*, channeling energy, or spontaneously casting cure spells as needed. If forced into melee combat, Khelru casts *magic weapon* and *sun metal* on his quarterstaff.

**Morale** If Azaz's life is in danger, Khelru surrenders to save his partner's life. Otherwise, Khelru fights until killed or rendered unconscious.

#### STATISTICS

**Str** 13, **Dex** 10, **Con** 12, **Int** 8, **Wis** 17, **Cha** 14

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Combat Casting, Improved Initiative, Selective Channeling

**Skills** Heal +8, Knowledge (arcana) +3, Knowledge (local) +3, Knowledge (religion) +5, Sense Motive +7, Spellcraft +3

**Languages** Common, Osiriani

**Combat Gear** *scrolls of bless* (2), *scroll of cure moderate wounds*, *scroll of effortless armor*<sup>uc</sup>, *scroll of hold person*, *scroll of magic weapon*, *scroll of sound burst*, *wand of cure light wounds* (26 charges), alchemist's fire (2), holy water (2); **Other Gear** scale mail, mwk quarterstaff, sling with 14 bullets, everburning torch, spell component pouch, wooden holy symbol of Nethys, 29 gp

Khelru was born and raised in the city of Ipeq. He comes from a family of hardworking fishing folk, except for his brothers, who enlisted in the city's merchant marines. Khelru grew up worshiping Sarenrae with his family, and even today he remains kindly disposed toward the Dawnflower and her followers. He became interested in Nethys when he observed that most of the god's chosen were educated and enjoyed a lifestyle superior to that of his family. With curiosity, not resentment, the young Khelru stole away to the local temple of Nethys and posed a question: "How can one earn the god's favor without money for schooling or books?" Bemused, the priest replied, "The All-Seeing Eye rests his approving gaze upon the wizard and the priest alike. To those who bend their knees to his benevolence, he grants power the university will not." On that day, Khelru became a convert. Every spare moment he could steal away from the docks was spent toiling at the temple, and in return the clerics taught him his letters and numbers. The boy was never driven by greed, only the opportunity to better himself. Eventually, Khelru said farewell to the life of a fisherman and entered the priesthood, where Nethys, true to his tenets, granted him the power of magic. This was the defining experience of Khelru's life.

Khelru remained in service at the temple in Ipeq while he saved his money. About 2 years ago, he took his savings and went on a pilgrimage to visit some of the well-known temples of Nethys on neighboring lands. In Absalom, Khelru had a chance meeting with a young wizard named Azaz Arafé, also an Osirian native. The two shared coffee and conversation, and not long after that, mutual attraction. Yet the difference in their backgrounds remains a sticking point in their relationship even today. Khelru takes pride in the struggles he underwent to reach his current station, and privately thinks Azaz takes his life of academic privilege for granted.



Khelru also became acquainted with Velriana Hypaxes in Absalom. Velriana shared the strength of Khelru's faith but traveled in wizardly circles that he did not, and it was she who first heard the rumors of the opening of Wati's necropolis, thus leading to the founding of the Scorched Hand.

Although one might assume Khelru's greatest loyalty would lie with his companion, Azaz, in truth his first loyalty belongs to Nethys—even if he is not consciously aware of the fact. Khelru is certainly attracted to Azaz and cares very deeply for his partner, but he's not in love with him. When Khelru first met Azaz, his heart skipped a beat, and he wondered that the handsome young man with eyes for him alone, but lately Khelru has felt stifled, and he wonders whether Azaz is just going through the motions of being interested in Nethys and the Sanctum of the Erudite Eye to appeal to him. Rather than being in love with Aziz, Khelru is in love with his faith, though he does not fully understand this about himself.

Khelru and Velriana get along quite well. The priest is well aware that Velriana feels the need to be in charge, but she does seek (and heed) his counsel more often than not, so he considers her to be a colleague and a peer. Khelru is gratified to have Velriana's respect, and this blinds him to the ruthlessness of her ambition.

Of Idorii, Khelru thinks very little. She is merely a mercenary hired to supply a skill set possessed by none of the other members of the Scorched Hand. He treats her with courtesy and sees to her injuries as he would any other member of the group, but leaves more personal interactions with Idorii to Velriana. The half-elf is, after all, Velriana's hireling.

Khelru is a tall Garundi man with expressive brown eyes. His physique is strong and healthy, though his movements are those of a cautious man. As an adventuring cleric, Khelru wears scale mail and a pointed helm over simple bleached linen garments, even though he is normally more comfortable in the vestments of a priest. In honor of his god, Khelru wears a sash across his waist and shoulder, half black and half white.

## CAMPAIGN ROLE

The Scorched Hand's rivalry with the PCs stems from the Nethysian group's belief that they alone are entitled to access to the Sanctum of the Erudite Eye. Khelru believes this every bit as much as Velriana does—after all, as devout followers of Nethys, he and his companions are the ones who deserve to be assigned to explore their god's ancient temple. Unfortunately for the Scorched Hand, the priests of Wati's Grand Mausoleum consider their management of the necropolis above reproach and have the full support of the Ruby Prince to back them up.

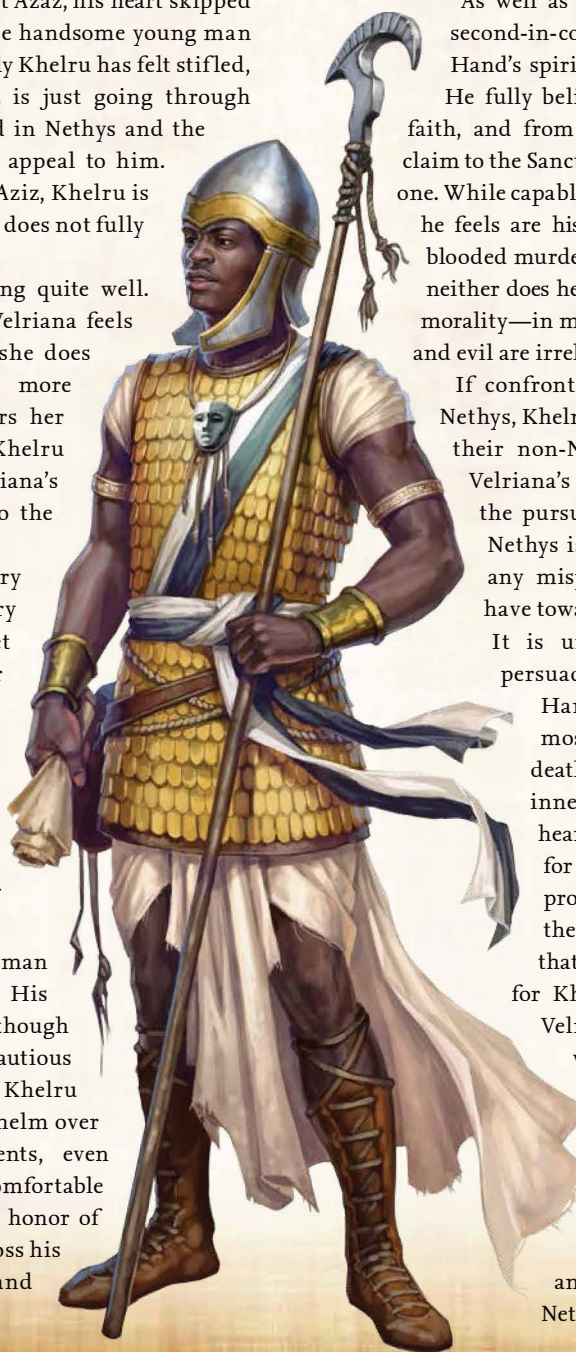
As well as serving as Velriana's de facto second-in-command, Khelru is the Scorched Hand's spiritual advisor and group healer.

He fully believes in the tenets of Nethys's faith, and from an unbiased perspective, his claim to the Sanctum of the Erudite Eye is a valid one. While capable of aggression to advance what he feels are his rights, Khelru is not a cold-blooded murderer. He is not an evil man, but neither does he feel constrained by misguided morality—in matters of magic and faith, good and evil are irrelevant.

If confronted by PCs who also worship Nethys, Khelru encourages them to abandon their non-Nethysian comrades and join Velriana's company. Khelru argues that the pursuit of knowledge in service to Nethys is a far more worthy goal than any misplaced loyalty such PCs may have toward their companions.

It is unlikely that Khelru can be persuaded to abandon the Scorched

Hand, since he is one of its two most driven members. The death of Azaz, no matter Khelru's innermost feelings, hardens his heart and makes an enemy of him for life. Velriana's death would probably lead to the dissolution of the Scorched Hand, though, and that would create the opportunity for Khelru to warm to the PCs. If Velriana's ruthless determination were somehow exposed, and the PCs invited Khelru to explore the mystery of the missing *mask of the Forgotten Pharaoh*, he might consider it. Eventually, he might even try to restore the Sanctum and found his own chapter of Nethys's faith in Wati.





## VELRIANA HYPAXES

The undisputed leader of the Scorched Hand, Velriana Hypaxes is a woman of brains, beauty, and unwavering faith offset only by her ruthless ambition and determination.



### VELRIANA HYPAXES

CR 3

#### XP 800

Female human wizard 4

LE Medium humanoid (human)

**Init** +2; **Senses** Perception +4

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+1 armor, +2 Dex, +1 dodge, +4 shield)

**hp** 28 (4d6+12)

**Fort** +2, **Ref** +3, **Will** +6

#### OFFENSE

**Speed** 30 ft.

**Melee** dagger +1 (1d4-1/19-20)

**Ranged** light crossbow +4 (1d8/19-20)

**Special Attacks** hand of the apprentice (7/day)

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

2nd—*acid arrow*, *glitterdust* (DC 16), *mirror image*

1st—*burning hands* (DC 15), *color spray* (DC 15), *magic missile*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *disrupt undead*, *message*, *read magic*

#### TACTICS

**Before Combat** Velriana casts *mirror image* and uses her *wand of shield* before combat.

**During Combat** Velriana uses her spells to control the battlefield and weaken the opposition, favoring her *wand of scorching ray*. She tries to support the other members of the Scorched Hand, but she does not hesitate to strike if one of them is in the way of her attack—she believes that all members of the Scorched Hand, as followers of Nethys, should be aware of the destructive side effects of magic. Given time, Velriana uses her *scroll of warding weapon* to defend herself while casting spells, but not if her lack of offensive action might lead to the fight getting out of hand.

**Morale** Velriana has no interest in showing mercy to her enemies, and she doesn't expect to receive any herself. As a result, she fights to the death.

#### STATISTICS

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

**Base Atk** +2; **CMB** +1; **CMD** 14

**Feats** Dodge, Iron Will, Scribe Scroll, Toughness

**Skills** Appraise +8, Bluff +5, Intimidate +8, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (local) +8, Knowledge (nobility) +8, Knowledge (religion) +11, Perception +4, Spellcraft +10

**Languages** Ancient Osiriani, Common, Infernal, Kelish, Osiriani

**SQ** arcane bond (*wand of scorching ray*)

**Combat Gear** *alluring golden apple*<sup>UE</sup>, *scroll of charm person*, *scroll of invisibility*, *scroll of magic missile*, *scroll of warding weapon*<sup>UC</sup>, *wand of scorching ray* (6 charges), *wand of shield* (9 charges); **Other Gear** dagger, light crossbow with 10 bolts, *bracers of armor* +1, *ioun torch*<sup>UE</sup>, backpack, explorer's outfit, signet ring, silver holy symbol of Nethys, spell component pouch, spellbook (contains all 0-level spells, all prepared spells, *charm person*, *invisibility*, *warding weapon*<sup>UC</sup>, and three 1st-level spells of your choice)

Velriana Hypaxes is one of countless minor aristocrats who choke the upper echelons of Taldan society, but rather than give in to the ennui that now mires that once-great empire, she came up with a new maxim for herself: "Better to seize life by the throat than surrender willingly to obscurity." When she came of age, Velriana demanded that her family send her to the Arcanamirium in Absalom, where she could study the magical arts. There she was exposed to the worship of Nethys, whose tenets spoke to her on a personal level. The All-Seeing Eye exalts the use of magic, but underlying that is an element of meritocracy. Power is not given, but taken—by those with the strength and resolve to do so, regardless of gender or background. This was a completely different outlook from how Velriana was raised, but given Taldor's decline, it made a great deal of sense to her as a person of intelligence and determination.

After her graduation from the Arcanamirium, Velriana became intrigued with the history of Ancient Osirion and its early meteoric rise to power, and was disappointed that she'd already missed joining the first wave of explorers, who plumbed the country's ancient tombs when they were opened by the Ruby Prince 7 years ago. Recently, through her family's wealth and political connections, she caught wind of a rumor: another set of Osirian tombs was soon to be opened to foreign explorers. Velriana immediately began researching Wati's history, and in doing so made the acquaintance of the Osirian priest Khelru. By that time, Osirion's tombs had been open for exploration for some time—with the exception of the necropolis of Wati, which remained closed due to local politics with the Temple of Pharamasma. Velriana shared the rumor that the Ruby Prince intended to correct the oversight soon, and suggested she and Khelru work together. Khelru introduced her to Azaz,



and the three traveled to Sothis. There they discovered the existence of Wati's original temple to Nethys, forgotten inside the necropolis and likely never explored. They decided to be the first to explore the lost temple, and the company of the Scorched Hand was formed.

Of the members of the Scorched Hand, Velriana's obvious favorite is Khelru. Although their interpretations of *The Book of Magic* (the Nethysian holy book) differ, they are both devout individuals. They also share a conviction that the temple of Pharasma has mishandled the lottery, and the exploration of the Sanctum of the Erudite Eye should fall solely under their purview. And it doesn't hurt their friendship that Khelru's magic is divine, so there is no basis for competition between them.

Velriana's least favorite is Azaz, though there is nothing particularly personal about her feelings toward him. To Velriana, Azaz is simply "Khelru's boyfriend." Rather than fight against Azaz's participation, Velriana has turned it to her advantage. Azaz is an inferior wizard, but competent enough to unleash a few potent spells. Since he keeps Khelru happy and manageable, Velriana has no qualms about Azaz sharing in the risks. However, Velriana does consider the evoker the most expendable member of the team.

Despite their difference in station and vocation, Velriana feels the most loyalty to Idorii. She protects Idorii first and foremost and expects the same in return from the warrior. From Velriana's perspective, their relationship is transactional. She has bought and paid for Idorii's loyalty, so it only makes sense for her to protect that investment.

Velriana eschews court gowns in favor of a Taldan dandy's idea of an adventurer's outfit. Of average height, Velriana is the fairest member of the Scorched Hand, but even her skin is burnished a light bronze by the Osirian sun. She tucks her long, light brown hair under a flamboyant floppy hat, complete with a long feather. Velriana favors the dagger and light crossbow, but her true weapon of choice is her bonded *wand of scorching ray*, carved and painted to resemble the head of a cobra.

## CAMPAIGN ROLE

Velriana is the natural leader of the Scorched Hand, and her temperament as a proud Taldan aristocrat wouldn't permit anything less. She doesn't flinch from hard decisions or shirk from the responsibility they bring—but she's skilled at rationalization. In practical matters, her knowledge of history, religion, and the arcane provide the group with the guidance necessary for their exploration.

While most members of the Scorched Hand are neutral and put forth a united (if slightly dysfunctional) front, Velriana is the villain of the group and the primary antagonist for this adventure. She has made her peace with her choice of teammates and is willing to share the knowledge and treasures they may discover with them—as long as they work with her. When it comes to opposing the PCs, however, she won't think twice about

killing them if they stand in her way. This also holds true for any members of the Scorched Hand who might betray her.

Velriana views the Sanctum of the Erudite Eye as the property of her company by divine right, and there is no line she will not cross to claim it. Her long-term goal is to amass wealth, knowledge, and magical power and then return to Taldor. Eventually, she hopes to change the empire's course—by force if necessary.

The other members of the Scorched Hand might be persuaded to work with, rather than against, the PCs, but this is not the case with Velriana. While not incapable of working within a group, she is driven to be the one in charge, and would not stoop to accept a secondary role to anyone, nor would she readily forgive any who opposed her goals, such as the PCs. As a result, the campaign assumes that Velriana will die rather than surrender to the PCs. But that is not the last the PCs will see of her—Velriana is slated to return as an undead foe seeking revenge against the PCs in the next adventure. Should Velriana somehow survive at the end of this adventure, her character will need to be replaced by someone else in "Empty Graves."

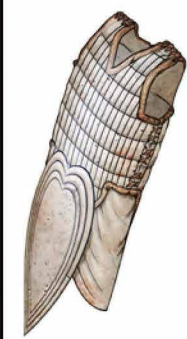




## MUMMY'S MASK TREASURES

The following unique treasures can be found in “The Half-Dead City.” Player-appropriate handouts appear in the *Pathfinder Cards: Mummy's Mask Item Cards*.

AKHENTEPi'S ARMOR		PRICE 5,235 GP
SLOT armor	CL 7th	WEIGHT 10 lbs.
AURA moderate transmutation		



This suit of +1 *stanching*<sup>UE</sup> *padded armor* is of traditional Osirian design, consisting of a quilted cuirass of lightweight, breathable linen; a linen kilt; and a teardrop-shaped groin guard of stiffened linen. Besides its anti-bleeding properties, *Akhentepe's armor* grants its wearer a sense of impending danger. Once per day as a free action when the wearer attempts an initiative check, the wearer can add

a +3 insight bonus on that initiative check.

CONSTRUCTION REQUIREMENTS	COST 2,695 GP
---------------------------	---------------

Craft Magic Arms and Armor, *anticipate peril*<sup>UM</sup>, *stabilize*, *cure critical wounds* or *lesser restoration*

KOHL OF UNCANNY DISCERNMENT		PRICE 1,500 GP
SLOT none	CL 1st	WEIGHT —
AURA faint transmutation		



The dark cosmetic in this small decorative tube is made from finely ground minerals. Favored by Osirian men and women alike, nonmagical kohl is applied around the eyes and is used to reduce the glare from the desert sun, and cosmetically to cause

the whites of the wearer's eyes to stand out distinctly.

When applied to the eyes, *kohl of uncanny discernment* grants its wearer low-light vision and a +2 competence bonus on Perception checks. If the wearer already has low-light vision, the kohl doubles the distance the wearer can see. The wearer also gains a +2 resistance bonus on saving throws against gaze attacks, patterns, visual effects, and sight-based attacks. These effects last for 1 hour. Applying the kohl is a full-round action, and it must be applied to both eyes to function. An unopened tube of *kohl of uncanny discernment* contains 5 applications.

CONSTRUCTION REQUIREMENTS	COST 750 GP
---------------------------	-------------

Craft Wondrous Item, *keen senses*<sup>APG</sup>, *resistance*

MUMMIFIED GUARDIAN		PRICE 3,500 GP
SLOT none	CL 3rd	WEIGHT 3 lbs.
AURA faint necromancy		



This mummified house cat—dried, filled with sand, and bound in linen wrappings—appears to be nothing more than a family pet buried alongside its deceased master. Far more than a mere pet, however, a *mummified guardian* protects and preserves the corpse it is interred with and acts as a guardian against grave robbers and looters, potentially driving such trespassers toward

more dangerous defenders or traps. When placed inside a sarcophagus or coffin alongside a dead body and activated, a *mummified guardian* also infuses the corpse with positive energy, preventing the body from being turned into an undead creature, as *sanctify corpse*<sup>UM</sup>.

In addition, the *mummified guardian* also creates a magical ward around the sarcophagus containing it. If the sarcophagus is opened after the *mummified guardian* is placed inside, any creature with 5 Hit Dice or fewer within 20 feet of the open sarcophagus is overcome by a feeling of dread and must succeed at a DC 13 Will save or be frightened for 3 rounds. On a successful save, a creature is instead shaken for 1 round. This ability functions only once. Once triggered, the *mummified guardian* retains only its *sanctify corpse* ability (this reduces the price of the *mummified guardian* to 3,000 gp).

If the sarcophagus containing the *mummified guardian* is placed in an area or room with multiple paths of egress, the owner may designate one general direction an affected target must take if it flees, as long as the chosen direction does not require the target to move any closer to the *mummified guardian*. After moving in the designated direction for 1 round, the target behaves as normal for the frightened condition for the remainder of the effect's duration.

A *mummified guardian* must be placed inside a sarcophagus, coffin, or other enclosed container with a dead body to function. Although cats are most common, *mummified guardians* can be created from the mummified remains of other small animals as well.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP
---------------------------	---------------

Craft Wondrous Item, *alarm*, *sanctify corpse*<sup>UM</sup>, *scare*, creator must have 5 ranks in the Heal skill



## MUMMY'S MASK TREASURES

### SCARAB SHIELD

**PRICE**  
4,399 GP

**SLOT** shield

**CL** 3rd

**WEIGHT** 6 lbs.

**AURA** faint conjuration



This *+1 light steel shield* is fashioned in the shape of a scarab beetle—a creature that functions as a psychopomp for Pharasma, guiding the souls of the departed into the afterlife. *Scarab shields* are especially favored by archaeologists and tomb raiders for the protection

they grant against guardians and vermin frequently found in ancient ruins and forgotten tombs.

Once per day on command, a *scarab shield* grants its wielder a *+2 sacred bonus* on saving throws against fear and death effects for 3 minutes. At any time while this bonus is in effect, the wielder can end the effect as a swift action for a burst of healing energy. The wielder loses the saving throw bonus, but is healed of 1d8+3 points of damage.

In addition, a *scarab shield* can protect its wielder from swarms. If a mindless swarm attempts to enter the wielder's space, the swarm must attempt a DC 11 Will save. If the save succeeds, the swarm can enter the wielder's space and attack the wielder normally. If the save fails, the swarm instinctively avoids the space occupied by the wielder, completely ignoring the wielder for 3 rounds. This effect ends if the wielder makes any attacks, but the wielder may use non-attack spells or otherwise act without ending the effect. This ability functions once per day.

**CONSTRUCTION REQUIREMENTS**

**COST** 2,279 GP

Craft Magic Arms and Armor, *blessing of courage and life*<sup>APG</sup>, *sanctuary*

### SPEAR OF THE WATCHFUL GUARDIAN

**PRICE**  
8,462 GP

**SLOT** none

**CL** 5th

**WEIGHT** 6 lbs.

**AURA** faint transmutation



This magically strengthened bronze-tipped *+1 spear* enables its wielder to better face a variety of foes. Originally created by priests of Nethys for use by their temple guards, a *spear of the watchful guardian* also grants its wielder arcane aid to strike true. Once per day as a standard action, the wielder of a *spear of the watchful guardian* can alter the physical properties of the weapon, allowing it to bypass damage reduction of one of the following types: bludgeoning, cold iron, silver, or slashing. This change lasts for 5 minutes.

In addition, if the wielder of a *spear of the watchful guardian* fails an attack roll, as an immediate action once

per day, she can retroactively add a *+1 competence bonus* on that roll. If this bonus is enough to make the failure a success, the attack roll succeeds.

Finally, a *spear of the watchful guardian* sharpens the senses of its wielder, granting her a *+2 insight bonus* on Perception checks.

**CONSTRUCTION REQUIREMENTS**

**COST** 4,382 GP

Craft Magic Arms and Armor, *timely inspiration*<sup>APG</sup>, *versatile weapon*<sup>APG</sup>

### TABLET OF LANGUAGES LOST

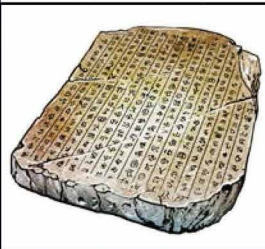
**PRICE**  
1,980 GP

**SLOT** none

**CL** 3rd

**WEIGHT** 30 lbs.

**AURA** faint divination



Fashioned from granite, this stone tablet is approximately 2 feet long, 1 foot wide, and just over an inch thick. Dating to the period of the Keleshite Interregnum in Osirion over 2,000 years ago, the tablet was once part of a larger stone

stele that was publicly displayed for all to see. Now known as the *tablet of languages lost*, the broken slab is inscribed with a vow of fealty to the Padishah Emperor of Kelesh in three different languages: Ancient Osiriani, Kelish, and contemporary Osiriani. The characters and hieroglyphs of the three languages correspond to one another and serve as a translation key between the languages.

Once per day, upon speaking the command word, the owner of the tablet can read and understand any written texts as if using *comprehend languages* for a period of 30 minutes. This does not allow the owner to speak or write unknown languages, or read magical writings (though the tablet reveals that such texts are magical). In addition, if the tablet is readily available and at hand, the owner gains a *+3 competence bonus* on all Linguistics checks. Finally, if the owner knows at least one of the three languages inscribed on the tablet, he can attempt Linguistics checks to translate the other two languages even if untrained in the Linguistics skill.

Possession of the *tablet of languages lost* serves as an acceptable rationale for the owner to learn one of the three languages inscribed upon it (by putting a rank in Linguistics during character advancement) without the need of a teacher or library.

Although the *tablet of languages lost* was created to ease the transition of native Osirians from pharaonic rule to that of a foreign monarch, other tablets could exist bearing different messages in other languages.

**CONSTRUCTION REQUIREMENTS**

**COST** 990 GP

Craft Wondrous Item, *comprehend languages*, creator must know all three languages displayed on the tablet or have 3 ranks in Linguistics





## WATI, THE HALF-CITY

Wati endures, or so the local saying goes. The people of Wati, known for their even tempers and shrewd wit, prefer understatement. They have known war and peace, poverty and prosperity, and survived decimation at the hands of a mad god's cult. But Wati's people answer each challenge with innovation, tenacity, and the deep bonds of community. They do not endure their hardships so much as grasp them, white-knuckled and screaming, until the world permits them to return to their quiet lives, surrounded by their honored dead.

—Priestess Ankhtah Shepses, personal writings, 3076 AR



## WATI, THE HALF-CITY

The city of Wati sits on a sandstone shelf at the confluence of the Asp and Crook rivers, which provide it with building materials, rich farmland, and deep harbors sufficient to support a settlement three times its size. But even with its tenacious citizens, abundant fish and game, and thriving marketplaces fueled by the most important rivers in Osirion, Wati is forever a city better known for its dead than for its living. Behind sanctified walls, an entire quarter of the city quietly sits as a massive, urban tomb. Shops, schools, markets, and estates serve as eternal resting places for those lost to madness and disease. To manage such an immense project, the city's entire economy shifted to the industry of interment. Almost 1,800 years after the necropolis's inception, many of Wati's residents continue to serve the city's funeral industry, either directly as embalmers, undertakers, and clerics of Pharasma, or indirectly by crafting the myriad grave goods all Osirians hope to carry with them into the afterlife. Death has become the city's lifeblood, and Wati prospers from its morbid specialty.

### HISTORY

In -1608 AR, Pharaoh Djederet II ordered the construction of a grand city to mark the birthplace of the Osirion's greatest natural resource: the River Sphinx, springing from the confluence of the Asp and the Crook. With its early foundations magically laid by the church of Nethys, the city sprang to life within just a year. Named Wati, the riverside town soon dominated trade across southern Osirion. Hardwoods and spices from Katapesh and the Mwangi Expanse bound for Sothis, and manufactured goods and luxuries from the nations surrounding the Inner Sea bound for Osirion's southern territories, all paused long enough in Wati's warehouses and markets to make its citizens famously wealthy. For centuries, Wati endured through political upheaval and the births and deaths of entire dynasties as it dominated its younger sister cities of An and Tephu.

But Wati's destiny was forever warped in 2499 AR, when the cult of Lamashtu unleashed the Plague of Madness among the city's thriving populace. Many of those whom the fever did not immediately kill were driven to murderous insanity, and within months, more than half the city had fallen in painful, anguished death. Most of the survivors fled Wati to make new homes elsewhere, but a stubborn minority remained behind, determined to reclaim their city. But even once the plague had run its course, their livelihoods collapsed as An and Tephu took over Wati's once-exclusive trade routes, and their floundering community struggled against recurring outbreaks of the undead from the city's many abandoned buildings-turned-tombs.

It took almost half a millennium for Wati's fortunes to reverse thanks to the church of Pharasma. With the tacit

#### WATI

LN small city

**Corruption** -1; **Crime** +1; **Economy** +4; **Law** +0; **Lore** +1; **Society** +5

**Qualities** pious (Pharasma), sacred site, strategic location, tourist attraction

**Danger** +5

#### DEMOGRAPHICS

**Government** council

**Population** 7,300 (6,670 humans, 292 halflings, 73 dwarves, 26 half-elves, 239 other)

#### Notable NPCs

**Banker of Abadar Anok Tejuht** (LG male half-elf cleric of Abadar 9)

**Commander of the Voices Nakht Shepses** (LN male human inquisitor of Pharasma 9)

**Council Member Ahbehn Okhenti** (CG male middle-aged human fighter 6)

**Council Member Damej Mahfre** (N female old human aristocrat 4/wizard 3)

**Haty-a Oshep Kahmed** (LN male human aristocrat 9/bard 2)

**High Priestess of Pharasma Sebti the Crocodile** (N female human cleric of Pharasma 13)

**Mistress of the Embalmer's Guild Bahjut Everhand** (LN female old halfling alchemist 6/expert 4)

#### MARKETPLACE

**Base Value** 5,200 gp; **Purchase Limit** 25,000 gp;

**Spellcasting** 7th

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

#### NOTES

**Sacred Site:** The Grand Mausoleum and the necropolis of Wati are both sacred to the faith of Pharasma, and draw a large number of pilgrims to the city. (*Corruption* -2, *Economy* +1, *Lore* +1)



permission of Osirion's Keleshite sultan, a Pharasmin priest named Nefru Shepses marched on Wati in 2953 AR with a small army of alchemists, masons, and morticians under his banner, intent on consecrating the entire city to the Lady of Graves, beginning with a new, monumental temple to Pharasma called the Grand Mausoleum. Over the next 30 years, Nefru Shepses and his followers recovered the bodies of those slaughtered in the Plague of Madness from their hasty, makeshift graves and the Pharasmins walled off that portion of the city that had been abandoned, transforming it into a metropolis of makeshift tombs. Thousands of corpses were given formal burial rites and reinterred in this dead copy of the living city, which continues to serve as Wati's necropolis today.



The consecration of the city and its necropolis revitalized Wati, and though it never reclaimed its dominance among the cities of the south, over the next 1,700 years Wati grew until its necropolis—once more than half of the city—took up less than a quarter of the city's total area. Today, long after the necropolis's completion, Wati continues to produce a great variety of grave goods for Osirion's honored dead. A steady stream of burial figures, canopic jars, embalming fluids, prayer books, and sarcophagi sail downstream on the Sphinx, outpacing Wati's crop and textile exports. Even Wati's criminal underworld revolves around death, as competing gangs regularly raid the necropolis for valuables and even human carrion.

## CITY OF THE LIVING

From the tidy Midwife district to the mazelike streets of Asp, Wati's citizens appreciate life in ways that only come from respecting the dead. Taverns, dance halls, bathhouses, and game parlors dot as many corners as shops and artisans, and Wati's boulevards and markets teem with life under the hot Osirian sun.

## DISTRICTS

Wati is divided into six districts, with its necropolis serving as an unofficial seventh district.

**Asp:** This long, winding district of low buildings and twisting alleyways runs along Wati's southern edge. Asp was built without the planning or engineering insight of Wati's core, making navigation difficult for newcomers. Few of Asp's residents think of themselves as members of a common community the way inhabitants of Midwife or Morning Sun might. Instead, the district is a loose alliance of dozens of blocks, neighborhoods, and streets all pursuing their own agendas. These associations hold bitter rivalries as well, usually along economic lines, which run from the well-off estates in the west to the slums of mud-brick hovels huddling against the walls of the necropolis in the east.

**Bargetown:** Wati's unwashed masses, heretics, and down-on-their-luck foreigners gather in this semipermanent floating district literally built atop the River Sphinx. Lashed vessels replace buildings, and narrow planks and rope railings make up Bargetown's rickety streets. Each family maintains its own tiny barge or keelboat, and joins the community for years or for only a few days, meaning Bargetown's layout is constantly in flux. The downtrodden bargers supply most of Wati's fish and shellfish, drawn from the Sphinx's sacred waters. The crocodiles and giant crayfish that prowl the river are a constant threat to the bargers, scavenging leftovers, waste, and the occasional drunk who falls into the water.

Bargetown hosts most of Wati's smuggling operations, as its residents are mostly ignored and anonymous in the eyes of Wati's mainland citizens. Those in the know can

easily find looted grave goods, poisons, drugs, and all varieties of poached animals and bizarre magical reagents on the ever-shifting flotsam market. To skirt inspections and find buyers, local smugglers generally rely on the genderless fixer and fence called **Dredge** (LE halfling rogue 6), while most of Bargetown's more bizarre goods and narcotics flow through the fingers of the self-titled "Queen of Scows," **Eswab** (NE female human bard 4).

Bargetown is a dangerous place, and not merely for its criminal element. Disease spreads quickly, and the city guards are quick to sever the ropes securing Bargetown's boats to shore at the first sign of plague. Fire is also a constant worry on the poorly maintained collection of wood, rags, and pitch. Although Bargetown has no official leader, a few individuals command the respect of many of the district's residents. Most notable is **Mahga Threefingers** (N female half-orc ranger 4), who retired from adventuring after losing one hand and half of the other in a Thuvian tomb. An old traveling companion of Ahbehn Okhenti, Mahga can still call on the swaggering noble to grant occasional favors.

**Midwife:** The district of Midwife is the heart of Wati, cradling most of the city's temples, markets, and professional artisans. Along with the necropolis, Midwife is the oldest of Wati's districts, with a history stretching back to the city's founding, and its residents take pride in maintaining their ancient community. Midwife's buildings, carved from stone and towering two to six stories tall, reflect the grandeur of Osirion's First Age, and house a wide variety of apartments, shops, and workshops.

**Morning Sun:** The majority of Wati's noble estates sit on a small rise west of Midwife called Morning Sun, so named because the district enjoys the first touch of the sun's rays at dawn. Morning Sun is Wati's least populous district, containing a mere two dozen wealthy estates that consist of palatial homes, storage buildings, servants' quarters, orchards, vineyards, and a handful of lavish apartments—all of which are colorful, well maintained, and surrounded with lush gardens and statuary. Morning Sun is the home of two major noble families who squabble for dominance in local politics. The older, conservative Mahfre family enjoys the support of many of Wati's longtime residents and those who look to the past, while the Okhenti family holds the hearts of romantics, the young, and many newcomers to the city.

The Mahfre family was one of the stubborn remnants who stayed in Wati following the Plague of Madness, rallying their fellow citizens when times got hard and overseeing the city's management in the absence of official leadership from Sothis. Their influence has declined in the centuries since the coming of the Pharasmins and the rebirth of the city, but the family's loyalty and bravery in Wati's darkest hours all but guarantees the Mahfres will always have a place in the local government. The family's current matriarch, Damej Mahfre, sits on the city council and revels in her ancestors'



## WATI, THE HALF-CITY

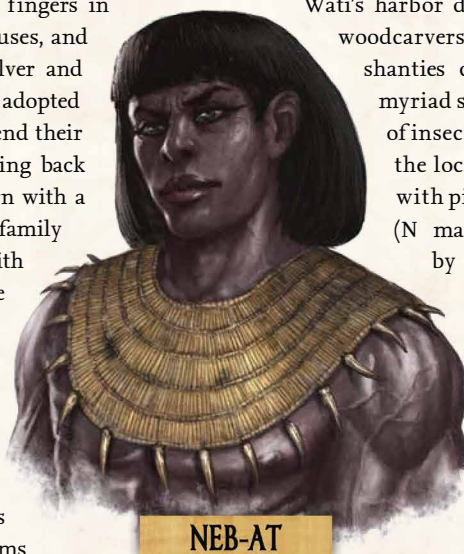
legacy while resenting the influx of lowborn outsiders into her city. She's especially keen to see the fickle Okhenti family brought low, and spends more time in devious schemes to embarrass her perceived rivals—such as the current leader of Wati's church of Pharasma, the commoner Sebti the Crocodile—than actually running what should be her family's profitable winery.

The Okhenti family, on the other hand, fled Wati after the Plague of Madness, journeying through northern Garund and across the Inner Sea. A noble family with no lands or people to govern, the Okhentis finally returned to Wati alongside Nefru Shepses and the church of Pharasma. Today, the house of Okhenti has its fingers in most of Wati's trade and counting houses, and many acolytes at the Sanctum of Silver and Gold are either distant relations or adopted family members. The Okhentis still send their young scions to study abroad and bring back fresh new ideas and contacts to govern with a wider perspective. Critics accuse the family of being globetrotting dilettantes with no concern for their hometown, while proponents claim the Okhentis bring new lifeblood to Wati's markets. The family's swaggering, middle-aged patriarch, Ahbehn Okhenti, spent his youth as an adventurer in Absalom and Thuvia, and does little to convince detractors of his family's competence. Ahbehn's roguish charms have earned him both a reputation as a ladies' man around town and a dozen bastards, whom he generously provides for with money and cushy political appointments.

**Outer Farms:** West of Wati, beyond the stable sandstone shelf on which the city rests, miles of silty, verdant farmland stretch along the banks of the Crook River. Barley, beans, cabbage, cucumbers, flax, garlic, melons, and millet fill Wati's fields, but onions reign supreme on nearly every farm. Wati's residents believe that onions are a gift from Pharasma. Beyond being a representation of the Great Beyond, the onion's stalk represents life, while the bulb's persistence represents the many stages of a soul's growth before, during, and after mortal existence. Many local recipes incorporate one or more varieties of onion, and embalmers across Osirion stuff onions into the chests or eyes of the dead. Most farms also support a small stand of date palms or pomegranate trees, as well as goats and chickens. Larger livestock like oxen are considered an affectation of the rich or out-of-touch foreigners, and any farmer investing in them opens herself up for ridicule. Livestock must be brought inside or otherwise protected for several weeks every summer when the rivers flood, making large animals more trouble than they're worth.

Most of the region's farmers are composed of independent families, though they tithe a percentage of their crops to the pharaoh, whose wisdom and counsel with the spirits ensures the yearly flood and the rich silt it delivers. Wati's *haty-a*, or governor, collects these tithes as the pharaoh's representative, and his surveyors spend the end of each summer measuring and marking each farm after the annual floods shift the land. Small intrigues abound just before autumn, as farmers beg, bribe, and cajole bureaucrats to enlarge their properties or squabble over strange treasures washed ashore by the floodwaters.

**The Veins:** Nestled between Midwife and Bargetown, Wati's harbor district stacks block upon block with woodcarvers, tar kilns, warehouses, and whatever shanties can be crammed between them. Its myriad shallow canals breed unabating clouds of insects, the bites of which spot the bodies of the locals, who stain their hands and cheeks with pitch to repel the pests. **Ahmeb Tekhra** (N male human expert 5) was appointed by the previous *haty-a* to oversee the district, but he has long since sold his loyalty to Wati's various smuggling gangs, most notably the Fading and the Silver Chain.



### NOTABLE LOCATIONS

The following are some of the more notable locations found in the living city of Wati.

**Getwabh's Tarworks:** The largest and most profitable business in the Veins ironically has little to do with shipping. Instead, the sprawling, brick structure belonging to **Getwabh Zet** (N male dwarf expert 5) houses dozens of enormous kilns and cauldrons. Day and night, Getwabh's dwarven and human workforce process wood shipped down the Crook River into tar, charcoal, and wood alcohol for the city's other industries. With Wati's reliance on barge traffic, fired bricks, and embalming, the old dwarf's venture has paid off, making him one of Wati's richest citizens and giving him unparalleled influence along the waterfront. While city politics bore the aging engineer, the same can't be said for his eldest daughter, **Meehr Zet** (LN female dwarf aristocrat 3), who eagerly spends her father's money to buy her way into high society events.

**Golden Lake:** Separating the Grand Mausoleum from the Sunburst Market, this artificial pool takes its name from the coating of gold dust cast over its surface each year on the Day of Bones. The lake also houses a rare breed of white crocodiles that are sacred to Wati's Pharasmin church. Regularly fed and cared for, these long-lived cousins of the more dangerous crocodiles found in Osirion's rivers pose little threat to tourists or residents. Crocodile Keeper



**Neb-at** (CN male human expert 5) demonstrates an uncanny control over the sacred beasts, but he lines his purse by selling the occasional crocodile or egg to individuals seeking rare spell components or a sacrilegious delicacy. High Priestess Sebti is aware of her half-brother's crimes, but can't bring herself to expose her elder sibling. Instead, she arranges for concerned freelancers to interrupt his clandestine trades, or hires adventurers for missions that "accidentally" disrupt his meetings.

**Grand Mausoleum:** Rivalled in size and importance only by the High Temple of Pharamasma in Sothis, Wati's temple of Pharamasma dominates the cityscape and handles the business of the city's births and deaths, as well as the details that occur in between. Since the Lady of Graves eclipsed Nethys and Abadar as Wati's patron deity, her followers have assumed control over much of the city's infrastructure, and have combined the Grand Mausoleum into a cross between a house of worship and city hall. All final decisions are still made by the city council and overseen by the haty-a—the pharaoh's personal representative—but council meetings and the day-to-day affairs of state are held within the sprawling complex. The temple's high priestess, Sebti the Crocodile, rose to power from the common rabble. Daughter of the previous keeper of Pharamasma's sacred crocodiles and largely self-educated, Sebti has been a constant thorn in the side of Wati's nobles since assuming control of the church a decade ago. Preaching a doctrine of personal fulfillment rather than happiness, wealth, or achievement, Sebti invariably sides with the common citizenry on government matters, making her popular with the common folk but loathed by the rest of the council and even some members of her own faith.

In addition to the temple's clergy, the Grand Mausoleum hosts an arm of the militant wing of the church called the Voices of the Spire, dedicated to eradicating any undead within the city's sprawling necropolis. They are led by the humorless Nakht Shepses, a bastard son of the influential Shepses line.

**Hall of Blessed Rebirth:** A multitude of professional funerary organizations once flourished in Wati before Bahjut Everhand took control of the city's influential embalmer's guild. After 30 years of the halfling's silver-tongued negotiations, backroom dealings, and economic intimidation, most of the region's morticians, doctors, and alchemists have joined the guild, transforming the guildhall into an academy specializing in anatomy, chemistry, and medicine, and even tutoring exceptional

students in alchemy and wizardry. While most of Wati's residents give the school a wide berth, ambitious families across Osirion send their children to the Hall of Blessed Rebirth to master the Half-City's techniques in medicine and embalming.

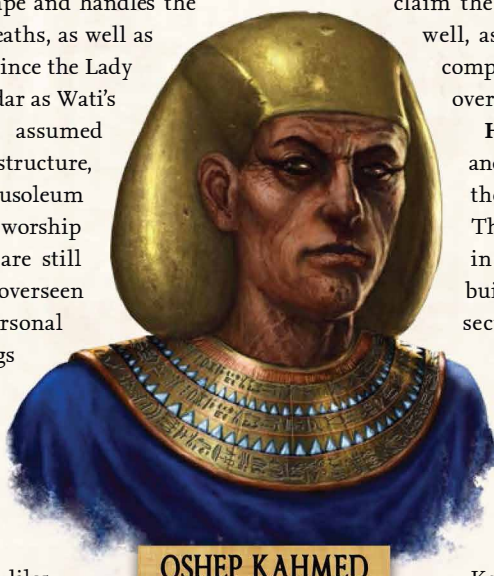
Mistress Bahjut Everhand is a worshiper of Anubis, the ancient Osirian god of the dead, and the Hall of Blessed Rebirth contains a shrine devoted to the jackal-headed deity. Bahjut gained her epithet from her desiccated left hand. Rumors claim that she preserved the exquisitely mummified appendage while still an apprentice. Others claim the old crone mummified her heart as well, as she's never shown a hint of fear or compassion, even to the Pharasmins whose oversight she has come to resent.

**House of the Pharaoh:** Wati's massive and illustrious House of the Pharaoh is the pharaoh's personal estate in the city. The palace hasn't seen a royal occupant in over 30 years, however, and the building functions as the center of Wati's secular authority—though in practice, more of the city's governance takes place at the Grand Mausoleum. While the pharaonic apartments remain empty, the rest of the estate buzzes with bureaucrats maintaining the city's property laws and economic records. Oshep Kahmed, the personal representative of Pharaoh Khemet III, serves as Wati's

overworked, thankless haty-a, or governor, and head of the city council. Despite his lofty title, Kahmed realizes he's little more than an outsider and figurehead on a council of religious fanatics and nobles whose grievances stretch back millennia. He mostly leaves the governing to Wati's long-term residents and rarely votes except to break ties, instead focusing on keeping the city's farms and orchards as productive as possible.

**Insula Mater:** The prominence of Pharamasma's faith in Wati attracts many expectant mothers to the city from outlying villages and regional settlements. Many of Pharamasma's clerics donate time as caretakers and midwives at the Insula Mater, a temple, clinic, and dormitory for pregnant travelers and new mothers. Although eclipsed in importance by the Grand Mausoleum, the Insula Mater still enjoys a steady stream of donations and gifts from Wati's wealthiest women. **"Aunty" Anjet Jehuti** (NG female middle-aged human alchemist 2/cleric of Pharamasma 3) leads the Mother's Handmaidens, the temple's small, full-time staff of clerics and healers.

**Mender's Row:** While Wati's sister city of An exports far more raw textiles, Wati dominates the trio of southern



OSHEP KAHMED



sister cities in the creation of finished garments, funerary wrappings, and rugs. Mender's Row—more often referred to as “the Mend” by locals—is the core of Wati's textile industry, stretching from the Rising Phoenix dye market for several blocks to the city's only textile mill, run by the Essesh family. Competitive pride keeps several dozen independent weaver's shops churning out quality clothing at a steady pace and in a variety of hues. The Rising Phoenix's technique for creating a distinct reddish-purple dye from the local giant crayfish remains a closely guarded secret of the proprietors, **Shamihh Hep** (NG female human sorcerer 3) and **Ohmun Kotem** (LE female human commoner 8), and ensures that Wati's fashions stand out in markets as far-flung as Absalom.

**Precinct of Left Eyes:** This retrofitted fortress houses Wati's town guard. Long ago, Wati's laws dealt only two punishments: gouging out the right eye, or death. Though these laws soon proved untenable, over the years, the locals' nickname for the palace of justice came to be its official moniker. The precinct encloses guard barracks, a jail, and two dozen pillories used for public punishments for minor transgressions. Befitting a city obsessed with death, Wati's criminal underworld revolves around the trade in grave goods and even the dead themselves. In response, the militant wing of the Pharasmin church, the Voices of the Spire, has taken over guarding the tombs in the city of the dead. Rumors also claim that the Voices of the Spire have excavated a dungeon deep beneath the precinct for those criminals, necromancers, and spirits who require fates far worse than imprisonment, torture, or death.

**Sanctum of Silver and Gold:** This small, comfortable temple of Abadar has held sway over Wati's economy for thousands of years, and has been rebuilt and remodeled dozens of times to accommodate the waning and waxing of Abadar's appeal in the region. The result is a confusing layout that confounds visitors and faithful alike, but protects the temple's vault like no guard ever could. The Sanctum's leader, **Banker Anok Tejuht** (LG male half-elf cleric of Abadar 9), implies (but never outright states) that minotaurs stalk his temple's forgotten corners, and at least one would-be burglar has been found at sunrise, mysteriously gored in the temple's adytum.

**Shrine of Wadjet:** When Pharaoh Djederet II ordered Wati's construction, he laid a golden brick where the Asp and Crook rivers mingle to form the Sphinx. The priesthood of Wadjet, the ancient Osirian goddess sometimes revered as the embodiment of the River Sphinx, established a small shrine on the site and constructed a stone staircase on either side leading down into the water. Although Wadjet's faith is no longer as popular as it was during the city's founding, the shrine remains, and most religious and civic festivals in Wati begin or end on these stairs and the plaza before them. Popular superstition

claims that water drawn from the base of the stairs under the sun of the solstice has healing properties, and pilgrims come from across Osirion to make offerings and bathe in the first currents of the holy river. Even the priests of the Grand Mausoleum draw the water for their fonts from the stairs' edge.

**Sunburst Market:** This enormous open-air market forms the bustling heart of Wati. Decorated pillars mark out a regular grid, and various merchants hang attention-grabbing banners and samples of their wares from the painted sandstone columns. On busy days, the open plaza transforms into a maze of tents and tables that display goods ranging from artwork, cosmetics, and food to weapons, poisons, and magical tomes. Traveling merchants from neighboring cities often come to the sunburst market to ply their wares. In theory, all merchants must register with and pay a fee to Abadar's Sanctum of Silver and Gold at the north end of the market, but in practice, as much as a quarter of Sunburst Market's retailers are squatters who move in and out of the city with all the oversight of the desert wind. Most of the fees the temple collects pay for the services of the so-called “Marketwives,” **Rekitre** (LN female human inquisitor of Abadar 5) and **Khupa Yannanza** (N female human rogue 3), who patrol the market in daylight hours, watching for pickpockets and delivering swift justice to thieves. Anyone foolish enough to violate Abadar's law under their gaze soon finds one of their hands added to the dozens already dangling from the plaza's grisly Pillar of Second Thoughts.

**Terhk's Fine Expeditions:** Part caravan company, part hunter's lodge, and part adventurers' guild, Terhk's Fine Expeditions tries to be all things at once for anyone traveling the deserts of southern Osirion. **Terhk Fourwinds** (NG male half-orc expert 3/fighter 3), the towering, scar-riddled proprietor, is always eager to bring on new guards or wilderness guides, though word about town claims he eats those who fail him once too often. Long-time residents know that Terhk's fierce exterior is an act, however, cultivated to sell his company's services and intimidate challengers before they become violent. Around those he trusts, Terhk happily slips on his glasses and whiles away evenings with a book or a senet board. A sucker for fiery, independent women, the pacifist half-orc has pursued a clandestine love affair with Teht Blackblossom of the Whispering Stone for years, though neither of them is willing to admit to their growing need for commitment.

**Threshed Souls Fragrances:** One of Wati's countless perfume and incense sellers, Threshed Souls Fragrances stands out both for its variety of iris-based scents, and by cornering a very special market—trade in mumia, a drug made from the flesh of the mummified dead.



# MUMMY'S MASK

## LOCATIONS

1. Acrid Street
2. Archives of the Ibis
3. Cenotaph of the Cynic
4. The Dry Veins
5. Dust Parlor
6. Getwabb's Tarworks
7. Golden Lake
8. Grand Mausoleum
9. Hall of Blessed Rebirth
10. House of Pentheru
11. House of the Pharaoh
12. Insula Mater
13. Mender's Row
14. Phasmas's Needle
15. Precinct of Left Eyes
16. Sanctum of Silver and Gold
17. Sanctum of the Erudite Eye
18. Shrine of Wadjet
19. Sunburst Market
20. Tahetep's Dance Hall
21. Terhk's Fine Expeditions
22. Threshed Souls Fragrances
23. Tomb of Akhentepi
24. Tooth & Hookah
25. Ubet's Folly
26. Umbracene Well
27. Vizier's Hill
28. Whispering Stone





The shop serves as the headquarters for the Fading, Wati's most successful gang of mumia smugglers. Rather than attempt to smuggle corpses out of the necropolis, the Fading's secret to success has been to sneak their alchemists in. The finished drug is more easily transported and distributed, and is even delivered directly to some of the gang's regular customers. The proprietors of Threshed Souls, **Khim-ali** and **Jhen-din Seht** (NE male human rogue 3), are the sons of wealthy Katapeshi immigrants, but they take their orders from a mysterious veiled overseer whose identity remains hidden even to them. For more information on mumia, see *Pathfinder Campaign Setting: Lost Kingdoms*.

**Tooth & Hookah:** This modest inn and hookah bar is best known for its mascot, Toothy—a tiny crocodile that lives in the inn's well. For more information on this attraction, see page 72.

**Ubet's Folly:** Built atop a fang-shaped jut of rock in the River Sphinx, this fortress was among the first structures completed in Wati's infancy. Intended to protect the harbor from waterborne raiders, it saw little use and was eventually abandoned. Centuries later, the half-crazed dwarf sorcerer Ubet Sandborn took possession of the neglected ruin and spent a lifetime shaping the fortress's exterior into the likeness of a sphinx and carving tunnels deep beneath it. Ubet and his small cult vanished overnight more than 100 years ago. The general assumption is that one of their poorly planned tunnels collapsed, crushing the lot, but some whisper that Ubet stumbled across a secret from Wati's founding best left buried. Ubet's Folly, as the sphinx is now known, still draws occasional curious adventurers, but most of Wati's residents recognize it for what it is—a crumbling ruin more likely to collapse than reveal any treasure. Still, it remains an open secret around town that real sphinxes occasionally visit the structure for some mysterious purpose, otherwise ignoring the city proper.

**Whispering Stone:** Despite being run by the incorrigible liar **Teht Blackblossom** (CG female human witch 3), the Whispering Stone has been Wati's most popular tavern, inn, and game house for generations. The bar is built around an enormous, ruined statue buried up to its shoulders and broken off halfway up the head, leaving only a chin and pair of lips visible atop a 7-foot-high neck. Determining the identity of the so-called "Stone Lips" is a popular pastime in Wati, and the statue has been variously identified as representing Pharasma, some ancient Osirian goddess, one of Osirion's forgotten pharaohs, a local noblewoman lost to history, a warlord who conquered Wati in its earliest days, or a nameless wizard who supposedly tamed the local elementals. Those looking for luck in love sneak a kiss from the sandstone smile—usually after buying a few drinks, of course.

Since taking over the Whispering Stone from her father, Teht has encouraged every rumor and introduced more. She loves to stir the pot, and isn't above using superstition about her family's powers to coax along whatever stories are making the rounds. As both a shameless gossip and a favorite ear for Wati's frustrated servant class, Teht knows many of the city's secrets. She takes as much delight in gathering them as she does sharing them, provided a listener drops enough coin on her onion soup and pomegranate wine. Those looking for solid information should be warned that the Stone's barkeep has a flair for the dramatic, and never tells a full truth.

## CITY OF THE DEAD

The sturdy stone buildings of Wati's necropolis were once part of the living city, and even now could still be mistaken for apartments, estates, shops, or tenements if not for the faded paint and desert sand piling up in the streets. Separated from the rest of the city by high stone walls inscribed with prayers and blessings, the necropolis has an outward appearance of peace and repose. The dusty streets are mostly empty of life, but a variety of creatures, both living and undead, still call the necropolis home, surreptitiously avoiding the notice of Pharasma's clergy. Entrance to this section of the city is highly regulated by the Church of Pharasma, and the priesthood reconsecrates the necropolis each year as part of a weeklong festival surrounding the Day of Bones. Astute locals know that this ceremony provides little actual protection from the dangers hiding in the necropolis.

## NOTABLE LOCATIONS

The following are some of the more prominent locations within Wati's necropolis.

**Acrid Street:** Once the center of Wati's incense and perfume industry, this area takes its present name from the stench of the ravenous dead that now inhabit its streets—ghosts and ghouls. The ghouls have existed here since the Plague of Madness, and even the Pharasmin Voices of the Spire have thus far failed to eliminate them. The cool, dry storage vaults, labyrinthine plumbing, and sturdy construction of the industrial perfumeries provide an ideal habitat for the ghouls, and the lingering smells of ambergris, myrrh, and essential oils confound any attempt to track the undead by their appalling stench. Dozens of feral mobs of ghouls and festrogs make their homes across the necropolis, but Acrid Street hosts three noteworthy packs.

The Lapis Dogs consider themselves the true inheritors of Wati. Descended from those who fell into cannibalism under the effects of the Plague of Madness, the Lapis Dogs prefer kidnapping live prey from the living side of Wati, either to slay and let ripen for later meals or to infect with



ghoul fever and swell their “native” ranks. Their leader, **Het Maht Re** (NE male ghast conjurer 6), claims to be the first victim of the Plague of Madness, and preaches that “foreign” flesh tastes bitter and breeds inferior ghouls. Despite the group’s distaste for foreigners, the Lapis Dogs don’t hesitate to attack them, and newcomers would do well to steer clear of Acrid Street.

By far the most ruthless ghoulish pack is the Sunset in Red, a twisted army made up of unfortunates who have succumbed to mumia addiction. Unwanted in life, these bitter undead find solace in the mad, antiestablishment ramblings of **Gahbek Seh** (CE male ghoulish barbarian 6). They believe themselves the victims of a sick world and ache to escape the necropolis and visit the same unkindness upon the living of Wati.

More sophisticated are the eerily lifelike Walkers of Nemret, who claim to be pilgrims from a ghoulish utopia buried deep beneath the dunes. Disciples of the charismatic **Kesh Rakeen** (LE female ghoulish bard 5), the Walkers of Nemret nibble at the long-preserved dead of Wati and even work with mortal smugglers. Rakeen believes that the demon lord Kabriri created the Plague of Madness and gave it to Lamashtu, and seeks to merge the ancient contagion with her own ghoulish fever.

**Archives of the Ibis:** A combination library and monastery, this quiet retreat for contemplation and learning was dedicated to Thoth, the ancient Osirian god of knowledge, literature, and science. When the Plague of Madness swept through the city, the clerics and monks of the archives took their own lives rather than succumb to the infection, only to rise from their suicides as babbling allips that still haunt the temple complex to this day. The insane contemplatives of Thoth know secrets long buried, and those willing to risk madness might pry precious secrets from their dead lips.

**Cenotaph of the Cynic:** After the Plague of Madness decimated Wati’s population but before the necropolis was consecrated, Wati’s few remaining citizens constructed this tomblike monument in honor of all those who had fallen to the plague. With the coming of the Pharasmians and the creation of the necropolis, the cenotaph was repurposed to house the remains of those citizens who professed no faith in the gods at all.

Today, a cult of lamia sisters called the Amushet inhabits the Cenotaph of the Cynic, guarding it against the living, the dead, and especially the divine. The sisters visit brutal justice on trespassers, but generously welcome fellow atheists or others shunned by the gods. The Amushet sometimes take mates from curious visitors, using them to sire the next generation of their clan. Uncharacteristically merciful for lamias, the sisters allow their paramours to leave merely blinded and hideously insane.

**The Dry Veins:** Once part of Wati’s busy harbor district, most of the canals in this section of the necropolis have been drained and bricked over, creating a network of crypts for the poor and unknown. Artistically inclined clerics of Pharasma make room for new bodies by stacking the desiccated bones into creative sculptures and decorations, giving the catacombs an unsettling charm. The dark labyrinth also provides travel and cover for grave robbers and smugglers, who brick up sections of the tunnels to form hidden storage caches, secret drop points, or even safehouses. Although the Dry Veins are largely safe, strange creatures like chokers, gricks, and giant vermin skitter through the oldest crypts and nest in forgotten corners, and more than a few criminals using the tunnels have met grisly ends before they were able to reclaim their hidden treasures.

**Dust Parlor:** Wati’s largest gambling house now stands eerily empty, avoided even by the undead of the necropolis. Strange lights and noises float through its shuttered windows under the new moon, leading most residents of Wati to conclude that a powerful ghost or demon haunts the building. In truth, the Dust Parlor serves as an unlikely meeting place for many of the area’s elementals, who use the hall as neutral ground to meet, play senet, and exchange stories and wonders. **Abax Crumbletongue** (N male dust mephit rogue 1) ostensibly runs the parlor and spends his days chasing undead away from the property or fretting over the future of his “empire,” particularly recently, as a coven of air elementals called the Stinging Sisters has been dominating the games and is slowly eroding the mephit’s influence.

**House of Pentheru:** Located atop Vizier’s Hill, this mansion of a noble family became its owners’ tomb during the Plague of Madness. The House of Pentheru is detailed on page 21.

**Pharasma’s Needle:** Soon after the Pharasmians arrived in Wati to rebuild and consecrate the city, a burning rock fell from the sky into the River Sphinx where Bargetown now floats. Nefru Shepses took this as a sign of approval from the Lady of Graves, and ordered the black stone dredged from the river’s depths and carved into a capstone for a sacred obelisk, erecting the monument just inside the gates to the necropolis. Today, mourners interring their loved ones inside the necropolis still stop at Pharasma’s Needle on their way to the gravesites to gain the goddess’s blessing for the deceased’s journey to the Boneyard.

**Sanctum of the Erudite Eye:** This ancient temple of Nethys was abandoned following the Plague of Madness. The sanctum is detailed on page 37.

**Tahetep’s Dance Hall:** Born a nameless slave to a Keleshite master in Totra, the warrior who would be called



## WATI, THE HALF-CITY

Tahetep won his freedom after saving the life of his master during a slave uprising. Ashamed that he had sided with his master instead of his fellow slaves, the freedman fled to Wati and took a new name, Tahetep. He established a popular dance and music hall to help drown his guilt in shallow pursuits of the flesh, but the Plague of Madness struck before the old warrior could find any peace. With inhuman strength and skin that reportedly turned aside iron blades, Tahetep slaughtered his wife, children, and two dozen patrons in the course of a single night. Local stories claim the authorities boarded up Tahetep in his dance hall, fearing a confrontation with the lunatic, and other stories insist he remains there even after centuries: immortal, insane, and forever singing the few songs his broken mind remembers.

The story would likely end there, had Tahetep not left his master's service with a fortune in foreign silver. Every few years, a silver ingot stamped with Qadiran markings surfaces in the Sunburst Market, tempting treasure hunters and adventurers to brave the sealed dance hall in search of more. The only person ever known to return is the so-called Dancing Lady of Wati, a now-elderly woman who emerged from the dance hall blind, deaf, and mute, and who waltzes on her single remaining leg through the city streets to a melody only she can hear.

**Tomb of Akhentepi:** This tomb of a respected military commander predates the creation of the necropolis. See page 9 for more details on this site.

**Umbracene Well:** This deep shaft carved into the bedrock beneath Wati existed even before the city's founding, covered by an immense stone plug crafted by unknown hands. In the worst throes of the Plague of Madness, the well became a makeshift pauper's grave, and corpses by the hundreds, if not thousands, were cast into its black depths, which showed no sign of ever filling. Locals believe the well is bottomless, but sages speculate that the shaft likely connects to the Darklands, possibly plunging as deep as the Vaults of Orv. The stone plug that originally covered the well is long lost, and residents of Wati, both living and undead, avoid the site, no doubt due in part to the hundreds of tiny, toothed mouths that line the walls of the shaft, hungrily smacking their lips in the darkness.

**Vizier's Hill:** Before the Plague of Madness, many of Wati's nobles settled upon this hill, but like the other residents of the current necropolis, they abandoned their estates during the pestilence. A clan of dark folk known as the Xotl emerged from the Darklands into Wati's necropolis more than a century ago, taking up residence in the subterranean wine cellars of the villas upon the hill. The church of Pharamasma tolerates the dark folk's presence

in the necropolis, as they help keep the more dangerous vermin in the district under control. As a race that leaves no corpses upon death, the dark folk are fascinated by the human mummies preserved in the necropolis, and their current leader, who goes by the moniker **Unwrapped Harmony** (CN female dark stalker oracle of bones 4), hopes to learn the secrets of mummification to share with her own people.

Over the years, some dark folk have splintered from the primary Xotl clan. The most powerful of these breakaway clans, the Ten Iron Coins, follows the twins **Xikhai the Owl** (NE female dark slayer rogue 2) and **Xikhai the Ox** (NE male dark slayer ranger 2) in looting the necropolis's tombs to shower their adopted family with treasure. The Ten have slowly been working up the nerve to sneak out of the dead city by night and rob the living.



UNWRAPPED HARMONY



## A Hot Night at the Tooth & Hookah

PATHFINDER'S JOURNAL: SHADOW OF THE SANDS 1 OF 6

In Varisia, lush fields ripple in the wind like the waves of an emerald sea, but here the grass is as sere as grandfather's glares. The change in climate and geography took some getting used to. I don't know how to find water or predict storms the way I could back home. I can still follow tracks, but the wind in Osirion can scour the deserts flat in minutes. The dry air irritates my nostrils and chaps my lips, but I rather like the heat. Or at least I did until this last week.

I originally headed for Wati in search of supplies, healing, and gossip—the currencies of a Pathfinder. After a few days under the blazing sun, however, I approached with a new sense of urgency.

My first view of the city, from a rise to the north, was spectacular. I'd have appreciated it more if I hadn't been drenched in sticky sweat, with strips of skin peeling off my face. The walls wound like stone rivers, separating the old

city from the new. Low buildings, painted white to reflect heat, clustered along wide avenues. Across their roofs I saw the Grand Mausoleum, the city's temple to the death goddess, and a ruined statue of a sphinx out in the river. From the eastern side of the city rose a hill upon which noble estates sprawled, looking down on the bustling populace.

It was eerie, as I descended, to see the throngs moving through new Wati's streets, arrayed in colorful caftans and buzzing with sound and life, while old Wati remained still and silent as the graveyard it was.

I made straight for the nearest gate and asked a guard where a foreigner might get a cold drink.

"You don't look foreign," he said, studying my dark skin.

"Looks can be deceiving," I said in my broadest Varisian accent.

He shrugged and pointed down a sandy avenue. "Try the Tooth & Hookah."

I joined the crowds and moved past inns and houses, markets filled with brass lamps and striped rugs, until I reached a quiet section near the old city wall. Canvas awnings stretched over doorways, casting pools of shade on the avenue. A flag hung from one awning, painted with a grinning green crocodile sinking its teeth into a gold hookah. I pushed through the curtained doorway.

Blessed shade and darkness. I sighed with relief as the mud-brick walls did their job, warding off the sun. The floorboards rasped under my boots, a fine layer of sand covering the floor. I took a moment to scan the room. I'd arrived in Osirion via the city of Sothis, and there I'd stayed in an inn catering to foreigners before commissioning river travel to the south. That had been what I was used to when I thought of inns, and this place certainly was not.

Pillows shaped like crescent moons surrounded low, round tables. Water pipes of dinged and dented brass with painted enamel bases sat in the center of each table. Clay bowls filled with the stubs of unlit candles hung from the ceiling. Filtered light from the curtained doorway left the room dim.

It took me a moment to locate the bar among the many counters crowded against the walls. This inn seemed more a miniature market than a tavern. Old books overflowed on a table next to a counter covered with cheap-looking necklaces, bracelets, and earrings. Wispy scarves embellished with tiny shining coins hung on a rack in a corner. The sight of the scarves, so like the ones worn by ethnic Varisian women, gave me a pang of homesickness. I finally located the bar in the opposite corner: a tall, narrow table, its legs hidden by a cotton skirt patterned with faded yellow palm fronds,



*The striped scarf, called a nemes, symbolized pharaonic power. Wonder if this would be considered unpatriotic?*

*Crocodiles play a big part in Osirian mythology and identity. Dangerous and powerful, they're kings of their domain.*

*Even tiny ones, apparently.*



its surface covered with colored glass cups, bronze decanters, and an assortment of liquor bottles. A low stone ring at the end of the bar marked an indoor well.

The Tooth & Hookah seemed a popular place. Almost all the tables were occupied, mostly by Garundi I pegged as locals, but a few by foreigners. No one took much notice of me. A haze of smoke hung in the air, and I recognized the spicy scent of shisha tobacco. I made my way through the cloud and leaned against an open spot on the bar. The fresh, mineral smell of a deep well wafted from the corner.

"I've got a powerful thirst and a horrible sunburn," I told the man behind the counter.

He gave a deep chuckle. His strong features were more intimidating than handsome, but I liked the way his close-trimmed hair curled over his brow. "I can help with the first part. For the second, I recommend staying out of the sun and drinking plenty of liquids. Guess I can help there, too."

I grinned and he poured me something out of the ceramic carafe. "Thanks. You got rooms here?"

He gestured to a set of stairs half-hidden behind a screen painted with a camel. The artist's haphazard brushstrokes gave the poor beast a look of permanent indigestion. "Regular rooms cheap, or a suite for more, but that's for groups of travelers. Unless you've got friends on the way?"

"For tonight, a single room will—" I broke off midsentence as I noticed what occupied the well. "Is that...?"

"A crocodile?" The man's dark eyes twinkled. "It's something, anyway. He surfaced one day and seems to like it here. We feed him scraps, but he never seems to get any longer than six inches. Call him Toothy."

"Well that's a first for me, and I've seen a lot."

"Seems like you have." The man glanced down at my bare forearms. The fresh scars still looked raw. "Had some adventure in the desert?"

"You could say that. Ran into some previously deceased individuals out in the sands. They didn't take kindly to my presence. I'm Nenet, by the way."

One eyebrow shot up. "Farhaan. Undead?"

I nodded as I sipped the sharp, clear liquid in my cup. It smelled a bit like roses and a bit like licorice. My sunburn still hurt like hell, but I was starting to care less. "I thought they might be mummies at first. The books I've read made it sound like mummies pop out from around every corner here. But they weren't nearly powerful enough. Gave me a few good scratches, though."

"I wonder why," a soft voice said at my shoulder. I turned my head and saw a Garundi woman watching me with narrowed eyes. She wore loose linen trousers and a sleeveless tunic belted with a colorful sash. I picked out the table she belonged to right away—the two men who sat at it watched our every move, and seemed about as friendly as the zombies in the desert had been. I also picked out the knife hilt jutting from her sash.

"So many possibilities," I answered. "My looks, my personality. Perhaps my manner of dress offended them."

"And perhaps you were disturbing their place of rest. Many have fallen for the lure of hidden wealth only to find that the dead protect their own."

I put all the ice of Irrisen into my voice. "Are you calling me a tomb robber?"

"I'm saying that, despite all appearances, you don't seem to be from around here. Perhaps you're not familiar with our customs." She moved a half-inch closer, a cobra in motion. "Stealing from the dead is a serious crime in Wati."

"I haven't stolen anything from anyone, living or dead. But if you don't back off, I might just disturb the peace."

She let silence stretch to the point where my hand started creeping toward my sword. I didn't relish the idea of drawing a weapon in a crowded inn, but I wanted the blade in reach in case things took a nasty turn.

Then she drew back. "Simply informing you of some dangers not listed in your books."

"Thanks for the warning." I held her gaze until she broke away and moved back to her table.

"Who's she?" I asked, turning back to Farhaan.

He shrugged. "Name's Kema. Comes in from time to time. There's a lot of people in Wati sensitive about tomb robbing."

"Because of the old city? I read a little about it. No one can go in without permission, right?"

Farhaan glanced at my empty cup and refilled it. I snuck a look at Kema out of the corner of my eye. She was ignoring me, talking with her companions in a low voice. My Osiriani is terrible, but even if I'd been as fluent as grandfather, I couldn't have made out the words. Her voice vanished amid the conversations in the bar, the jingle of coins on the serving women's skirts, and the thrumming of a Garundi harp one man had started plucking. I glanced back at Farhaan as he said, "It's... discouraged. Sometimes the priests ask a person to enter the ruins for a specific purpose, and visitors sometimes request permission to leave offerings and pray for their ancestors. Otherwise it remains empty."

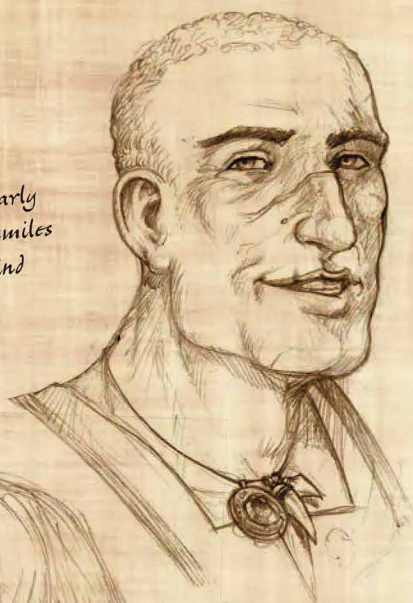
"Well, Kema doesn't need to worry about me. I was out in the desert until I arrived in Wati an hour ago."

"It's not only Wati that people care about. Tombs are seen as sacred places, under the protection of the Lady of Graves." He nodded in the direction of the great temple, as if we could see its looming presence through the walls. "Many in Wati pay homage to Pharama—though just as many follow different gods."

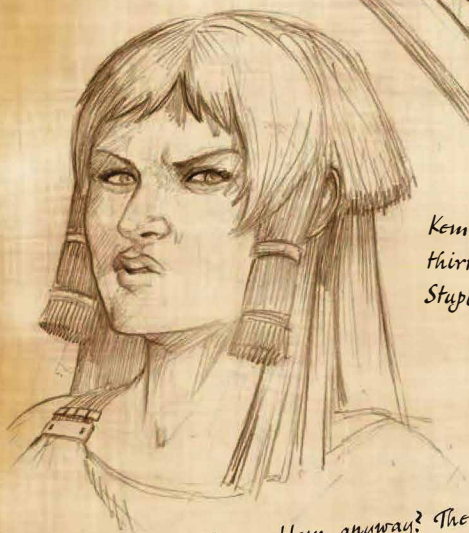
"Like him?" I nodded slightly in the direction of a figure—a man, I guessed, judging by his build—seated at a table alone. He was dressed in dirty white traveling robes and stared silently at the water pipe in the center of his table. A golden mask covered his face, something like a funerary mask I'd seen in illustrations. The flaking around the edge of the mask revealed it to be gold-painted wood.



*Farhaan: Garundi, early forties, large build, smiles like he means it. Kind of handsome, if you like scars.*



*Kema: Garundi, early thirties, bad attitude. Stupid haircut.*



*What's her problem, anyway? The dead are dead. Only their stories live on, thanks to scholars like us.*

The man slipped the mouthpiece of the water pipe under the edge of his mask, sending clouds of scented smoke billowing out from around the mask's edges.

"Your guess is as good as mine on that one." Farhaan chuckled. "More faiths than even I can keep track of in this city."

We chatted for a time about the variety of people Farhaan had seen as an innkeeper and I had seen as a traveler. I told him I had come to Osirion to learn about the history of the country—a story close enough to the truth, and one that didn't mention the Pathfinder Society. Farhaan kept the drinks coming and offered me a complimentary plate of olives, cured meat, and spongy bread drizzled with oil. I grew bolder each time my cup was refilled, even feeding Toothy bits of meat with my fingers.

The bard stopped playing to enjoy drinks bought by the inn's patrons, then resumed his strumming. While Farhaan served others, I wandered the edges of the room, looking over the variety of wares and discreetly studying

the patrons. The sun began its descent and the light from the doorway faded. The serving women stood on tiptoe to light the hanging lamps with long tapers.

Back at the bar, I said, "Life seems pretty good here in the—what do you call it? The Broken City?"

"The Half-City," Farhaan corrected me.

"Right. Well, between the olives and the pet crocodiles and the abandoned necropolis, no one could ever be bored here." I lowered my voice. "Especially if someone had an interesting piece of ancient history to research. One that could unlock secrets, and perhaps earn a bit of extra coin. That would add spice to daily life, don't you think?"

Farhaan narrowed his eyes. "Perhaps."

I glanced covertly around the room. No one paid me any attention. Even Kema was watching the bard in the corner. I dipped my hand into a hidden pocket in my tunic and withdrew a battered oval amulet on a copper chain.

I leaned on the bar and smiled, using my body language to give the impression we were still engaged in lighthearted chatter while shading the amulet from view. "What I said before—about the desert zombies—wasn't exactly true."

The smile dropped entirely from Farhaan's face. "What part, exactly?"

"I'm not a tomb robber. I wasn't there to disturb the dead or to make my fortune."

"That amulet says otherwise."

"Come on, Farhaan." I turned the amulet over in my hand. "Does this look like it's worth more than a few coppers?" When Farhaan didn't respond, I closed my fingers over the amulet. "I think it belongs to me."

"Obviously."

"No, I mean I think it legitimately belongs to me—to my family. I'm not here only to research Osirian history. I'm here searching for my ancestors."

Farhaan still looked doubtful. I laid the amulet on the bar, leaning on one elbow while I stirred the long chain with my other hand. "Family records led me to the location of the tomb. It took me a while to find it and longer to dig out the entrance—hence the sunburn—but I finally gained access. The zombies appeared, just like I told you, but I swear by the spiral I left the bodies and their possessions undisturbed. Well, except for this." I threaded my fingers through the chain and lifted the amulet up again, letting the chain slip over my wrist. "I did take this."

Grudgingly, Farhaan asked, "Why'd you take it?"

"Because I think it can lead me to another tomb, a larger one that might contain preserved records about my family's history. I'm looking for someone to translate these markings, and where I come from, bartenders are the best sources of infor—"

"I knew it!" The voice at my elbow made me jump. I cursed silently. Either the alcohol or my own excitement over my discovery had dulled my alertness. That blasted woman.



"This is a private conversation," I said, trying to slide the amulet down my sleeve.

Kema wasn't fooled. Her eyes, an unusual light green for a Garundi, flashed in the lamplight. "You're a tomb robber."

"You're imagining crimes where they don't exist."

"You walk in here, sunburned and scarred from battle, with an ancient necklace in your pocket, and expect us to believe you didn't unearth that which sleeps beneath the sand?"

She had moved up mere inches from me, her wine-breath warm in my face. My muscles tensed. "Something tells me nothing I say will convince you otherwise, so why don't we take this outside?"

"Huh." She shook her head. "You must think this is my first time retrieving stolen property. Go outside and give you a chance to run away? Hand it over right now."

"Stealing stolen property doesn't seem particularly righteous."

By now, the nearest patrons had realized something was up. Most started putting tables between them and me, but a few leaned in closer, eager for a fight.

Kema sneered at me. "I'll take it to the Grand Mausoleum. The priests there will consecrate the item and return it to the ground." Behind her, the two men she'd been drinking with moved to either side, forming a looming triangle. I eyed their muscled forms with dismay.

When I didn't answer right away, Kema made to say something else—probably a warning about what Pharama would make of my soul—but before she could get more than a word out, I kned her hard in the stomach. She bent over with a whoosh. I sidestepped her and bolted.

Noise erupted in the room as people shouted and pointed. Those who hadn't noticed the trouble brewing certainly realized it now as I made a dash for the door. One of the muscled men threw an arm into my chest, and I bounced back, losing my balance and toppling over.

I half-turned as I fell, which is all that saved me from breaking my neck on the edge of the well. I bruised my ribs on the stones and my face went under the water. My fingers clutched at the pit's slippery edge as I tried to haul myself up, but my hair had caught on Toothy's rough hide. I managed a half-muttered thanks to the gods that Toothy wasn't aggressive as I unsnagged my locks and staggered to my feet.

In the half a minute I'd been down on the ground, Farhaan had leaped across the bar and blocked my attacker's progress. Kema shouted and one of her drinking companions strode past her. Farhaan swung at him. I took a step to the side and tried once again for the door.

This time I dodged Kema's lunge, kicked her hard in the knee so that her leg buckled, and then ducked under the other man's outstretched arm. I was already a couple steps away when the man caught the back of my collar and threw me to one side. I sprawled atop one of the tables, gasping in pain as my already bruised ribs took another hit.

A hand fastened around my ankle and pulled. I scrambled my nails on the wooden surface but lacked the leverage to fight against my attacker. I grabbed the table's water pipe and twisted around as the man dragged me off the table. With precision borne of many years of practice (albeit with knives, not hookahs), I flung the water pipe at his face.

It shattered on his brow with a smash that seemed to echo even in the din. He stumbled back with a shriek and I sprang to my feet. My breath had returned. I glanced at the bar where the two men still fought. Farhaan caught my eye and gave a nod. Trusting him to deal with his opponent, I tried once more for the door.

Kema had recovered by now as well. She threw herself into my path, a long, curved knife in her hand. Apparently she lacked the reservations I had about drawing a weapon in a crowded room. Nearby patrons scattered, shouting warnings that were lost in the bedlam. People were up all over the room, either heading for the door or jockeying for a better view of my tussle with Kema. She slashed at my face and I hopped back, the blade missing me by an inch.

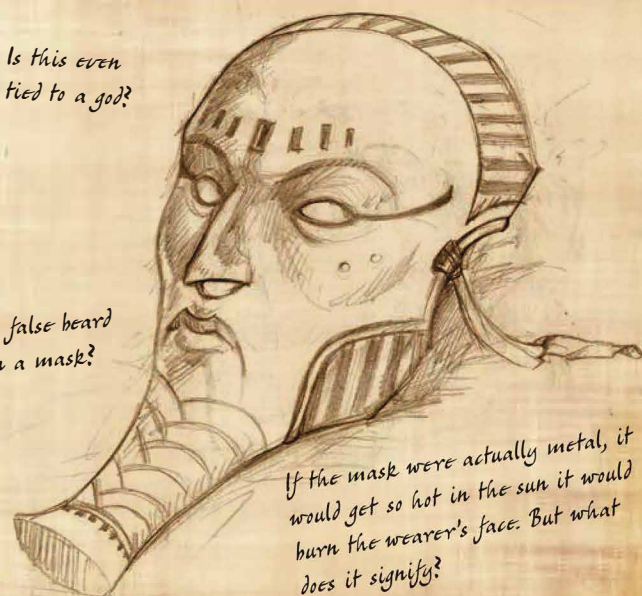
I tried to skip laterally, moving around the edge of the room, but the confounded pillows seemed to be everywhere now and I had to focus on my footing. A server slammed into me as she hastened for the kitchen, and I lost precious seconds trying to fumble my way free. I inadvertently grabbed her scarf as I tried to extricate myself, pulling the winding gauze off her head. She gave an indignant cry before vanishing into the kitchen. I barked my shin against a table and almost went down again as Kema slammed into me from behind.

At least she hadn't stabbed me in the back. Instead, her arm wound around me and pressed the edge of her knife against my throat. I stumbled to an awkward halt,

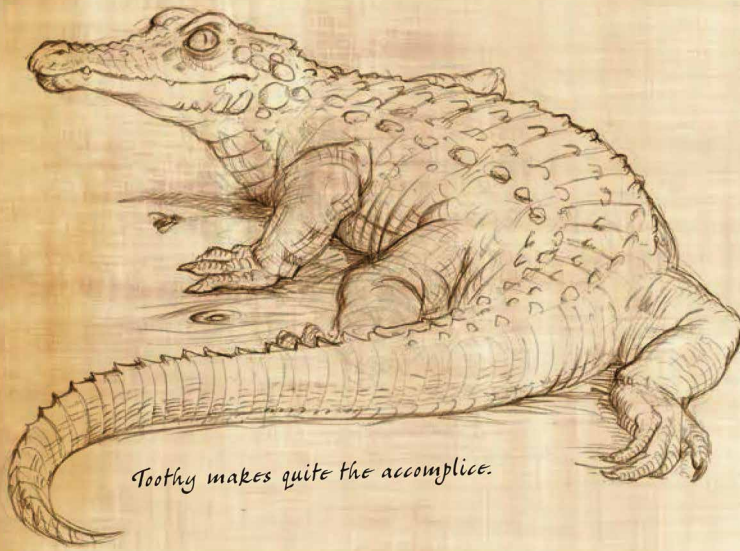
*Is this even tied to a god?*

*A false beard on a mask?*

*If the mask were actually metal, it would get so hot in the sun it would burn the wearer's face. But what does it signify?*







*Toothy makes quite the accomplice.*

her eight dragging on my back while the knife made a hard line against my windpipe.

"Give me the amulet," she ordered.

I balled up the serving girl's scarf in my hand. With a quick move, I slammed my head back into Kema's face while grabbing the knife blade with the wadded scarf. The blade still cut my fingers, but not deeply, and I heard the satisfying crunch of my opponent's nose. She screamed and stepped back. I spun out to the side, away from her, and crashed into one of the merchant's tables along the wall.

My impact with the table combined with a pillow that somehow wedged itself under my right foot was enough to send me tumbling to the ground once more. I hit the floor in a crash of splintering wood, shattering glass, and jingling trinkets. Groaning, I tried to sit up, but a foot on my shoulder pushed me firmly onto my back. Before I could rise, the foot settled on my chest and leaned into me with considerable strength. I blinked as the figure of Kema's muscular friend swam into view.

I lifted my hands to show surrender, the amulet dangling from my right hand. "Alright! Alright. You can have it. Just don't hurt me."

The man wrenched the necklace from my grasp with more force than was necessary. I winced and tried to sit up as his foot eased off my chest.

"Stop." Kema stood next to her ally. Blood streaked her face and sleeve, and she glowered at me with all the fury of a crusader. "That's twice now you've taken me for a fool."

I doubted anything I could say would make the situation better, so I took grandfather's advice for once and kept my mouth shut. Kema turned to her ally. "Search her. She must have grabbed a cheap necklace from this stand and kept the real one hidden."

Obediently, the muscled man examined my clothes and emptied out my boots. He found the empty hidden pocket

in my tunic and showed it to Kema. I made some cursory protests but knew there was little I could do against their combined strength. The second man had vanished—at least, I couldn't see him anywhere, and I noticed Farhaan had a cut lip and a blackening eye. Farhaan made a move toward me, but I warned him off with my eyes. Kema stared at my empty pocket, brow furrowed. She gestured to the spilled rack of cheap jewelry on the ground. "Take it all. Just scoop the whole thing up."

A nearby patron gave a cry of protest. My limited Osiriani led me to understand that he was the proprietor of the counter I'd just knocked over. Kema dropped a handful of gold into his palm, and that seemed to settle the matter. With a final disdainful look at me, she stalked out with her ally in tow.

Groaning, I climbed to my feet. The inn had mostly emptied by this time. The bard remained, already composing a rhyme about the brief but thrilling battle in the Tooth & Hookah. A few patrons sat on the opposite side of the room, smoking and talking and studiously ignoring us. I pulled on my boots as Farhaan hurried up and put a hand on my shoulder.

"So which was worse," he asked, "the zombies or Kema?"

I grimaced. "At the least the zombies were quiet."

I hobbled over to the bar. Farhaan went to pour me another drink, but I waved it away. "I've had quite enough tonight, thanks."

"Do you remember any of the markings?" Farhaan asked.

I gave him a blank look.

"On the amulet. If you remember them, I know someone who might be able to help identify them. Even without the amulet, you could still find your family's tomb."

I made a show of looking around the room before I smiled at Farhaan. "About the amulet. The one I showed you? Wasn't exactly genuine."

He blinked in surprise. "You mean—you *did* give her a fake one?"

I nodded.

"And the ones she bought?"

"Lovely, I'm sure, but none were the one I found in the desert. You don't think I'd give up my prize so easily, do you?"

"You call this easy?" Farhaan's gesture took in our battered appearances. "So where's the real one?"

I leaned down to the well again and gently unhooked the chain from around Toothy's neck. "He's really good-natured. Didn't even blink when I put it on him. Then again, crocodiles don't blink, do they? At least that's what I've read."

Farhaan laughed softly. "You may not be from around here, but I think you're going to fit in just fine."

"You flatter me." I gave him a mock bow. "Now, what about this friend of yours? I need a little more information before I go stirring up the restless dead once more."



## Tooth & Hookah

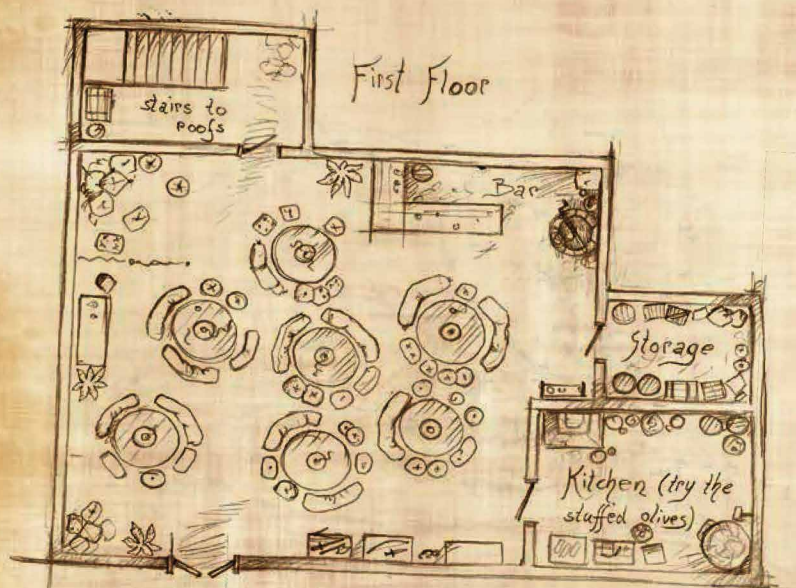
It seems that eight years ago, an explorer and warrior named Farhaan Jehaya entered the neropolis in Wati, with the blessings of the Grand Museum, in order to hunt a powerful necromancer. Though two of his companions died (and one subsequently animated and forced to fight her former friends), Farhaan triumphed with the aid of his compatriots. His reward was enough to allow him to pursue his dream of opening an inn.

Farhaan tells the stories of his adventures easily enough. He shows off the black scar on his left arm that leaves him with a weak grip and intermittent pain—"it aches when it's about to rain" he likes to joke, as rain is a rare occurrence in this land. Yet a shadow always lurks in his eyes. I suspect there are more stories he has yet to tell.

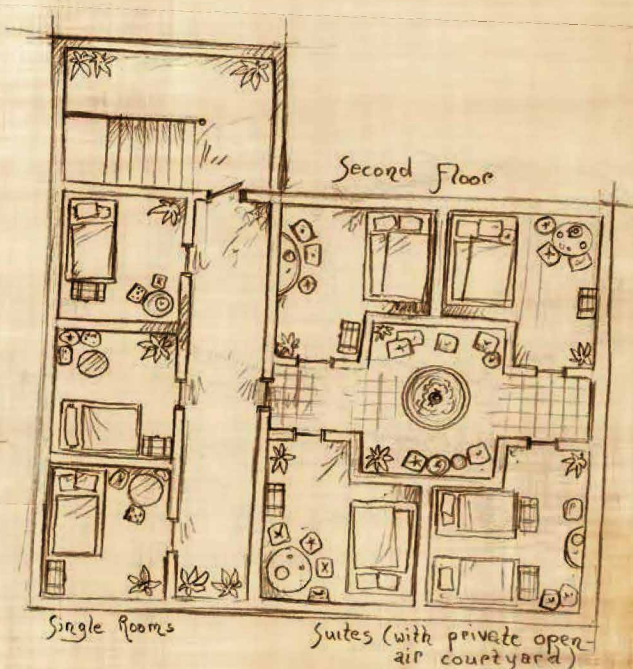
The Tooth & Hookah, Farhaan's inn, is a favorite of locals and visitors alike. The comfortable main room holds a dozen tables, each with its own water pipe. Some of the pipes are antiques handed down in Farhaan's family for generations. Merchants pay a small fee to display their wares on tables around the room, and bards often play in the corner to earn a little coin. The kitchen offers a number of simple but delicious meals. Farhaan serves most common alcohols, mainly a sweetish beer brewed in town, but also keeps some specialty liquors on hand.

Single rooms can be had for 5 gp a night. The Tooth & Hookah also maintains a suite on the roof, of four rooms surrounding a central open-air courtyard that contains a gazing pool and some low couches. The suite can be had for 3 gp a night. I've heard rumors that Farhaan maintains a private lounge for locals and distinguished guests only, but I saw no evidence of one during my stay. I asked Farhaan about it once, and he only chuckled and said the desert has as many rumors as it has grains of sand.

I must also mention the inn's namesake. An interior well provides the inn with fresh water, and apparently one day years ago a miniature crocodile no longer than my arm bobbed to the surface of the well, presumably entering via the subterranean aquifer. He seemed content to stay there, and so Farhaan named him "Toothy" and made him a feature of the inn, where he is quite popular with patrons. A little too popular, some nights—Farhaan says he has to constantly be on guard for intoxicated patrons trying to pour their drinks into the well so that "Toothy can have some, too."



The merchants who rent the tables along the walls spend much of their time (and profit) smoking and drinking in the inn. Everybody wins.



The rooms are cold during the day and warm at night. Perfect!





## BESTIARY

There are more dangers than tomb guardians and curses and dead things in that necropolis, I'll tell you. My uncle was an explorer back in his prime. He's poked around every corner of the desert—once even he came back with an emerald the size of a peahen's egg. Anyway, he was always telling stories about how big statues would suddenly spring to life and chase him out, but the weirdest one was about an old guy who nearly bled out from paper cuts when a shelf of scrolls leapt off their shelves, wrapped him up, and dragged their edges across his whole body. So be careful out there, and don't trust anything but your instincts."

—Sheb, patron of the Tooth & Hookah



The Pathfinder Bestiary for this volume of the Mummy's Mask Adventure Path features an array of swarms, heat-sapping reptiles, strange elemental beings, animated scrolls, and a radiant raptor bird.

## HAZARDS, HORRORS, AND HELPERS

The random encounter table presented here features a number of typical threats the PCs could encounter while exploring Wati's necropolis. During the course of the adventure, the PCs have a 35% chance of a random encounter every hour they spend in the necropolis. If this table is used for random encounters in the rest of Wati, disregard any rolls that result in undead encounters, as the priests of Pharamasma respond promptly to reports thereof and brook no interference. 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.

GMs who wish to learn more about Osirion or those looking for other encounter ideas or hazards should check out *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.

The statistics for each of the members of the following rival adventuring parties can be found in *Pathfinder RPG NPC Codex*. The stat block's name and page number are listed in parentheses after each NPC's name to facilitate fleshing out these groups.

**Chundren's Champions 1 (CR 2):** Led by a greedy cleric named Valtius (mercenary healer, 44), the members of this group recently began their adventuring careers by sailing to Sothis from Absalom in search of riches. Suanet (mercenary magician, 160), the newest member of their company, then led the group to Wati following a tip she got from a fellow arcanist regarding a secret vault of scrolls. Kadasi (superstitious mercenary, 80), a longtime friend of Valtius, provides muscle for the group; they've been looking for a skilled rogue to add to their ranks, but have yet to agree on the best candidate.

**The Amethyst Dragons (CR 3):** An Osirian native from An, Melu (street magician, 178) tries to use guile more than brawn when in a bind, even resorting to *charm person* spells to sooth attitudes and even "recruit" more help if needed. To have a chance at the treasures in the Wati necropolis, Melu recruited a streetwise rogue named Sisto (cutpurse, 144) and a fresh-faced ranger named Krem (novice scout, 128) to try their chances with the lottery. The three have spent some time training in the deserts outside the city. Melu and her companions are just as likely to take treasures from more successful groups as they are to actually follow up on their own lottery assignments.

**The Flickering Four (CR 3):** These four adventurers are still trying to figure out how best to work together. The

## WATI NECROPOLIS ENCOUNTERS

d%	Result	Avg. CR	Source
01–08	Watchful Priest	Varies	See below
09–12	1 darkmantle	1	<i>Bestiary</i> 55
13–16	1 ghoul	1	<i>Bestiary</i> 146
17–21	1 giant solifugid	1	<i>Bestiary</i> 2 253
22–27	Pit trap	1	<i>Core Rulebook</i> 420
28–31	1d6 skeletons	1	<i>Bestiary</i> 250
32–36	1 skulk	1	<i>Bestiary</i> 2 248
37–39	1 Small fire elemental	1	<i>Bestiary</i> 124
40–43	1 choker	2	<i>Bestiary</i> 45
44–48	Chundren's Champions	2	See below
49–54	1d6 giant cockroaches	2	<i>Bestiary</i> 2 58
55–59	1d6 ghost scorpions	2	<i>Bestiary</i> 3 237
60–64	1 ground wasp swarm	2	See page 88
65–69	1 iron cobra	2	<i>Bestiary</i> 182
70–75	Javelin trap	2	<i>Core Rulebook</i> 420
76–79	1 poltergeist	2	<i>Bestiary</i> 2 211
80–85	The Amethyst Dragons	3	See below
86–90	1d4 dark creepers	3	<i>Bestiary</i> 53
91–96	The Flickering Four	3	See below
97–100	1 wight	3	<i>Bestiary</i> 276

group's founder, Fergrim (initiate of flame, 62) quickly resorts to fire when combat breaks out and claims it is the solution to everything. Lirgala (tavern singer, 26) finds that approach dangerous not only to the rest of the group, but also to the treasure and antiquities they are supposed to collect, but she is otherwise enamored with the idea of being a real adventurer. Uncomfortable in the crowded city, Wernan (savage mercenary, 10) has been grumpy since the group formed, always shutting down other ideas with an exasperated harrumph. The arcanist Verichi (cautious mage, 178) keeps claiming he needs to study his tomes and isn't quite prepared enough to go into the tombs, but Wernan just thinks he's afraid to adventure and won't admit it.

**Watchful Priest (CR varies):** To ensure the adventurers are following the rules of the lottery, priests of the Grand Mausoleum or members of the Voice of the Spire patrol Wati's necropolis around the clock. Though they usually patrol individually or in pairs, sometimes groups of priests numbering up to a half dozen are sent on rounds in the necropolis. Rolling this result means that the PCs have been stopped by one of these priests. If the group has been following the rules and showing proper respect for the dead, the priest takes note and is on his or her way. However, if it appears the PCs violated one of the rules, the priest reports their activities to authorities in the Grand Mausoleum. In circumstances where the PCs committed particularly grievous transgressions, the priest might take them in by force.



## AHKHAT

The materials of the building stretch and pull as if made of elastic, taking on the form of an earthen figure with thick stony arms, a roughly hewn torso, and a chiseled, vaguely humanoid head.

### AHKHAT

CR 4



XP 1,200

N Small outsider (earth, elemental, native)

**Init** +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +8

### DEFENSE

**AC** 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)

**hp** 34 (4d10+12)

**Fort** +7, **Ref** +5, **Will** +2

**Immune** elemental traits

### OFFENSE

**Speed** 30 ft.; structural mobility

**Melee** 2 slams +8 (1d6+3)

**Ranged** urn +6 (1d4+3)

**Spell-Like Abilities** (CL 2nd; concentration +3)

At will—*open/close*, *prestidigitation*

1/day—repair structure

### STATISTICS

**Str** 17, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12, **Cha** 13

**Base Atk** +4; **CMB** +6; **CMD** 17

**Feats** Improved Initiative, Throw Anything

**Skills** Craft (carpentry) +6, Craft (stonemasonry) +6,

Knowledge (engineering) +10, Perception +8, Stealth +12;

**Racial Modifiers** +4 Knowledge (engineering)

**Languages** Ancient Osiriani

**SQ** integrated body

### ECOLOGY

**Environment** warm urban

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Integrated Body (Ex)** An ahkhat has no true body. It instead derives its form from the structure it inhabits, emerging from the walls, floors, and ceilings as an extension of the structure. An ahkhat cannot manifest from broken areas of a structure or separate from the building's surface at any time; it can only move within the building materials of the structure it's attuned to. An ahkhat occupies the same space as whatever area of the structure it is presently manifesting from.

If an ahkhat is, for whatever reason, moved 10 or more feet away from its structure, it takes 1d8 points of damage; at the beginning of its next turn, the ahkhat immediately returns to the nearest space within its structure as a free action. If an ahkhat is killed, its manifested body disappears as it's immediately reabsorbed by its attuned structure. When not manifesting from a structure, an ahkhat can't be attacked normally, but it is instantly destroyed if 75% of its attuned building is destroyed. If an ahkhat's keystone (see

the Ahkhat keystones on page 81.) is destroyed, the ahkhat is instantly destroyed.

**Repair Structure (Sp)** This functions like *make whole*, except this ability is strictly limited to the structure the ahkhat inhabits and permanent fixtures attached to the structure. For example, walls, doors, cabinets, and portcullises could be repaired with this ability, but not furniture or an adventurer's equipment.

**Structural Mobility (Su)** An ahkhat can move through solid walls, floors, and ceilings of any material except metal. Its movement leaves behind no tunnel or hole, nor does it create any ripples or other signs of its passage. It cannot move through significantly damaged or ruined sections of a structure until they are repaired. If an area containing an ahkhat is targeted with a *passwall* spell or similar effect, the ahkhat takes 1d8 points of damage and is immediately shunted to the nearest available space in its attuned structure.

An ahkhat is an elemental entity that dwells within a single building or structure, such as a monument, temple, or manor. The floors and walls of this structure are the ahkhat's veins and arteries, and the doors and windows of the building are the creature's fingers and toes. An ahkhat exists solely to maintain and protect its attuned structure. Far from a mere house servant or magical butler, an ahkhat is its structure's consciousness incarnate.

Ahkhts are bound to their structures via a special keystone that's intrinsically attuned to the ahkhat, and they cannot leave the premises of their own volition. Furthermore, ahkhts cannot move through or manipulate structurally damaged parts of their attuned buildings, so they have a vested interest in maintaining the integrity of their demesnes.

When an ahkhat manifests, most often it emerges from a wall as a humanoid-like head, arms, and a torso that jut out. While ahkhts can manifest full bodies as well, since they cannot move away from their attuned structures, they rarely have cause to.

Since an ahkhat's body is one with the structure it embodies, it has no weight or size in and of itself. However, most ahkhts can extend up to 3 feet away from their resident structures; when emerging from the structure, its physical form weighs about 100 pounds, though this weight has no adverse effect on the structure itself.

## ECOLOGY

Ahkhts are a product of Ancient Osirian magic long lost to time. Since the means of creating an ahkhat seem to have been closely guarded secrets and the cost was likely extravagant, these creatures were rare even during the height of Ancient Osirion. Archeologists have discovered ahkhts in desert temples and lavish crypts, but most agree that common homes and other mundane structures



likely did not house such beings. It's known that ahkhats are the result of severe and powerful magical alterations to earth elementals, though by what means and under what circumstances these modifications occurred remains unknown. The magic that caused such a metamorphosis must have been mighty indeed to transform an elemental into a native outsider, and is likely on par with the legendary deeds of the god-kings themselves. Like elementals, ahkhats need not breathe, eat, or sleep.

While not designed for combat, when pressed, ahkhats attack with their powerful limbs, and can reach up through the floor and out of the walls to trip and grab opponents. They're also adept at snatching nearby objects and hurling them at range.

## HABITAT & SOCIETY

Akhkats are solitary creatures without exception. Whatever modifications were made to those earth elementals that would become ahkhats stripped them of both their ability and desire to interact with other creatures, even with other members of their own kind. Ahkhats pay earth elementals as much heed as any other creature. Earth elementals, for their part, recoil at the sight of ahkhats; on some occasions, elementals have been known to rage uncontrollably upon witnessing what they no doubt perceive as an abomination and mockery of their kind.

Only one ahkhat keystone can be attuned to a particular structure or building at a time. Attempting to install a second ahkhat keystone into an already-occupied structure results in a series of violent tremors that pulse throughout the building and rock the structure to its very foundation. During this time, the keystones crack and fall apart, and both crumble into useless piles of rubble unless one is removed within 3 rounds.

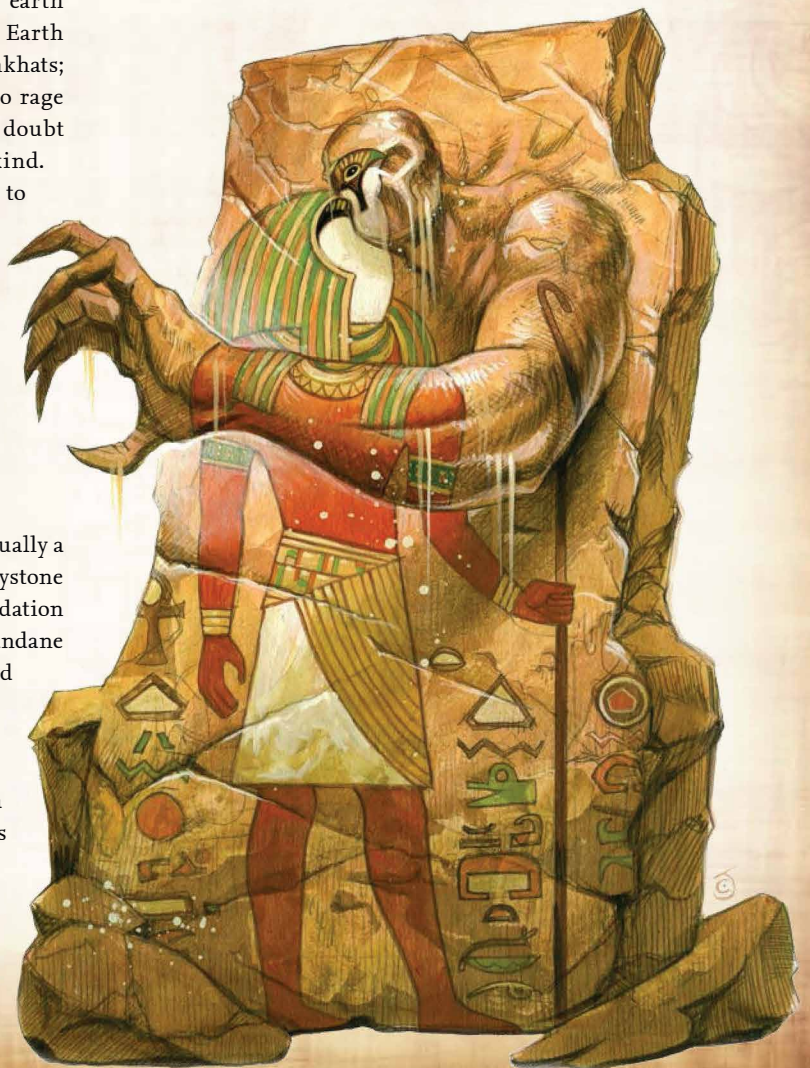
## AHKHAT KEYSTONES

Every ahkhat is tied to its own keystone, which is usually a stone block that weighs hundreds of pounds. The keystone must be included as part of a structure's foundation or cornerstone, or must be exchanged for a mundane keystone as part of a permanent alteration effected by a skilled artisan. Ahkhat keystones are usually difficult to locate, and are sometimes protected by a locked or secret door, devious traps, or magical protections. The outward appearance is typically a carved icon of a humanoid figure, beneath which is written the ahkhat's name in Ancient Osiriani.

Anyone who speaks the ahkhat's name while touching its keystone can attempt to charm the elemental (as *charm monster*, CL 15th, Will DC 17 negates), and may even do so while the ahkhat is elsewhere in the structure. If an ahkhat is under

the control of two or more creatures at the same time, it tries to obey both to the best of its ability. If it receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the ahkhat obeys. An ahkhat cannot approach within 10 feet of its keystone unless granted permission by someone who has successfully used the keystone. Once tamed by use of the keystone, the ahkhat typically assumes a passive or subservient attitude toward the creature that activated it, even after the duration of the charm effect has expired. The ahkhat perceives this creature as the master of the house.

By use of its keystone, an ahkhat can be ordered to enter its keystone and remain there. The stone can then be removed and built into a different building as part of a major construction undertaking or even used in constructing a new building. This is the only way to transplant an ahkhat without destroying it. Details on how to create an ahkhat keystone have faded with time; the knowledge is lost along with the magic that created the first ahkhats.





## GUARDIAN SCROLL

This innocuous-looking scroll abruptly rises in the air, unraveling as it flies. It flits about with serpentine grace, baring its razor-sharp edges.

### GUARDIAN SCROLL

CR 3



XP 800

N Tiny construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 size)  
**hp** 27 (5d10)

**Fort** +1, **Ref** +5, **Will** +1

**DR** 5/magic; **Immune** bludgeoning, crushing, and falling damage, construct traits

**Weaknesses** susceptible to mind-affecting effects, vulnerable to fire

### OFFENSE

**Speed** 10 ft., fly 40 ft. (perfect)

**Melee** slice +9 (1d4+3 plus bleed and grab)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** bleed (1d2), constrict (1d4+3), grab (Medium), slice, strangle

### STATISTICS

**Str** 14, **Dex** 15, **Con** —, **Int** 4, **Wis** 10, **Cha** 12

**Base Atk** +5; **CMB** +5 (+9 grapple); **CMD** 18

**Feats** Dodge, Flyby Attack, Lightning Reflexes

**Skills** Acrobatics +4, Fly +20

**Languages** Common (can't speak)

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or collection (3–6)

**Treasure** none

### SPECIAL ABILITIES

**Slice (Ex)** A guardian scroll's slice attack is a primary attack that deals slashing damage.

**Strangle (Ex)** When a guardian scroll grapples a creature, it entirely covers its opponent's head with an airtight grip. A creature grappled by the scroll cannot see, speak, or cast spells with verbal components, and it must hold its breath (see Suffocation on page 445 of the *Pathfinder RPG Core Rulebook*). Creatures that don't speak or breathe through their heads aren't affected in those manners, nor are those who can see through other means blinded. Any attacks targeting a guardian scroll while it's grappling deal half damage to the scroll and the other half to the grappled creature.

**Susceptible to Mind-Affecting Effects (Ex)** As an intelligent construct, a guardian scroll is subject to mind-affecting effects.

Magical practitioners, both arcane and divine, often use artificial creatures to protect their lairs, libraries, temples, and sacred texts. Sometimes the best of these protectors are ones a thief never suspects—until it's too late. Guardian scrolls are deceptive constructs created from enchanted paper or papyrus. When an intruder enters a proscribed area or touches a prohibited object without first speaking a password or otherwise signaling that it has permission to enter, the guardian scroll rises to attack.

At rest, guardian scrolls appear identical to any number of different types of magical or nonmagical scrolls. Sometimes their ends terminate in wooden or light metal rods. These weighted ends do not hinder or alter the guardian scrolls' ability to move and attack. The texture of such a scroll is quite different from that of any paper, parchment, or papyrus—though from visual inspection alone it's indistinguishable from those materials. Instead, a guardian scroll's papery body is surprising strong and tensile. Even with casual handling, an observer can tell the material is tear-resistant, though it has a fine edge.

When a guardian scroll becomes active, it rises in the air and unfurls to a length of almost 4 feet. It wafts through the air with casual ease as it approaches its target. When it attacks, it stiffens its edges, making them almost as





sharp as razors. It races past its target and draws its entire length across any exposed flesh, leaving a long, deep, and often painful slash that bleeds badly afterward. This is not the scroll's only means of attack, however. It can also wrap itself around a Medium or smaller creature in the blink of an eye, constricting it. While the strength of its constriction is not as terrible as that of a giant snake, the guardian scroll is intelligent enough to strategically wrap itself around the face of its target to blind and asphyxiate. While some barroom adventurers laugh at the absurdity of "aggressive paper," anyone who has faced a guardian scroll knows its tenacity is surpassed only by its viciousness.

## ECOLOGY

Guardian scrolls are artificial creatures, more akin to intelligent magic items than anything spawned in nature. Many do have some connection to the natural world, in that the material used in the creation of their paper is sometimes harvested from treants, quickwoods, or other intelligent tree creatures. In Osirion, guardian scrolls are often created from patches of stranglereeds that grow along the riverbank (see *Pathfinder Adventure Path* #82). Some researchers argue this explains the almost murderous nature that some guardian scrolls manifest. It is possible to create a guardian scroll without killing an intelligent plant creature, but it's a lengthier process that requires much more material, and doesn't appear to change the construct's disposition.

Unlike most constructs, guardian scrolls have a limited intelligence. They lack the bludgeoning strength of other automata, and the variety and sophistication of their possible attacks require more than a simple brute force approach. This same spark of awareness also makes them subject to attacks on their minds.

Sometimes a guardian scroll's creator uses the scroll to record the very information the construct is intended to protect—often a treasure map. The idea is that the scroll fights relentlessly rather than allowing an unauthorized party to study it, such that a would-be thief must destroy it to stop its attacks. This is risky, however. The scroll could be grappled, pinned, and held down by two or more creatures so it could be examined. Worse, since it fights to the death, the information it protects could be lost entirely.

Guardian scrolls forced into scroll tubes go dormant unless they succeed at a DC 15 Will save. A scroll that is still active can usually pop the canister open and escape unless the case has a locking mechanism or other special precautions are taken. If its tube is disturbed, a dormant guardian scroll must attempt a Will save to shake off this forced quiescence; if successful, it abruptly returns to life.

## HABITAT & SOCIETY

One might expect that guardian scrolls would be found only in the lairs of wizards and in great libraries, but the

truth is that while they are commonly placed wherever someone has a secret to keep, they can be found in any number of surprising locations. The scrolls make splendid treasure maps for pirate lords, and as such they are found on ships and islands throughout the Inner Sea. They've even been sent anonymously as sealed missives via courier with instructions to murder the recipient.

## CONSTRUCTION

A guardian scroll's body is usually made of paper crafted from the body of a living, intelligent tree or plant creature; the complex process of extraction usually destroys the creature in the process. For this reason, the creation of a guardian scroll is often, but not strictly, an evil act. A Large- or Medium-sized creature can provide more than enough paper to create dozens of guardian scrolls. The paper produced does not need to be used within a specific time frame, and so may be sold and purchased without the creator destroying an intelligent creature herself. The paper can also be produced alchemically from normal sources of pulp at greater expense with a successful DC 25 Craft (alchemy) check. The additional cost and price for this alternative process are listed within parentheses in the stat block below. Additionally, the creator must inscribe a series of magical words at the very bottom of the scroll. This does not prohibit the scroll from use for spells or other writings, but does require meticulous calligraphy or penmanship.

### GUARDIAN SCROLL

**CL** 8th; **Price** 5,000 gp (7,500 gp)

#### CONSTRUCTION

**Requirements** Craft Construct, *bull's strength*, *false life*, *fly*, *lesser geas*, *magic weapon*, *make whole*; paper made from an intelligent plant creature that dies or is slain during the paper-making process, or a more costly alchemically treated paper; creator must have 5 ranks in Linguistics; **Cost** 2,500 gp (3,750 gp)

## MAGIC GUARDIAN SCROLLS

It's possible to include additional magical writings in the process of a guardian scroll's creation. This process is more expensive, adding 10,000 gp to the construction cost, but grants the guardian scroll spell-like abilities determined by its creator. To make a magic guardian scroll, apply the following changes.

**Challenge Rating:** +1

**Abilities:** +2 Int, +2 Cha. The guardian scroll gains no additional skill ranks.

**Spell-like Abilities:** CL 4th, concentration +6, two 1st-level spells and one 2nd-level spell three times per day, one 3rd-level spell once per day. The creator designates the spells from those the creator can cast.



## SHASALQU

*A ridge of jagged ice runs down the back of this glistening, goat-sized lizard.*

### SHASALQU

CR 3



XP 800

N Small magical beast

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

**Aura** trapping cold (10 ft., DC 13)

#### DEFENSE

**AC** 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

**hp** 30 (4d10+8)

**Fort** +6, **Ref** +6, **Will** +2

**Defensive Abilities** heat absorption, **Immune** fire; **Resist** cold 10

#### OFFENSE

**Speed** 30 ft.

**Melee** tail slap +6 (1d6+1 plus 1d6 cold)

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 14, **Int** 2, **Wis** 13, **Cha** 12

**Base Atk** +4; **CMB** +4; **CMD** 16 (20 vs. trip)

**Feats** Improved Initiative, Step Up

**Skills** Climb +5, Perception +6, Stealth +10

**SQ** frigid flesh

#### ECOLOGY

**Environment** warm deserts

**Organization** solitary, pair, or cluster (3–6)

**Treasure** none

#### SPECIAL ABILITIES

**Frigid Flesh (Ex)** A creature that successfully hits a shasalqu with a natural attack or an unarmed strike takes 1d6 points of cold damage.

**Heat Absorption (Ex)** Fire deals no damage to a shasalqu. Instead, the shasalqu absorbs the fire and gains 1 temporary hit point for every 3 points of fire damage it would have taken. These temporary hit points disappear after 1 hour.

**Trapping Cold (Su)** A shasalqu exudes a heat-sapping aura that makes the air temperature around it plunge. Any creature that begins its turn within 10 feet of a shasalqu takes 1d6 points of cold damage and becomes entangled. A successful DC 13 Fortitude save negates the damage and the entangled condition. An affected creature is entangled for as long as it is within the aura's area plus 1 round after leaving. Other shasalqus are immune to this aura, as are any creatures immune to cold damage or whose cold resistance causes them to take no damage from the aura. When a shasalqu dies, its trapping cold aura persists around its corpse for 1 hour.

While some reptiles bask in the sun's warm embrace to raise their body temperature, a shasalqu is ravenous in its search of warmth. Even in the deserts of the Inner Sea

region, it never seems to have enough heat. Instead of just relying on the sun, a shasalqu gathers energy by sapping the heat from the air (and creatures) around it. An icy, saw-toothed ridge protrudes from its back, and its tail ends in a small club of accumulated ice. A shasalqu uses the intense cold generated from this heat absorption to trap its prey, which is often unprepared for the effects of blistering cold in the middle of the desert. Fighting shasalqus is dangerous business as their cold flesh damages any creature coming into contact with them. A shasalqu is 3 feet tall at the shoulder and weighs about 40 pounds.

## ECOLOGY

Most desert scholars believe that strange biology that fuels a shasalqu's heat absorption ability is the same as that of brown mold, and some even claim that the creatures carry brown mold spores in their bodies. This could account for shasalqus' ability to sap heat from their surroundings even after they die. Shasalqus have rough, gray-blue skin dotted with small beady extrusions much like those of a horned lizard. Because of their sandy environs and the drops of water that melt off their icy ridges, shasalqus' bodies are often caked in a layer of gritty mud. Motionless shasalqus are often mistaken for rocks or small muddy clumps from a distance—a mistake desert travelers quickly come to regret.

Shasalqus' ability to harvest heat from nearby creatures makes them one of the few types of lizards that actively hunt at night. They prefer eating warm-blooded creatures, so they prey upon nocturnal desert fauna such as rabbits, desert foxes, and nesting birds. By catching prey in their chilly auras, shasalqus can bring down animals that would normally have the advantage of speed. Occasionally, shasalqus creep up on encampments and kill travelers' camels while they sleep. Shasalqus prefer to eat larger animals since these creatures can provide food for days, but because they dwell in the resource-poor desert, they typically eat whatever they can. Shasalqus are particularly partial to fire elementals or other supernaturally warm beings, and may pursue such creatures for days in single-minded pursuit of heat and sustenance.

## HABITAT & SOCIETY

Shasalqus live primarily solitary existences. They are territorial creatures and mark off their territory with a unique scent, by which others of their kind can readily determine whether they have come across that particular shasalqu before. To maintain their territorial boundaries, shasalqus must walk the perimeter of their claimed land once every few days to ensure that their scent sticks. They deliver their scent through the droplets of water that melt



off their hides (their “sweat”) during their patrols. When a shasalqu comes across the territory markers of another shasalqu, it slowly follows the edge of the other’s territory, giving ample time for a greater volume of its own droplets to permeate the ground and deliver a stronger scent. The difference between the scents of two shasalqu is almost imperceptible to other creatures, leaving many creatures unaware of territory wars between two or more shasalqus.

Shasalqus dwell in hidden places. Their rocky lairs can be found near oases or along trade routes where prey is likely to wander by. Near oases, they make their lairs far enough away to allow them to sneak up on drinking or bathing creatures and then retreat to their lairs with little effort. When a shasalqu finds a trade route within its territory, it also ensures that its lair is not so close to the route as to betray its presence.

Regardless of their location, shasalqu lairs are often extremely damp since the desert’s heat melts the accumulated ice that crusts on shasalqus’ hides. This makes shasalqu lairs breeding grounds for a variety of mosses and plants, especially those that can withstand colder temperatures. These tiny oases rapidly become too mossy for the shasalqu, forcing it to leave its den in search of a new one. Shasalqus frequently keep multiple dens within their territory and rotate between them.

In rare cases, brown mold forms in the darkened corners of the den, leading some naturalists to conclude that the strange lizards carry spores from this dangerous mold. This conclusion has led expeditions of naturalists into the blazing desert to locate abandoned shasalqu dens and collect samples of brown mold from them. To avoid entering shasalqu dens on their own, these naturalists use long-handled scoops that they prod into the shasalqu den to collect the dangerous mold. Since shasalqus are not immune to cold damage (merely resistant), they abandon their lairs when patches of brown mold form.

Sometimes shasalqus’ moist and muddy lairs attract other thirsty desert creatures. Shasalqus can easily contend with the desert foxes and occasional weary traveler, but should a more powerful creature come across their dens, shasalqus either remain perfectly still, hoping the creature will drink and leave quickly, or else they slink away to avoid confrontations, only returning once the threat has passed.

Though shasalqus usually keep to themselves, some naturalists have recorded clusters of them in places with abundant food. In these rare situations, a hierarchy forms among these simple creatures, and the leader is invariably the shasalqu with the largest ice-club on its tail, a visible status indicator among shasalqus. Shasalqus that challenge the current alpha end up in quick brawls for superiority. In these fights

the challenger often tries to ruin its icy spines or to chip off portions of the ice that has accumulated on the leader’s tail, so its opponent has a less impressive display. Because of this behavior, and the fact that the clubs grow more ice eventually, the dominance of these rare clusters of shasalqus is in constant flux.




Desert nomads sometimes capture shasalqus and use them as sources of water. They dig pits to serve as enclosures for the lizards, and feed them captured rodents or birds. With the shasalqus safely ensconced in these makeshift wells, the nomads then harvest the resultant condensation as a slow but sure method of obtaining water in the desert. Because of the deadliness of the shasalqu’s frigid aura, such hunters often try to catch the creatures with long nets or lassos, and even then only the hardest and most desperate attempt the feat. For one far from the nearest oasis, the capturing a shasalqu could mean the difference between life and death by dehydration.





## SUN FALCON

*The plume of this red and yellow bird is so vibrant as to glow. Each movement sends a ripple of light and color down its feathers that flickers like flames. The air around the small creature shimmers with heat.*

<b>SUN FALCON</b>	<b>CR 4</b>			
<b>XP 1,200</b>				
<b>LN</b> Tiny magical beast (fire)				
<b>Init</b> +3; <b>Senses</b> darkvision 60 ft., low-light vision; Perception +15				
<b>Aura</b> radiance (10 ft., DC 15)				
<b>DEFENSE</b>				
<b>AC</b> 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)				
<b>hp</b> 39 (6d10+6)				
<b>Fort</b> +6, <b>Ref</b> +8, <b>Will</b> +6				
<b>Immune</b> fire				
<b>Weaknesses</b> vulnerable to cold				
<b>OFFENSE</b>				
<b>Speed</b> 10 ft., fly 60 ft. (good)				
<b>Melee</b> 2 talons +11 (1d3 plus 1d6 fire and burn)				
<b>Space</b> 2-1/2 ft.; Reach 0 ft.				
<b>Special Attacks</b> blinding flash, breath weapon (30-ft. line, 3d6 fire, Reflex DC 14 half, usable every 1d4 rounds), burn (1d6 fire, DC 14)				
<b>STATISTICS</b>				
<b>Str</b> 10, <b>Dex</b> 17, <b>Con</b> 12, <b>Int</b> 5, <b>Wis</b> 14, <b>Cha</b> 15				
<b>Base Atk</b> +6; <b>CMB</b> +7; <b>CMD</b> 17				
<b>Feats</b> Flyby Attack, Iron Will, Weapon Finesse				
<b>Skills</b> Fly +15, Perception +15, Survival +5; <b>Racial Modifiers</b> +8 Perception				
<b>Languages</b> Celestial (can't speak)				
<b>ECOLOGY</b>				
<b>Environment</b> warm deserts or mountains				
<b>Organization</b> solitary, pair, or beam (3-6)				
<b>Treasure</b> none				
<b>SPECIAL ABILITIES</b>				
<b>Aura of Radiance (Su)</b> A sun falcon radiates heat and light with the intensity of the noonday sun. Creatures within 10 feet of a sun falcon must succeed at a DC 15 Fortitude save each round or become fatigued. A sun falcon can suppress or activate its aura at will as a free action. The save DC is Charisma-based.				
<b>Blinding Flash (Su)</b> By spreading its wings wide, a sun falcon can blast an intense wave of heat and light in a 20-foot cone as a standard action. All creatures within this area must succeed at a DC 15 Reflex save or take 1d6 points of fire damage and be blinded for 1d4+1 rounds. Creatures that succeed at this save take no fire damage and are instead dazzled for 1 round. The save DC is Charisma-based.				

Sun falcons are birds of omen in Osirion, with a reputation that goes back to the days of the nation's most ancient gods. In many myths and stories, sun falcons act as the eyes of many deities, though most commonly for Ra, who

considers these birds to be among his holy creatures on Golarion. Sun falcons seem to watch over important people and oversee noteworthy events—sometimes from far enough away to be mistaken as a star visible during the day, sometimes from close enough to appear as a second sun. Today, the ancient gods are largely forgotten, but sun falcons still gravitate toward Osirion's heroes and pharaohs, suggesting that these abandoned gods are not so distant.

A typical full-grown sun falcon weighs 2 to 3 pounds and measures 18 inches from beak to tail, with a wingspan approaching 5 feet.

## ECOLOGY

Scholars believe that the brilliant plumage of sun falcons wasn't a natural or even a magical evolution so much as it was divine gift, granted by Ra in the first days of these favored birds' existence. Ancient papyrus scrolls and carvings found in ruins claim the ancient gods of Osirion desired a way to inform mortals they were being observed, and so Ra created the first sun falcons from common desert falcons, imbuing them with his power to shine as bright as the desert sun so as to be seen across the land. This divine gift suffuses every feather on their bodies. Individual lost or stolen feathers shed light as a candle for up to 7 days after being detached, and are often in high demand to accent elegant attire for the upper class.

Despite being creatures blessed with the heat of the sun, sun falcons are mortal and require normal sustenance to survive. To avoid reducing their captured prey to unpalatable ash, sun falcons vent bouts of fire from within, slowly lowering their body in temperature to a level that allows them to consume their meals without first incinerating them.

## HABITAT & SOCIETY

Sun falcons live deep within the deserts of Osirion, though they aren't unknown in Thuvia or even as far west as Rahadom. They build nests atop rocky outcroppings from gravel, pebbles, and shards of metal capable of withstanding their natural heat, but often abandon their nests only months after creation. How long a particular nest has been inhabited can be identified by the darkness of the rocks it is made from. The stones from particularly well-used nests may even have begun to fuse together from the heat, and are typically lined with crude glass formed from melted desert sand. Some enterprising folk collect these abandoned nests wherever they can be found, and sell them in bazaars throughout the desert lands. But as a typical sun falcon may build dozens if not hundreds of these nests over the course of its life, only the most heavily used or otherwise impressive nests have any real value.



So long as a sun falcon remains in a particular nest, it ranges for hundreds of miles in search of prey, primarily desert rodents and other small birds, though they have occasionally been known to attack much larger prey. When fighting anything larger than itself, it begins the attack by making several passes close overhead, relying on its inborn radiance to scorch and exhaust its prey before diving in for the killing blow.

Sun falcons are only aggressive when hunting or provoked. Most often, this provocation comes from opportunistic profiteers searching for abandoned nests or molted feathers. An aggravated sun falcon takes to the sky, and over the course of several days it might attack everything it sees—stranding travelers, setting caravans ablaze, and even drying up oases in its rage. When fighting, a sun falcon usually opens combat with its blinding flash ability to confound its victim's senses. Following this initial attack, the sun falcon keeps its distance and uses its breath weapon. It then uses Flyby Attack to strafe its target and remain out of the creature's grasp. If its fiery attacks don't seem to affect its victim, the sun falcon disengages from the fight and moves on.

Sun falcons have few natural predators, and they are canny enough to easily avoid most mundane hunters. Their ability to fly protects them from most desert predators, and their natural talents with heat and fire help them fend off any other foolish creatures. The biggest threat to sun falcons comes from efreet who walk the deserts of northern Garund. Immune to many of the sun falcons' attacks, efreet hunt sun falcons for sport as if they were common pheasants, dining on the creatures and using their radiant plumage as decorations on their clothing and armor.

The mating habits of sun falcons have long confounded scholars, as every member of the species ever examined has been a mature female, carrying a single already fertilized egg. Because of the birds' association with Ra, some postulate that these eggs are divinely fertilized, though sun falcons are capable of breeding with males of other falcon species, and the result of these unions is always a baby sun falcon. This method of reproduction creates slight variations in the appearance of offspring, but the creatures' abilities are the same.

A sun falcon lays these eggs on an annual cycle, and each bird has its own cycle. It takes approximately a month for an egg to hatch once it has been laid, and a chick reaches full maturity after only 2 months. Sun falcons are often born already capable of flight. Until the chick matures, it hunts alongside its mother as she teaches the fledgling vital skills. After reaching maturity, the young sun falcon



departs into the desert to build its first nest and begin its own cycle.

The only exceptions to this rule are when a sun falcon bonds to another creature. The subject of this bond is typically a humanoid who is suspected to have some great destiny in store. A sun falcon doesn't live with its bonded creature or even have much direct contact, but it keeps nearby, flying above the village or city the person lives in or trailing the person in her travels if she happens to be a desert nomad or leaves her native lands. This bonding process has proven flawed as often as not in the current Age of Lost Omens—though the falcon follows this creature for the remainder of its life, the bonded person is no more likely to have a great future in store for him than might any other. While some skeptics claim that those who believe this legend grant such chosen individuals more chances than they would otherwise receive, artificially inflating their chance of success, others' beliefs also result in unrealistic expectations that these “blessed” individuals constantly fail to meet, which can lead them to instead despair or be rejected by the public.






## SWARMS

Swarms of various kinds of dangerous pests all call Osirion home. Great colonies of wasps build elaborate nests in the cool earth beneath the desert's cracked expanse, and hosts of locusts devastate crops all over the Sphinx Basin. Scarabs, Osirion's most iconic insect, endanger those scouring the nation's tombs, as they gather in large numbers and can quickly tear their victims to shreds. Though swarms of spiders, centipedes, and cockroaches can also be found in the Land of the Pharaohs, the following are more common threats.

### GROUND WASP SWARM

*Thousands of yellow and black wasps form a thick cloud that swirls with savage bites and venomous stings.*

GROUND WASP SWARM	CR 2	  
<b>XP 600</b>		
N Fine vermin (swarm)		
<b>Init</b> +1; <b>Senses</b> darkvision 60 ft., tremorsense 15 ft.; Perception +8		
<b>DEFENSE</b>		
<b>AC</b> 19, touch 19, flat-footed 18 (+1 Dex, +8 size)		
<b>hp</b> 13 (3d8)		
<b>Fort</b> +3, <b>Ref</b> +2, <b>Will</b> +1		
<b>Defensive Abilities</b> swarm traits; <b>Immune</b> mind-affecting effects, weapon damage		
<b>OFFENSE</b>		
<b>Speed</b> 5 ft., burrow 10 ft., fly 30 ft. (good)		
<b>Melee</b> swarm (1d6 plus distraction and poison)		
<b>Space</b> 10 ft.; <b>Reach</b> 0 ft.		
<b>Special Attacks</b> distraction (DC 11)		
<b>STATISTICS</b>		
<b>Str</b> 1, <b>Dex</b> 12, <b>Con</b> 10, <b>Int</b> —, <b>Wis</b> 11, <b>Cha</b> 3		
<b>Base Atk</b> +2; <b>CMB</b> —; <b>CMD</b> —		
<b>Skills</b> Fly +13, Perception +8; <b>Racial Modifiers</b> +8 Perception		
<b>ECOLOGY</b>		
<b>Environment</b> warm deserts or plains		
<b>Organization</b> solitary, pair, or infestation (3–6)		
<b>Treasure</b> none		
<b>SPECIAL ABILITIES</b>		
<b>Poison (Ex)</b> Swarm—injury; <i>save</i> Fort DC 11; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1 Dexterity damage; <i>cure</i> 1 save.		




Ground wasps live in colonies dug into the ground, and even inhabit cracks and hollow spaces within tombs and ruins. These social insects leave their nests only to hunt (or defend the nest), often lurking just within the entrance and relying on their tremorsense to detect nearby creatures. When a creature gets too near their nest, the wasps stream out of hiding and attack.

Many varieties of ground wasps are parasitic, and attack large creatures as a means of reproduction, as well

as in defense. Ground wasps have a paralytic poison, and once a victim has sustained dozens of stings, its body goes limp. Once its prey is incapacitated, a ground wasp swarm descends on the still-living creature and lays hundreds of eggs just beneath its skin. Some ground wasps swarm for food in a similar fashion. Mature ground wasps don't eat much flesh themselves, but they often take down prey so they can retrieve food for their growing larvae.

### PLAGUE LOCUST SWARM

*Buzzing with an ear-shattering drone, this cloud is full of particularly vicious-looking locusts.*

PLAGUE LOCUST SWARM	CR 8	  
N Fine vermin (swarm)		
<b>Init</b> +4; <b>Senses</b> darkvision 60 ft.; Perception +1		
<b>DEFENSE</b>		
<b>AC</b> 22, touch 22, flat-footed 18 (+4 Dex, +8 size)		
<b>hp</b> 90 (12d8+36)		
<b>Fort</b> +11, <b>Ref</b> +8, <b>Will</b> +5		
<b>Defensive Abilities</b> swarm traits; <b>Immune</b> mind-affecting effects, weapon damage		
<b>OFFENSE</b>		
<b>Speed</b> 10 ft., climb 10 ft., fly 40 ft. (average)		
<b>Melee</b> swarm (4d6 plus distraction)		
<b>Space</b> 10 ft.; <b>Reach</b> 0 ft.		
<b>Special Attacks</b> devour, distraction (DC 19), voracious		
<b>STATISTICS</b>		
<b>Str</b> 1, <b>Dex</b> 18, <b>Con</b> 17, <b>Int</b> —, <b>Wis</b> 13, <b>Cha</b> 2		
<b>Base Atk</b> +9; <b>CMB</b> —; <b>CMD</b> —		
<b>Skills</b> Climb +12, Fly +12		
<b>ECOLOGY</b>		
<b>Environment</b> warm deserts or plains		
<b>Organization</b> solitary, pair, or calamity (3–64)		
<b>Treasure</b> none		
<b>SPECIAL ABILITIES</b>		
<b>Devour (Ex)</b> A plague locust swarm causes damage to unattended objects in its space each round as though they were creatures, and can even damage normally inedible objects.		
<b>Voracious (Ex)</b> A plague locust swarm's swarm attack deals double damage to creatures of the plant type and to objects made of paper, wood, or other plant materials.		

Locust swarms can be found throughout Golarion, but the desert lands of Osirion host one of the most destructive types: plague locusts. Swarms of plague locusts can strip acres of crops bare in an hour, and can depopulate small villages in a day as they move through and devour everything in sight.

Not only do these ravenous pests rend flesh and savage crops, but they also are noted for destroying buildings and other property. Plague locust bites can scour tiles off roofs and weaken the exposed support beams of sheds



and stables (to say nothing of what they do to the camels, goats, and horses within). Osirians thank the gods that plague locust swarms are rare and only stream through in large numbers every few years.

Plague locust swarms in other regions are considered to be the work of the demon lord Deskari, especially those found in the northern reaches of Avistan.

## SCARAB SWARM

*This mass of iridescent blue-black insects emits a foul stench, and a faint chorus of thousands of clicking and clacking jaws can be heard from all sides.*

### SCARAB SWARM

CR 3



XP 800

N Fine vermin (swarm)

**Init** +0; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 18, touch 18, flat-footed 18 (+8 size)

**hp** 22 (4d8+4)

**Fort** +5, **Ref** +1, **Will** +1

**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage

#### OFFENSE

**Speed** 30 ft., climb 10 ft., fly 20 ft. (clumsy)

**Melee** swarm (1d6 plus disease and distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 13)

#### STATISTICS

**Str** 1, **Dex** 10, **Con** 13, **Int** —, **Wis** 11, **Cha** 2

**Base Atk** +3; **CMB** —; **CMD** —

**Skills** Climb +8, Fly +0, Perception +4; **Racial Modifiers** +4 Perception

#### ECOLOGY

**Environment** warm deserts

**Organization** solitary, pair, or infestation (3–6)

**Treasure** none

#### SPECIAL ABILITIES

**Disease (Ex)** *Filth fever*: Swarm—injury; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

The scarab beetle is indigenous to warm deserts, particularly those of northern Garund. Scarabs are small, six-legged insects with sharp protrusions on their front legs that they use to aid in burrowing. They are primarily coprophagous, eating dung for sustenance. An individual scarab often spends days rolling a single ball of detritus across the desert until it can find the perfect place to bury and deposit eggs in the dung. Because of this practice of burrowing underground to create new life, scarab beetles have long been associated with Osirian burial rites and the church of Pharasma.

A scarab swarm comprises thousands of scarab beetles, each filthy from its constant contact with dung. Normally inattentive toward other creatures, scarab swarms subject those that get in their way to thousands of sharp bites as well as a highly infectious disease. Indeed, the bites of a scarab swarm are the least of their victims' worries, as the disease they carry claims far more lives than their hunger.

Some religious scholars theorize that scarabs are prone to swarm because they're drawn to the same malign energy that causes some undead to rise in Osirion, though most people regard this explanation as purely superstition. Some worshipers of Pharasma see the arrival of a scarab swarm as a portent for ill fortune and upon encountering such a sight utter quick prayers to the Lady of Graves.





## SANDS OF TIME

**Spoiler Alert!** On these pages you'll find the background and outline for the *Mummy's Mask* Adventure Path. If you intend to play in this campaign, be warned—these pages spoil the plot for the upcoming adventures.



During the First Age of Osirion, the Sky Pharaoh Hakotep I ruled the Land of the Pharaohs. Prior to his death, Hakotep began construction of a flying pyramid tomb using stolen technology from the Shory Empire. Before the pharaoh was buried, however, a sect of Nethys worshipers called the Sacrosanct Order of the Blue Feather stole Hakotep's heart and funerary mask. These two elements contained parts of the dead pharaoh's soul: his *ib*, the seat of his emotion, thought, will, and intention, embodied in his heart; and his *ka*, or "vital spark," which they trapped in his funerary mask. Separated in this way, Hakotep I was unable to pass on into the afterlife, and the third part of his soul, his *ba*—his personality or psyche—remained trapped within his mummified body.

The Sacrosanct Order wanted these items so they could learn the secrets that the Sky Pharaoh had gleaned from studying Shory magic and technology, but with his soul split, they couldn't communicate with him. The pieces of Hakotep's soul empowered the two items, however, creating two powerful magic items, the *heart of Hakotep* and the *mask of the Forgotten Pharaoh*. When Hakotep's successor, Djederet II—also a priest of Nethys—took the throne, he learned about the Sacrosanct Order's actions. In hopes of hiding this shameful event for all time, Djederet purged the records of these happenings and sealed away the two items. Hakotep's heart was placed beneath Azghaad's Spire in Sothis, and his mask was placed in a shrine in the newly founded city of Wati.

However, hidden things have a habit of rising, and when a priestess of Nethys discovered the *heart of Hakotep*, the Sky Pharaoh's spirit rose to possess her. Eager to reunite his splintered soul, Hakotep has gathered a cult of loyal followers to help him find his tomb and his mask so he can once again rule Osirion.

To accent the Adventure Path, GM's can pick up the following resources: *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*; *Pathfinder Player Companion: People of the Sands*; *Pathfinder Cards: Mummy's Mask Item Cards*; *Pathfinder Cards: Mummy's Mask Face Cards*;

*Pathfinder Pawns: Mummy's Mask Pawn Collection*; *Pathfinder Campaign Setting: Mummy's Mask Poster Map Folio*; *Pathfinder Maps: Desert Ruins*; and the *Mummy's Mask Player's Guide*, the latter of which is available as a free PDF download at [paizo.com](http://paizo.com).

### THE HALF-DEAD CITY

By Jim Groves

*Pathfinder Adventure Path* #79, Levels 1–4

The campaign begins in the city of Wati as the church of Pharasma opens the city's vast necropolis for the first time, allowing explorers to delve the tombs in search of the nation's lost glories.

The PCs are assigned three tombs to explore, but while investigating these tombs, the PCs encounter a group of adventuring Nethys-worshipers called the Scorched Hand who have their eyes on one of the PCs' assigned sites, an abandoned shrine to Nethys called the Sanctum of the Erudite Eye. These rival adventurers feel it is their divine right to explore this tomb, so they plan an attack on the PCs in order to get what they want.

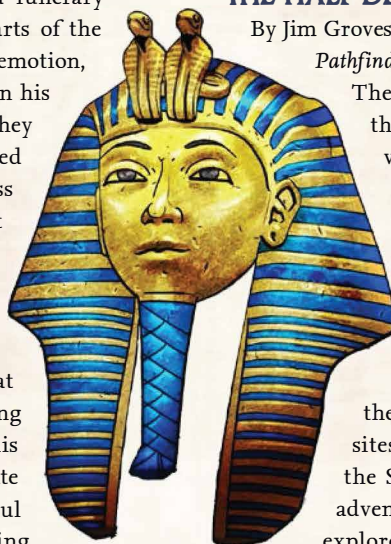
After dealing with the Scorched Hand and completing their search of the Sanctum, however, the PCs learn that a significant treasure was removed from the shrine by an unknown third party, though the repercussions of this event remain a mystery for now.

### EMPTY GRAVES

By Crystal Frasier

*Pathfinder Adventure Path* #80, Levels 4–7

Having recently learned about the *mask of the Forgotten Pharaoh*, a necromancer named Nebta-Khufre stole the mask from the Sanctum of the Erudite Eye and is now using its power to create an undead uprising in Wati. The PCs must help out where they can and figure out what's going on. As they make their way through a city in turmoil, the PCs meet and rescue a Pharasmin priest named Ptemenib who instructs them how to best deal with this onslaught of undead and find its source. The PCs eventually track Nebta-Khufre to a tomb he's been using





as a base of operations. After confronting the necromancer in the heart of his complex, the PCs reclaim the *mask of the Forgotten Pharaoh* and determine that its necromantic magic fueled the undead uprising.

But Nebta-Khufre isn't the only one interested in obtaining Hakotep's mask. Cultists dedicated to the Forgotten Pharaoh have come to Wati to seek their master's lost soul fragment. The PCs cross blades with these cultists in the course of the adventure and learn that the cult of the Forgotten Pharaoh is dedicated to finding the *mask of the Forgotten Pharaoh* and returning the Sky Pharaoh Hakotep I to life to retake his throne.

## SHIFTING SANDS

By Richard Pett

*Pathfinder Adventure Path* #81, Levels 7–10

The PCs travel to the city of Tephu to make use of its vast archives to piece together the different parts of the puzzle of Hakotep I and the *mask of the Forgotten Pharaoh*. Here the PCs must overcome two obstacles: getting access to the archives, which are controlled by the Sacrosanct Order of the Blue Feather, and avoiding the cult of the Forgotten Pharaoh, which causes trouble for the PCs when the cultists discover the PCs are seeking information on Hakotep as well.

Though they don't turn up any decisive information about the cult or the location of Hakotep's tomb, the PCs discover that a man named Chisisek, the architect of Hakotep's tomb, is buried in the desert and his place of rest might hold the key to their quest.

Venturing out to the tomb, the PCs face the desert's deadly threats and eventually find the tomb, but the cult of the Forgotten Pharaoh has gotten there first and stolen the architect's body—something the PCs need if they hope to learn the secrets of Hakotep's tomb.

## SECRETS OF THE SPHINX

By Amber E. Scott

*Pathfinder Adventure Path* #82, Levels 10–13

After wrapping up at Chisisek's tomb, the PCs learn two things: the slave trenches of Hakotep could be a key to finding Hakotep's pyramid, and the cult of the Forgotten Pharaoh has a base inside a giant sphinx statue called the Sightless Sphinx. When the PCs find the Sightless Sphinx after a difficult journey through the desert, they discover that a tribe of girtablilu has surrounded the strange statue. The PCs must deal with this force and gain entrance to the sphinx, where they must defeat the cultists and their leader, a former Nethysian priestess, now possessed by the ib of Hakotep, calling herself the Forgotten Pharaoh.

Defeating the Forgotten Pharaoh doesn't end Hakotep's threat, however. With Hakotep's ib freed, it returns to

his tomb and rejoins with his ba, and the pharaoh rises as a mummy lord in his tomb high above in his flying pyramid. Though the PCs have not yet faced the pharaoh, they know that he has now risen and is an even greater threat than the cult of the Forgotten Pharaoh.

## THE SLAVE TRENCHES OF HAKOTEP

By Michael Kortes

*Pathfinder Adventure Path* #83, Levels 13–15

Using information from Chisisek's recovered body in the Sightless Sphinx, the PCs find out the nature of Hakotep's flying pyramid. The pyramid is invisible and protected by numerous magical wards, making it next to impossible to find and enter without significant magic. The PCs learn that the slave trenches of Hakotep were designed as a powerful weapon against the Shory's flying cities and the PCs can use the slave trenches to call down the flying pyramid and deactivate the Shory technology within.

Before they can travel to the slave trenches, the PCs receive a message from their friend Ptemenib in Wati informing them that the city is under attack by a flying pyramid and pleading for their assistance. Hakotep decided has launched an exploratory attack against Wati, and he has sent a flying pyramid under control of one of his generals.

The PCs make it back to Wati, where they must fight the monstrous forces deployed from the flying war machine before they can gain access to its interior. After putting down this invasion, the PCs travel to the slave trenches to call Hakotep's pyramid down, but they must first conquer the elemental monsters of the slave trenches themselves.

## PYRAMID OF THE SKY PHARAOH

By Mike Shel

*Pathfinder Adventure Path* #84, Levels 15–17

As the Sky Pharaoh's tomb hovers in the skies above the slave trenches, the PC deactivate its defenses and the massive tomb settles to the ground. The PCs must enter the ancient tomb in order to deactivate the fleet of smaller flying pyramids that are poised to attack Osirion. Inside, the PCs face Hakotep's greatest guardians placed there to attend the pharaoh during his eternal rest. They make their way through the complex tomb evading dangerous traps, ancient curses, and devious monsters until they finally reach the Sky Pharaoh Hakotep and his elite guard.

After defeating Hakotep, the PCs can place the *mask of the Forgotten Pharaoh* on his body, reuniting his ka with the rest of his soul. With all the pieces of his soul finally returned, Hakotep passes into the Great Beyond, ending his threat to Osirion forever.



## EMPTY GRAVES

By Crystal Frasier

Following the opening of its necropolis, the city of Wati is overrun by hordes of the unquiet dead. The heroes must once more brave the abandoned streets and dusty tombs of Wati's necropolis in search of the powerful artifact called the *mask of the Forgotten Pharaoh* and the necromancer who is using it to create the undead uprising. But a group of mysterious masked cultists also seeks the artifact to bring a pharaoh from the ancient past back to life. Can the heroes defeat the evil necromancer and return the dead to their graves, or will the half-city of Wati once again become a city of the dead?

## GODS OF ANCIENT OSIRION

By Rob McCreary

This double-sized article explores 20 of the most prominent gods worshiped by the people of Ancient Osirion. Find out their concerns, their spheres of influence, and their relationships with one another. This article also introduces a new subdomain granted by one of these ancient deities.

## AND MORE!

Delve into the forbidden tombs of Wati in the newly redesigned *Pathfinder's Journal*. In addition to the further adventures of Nenet, you'll also find a sample tomb ripe for exploration and side quests, an annotated naturalist's sketch of an undead horror, sample artwork from the walls of an Osirian crypt, and more—all designed for use as handouts to help set the tone and flavor of your game. Plus, hitch up your chariot and charge forth into battle with five strange new monsters suited to the deserts of Osirion that are ready to challenge your PCs in the *Pathfinder Bestiary*.

## SUBSCRIBE TO PATHFINDER ADVENTURE PATH

The *Mummy's Mask* Adventure Path is here! Don't miss out on a single exciting volume—visit [paizo.com/pathfinder](http://paizo.com/pathfinder) and subscribe today to have each *Pathfinder Adventure Path*, *Pathfinder Campaign Setting*, *Pathfinder Player Companion*, *Pathfinder Module*, *Pathfinder Tales*, and *Pathfinder Accessories* product delivered to your door! Also, be sure to check out the free *Mummy's Mask Player's Guide*, available now!

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

**Open Game License v1.0a** © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Adherer from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene and Clark Peterson, based on original material by Guy Shearer.

**Caryatid Column from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Jean Wells.

**Coffer Corpse from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Simon Eaton.

**Dark Creeper from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Rik Shepard.

**Dark Stalker from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Simon Muth.

**Death Dog from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.

**Huecova from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.

**Iron Cobra from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Philip Masters.

**Necrophidius from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Simon Tillbrook.

**Poltergeist from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

**Sandling from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lawrence Schick.

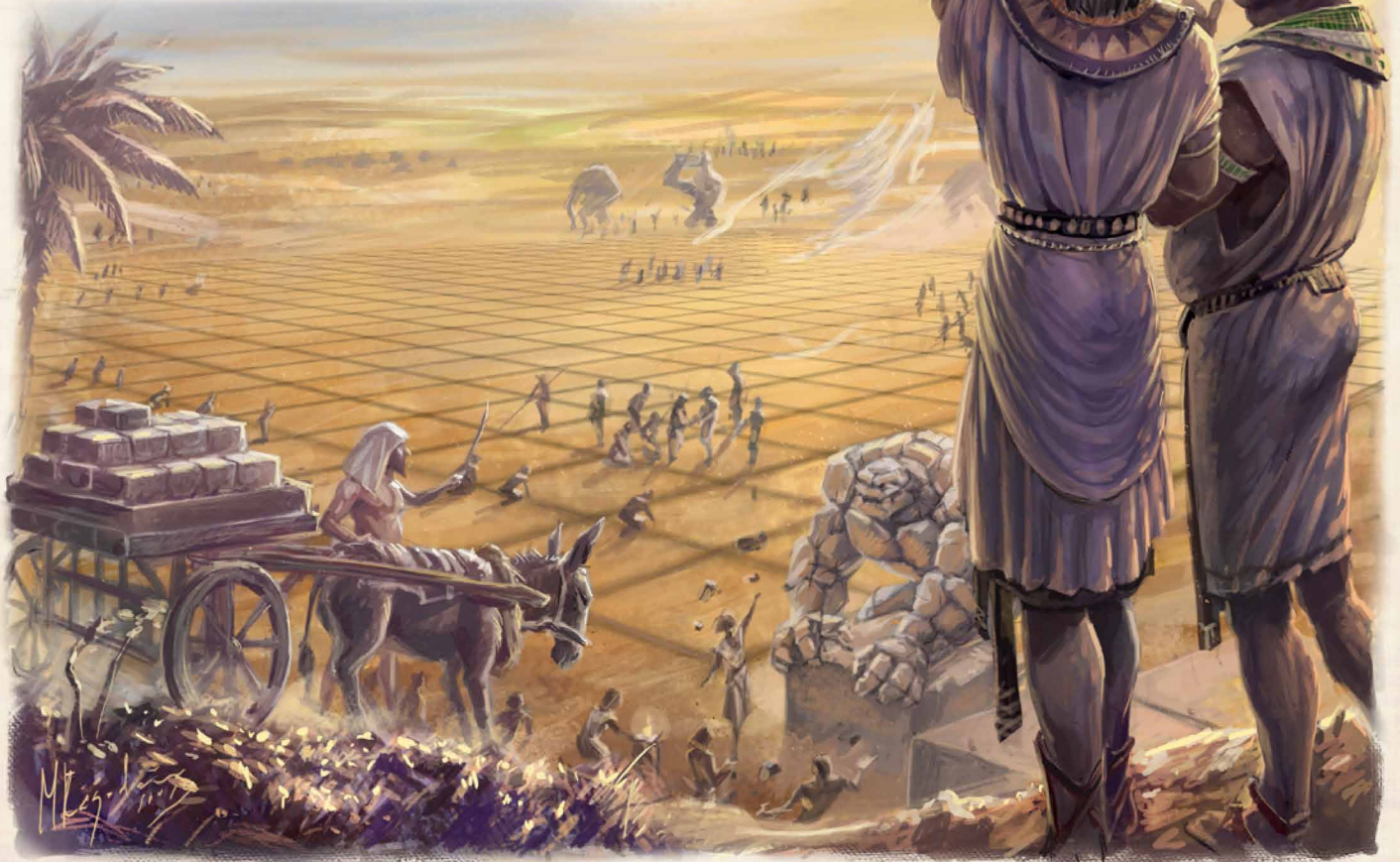
**Sandman from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Roger Mussen.

**Skulk from the Tome of Horrors Complete** © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Simon Muth.

**Pathfinder Adventure Path #79: The Half-Dead City** © 2014, Paizo Publishing, LLC; Authors: Crystal Frasier, Jim Groves, Will McCardell, Michael McCarthy, and Amber E.Scott.



The first step in constructing a pharaoh's tomb is selecting the proper location. The site must be far enough from a river so that the seasonal floods don't inundate the work site and slow progress, but close enough to it to facilitate ferrying in materials and laborers. Surveyors align the site with the cardinal directions and the movement of the stars, then workers clear away the sand and rubble to expose the rock below. Next, they divide the land into a grid and cut a network of trenches cut into the ground; when they then level the site before construction begins, these trenches are filled with the excavated stones and debris. The ancient Osirians commanded squads of elementals and enslaved giants to carry stones, shape the earth, and blow away sand during the construction of these pyramids.



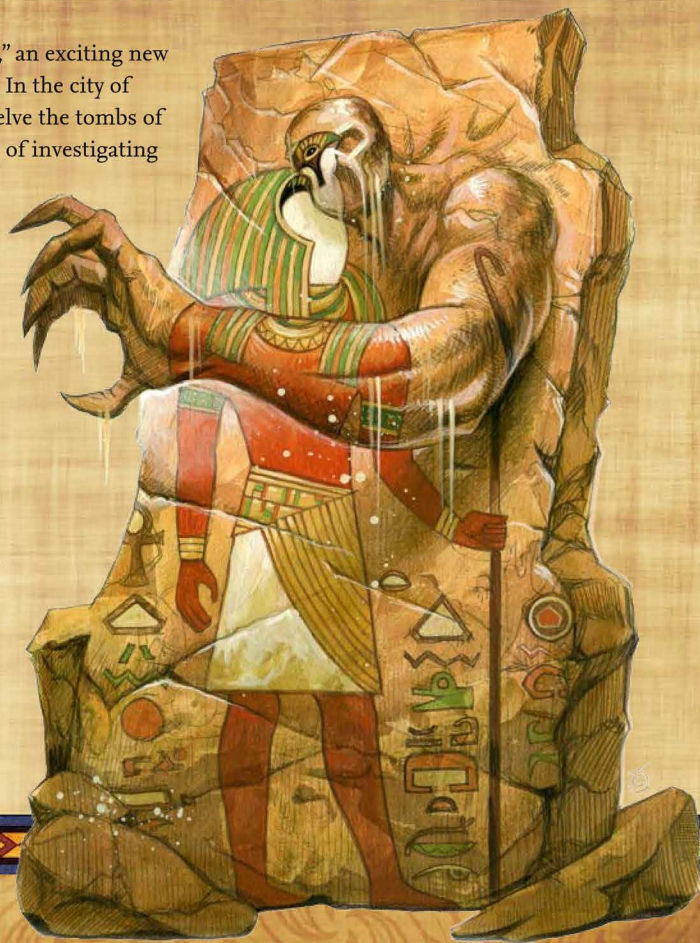


# TREASURES OF THE DEAD

The Mummy's Mask Adventure Path begins with "The Half-Dead City," an exciting new adventure in the pyramid-laden realm of Osirion, Land of Pharaohs! In the city of Wati, the church of Pharamasma holds a lottery allowing explorers to delve the tombs of the city's vast necropolis in search of the nation's lost glories. In the course of investigating dusty tombs and fighting their ancient guardians and devious traps, the heroes encounter a group of rival adventurers intent on keeping one tomb's treasures for themselves. At the same time, the heroes learn that a dangerous artifact has been stolen from the tomb. Can the adventurers defeat their rivals, or will they fall to the undead defenders of the city's necropolis?

This volume of Pathfinder Adventure Path launches the Mummy's Mask Adventure Path and includes:

- "The Half-Dead City," a Pathfinder adventure for 1st-level characters, by Jim Groves.
- A double-sized gazetteer of Wati exploring both parts of this vibrant city dedicated to the dead, by Crystal Frasier.
- A rough welcome to Wati in the Pathfinder's Journal, by Amber E. Scott.
- Five dangerous new monsters, by Jim Groves, Will McCardell, and Michael McCarthy.



[paizo.com/pathfinder](http://paizo.com/pathfinder)

Printed in China. PZO9079