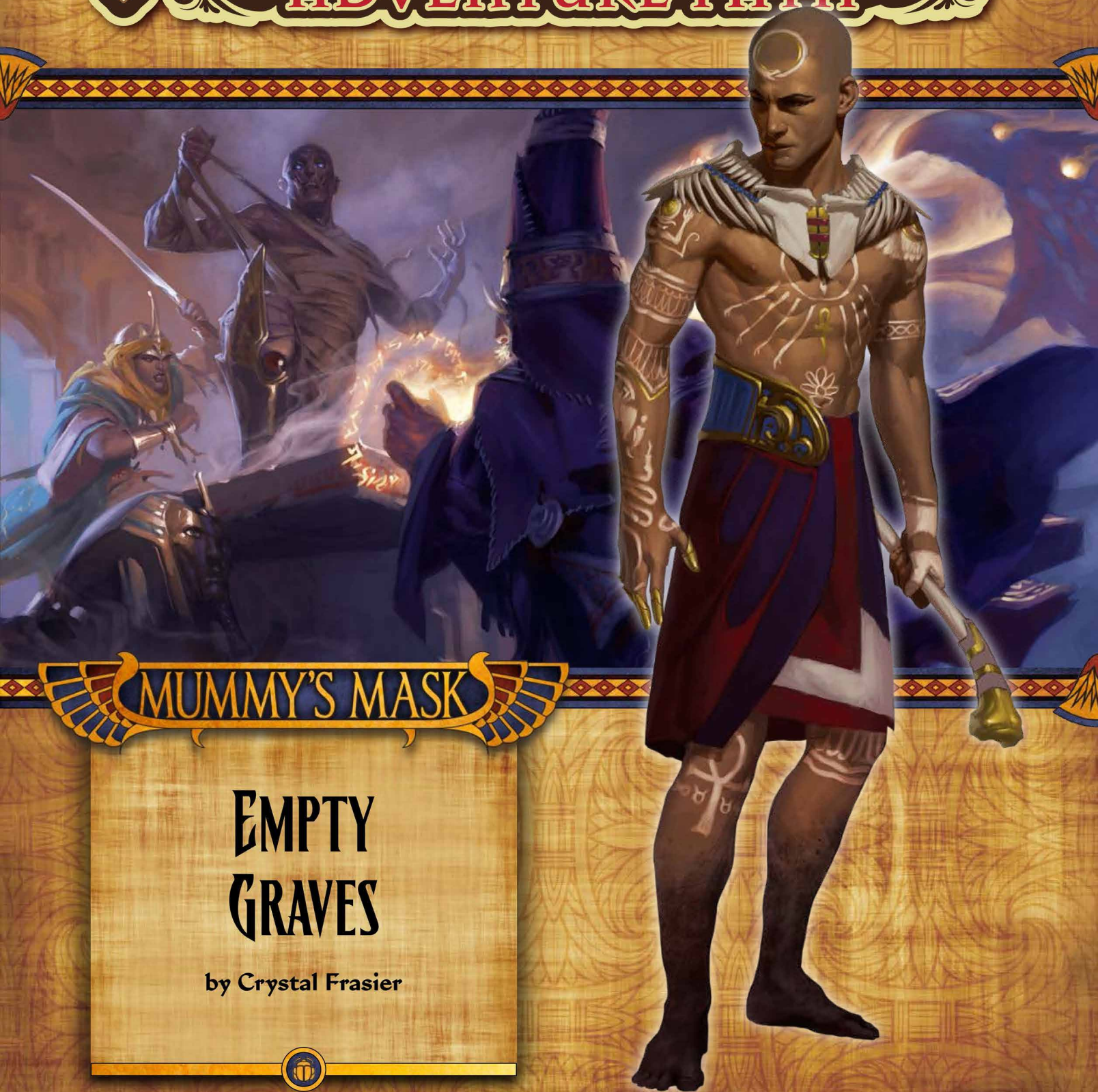


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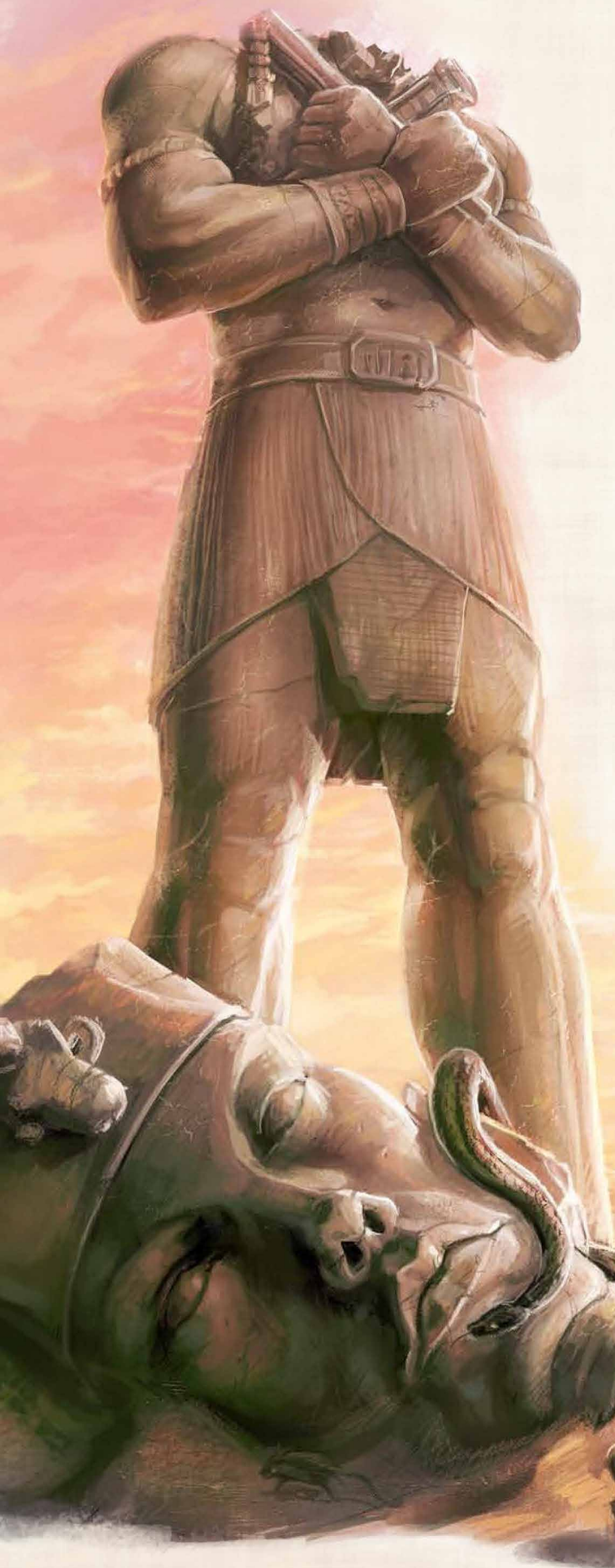


MUMMY'S MASK

EMPTY GRAVES

by Crystal Frasier





In the vast desert stand ruins of Osirion's First Age. Statues of pharaohs tower proudly in the desert in places where ancient cities once thrived. Many of these statues are nameless today, victims of the long march of time. Osirionologists venture into the desert to study these monuments, believing they can unlock the great power the empire once held. These scholars claim that statues of the pharaohs were once enchanted with great power and would bestow boons upon those who showed the proper respect. If the proper offering was presented at the feet of these statues and the correct phrases were spoken aloud honoring the pharaoh, the supplicant would be granted luck, health, and prosperity. Osirionologists have identified some of the statues, but a vast number of them remain a mystery.

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ADVENTURE PATH  PART 2 OF 6

EMPTY GRAVES



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GODS OF EARTH AND SKY

I'm really excited about this month's volume of the Mummy's Mask Adventure Path. Beyond the fact that "Empty Graves" is Crystal Frasier's first adventure for the Adventure Path line, *Pathfinder Adventure Path #80* also contains an article by yours truly detailing the major gods of the Ancient Osirian pantheon—gods with names and forms familiar to those acquainted with Egyptian mythology.

Back when we were first outlining Mummy's Mask, I knew I wanted to do something with the gods of Ancient Osirion. You can't have pyramids and mummies without giant animal-headed statues, and if you're going to have statues with jackal or lion heads, those statues need to represent something. The existence of gods previously unknown in the Pathfinder Campaign Setting was hinted

at in the original *Pathfinder Player Companion: Osirion, Land of Pharaohs*, which included brief descriptions of three ancient Osirian deities—Apep, Khepri, and Wadjet—though with no actual game information such as domains, favored weapons, or even their alignments. Apep, Khepri, and Wadjet are all gods from the real mythology of ancient Egypt, but where was Anubis, Osiris, or Set? For Mummy's Mask, I wanted to explore more of these gods and present rules for clerics and others who might worship them.

History and mythology have always interested me, particularly those of ancient Egypt, and I loved books like 1st edition AD&D's *Deities & Demigods* that brought real mythology into the game. I even backed Jeff Dee's Kickstarter campaign to recreate his art for the Egyptian

Mythos from *Deities & Demigods*, and I've pinned a selection of prints of the Egyptian gods from that Kickstarter to my cubicle wall to inspire me as I work on Mummy's Mask. So once we decided to do an article on the gods of Ancient Osirion, I knew I wanted to be the one to write it.

However, it turned out to be a lot more difficult than I anticipated. We wanted to do 20 gods of Ancient Osirion to mirror Golarion's 20 core deities, but paring down the literally hundreds of Egyptian gods to just 20 proved to be a challenge in and of itself. Who were the most important ancient Egyptian deities? Which gods would readers most expect to see? Conversely, who would they be disappointed to not see?

But these numbers were just the tip of the iceberg. The civilization that we call "Ancient Egypt" lasted for thousands of years, from the Early Dynastic Period of circa 3100 BCE to the end of the Late Period in 332 BCE (and even longer if you include the later periods of Greek and Roman rule). During this time, the gods of Egypt changed as the people who worshiped them did—as one city rose to prominence, so too did its patron gods and goddesses, just as new pharaohs promoted the worship of new or different deities when they took the throne. And as time progressed, various gods incorporated the attributes of earlier deities, and several deities were combined together into syncretized forms, essentially creating composite gods from what had formerly been separate deities.

What this meant for me was that virtually every god had different attributes, spheres of influence, relationships with other deities, and sometimes even names, depending on which period of ancient Egyptian history I considered. At the same time, very different gods often had very similar characteristics. Lastly, these gods had to fit in with the core Pathfinder deities and the cosmology of the Pathfinder campaign setting.

In the end, all of these factors meant making some difficult choices. I picked individual gods whose names I thought a good majority of people would recognize, or who had interesting stories or relationships with other deities. But with room for only 20 gods, some major Egyptian deities had to be cut, particularly those the Egyptians themselves grouped together, such as the Ogdoad of Hermopolis and the Ennead of Heliopolis. Other divinities, such as the sun-disk Aten whose monotheistic worship was instituted during the rule of Pharaoh Akhenaten, were excluded simply because they represented too much of a departure from the more traditional ancient Egyptian gods.

Once I had my core 20 deities, I still had to assign to them alignments, areas of concern, domains, subdomains, favored weapons, and holy symbols. Apparently the ancient Egyptians didn't worship their gods according to the nine alignments of the Pathfinder RPG, and they didn't seem particularly fond of evil gods, so one thing you'll notice in

ON THE COVER

The mysterious and obsessive necromancer Nebta-Khufre appears on this month's cover. Having discovered and stolen the *Mask of the Forgotten Pharaoh* from Wati's necropolis, he's the cause of the undead uprising in this adventure, and the final villain the PCs must face to end the restless dead's reign of terror.



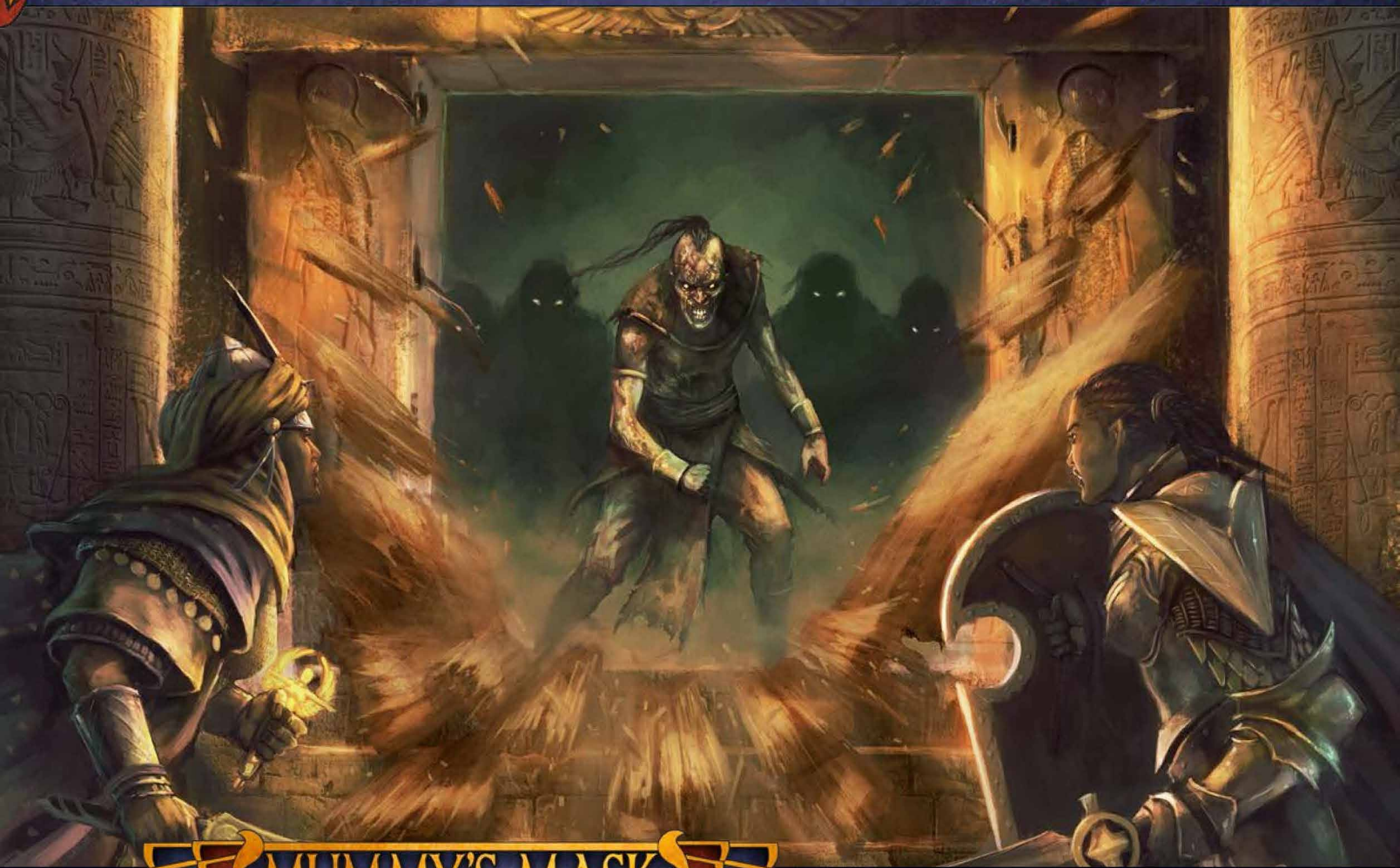
the Ancient Osirian pantheon is a lack of evil gods—with a few exceptions, they just don't really exist. Even Apep, for example, was more of a monster and a foe for Ra rather than actually worshiped. Likewise, not all of them had weapons, or easily identifiable symbols, which means I had to make things up for some of the gods. As far as I know, no one in ancient Egypt ever used a staknife, but it seemed a good choice for Maat's favored weapon. In some cases, I made changes to the stories or natures of these gods to better fit them into Golarion's existing cosmology, but I worked to remain as true to the original mythology as possible.

Though it was hard work to tie all of these pieces together, it was also a lot of fun. I've always enjoyed creating pantheons from scratch (or nearly so, in terms of game mechanics), and trying to figure out how these new gods should interact with some of the preexisting Pathfinder deities was an interesting challenge. It was even more interesting to work out why these gods are the same deities we know from ancient Egyptian mythology. We long ago established that Earth and Golarion exist in the same universe—and the Reign of Winter Adventure Path even connected them in time—so with a little bit of work you can make a pretty good guess as to why the gods of Ancient Osirion are remarkably similar to those of ancient Egypt.

Although these gods were primarily venerated in Ancient Osirion, they're worshiped on a lesser scale in Osirion today. They aren't necessarily less powerful than the 20 core deities of the Inner Sea, but they have a local focus and are not generally known outside of Osirion. Still, any of these Ancient Osirian gods can be chosen as a patron deity by PCs looking for more ancient Egyptian flavor in the Mummy's Mask Adventure Path.

Rob

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MUMMY'S MASK

EMPTY GRAVES

PART 1: AND LO, THE DEAD SHALL RISE

PAGE 7

The PCs are invited to an auction where they can sell the treasures they recovered from Wati's necropolis, only to find themselves and the entire city under attack from a plague of the walking dead.

PART 2: BEST LEFT BURIED

PAGE 28

Venturing into Wati's city of the dead—now overrun with legions of undead—the PCs must contend with the strange denizens of the necropolis as well as members of a mysterious cult while they search for clues to the source of the undead uprising.

PART 3: SEPULCHER OF THE SERVANT

PAGE 46

The PCs enter a hidden tomb in the necropolis to face the zealous necromancer behind the undead uprising, only to discover the true genesis of the undead scourge: a powerful artifact with a forgotten history.

ADVANCEMENT TRACK

"Empty Graves" is designed for four characters and uses the medium XP track.

- 4 The PCs begin this adventure at 4th level.
- 5 The PCs should be 5th level before entering the necropolis in Part Two to search for the source of the undead uprising.
- 6 The PCs should be 6th level before they enter the Sepulcher of the Servant to face Nebta-Khufre.

The PCs should be 7th level by the end of the adventure.

ADVENTURE BACKGROUND

With the blessings of the church of Pharamasma, the ancient tombs of Wati have finally been opened to explorers, but few things buried beneath the city were meant to be unearthed. More than 6,000 years ago, the soul of the Sky Pharaoh Hakotep I was shattered into three pieces by a group attempting to learn his secret knowledge, and the pharaoh's *ka*, or vital spark, became imprisoned inside his gold funerary mask. When the attempt ultimately failed, the *Mask of the Forgotten Pharaoh* was buried beneath an abandoned temple of Nethys in the infant city of Wati to hide the blasphemy visited upon the pharaoh's spirit.

Hidden away beneath the Sanctum of the Erudite Eye for more than 6 millennia, the *Mask of the Forgotten Pharaoh* was consigned to oblivion, until a priestess of Nethys recently discovered yet another fragment of Hakotep's soul—his *ib*, or heart—and was possessed by the pharaoh's spirit. After thousands of years of existing between life and death, the Forgotten Pharaoh could finally act, and began gathering a cult of loyal followers to find the scattered remnants of his soul and return him to life. Meanwhile, the Cult of the Forgotten Pharaoh, whose members wear gold funerary masks modeled on Hakotep's own, has scoured the ruins of Osirion for its master's *ka*, and the cultists' search has now brought them to Wati. Under the leadership of Meret-Hetef and her lieutenant Ekram Iffek, the cult has infiltrated one of Wati's criminal gangs, the Silver Chain, while they comb the city's necropolis for the *Mask of the Forgotten Pharaoh*, unaware that the mask has already been found.

The stirring of the Forgotten Pharaoh's destiny plucked at the strands of fate, plaguing Neferekhu, the matriarch of a line of seers and prophets, with confused insights and unquiet dreams. Visions of a golden mask and a god-king of the skies haunted her sleep, spoiling the bitter old woman's health and eventually killing her. But death didn't free Neferekhu from the golden face—her arrogant and ambitious grandson, the necromancer Nebta-Khufre, animated her as an undead abomination to claim her power for his own. Following the insane rants and oracular insights of his grandmother's severed head, Nebta-Khufre also traced the *Mask of the Forgotten Pharaoh* to Wati. As adventuring groups from all over the Inner Sea region delved into the many ruins and crypts of the city's necropolis, Nebta-Khufre stole into the Sanctum of the Erudite Eye and made off with the powerful artifact. Now ensconced within a hidden tomb in Wati's necropolis, Nebta-Khufre plans to use the *Mask of the Forgotten Pharaoh* to create an army of undead. Obsessed with undeath and visions of his own greatness, Nebta-Khufre will turn Wati into a true city of the dead for him to rule.

PART I: AND LO, THE DEAD SHALL RISE

As the adventure begins, the PCs have finished exploring their assigned tombs in Wati's necropolis. While delving in

the Sanctum of the Erudite Eye, the PCs likely encountered a group of rival adventurers called the Scorched Hand, and discovered that the temple's innermost vault had already been plundered. But these things are perhaps of little concern at this point, burdened as the PCs are with magical trinkets, art objects, and valuable information on Wati's past. The PCs are likely interested in exchanging their hard-won treasures for gold, but this has become a difficult prospect when so many local vendors have been flooded with priceless relics recovered from the necropolis. In fact, the price of historical artifacts and art objects has dropped so sharply from their sudden availability that merchants in Wati are currently paying only 25% of the value of most items (instead of the normal 50%), and 75% of the value for trade goods and other valuable items (rather than the usual full value).

Fortunately, the Grand Mausoleum of Pharamasma has entered into an arrangement with the Canny Jackal, a prestigious auction house and art gallery located at the western edge of the Sunburst Market, to hold an auction where private collectors and other interested parties can bid on items recently brought out of the necropolis. The Grand Mausoleum is also suffering an embarrassment of riches, having spent the past several days accepting percentages of adventurers' proceeds as payments for healing and magical services—and occasionally confiscating items from adventurers who didn't show the proper respect to Wati's honored dead. To serve the community, the Pharamsmians have extended invitations to those explorers who participated in the necropolis exploration as well, in hopes of both keeping many of Wati's treasures within the city by seeing them sold to local collectors and helping coin remain in the local economy.

Once the PCs have left the necropolis following the events in "The Half-Dead City," they receive an invitation from a priest named Ptemenib at the Grand Mausoleum inviting them to the auctions at the Canny Jackal in 3 days. If the PCs want to get full value for their loot, they'd be well advised to attend the auction—and they might even find some items to purchase as well as sell. Until the auction, no major events transpire that require the PCs' attention, leaving them plenty of time to rest from their adventures and wrap up any loose ends from the previous adventure. If the PCs wish to investigate the guest list, they can do so easily (see the following page for a list of the auction's notable attendees). Ptemenib himself is difficult to contact—he's busy with investigations for the church and is unavailable until the night of the auction.

If the PCs decide not to attend the auction, they simply lose the opportunity to sell their treasures and look for gear before the mayhem begins. The *Mask of the Forgotten Pharaoh* still unleashes a wave of undead across the city. If this is the case, simply have the encounter in area A take place wherever the PCs are that evening.

AN EVENING AT THE CANNY JACKAL

The Canny Jackal hosts many of Wati's richest collectors and historians, from local nobles to representatives from An, Tephu, and even Sothis. Auctions traditionally begin an hour after sunset, with a complimentary reception beforehand for the attendees to mingle with one another and enjoy refreshments. This evening, the Jackal is offering cheese-stuffed figs, hard-boiled peacock eggs, onion bread, onion-stuffed squid, fresh and dried fruit, spiced wine, and a sampling of 2,000-year-old honey recovered from one of the tombs. By the time the PCs arrive, several noteworthy members of Wati society have already gathered, and more filter in as the night wears on.

Two dozen attendees other eventually arrive besides the PCs, though only a handful are there to make serious bids. Notable guests include the following.

Baketra (N female human aristocrat 4): One of Wati's richest and most notorious gourmands, she's keen to sample forgotten treats or liquors, or purchase ancient artwork to decorate her large dining room.

Basif Iosep (CG male half-elf expert 3): A wealthy coffee merchant and avid document collector hoping to uncover records about his human heritage.

Djat Masakheth (N male human cleric of Nethys 2) and **Intef Karam** (LN female human cleric of Nethys 3): Representatives of Wati's temple of Nethys, the Sanctum of Silver and Gold, looking for unique magic items and lost temple records.

The Four Lanterns: A cocksure band of Andoren explorers who participated in the necropolis exploration, and now seek to sell their loot and buy masterwork equipment and practical magic items.

Khammayid Okhenti (CN male human aristocrat 1/rogue 1): A young scion of the noble Okhenti family, newly returned from his studies in Oppara and eager to find expensive weapons to impress his family.

Manaath Heshwah (LE female human aristocrat 1/expert 3): The humorless representative of a Sothis trading house, keen on acquiring furniture, housewares, and pottery.

Maru Meshhoten (N female human aristocrat 2) and **Namaru Meshhoten** (NG female human aristocrat 2): An aging dowager and her granddaughter, looking for jewelry, clothing, and scandalous books and scrolls.

Menya the Whip (CG male human expert 2/fighter 2): Rail-thin and with an iron handshake, this ambitious young armorsmith is attending the auction to network,

though he's also looking for a curious centerpiece for his new armor shop.

Ptemenib (N male human cleric of Pharasma 8): Polite but distracted, Ptemenib is attending the auction as the Grand Mausoleum's representative. The priest has a tendency to talk to himself when no one is looking (though he's actually conversing with his invisible psychopomp companion Qasin), and he leaves the auction early—see below. His full statistics can be found in the NPC Appendix on page 60.

In addition, any other adventuring groups that the PCs met in "The Half-Dead City" may also be present at the auction. They should not play much of a role in the encounters to come, but can provide more roleplaying opportunities for the PCs.

Before the auction begins, the PCs can chat with the other guests to learn more about them and pick up a few rumors. Each PC who succeeds at a DC 10 Diplomacy check made to gather information learns one of the following rumors. For every 5 by which the check exceeds the DC, the PC learns another rumor.



PTEMENIB

AUCTION RUMORS

d6 Rumor

- "Rather nice to see the Pharasmins on board with this auction. At least we'll know these relics are real. You can't trust the veracity of just anything up for sale, no matter how old it looks. A group calling themselves the Silver Chain took me for a fortune on a 'Second Age' chest last year. It looked ancient enough, but it turned out the damned thing had only survived a house fire in An."
- "Naturally, the Okhentis will throw their vulgar coin at anything with a blade—if they haven't already spent tonight's share on companionship and liquor, of course."
- "It's absolutely dreadful the way the church is opening our history to so many foreigners. I hear Haty-a Oshep Kahmed is going to increase taxes on travelers from beyond the sister cities to recoup the cultural damage."
- "Some of the adventurers who went into the necropolis didn't fare so well, from what I hear. They say the Sunrise Fellows were betrayed by one of their own, and some shady lowlifes ambushed the Scorched Hand while they were trying to leave the necropolis."
- "Did you know that mumia can protect you against mummy rot? I'd never take the stuff myself—it's made from actual mummies, you know, not to mention illegal—but I'm sure some of those adventuring types in the city these days don't have such scruples."

- 6 I haven't seen any of those fellows in the fancy gold masks tonight. My brother says he's seen them running around the necropolis at all hours, but I suppose they're not selling. A pity—they sounded delightfully exotic!

THE AUCTION

Once the PCs have had time to mingle with the other guests, the auction begins. If the PCs have any goods they wish to put up for auction, they can assemble the items in lots, each containing as many or as few related goods as they desire. To get the best price, the PCs can attempt to interest one of more of the attendees in their wares. If the items for sale relate to that buyer's interests, a successful DC 20 Bluff or Diplomacy check is required. The DC increases to 25 if the items are only tangentially related to a buyer's interests, or to 30 if the buyer is not particularly interested in such items. More than one buyer may be persuaded, but the DC increases by a cumulative +2 for each additional party the PCs attempt to influence after the first, as Wati's nobles begin to smell their desperation. "Market value" is considered 50% of the listed price for most items, including armor, weapons, and magic items, and 100% of the listed price for valuable trade goods, including gems, jewelry, art objects, and the like. If the PCs successfully persuade a buyer, the items in that lot sell for full market value. Every additional buyer interested in the lot drives up the price by 5%. If no buyer takes specific interest in a lot, it sells for 90% of market value.

The auction should enable the PCs to purchase items as well. Select a few items that might be of interest to the PCs to include in the auction, especially specific equipment or magic items that your players might have requested for their characters. In general, assume that a PC automatically wins a given auction with a bid equal to the item's normal market value. If an item or lot for sale relates to another patron's interests, that patron drives the bid price up by 10%—though the PCs can deter such bidding with a successful at a DC 25 Bluff, Diplomacy, or Intimidate check.

Wati's base value for available magic items is temporarily doubled (to 10,560 gp) during the auction, allowing the PCs and other auction guests to purchase items normally beyond the small city's means.

Development: Less than half an hour after the auction begins, the Pharasmin priest Ptemenib leaves. If questioned, he apologizes and politely excuses himself, claiming he has important church business to attend to. Ptemenib is actually following a suspected agent of the grave-robbing Silver Chain gang, but he manages to get himself captured in the process. The PCs will have the opportunity to rescue him in area F.

A. THE CANNY JACKAL

Across the city in Wati's necropolis, the necromancer Nebta-Khufre has used a ghastly ritual to awaken the ka of

Hakotep I within the *Mask of the Forgotten Pharaoh*, releasing a surge of soul energy that washes over the city and its necropolis. This ka pulse infuses Wati's dead with a spark of Hakotep's own life energy and instills within them a hunger for living flesh. As the PCs buy, sell, and chatter at the auction, thousands of undead abominations begin to rise from their graves.

As the auction winds down and the attendees mill about, paying for their purchases and gloating over their acquisitions, a frantic pounding comes from The Canny Jackal's front door. As a servant moves to open the door, it suddenly collapses, reduced to splinters, and a horde of zombies shamle in, hungry for the blood of the living.

These zombies are merely the vanguard of a much larger undead uprising. The Canny Jackal is one of the few venues in the Sunburst Market open so late, so it has become an early target of the roving undead. As the PCs deal with the initial zombie attack, more undead arrive at the auction house in successive waves, rising from embalmers' offices, family crypts, and of course Wati's necropolis itself. Various guests and attendees of the auction find themselves in peril from the undead or the ensuing panic, and if the PCs assist them, they can earn rewards from the grateful victims (detailed in the Development section of area A4).

Use the map on page 15 for the following encounters. Have players start by placing their characters wherever they wish inside the auction house. If you're using miniatures and a battle map, you should place markers or miniatures for any guests of the auction who play roles in these encounters.

A1. Zombie Horde (CR 4)

Creatures: A half-dozen zombies break in through the Canny Jackal's front door, threatening everyone inside. These zombies were part of a shipment of bodies being smuggled into the living city by one of Wati's criminal grave goods gangs, the Silver Chain. When the ka pulse animated the bodies, these six zombies staggered up to the Canny Jackal.

ZOMBIES (6)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

Development: When the zombies first burst through the doors, two of the Canny Jackal's servants, **Ahteb** and **Hamapetra** (N male and female human commoners 2, hp 7 each [currently -1]), were injured. They both lie on the floor in front of the door, unconscious and dying at -1 hit points. If the servants are not stabilized, they die when they reach -10 hit points, and the lingering negative energy of the ka pulse reanimates them as additional zombies.

After the attack, the zombies can be tracked back to the overturned wagon that was carrying their bodies (area B) with a successful DC 16 Survival check.

A2. Collapse (CR 2)

As the auction attendees flee the zombies, the ruckus destabilizes scaffolding at the front of the building. Five rounds after the zombies burst in, the structure collapses in a 15-foot square (area A2). Any character within this area must succeed at a DC 15 Reflex save or take 2d6 points of damage. Two of the auction guests, Maru and Namaru Meshhoten (hp 11 each), are trapped beneath the wreckage. They each take 2d6 points of damage from the collapse, and an additional 1d6 points of nonlethal damage every minute they remain buried. Each woman is buried under 400 pounds of wood and stone. As a full-round action, a character can remove an amount of rubble equal to one-half his heavy load (thus five times his heavy load per minute). Digging tools double this amount. See the rules on cave-ins and collapses on page 415 of the *Pathfinder RPG Core Rulebook* for further details on freeing trapped individuals.

Story Award: Award the PCs 600 XP if they successfully free Maru and Namaru from the rubble.

A3. Hands of the Market (CR 4)

Creatures: The punishment for thieves caught in the Sunburst Market is swift and brutal: the thief's hand is severed, dried in salt, and then hung from the market's Pillar of Second Thoughts as a warning to others. The pillar is considered good luck, and shops and stalls compete for proximity to the grisly memorial. But tonight the only luck it brings is bad, as the mummified hands of thieves are given fell purpose by the ka pulse. Six rounds after the zombies enter the auction house, six crawling hands burst free of their bonds and scurry into the Canny Jackal.

While most of the hands belonged to unspecified thieves, one of them has a special relationship with one of the auction guests. When he was merely an apprentice, Menya the Whip caught a halfling thief whose hand then ended up on the Pillar of Second Thoughts. The thief still lives, but his hand bears Menya ill will and attacks the armorsmith before he can flee. If the PCs don't intervene, assume the crawling hand strangles Menya to death in 4 rounds.

CRAWLING HANDS (6)

CR 1/2

XP 200 each

hp 9 each (*Pathfinder RPG Bestiary* 259)

A4. The Cursed Mummy (CR 5)

Creature: Resting among the other grave goods in one of the Canny Jackal's storerooms (area A4) is the elaborate sarcophagus of Amadjawet, a minor noble whose family crypt and its contents were cloaked in illusions to protect them from grave robbers. When the Four Lanterns discovered an apparently empty sarcophagus in the tomb, they opted to retrieve and sell it rather than leave empty-handed, never realizing that the sarcophagus held the permanently invisible mummy of Amadjawet. The ka pulse awakened Amadjawet into an undead mummy, and she has spent the past several minutes clawing at her prison. Ten rounds after the initial zombie attack, the now-visible Amadjawet finally bursts free. Mistaking the PCs for tomb robbers, she attacks.

AMADJAWET

CR 5

XP 1,600

Female mummy (*Pathfinder RPG Bestiary* 210)

hp 60

Development: If the PCs rescue one or both of the Canny Jackal's servants in area A1, the auction house's owner Minnothet (NG female human expert 5) contacts the PCs the following day, offering them a collection of potions that she was unable to sell as a reward. The collection



EMPTY GRAVES

consists of an *oil of hold portal*, a *potion of aid*, a *potion of sanctuary*, and a *potion of spider climb*.

If the PCs rescued Maru and Namaru Meshhoten from the collapsed scaffolding in area **A2**, the PCs receive an invitation from the widow Maru once Wati's Panic Level drops to 10 or lower (see *Panic in the Streets*), inviting them to visit her at the Meshhoten estate in the city's Morning Sun district. To properly thank the PCs, Maru rewards them with diamonds worth 600 gp. In addition, she offers to make an embarrassingly large donation in the PCs' names to a temple of their choice, granting the PCs a +2 bonus on all Charisma-based checks when dealing with members of that faith in Wati.

If the PCs saved Menya the Whip from the crawling hand in area **A3**, he finds them at the Grand Mausoleum after they rescue his friend Ptemenib (see area **F**), eager to tell his saviors about his new armor shop in Wati's Midwife district. In thanks for saving him, Menya gives them a sample of his finest wares, a pristine suit of *mistmail* (*Pathfinder RPG Ultimate Equipment* 127). He also offers the PCs a 25% discount on any other armor they might want to purchase or have made.

Finally, following the events at the Canny Jackal, the Four Lanterns start to worry they're in over their heads. If the PCs slay the mummy Amadjawet in area **A4**, the Four Lanterns' wizard decides to retire and leaves some of his gear to the PCs in thanks, consisting of a +1 *dagger*, a *scroll of burning hands*, a *scroll of color spray*, a *scroll of grease*, and a *scroll of shield*. If either the PCs fled from Amadjawet or she defeated them, the mummy begins stalking the members of the Four Lanterns—killing them one by one over the next 4 days.

A CITY IN PERIL

After this initial wave of undead, things calm down slightly—at least at the Canny Jackal. The howls of rotting lungs and screams of mortal fear echo across the city, and it quickly becomes clear that the Sunburst Market isn't the only location under siege. Across Wati, the *Mask of the Forgotten Pharaoh's* ka pulse has animated hundreds of the dead, from the newly fallen being prepared for burial to beloved ancestors and even pets interred beneath family homes. Without saviors, hundreds will die—perhaps thousands—and it will take several days before the town guard and the military wing of the church of Pharasma, the Voices of the Spire, can coordinate on a plan to end the blight and make the city streets safe again.

The majority of the encounters in this adventure involve the PCs helping defend the city and its residents from this undead uprising. Ideally, the PCs will take the initiative themselves, as the authorities have little time to spare to seek out the group's assistance. Should the PCs report to any of Wati's temples or government buildings, they are

immediately recruited for civil defense, and in exchange are offered free healing at the Grand Mausoleum until Wati's Panic Level (see *Panic in the Streets*) is reduced to 10 or less.

The following encounters are both event-based and location-based, and each encounter includes guidelines on when and where they should take place. For the most part, these encounters can be run in any order you wish, based on the PCs' actions, but the PCs should complete the encounters in Part 1 before venturing into the necropolis in Part 2. If the PCs are officially deputized, they can be sent to specific encounter locations. Once they rescue Ptemenib (see area **F**), the Pharasmin cleric can be used to direct them to other problem areas around the city. If the PCs are on their own, they can either hear rumors about problems cropping up or stumble upon encounters as they explore the city. If the PCs lack direction, use the encounter with the nosoi psychopomp Qasin (**Event 1**) to put them on a scent and eventually guide them the Bright River Brickworks (area **F**) to rescue Ptemenib.

PANIC IN THE STREETS

No one reacts well to the dead rising from their graves, least of all common artisans and peasants. When the disaster strikes Wati, most of the city's citizens seal themselves in their homes or flock to the temples for protection. While the undead remain, the living half of Wati becomes a virtual ghost town; shops, craftspeople, and even temples close down and remain unwilling to do business.

This chaos and unrest is reflected in the city's Panic Level, which details the effects the undead uprising has on Wati's population, economy, and society. The current Panic Level adjusts some of Wati's settlement modifiers and other statistics (detailed in the city's stat block in *Pathfinder Adventure Path* #79). Rules for settlement stat blocks can be found on page 204 the *Pathfinder RPG GameMastery Guide*.

On the first night of the uprising, following the attack on the Canny Jackal, Wati's starting Panic Level is 20. Throughout the adventure, the PCs' actions in various encounters can raise or lower this number, steering the people of Wati toward a mass exodus from the city or back toward normalcy. As the adventure progresses, you should track the Panic Level in Wati and its effects on life in the city. Each encounter lists its effect on the city's Panic Level if successfully resolved, and you can reward the PCs for exceptional roleplaying or clever resolutions to situations with an extra point of panic reduction as you see fit. While the *Mask of the Forgotten Pharaoh* remains in Nebta-Khufre's possession, the Panic Level can never be reduced below 1.

In addition, the Panic Level automatically increases by 1 every night at sunset. If the PCs spend a day doing nothing to address the situation in the city (such as resting, shopping, crafting magic items, or the like) increase the Panic Level by 1d4 each day to spur them back into action.

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Besides the adventure's scripted encounters, you can roll for random encounters using the Wati in Turmoil Encounters table on page 83. While Wati's Panic Level is 15 or higher, roll for random encounters every hour. Once the Panic Level drops below 15, roll for random encounters every 2 hours during the day and every hour at night. Once the Panic Level reaches 0 and the city returns to normal, the chance for random encounters decreases to once every 4 hours day or night.

The Panic Level has a further effect: at the end of this adventure, the PCs gain XP based on how they've affected it (see page 55).

Panic Level	Effect
25 or higher	Mass Exodus: Common folk begin leaving Wati in droves, reducing the city's population by 5% per day. The city temporarily gains both the Anarchy and Hunted disadvantages while at this Panic Level. This devastates the local economy, and prices on all goods are 300% higher than normal. In addition, no spellcasting services are available. (<i>Corruption and Crime +4; Economy and Society -8; Law -10; Danger +40; reduce base value by 40%</i>)
20-24	Ghost Town: The streets of Wati are virtually abandoned and the city temporarily gains the Hunted disadvantage while at this Panic Level. The vast majority of shops are closed and most services are unavailable, making prices soar 200% above normal. Wati's temples are so inundated with refugees that they cannot provide spellcasting services above 1st level. (<i>Crime +4; Economy, Law, and Society -4; Danger +20; reduce base value by 20%</i>)
15-19	Civil Unrest: A few of Wati's shops are open for business, but merchants remain wary and charge exorbitant prices to help pay for the additional protection they require from predators—both undead and living. The city temporarily gains the Hunted disadvantage while at this Panic Level. All goods are sold at a 100% markup. Temples offer only 1st- and 2nd-level spellcasting services. (<i>Crime +4; Economy, Law, and Society -4; Danger +15; reduce base value by 20%</i>)
10-14	Unsafe at Night: By day, Wati is relatively safe, but the monsters return at night. About half of the city's shops and artisans cautiously open their doors, but restocking is difficult and prices are 50% higher than normal. Temples can spare enough resources to offer 1st-, 2nd-, and 3rd-level spellcasting services. (<i>Crime +4; Economy and Law -4; Danger +10; reduce base value by 10%</i>)

1-9

Unsettling Times: Small pockets of horror remain throughout the city, but life begins taking on some semblance of normalcy. The city's base value returns to its normal level and goods are more readily available, but prices are still marked up 10%. Spellcasting services up to 5th level are now available. (*Crime +2; Law -2; Danger +5*)

0 or below

Rest in Peace: The danger has largely passed and the routines of daily life are restored. The city's settlement modifiers and spellcasting availability return to normal.

EVENT 1: A LITTLE BIRD TOLD ME (CR 2)

This encounter can take place anywhere and at any time after the one in area A, but it provides a good opportunity to motivate the PCs into helping defeat the undead threat in the city. Alternatively, if the PCs find themselves in danger in another encounter, the nosoi can arrive and use her haunting melody to distract the PCs' undead enemies.

Creature: A nosoi psychopomp called Qasin approaches the PCs. The birdlike nosois serve the bureaucracy of death as messengers and scribes, but Qasin is free-willed and a close friend of the Pharasmin priest Ptemenib. Qasin had accompanied Ptemenib when he followed a Silver Chain agent from the auction at the Canny Jackal. When the cleric was captured by the gang, the psychopomp could only watch in terror, unable to save her friend. Although she wanted to seek help, Qasin believed that Ptemenib's reckless behavior would land him in trouble with his church. Alone and frightened, Qasin remembered the adventurers she had observed at the auction house, and the panicked psychopomp decided to turn to the PCs for help.

Because of her long association with Ptemenib, Qasin can speak Common, but the desperate psychopomp has worked herself into a frenzy. She begs for help in a confused jumble of languages interspersed with babbling about everything she's seen since first meeting Ptemenib years ago. PCs who succeed at a DC 20 Sense Motive check can tell that the psychopomp means no harm and wants their help, but is unable to express herself clearly.

If the PCs can calm the distressed creature, they can learn what she has to say. Despite wanting the PCs' help, Qasin's initial attitude is effectively indifferent; she must become helpful before she calms enough to speak clearly. The PCs may use Diplomacy to change her attitude as normal (requiring a successful DC 23 check), but Qasin also responds well to being reminded of her duty or even entertained, and the PCs can also adjust her attitude with a successful DC 23 Knowledge (planes) or Perform check (treat as if they were Diplomacy checks). These checks can be retried as many times as needed, but each failure by 5 or more causes Qasin's attitude to decrease by 1 step. If made hostile, the psychopomp flees in frustration. Alternatively, if the

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PCs manage to catch and restrain the psychopomp (no easy task with her spell-like abilities), she calms down after 10 minutes. If attacked, Qasin turns invisible and flees.

QASIN

CR 2

XP 600

Female nosoi (*Pathfinder RPG Bestiary* 4 220)

hp 19

Development: If the PCs manage to calm Qasin down, she eventually spins her exciting tale of Ptemenib's investigation of the Silver Chain (see page 20), starting with his recognition of their agent at the auction, his discovery of their secret hideout, and his eventual capture by strange masked figures before being dragged underground. She begs the PCs to help her and rescue her friend. While Qasin doesn't know anything about the masked figures or the Cult of the Forgotten Pharaoh, the psychopomp can guide the PCs to the Bright River Brickworks in the Veins district (area F), and offers her meager magic to assist them. If necessary, she promises a reward if they free Ptemenib (see area F8).

If Qasin fled without securing the PCs' aid, she tries to contact them again later when she has calmed down. Once she sees the PCs again, however, she is once more overcome by excitement, though in this case her initial attitude is considered friendly.

Story Award: If the PCs successfully calm Qasin and learn of Ptemenib's capture, award them XP as if they had defeated the psychopomp in combat.

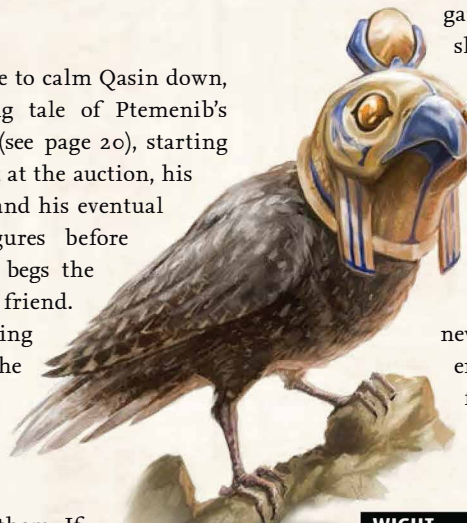
EVENT 2: LOOTERS (CR 5+)

This encounter works best early in the adventure, and can be set anywhere with a few storefronts or homes worth burgling.

Creatures: A gang of eight young toughs is taking advantage of the chaos to loot local shops. As the PCs approach, a middle-aged man is pushed into the street from a broken-open shop door beneath a hand-painted sign that reads "Sun-Ripened Teas." Half of the looters shove and threaten the merchant while the rest rob his tea shop.

The looters are intoxicated with their new sense of power. The PCs may attempt to sneak past (roll one Perception check for the gang with a +5 circumstance bonus for their numbers, opposed by the PCs' lowest Stealth check), but if the gang notices the PCs, the looters immediately demand a toll for their hard work "defending the streets." If the PCs wish to avoid combat, a successful DC 22 Diplomacy check or DC 10 Intimidate check is enough to get their attention and delay any confrontation. Succeeding at either check

by 5 or more is enough to make the gang disperse, while succeeding by 10 or more can browbeat the delinquents into finding their community spirit and assisting with disaster relief. Alternatively, the PCs can simply bribe the unruly gang into leaving or, once calmed, helping out for a sum of 25 gp apiece (200 gp total). If the PCs resort to violence, the looters respond in kind, but the gang scatters once half of its members are slain or rendered unconscious.



QASIN

LOOTERS (8)

CR 1/2

XP 200 each

Pickpocket (*Pathfinder RPG*

GameMastery Guide 264)

hp 5 each

Development: If any of the looters die, a new problem arises. Lingering necromantic energy in the grave goods the gang looted from a previous shop leaches into one the corpses, which rises on the following round as a raging wight.

WIGHT

CR 3

XP 800

hp 26 (*Pathfinder RPG Bestiary* 276)

Treasure: If the PCs kill or disperse the gang, the beleaguered shopkeep, Bahtep, is thrilled, but he has little cash for a reward. Instead, he offers them a rare commodity in thanks: two packets of *seer's tea* (*Ultimate Equipment* 319).

Story Award: If the PCs stop the looters' rampage, regardless of the method they use, award them XP as if they'd defeated the entire mob in combat and reduce the Panic Level by 1. If they manage to recruit the gang to assist with disaster relief, award them an additional 800 XP and reduce the Panic Level by 1. If the wight rises and isn't defeated, instead raise the Panic Level by 1.

EVENT 3: DOGS OF DEATH (CR 5)

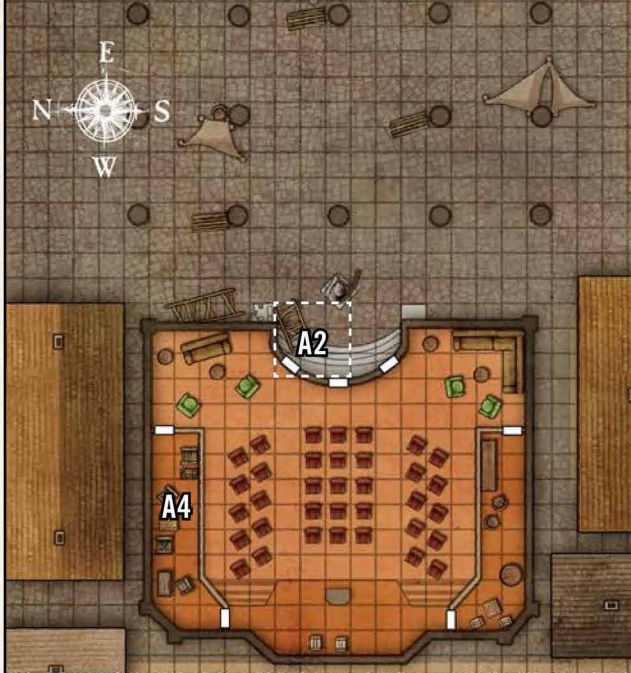
This encounter occurs only after the PCs have reduced the Panic Level to 15 or less, but it can take place anywhere in the city.

Creatures: The Voices of the Spire, a militant arm of the Pharasmin priesthood, have reacted to the undead incursion with extreme force. Against High Priestess Sebti's orders, the Voices' commander in Wati, Nakht Shepses, is considering summoning esobok psychopomps—near-mindless hunters who feed on negative energy—to counter the undead horde. On Shepses' orders, one of his subordinates has used a *summon lesser psychopomp* spell (see the sidebar on page 28) to summon two esoboks to test the strategy.

EMPTY GRAVES

A. THE CANNY JACKAL

1 SQUARE = 5 FEET



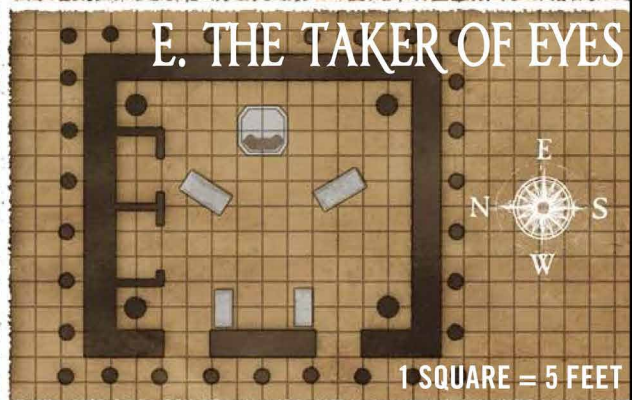
B. CORPSE WAGON

1 SQUARE = 5 FEET



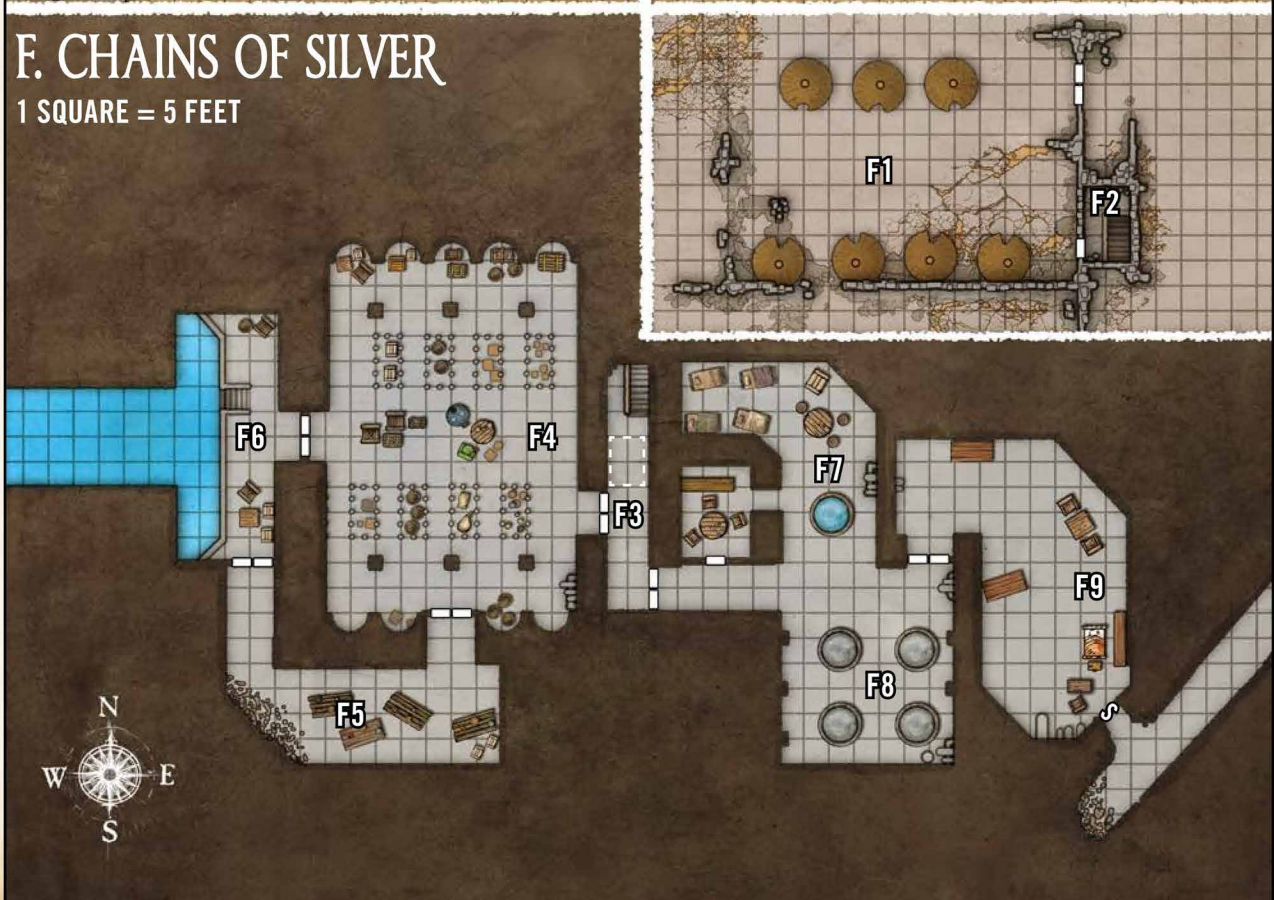
E. THE TAKER OF EYES

1 SQUARE = 5 FEET



F. CHAINS OF SILVER

1 SQUARE = 5 FEET



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As the PCs approach a street intersection, a trio of zombies threatens a lone woman. Before the PCs can intervene, a soul-shaking howl fills the air and a pair of hideous creatures—horrible masked amalgams of bear and crocodile—burst from an alley. These esobok psychopomps tear into the zombies, felling them but injuring the human woman in the process. The esoboks begin feeding on the decayed flesh of the slain undead while the human, reduced to –1 hit points, lies dying in the street. She loses an additional hit point each round, and dies when she reaches –10 hit points. The esoboks growl and snap at anyone nearby, but if anyone approaches within 20 feet, they scream and attack, offering a preview of the effect this solution could have on Wati, as the city's residents find themselves caught between the two armies of monsters.

ESOBOKS (2)

CR 3

XP 800 each

hp 30 each (see page 84)

Development: If not slain before then, the summoned esoboks fade away 2d4 rounds after the PCs arrive on the scene. PCs who succeed at a DC 10 Knowledge (arcana) check realize that this means they were likely summoned creatures. A successful DC 13 Knowledge (planes) check identifies the creatures as esobok psychopomps. If the PCs inform the priests of the Grand Mausoleum of the esoboks' presence, High Priestess Sebti responds with fury, leading to a later confrontation Nakht Shepses (see **Event 4**). Alerting the town guard or Shepses himself results in the heroes being told to keep the information to themselves to avoid frightening the citizens and putting undue stress on the church in this time of crisis.

Story Award: If the PCs slay either of the two esoboks, award them full XP for doing so as normal. Defeating these two psychopomps and returning them to their home plane reduces the Panic Level by 1.

B. CORPSE WAGON (CR 4)

This encounter takes place in the alleys around the Sunburst Market, and can be discovered by tracking the zombies from area **A1** back to this location or by searching the neighborhood around the Canny Jackal. Use the map on page 15 for this encounter. Read or paraphrase the following as the PCs approach.

A cart lies on its side in the alley ahead, though most of its load appears to be firmly in place. A body lies beside it, covered in blood and twisted in death.

This cart belongs to the Silver Chain smuggling ring, which used it to smuggle mummified corpses out of the

necropolis and into the living half of the city, where they would be dismembered and their pieces sold off as relics and fake medicines.

Anyone investigating the wagon can tell that the goods remaining in it—half-filled sacks of moldering grain, shoddy pottery, and jugs of long-hardened paint—are a false front. A large hidden compartment beneath it all has been burst open from within. With a successful DC 15 Heal or Knowledge (religion) check, a character identifies the peculiar scent of cedar oil and incense—both used in traditional Osirian mummification rituals.

Creatures: When the ka pulse washed over the city, the wagon's load of more than a dozen mummies were animated as zombies, catching the unfortunate teamster by surprise. The zombies in area **A1** came from here. Six more zombies, the remainder of the wagon's cargo, remain here, snacking on the driver's corpse and milling about aimlessly. Once they detect anyone approaching, they shamle forward to attack.

ZOMBIES (6)

CR 1/2

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

Treasure: The wagon's driver died with his payment of 50 gp still in his belt pouch. In addition, he wears a crude silver chain worth 50 gp wrapped around his left wrist. A successful DC 20 Knowledge (local) check is enough to recognize the chain as a symbol of the Silver Chain, Wati's most powerful gang of grave robbers and artifact smugglers. A character who succeeds at a DC 20 Perception check made while searching the wagon uncovers a secret compartment holding a *hand of the honest man* (see page 62) as well as jewelry taken from the corpses worth 850 gp.

Development: If the PCs identify the driver's bracelet as a symbol of the Silver Chain, they might want to track down the gang. Doing so requires a successful DC 25 Diplomacy check to gather information or Knowledge (local) check, which reveals the gang's latest hideout: an abandoned brickworks in the Veins district (area **F**).

Story Award: Defeating these roaming undead reduces the Panic Level by 1.

C. SHADOW AT THE GATES (CR 4)

This encounter occurs at the gates to Wati's necropolis, which the PCs may decide to investigate early on as a possible source of the city's sudden plague of undead. Read or paraphrase the following as the PCs approach the gates.

Sturdy doors of iron and bronze stand in this high sandstone wall, barring entry to and egress from the city's necropolis. Barred windows in the gates offer brief glimpses of what lies beyond.

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A young acolyte of Pharasma and several town guards currently watch the necropolis gates, behind which a mob of undead creatures can be heard groaning and pounding on the metal. A glance through the doors' windows reveals nearly a hundred skeletons, zombies, ghouls, and more gathered behind the gates, but for the time being at least, they are clearly unable to break through. The young priestess in command, Bal Themm, is relatively inexperienced and eager to speak with anyone about the situation. She can tell the PCs that the undead gathered behind the gates seem mindless and undirected and none have yet broken through, but nearly half of the gate guards have deserted their posts. If the PCs seem at all trustworthy, she asks them to carry a letter to the Grand Mausoleum and return with additional holy symbols and holy water.

Creature: While the necropolis's gates hold physical undead at bay, incorporeal undead are not so hindered. While the PCs are talking to Bal, an undead shadow passes through the gate and attacks the priestess, hungry for her life energy. The remaining gate guards flee in terror, leaving only the PCs to defend Bal.

BAL THEMM

CR 1

XP 400

Female human cleric of Pharasma 2

N Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 dodge, +1 shield)

hp 12 (2d8)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee heavy mace +1 (1d8) or dagger +1 (1d4/19–20)

Ranged sling +2 (1d4) or dagger +2 (1d4/19–20)

Special Attacks channel positive energy 5/day (DC 13, 1d6)

Domain Spell-Like Abilities (CL 2nd; concentration +4) 5/day—gentle rest, rebuke death (1d4+1)

Cleric Spells Prepared (CL 2nd; concentration +4)
1st—*bless*, *cure light wounds*^o (DC 13), *detect undead*, *magic weapon*
0 (at will)—*create water*, *guidance*, *light*, *stabilize*
D domain spell; **Domains** Healing, Repose

TACTICS

During Combat Taken by surprise, Bal uses her channeled energy to harm the shadow, but she has little hope of defeating it on her own. As soon as she takes Strength damage, Bal tries to withdraw while the PCs engage the shadow. If necessary, she casts *magic weapon* on

one PC's weapon, and uses channeled energy and her spells to heal the PCs or attack the shadow.

Morale Bal does not abandon her post, fighting to the death to ensure the necropolis gates hold firm.

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 13

Feats Dodge, Skill Focus (Heal)

Skills Diplomacy +7, Heal +10, Knowledge (religion) +6, Sense Motive +7, Spellcraft +6

Languages Common, Osiriani

Combat Gear *wand of cure light wounds* (50 charges);

Other Gear studded leather, light wooden shield, dagger, heavy mace, sling with 10 bullets, cleric's vestments, spell component pouch, wooden holy symbol of Pharasma

RAGING SHADE

CR 4

XP 1,200

Advanced shadow (*Pathfinder RPG Bestiary* 245, 294)

hp 25



BAL THEMM

MUMMY'S MASK

Treasure: If the PCs save Bal Themm from the raging shade, she offers them her fully charged *wand of cure light wounds* in thanks. If the PCs carry her letter to the Grand Mausoleum and return with the supplies she needs, Bal gives them an additional reward donated by local residents and businesses, consisting of 5 pp, 483 gp, 358 sp, a gold ring worth 35 gp, and an outlandish silk hat worth 75 gp (donated by an enthusiastic haberdasher).

Development: If Bal survives the encounter with the shadow, her leadership rallies her troops to hold the gate, and her levelheadedness helps calm the surrounding survivors. Reduce the Panic Level by 1. If Bal Themm's guards are bolstered with extra supplies from the temple, reduce the Panic Level by 1. If the shadow is not defeated, instead raise the Panic Level by 1.

Story Award: If the PCs save Bal from the shadow, award them an additional 400 XP, as if they had defeated her in combat. If the PCs deliver her report to the temple of Pharasma and return with the needed supplies, award them an additional 800 XP.

D. MOURNING PERIOD (CR 4)

This encounter occurs on the streets of Wati's Asp district. As the PCs approach this area, any character who succeeds at a DC 10 Perception check hears an unseasonable boom of thunder from ahead, even though the sky is clear. Those who hear the thunderclap may attempt a DC 14 Will saving throw to disbelieve the illusory sound; with a successful DC 20 Knowledge (arcana) check, a character identifies the source of the thunderclap as a *ghost sound* cantrip.

Creatures: Sehhosep Naahn, a half-elven instructor at the Hall of Blessed Rebirth, had just finished preparing for her husband's funeral when the ka pulse washed over the city, animating her husband Bentu's corpse as a zombie. Already overcome with grief, the sight fractured what remained of Sehhosep's resolve. She's convinced that Bentu's rising is a gift from the gods, and that her magic can restore her departed lover's mind to his now-animated body. To that end, she tied up her zombie husband and was guiding him through the streets to her workshop when a frightened mob of angry locals surrounded them.

A tense standoff now exists. The angry locals believe that Sehhosep is somehow involved in the undead surge, but are terrified of her spells. Meanwhile, the sorcerer defends her bound, undead husband with all the magic she can muster. Sehhosep has just cast *ghost sound* to create a thunderclap in a failed attempt to disperse the crowd, and is ready to unleash more powerful spells if the crowd interferes further. Neither party is eager for violence, but without outside mediation, the standoff will erupt into tragedy.

To resolve the situation diplomatically, the PCs must disperse the crowd and placate Sehhosep. To drive off the crowd, the PCs must succeed at either a DC 15 Diplomacy

check (as a full-round action) or a DC 20 Intimidate check (as a free action). Sehhosep's initial attitude is unfriendly; she can be made at least indifferent with a successful DC 24 Diplomacy check. Because of the strained emotions involved, any Diplomacy or Intimidate attempts against either Sehhosep or the crowd take a –2 penalty.

If anyone targets or attacks Sehhosep's zombie husband, the sorcerer immediately attacks the perpetrators. Most of the crowd disperses if threatened or attacked, but six of them, armed with clubs, remain to try to overwhelm the PCs and kill the "witch." The zombie Bentu is bound and helpless, unless released by Sehhosep or the PCs.

ANGRY LOCALS (6)

CR 1/2

XP 200 each

Pig farmers (*Pathfinder RPG NPC Codex* 256)

hp 9 each

Gear club

TACTICS

Morale An angry local flees upon taking any damage.

BENTU NAAHN

CR 1/2

XP 200

Male human zombie (*Pathfinder RPG Bestiary* 288)

hp 12

SEHHOSEP NAAHN

CR 4

XP 1,200

N female bramble sorcerer (*Pathfinder RPG NPC Codex* 162)

hp 30

TACTICS

Before Combat Sehhosep casts *mage armor* on herself before attempting to wrangle her husband's shambling corpse, and the spell remains in effect.

During Combat Not wanting a bloodbath, Sehhosep targets the crowd with her *wand of entangle* (using her Use Magic Device skill), then casts *cause fear* to chase away anyone approaching. If she takes damage or otherwise fears for her life, she uses offensive spells like *acid arrow* or *magic missile*.

Morale Not currently in her right mind, Sehhosep fights as if her husband were still alive. Once combat begins, she doesn't back down unless subdued, restrained, or killed.

Treasure: If the PCs handle the situation with some decorum and respect for Sehhosep's feelings, she leaves heartbroken, but several days later she invites the PCs to her office in the Hall of Blessed Rebirth and rewards them with what's left of her savings after her husband's funeral: a *potion of cure moderate wounds*, two *scrolls of levitate*, a *scroll of ray of exhaustion*, a *scroll of silent image*, and 190 gp. If the situation was an ordeal but Sehhosep still survives, she instead sends a courier to the PCs several days later, with a

curt letter thanking them for their prompt service and a vulgar hyena statuette carved from onyx worth 500 gp.

Story Award: If the PCs diffuse the situation without resorting to violence, award them XP as if they had defeated both Sehhosep and the mob in combat. If the PCs disperse the mob, reduce the Panic Level by 1. If they do so without violence or threats, further reduce the Panic Level by 1.

E. THE TAKER OF EYES (CR 5)

This encounter takes place in an old courthouse near the Precinct of Left Eyes, the headquarters of Wati's town guard. Law courts and halls of justice fill the surrounding blocks, many of them as old as Wati itself. The PCs may visit this location on their own if they're trying to contact the guards, or the Pharasmins may direct them here. Read or paraphrase the following as the PCs approach.

A low sandstone building—worn smooth from centuries of exposure—stands out among the larger, more recent constructions. Statues lining the wall hold swords and scales, but the fresh corpses scattered on the street outside the doors hint at something far darker within.

The corpses in the street are inanimate, but irregular bloody paths trail behind them, as if they had stumbled or crawled from the courthouse's front doors before finally succumbing to their wounds. If the PCs examine the dead bodies, it's immediately apparent that each of them has had one eye removed. In addition, a successful DC 15 Heal check reveals that the unfortunate victims display bruises and other signs of restraint, and that they died from shock soon after their eyes were removed. With a successful DC 15 Knowledge (local) or (history) check, the PCs can recall that at one point centuries ago, justice in Wati took only two forms: the loss of an eye and death.

Use the map on page 15 for this encounter.

Creatures: One of Wati's most infamous judges has risen from the dead and returned to his courtroom to administer a "purer" form of ancient justice. Magistrate Sotenre, known to those who faced his judgment as "Old Eye-Taker," presided over Wati's courts during Osirion's Second Age and was known for his predilection for pronouncing sentences of enucleation—the surgical removal of prisoners' eyeballs—proclaiming that those who sinned against the pharaoh should forfeit the souls their eyes housed. Sotenre ordered that his remains should be sealed beneath his courtroom upon his death, along with those of his most trusted bailiffs.

Old Eye-Taker's twisted concept of justice has lain buried for centuries, but the ka pulse brought vile purpose back to his bones. The judge rose as a bloody dread skeleton, an intelligent undead skeleton that's covered with blood and gore and possesses the ability to control his lesser mindless

brethren—the skeletal remains of the bailiffs interred with him. Sotenre seized control of his old courtroom and put the living "usurpers" he found within on trial. Since then, Old Eye-Taker's bailiffs have been abducting passers-by and forcing them through mock trials that all end the same way—a verdict of guilty and a sentence of enucleation, which the insane undead judge carries out himself with his clawed, skeletal hands. If the PCs interrupt, Sotenre declares them in contempt of court and orders his bailiffs to seize them and put them on trial.

The PCs can fight Sotenre and his bailiffs, but Old Eye-Taker has another vulnerability: his insatiable need to mete out his sick form of justice is the driving force behind the skeletons' animation. Rather than fight the undead judge, the PCs can defend themselves legally in his court. During the trial, the PCs must attempt a series of five skill checks opposed by the judge. The PCs can choose from Bluff, Diplomacy, Intimidate, Knowledge (local), Perform (oratory), or Sense Motive. Any character can attempt one of the skill checks, but each skill check can be attempted only once. A PC may "confer with counsel" to allow his or her allies to aid another on the check. If the PCs succeed at three skill checks, Sotenre and his bailiffs crumble into dust, which doesn't trigger the bailiffs' death burst ability. If Old Eye-Taker wins, he pronounces the PCs guilty of contempt and sentences them to enucleation.

"OLD EYE-TAKER" SOTENRE

CR 3

XP 800

Male human bloody dread skeleton aristocrat 4 (*Pathfinder RPG Bestiary* 251, *Advanced Bestiary* 91)

LE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception -1

Aura unnatural aura (30 ft.)

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 30 (4d8+12); fast healing 2

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

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning;

Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d4+3)

Special Attacks command skeletons

TACTICS

During Combat Old Eye-Taker prefers to let his skeletal bailiffs keep order in the courtroom, commanding them to grapple and pin victims so he can extract their eyes. This can be done only to a helpless, pinned, or willing character, and takes 1 full round to accomplish. Sotenre automatically hits and scores a critical hit with his claw. In melee combat, Sotenre lashes out with his claws.

Morale Old Eye-Taker fights until destroyed.

MUMMY'S MASK

STATISTICS

Str 16, **Dex** 14, **Con** —, **Int** 6, **Wis** 9, **Cha** 14

Base Atk +3; **CMB** +6; **CMD** 18

Feats Combat Reflexes, Improved Initiative[®], Iron Will, Skill Focus (Sense Motive)

Skills Bluff +9, Diplomacy +9, Intimidate +10, Knowledge (local) +5, Perform (oratory) +9, Sense Motive +8

Languages Ancient Osiriani

SQ deathless

Gear circlet of persuasion, gavel

SPECIAL ABILITIES

Command Skeletons (Su) A dread skeleton can automatically command all normal skeletons within 30 feet as a free action. Normal skeletons never attack a dread skeleton unless compelled.

SKELETAL BAILIFFS (4)

CR 1/2

XP 200 each

Advanced exploding skeleton (*Pathfinder RPG Bestiary* 250, 294; *Pathfinder RPG Campaign Setting: Classic Horrors Revisited* 55)

hp 6 each



"OLD EYE-TAKER" SOTENRE

Special Attacks death burst (1d6, Reflex DC 12 half)

TACTICS

During Combat The skeletal bailiffs attempt to grapple and pin violent prisoners so Old Eye-Taker may more easily deliver their sentence. Should that tactic fail, the skeletons attack with their claws.

Morale The unliving bailiffs fight until destroyed.

SPECIAL ABILITIES

Death Burst (Ex) When an exploding skeleton dies, it detonates in a 10-foot-radius burst of razor-sharp bone fragments. The save DC is Charisma-based.

Development: If any PC has one of her eyes removed, she takes a –4 penalty on all sight-based Perception checks until the damage is repaired (such as with a *regenerate* spell).

Story Award: If the PCs defeat Sotenre by successfully defending themselves in court, award them XP as if they had defeated him and his bailiffs in combat. Ending Old Eye-Taker's reign of terror reduces the Panic Level by 2.

F. CHAINS OF SILVER

Not long ago, the Bright River Brickworks produced a steady supply of mud bricks for Wati's less glorious homes and businesses, but one setback after another eventually led to a cracked kiln and a fire that raged through the building and the surrounding shanties in the Veins. In the 2 years since, the hovels have quickly grown back, but the brickworks remains uncannily silent and empty for a structure in Wati's crowded harbor district. In truth, the criminal gang known as the Silver Chain moved into the brickworks almost before the ashes cooled. The isolation shielded them from prying eyes, and the brickworks' supply tunnels provided easy access beneath the walls of the necropolis, ideal for smuggling tomb robbers in and valuables out.

More recently, the Silver Chain has been thoroughly infiltrated by the Cult of the Forgotten Pharaoh, which is using the gang's expertise to search the necropolis for the *Mask of the Forgotten Pharaoh*. Through intimidation and blackmail, the cult seized control of the gang, placing it under the leadership of a cultist named Ekram Iffek. Since the cult's takeover, the original members of the Silver Chain have grown less and less loyal to its new leader, and now that the ravenous dead are prowling Wati, many gang members not affiliated with the cult have run off.

The PCs might find their way to the Bright River Brickworks by researching the gang's hideout after encountering the corpse wagon at area A. More likely, the PCs become involved with the Silver Chain following the guidance of the nosoi psychopomp Qasin (see **Event 1**), who begs them to rescue her friend, the Pharasmin priest Ptemenib. During the auction at the Canny Jackal, Ptemenib recognized one of the attendees as an agent of

the Silver Chain. Wati's grave-robbing gangs are a personal interest of Ptemenib's, so when the agent abruptly left the auction, Ptemenib followed him into the Veins. Ptemenib had planned only on gathering intelligence about the group's hideout, but he was discovered by cultists of the Forgotten Pharaoh masquerading as Silver Chain members, and was captured. Not wanting to draw undue attention to themselves, and perhaps hoping the priest might be of some later use, the gang has kept Ptemenib alive for now. The cleric is currently being held in area **F8**, waiting for Ekram to decide his final fate.

If the PCs are looking for the source of the undead uprising, the Silver Chain is a red herring. The gang's warehouse contained dozens of bodies that were animated by the ka pulse and are now rampaging through the city, but the Silver Chain has nothing to do with the outbreak itself. Only Ekram realizes that the dead rising from the graves is likely a sign that someone has uncovered the *Mask of the Forgotten Pharaoh*, which he is searching for. However, an encounter with the Silver Chain does give the PCs their first glimpse of the Cult of the Forgotten Pharaoh, who will oppose the PCs throughout the campaign.

Use the map on page 15 for this location.

F1. Ruined Kilns (CR 4)

Two fire-scarred mud-brick walls and a half-dozen crumbling clay kilns are all that remains of the building that once stood in this weed-choked lot. A boarded-up, scorched door stands in the southeast corner where the walls join.

The kiln floor and a single office are all that's left of the Bright River Brickworks, built atop a low hill in the Veins. By day, the brickworks appears abandoned, but Silver Chain agents stealthily come and go at night. Locals know to avoid the site, and steer outsiders away from it even if they don't know who exactly lives there now. The door to the old office appears to be boarded shut, but a successful DC 15 Perception or Craft (carpentry) check reveals that the door is actually perfectly functional. The door is locked during the day (hardness 5, hp 20, break DC 25, Disable Device DC 25), but is generally unlocked after sunset. One of the guards always on duty here carries a key, as does Ekram Iffek.

Creatures: Two Silver Chain smugglers are posted nearby at all times, disguised as watchmen. They prefer lies and bluster to a fight, and attempt to warn trespassers off or intimidate them. If anyone pushes back, they attack.

SILVER CHAIN SMUGGLERS (2)

CR 2

XP 600 each

Human rogue 3

NE Medium humanoid (human)

Init +7; Senses Perception +6

THE SILVER CHAIN

One of Wati's oldest criminal organizations, the Silver Chain claims to take its name from the first major score its members made, a valuable lifted from the great cleric Nefru Shepses when he first arrived to bring order to Wati. The secret to the gang's longevity is also the secret to its fortune: the Silver Chain targets only the dead for robbery. Even in a culture as death-obsessed as Osirion's, grave robbers are still preferred to actual robbers.

While not the cleverest criminals in Wati, the Silver Chain's members are talented tomb robbers—accustomed to scaling walls, uncovering lost secrets, and dodging ingenious traps in the inky darkness of tombs. Less violent than most underworld gangs, the Silver Chain even hires its members out as guides for adventurers and scholars. Of course, their clients are just as likely to be relieved of their valuable finds as they are to profit from them.

Unlike Wati's other notorious gang, the Fading, the Silver Chain doesn't traffic in mumia (see page 44), an illegal drug made from the flesh of mummies. This isn't due to any high-minded morality—the Silver Chain happily deals in human remains, mummified bodies, and pickled organs—so much as lack of knowledge. Alchemy remains outside the gang's field of expertise, and most of its attempts to create the drug have literally blown up in its members' faces.



DEFENSE

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

hp 20 each (3d8+3)

Fort +2, Ref +6, Will +2

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee punching dagger +5 (1d4+2/x3) or
sap +5 (1d6+2 nonlethal)

Ranged hand crossbow +5 (1d4/19–20)

Special Attacks sneak attack +2d6

TACTICS

During Combat If possible, the Silver Chain smugglers attack under cover of darkness, taking advantage of their Blind-Fight feat and flanking with each other to make sneak attacks.

Morale These original members of the Silver Chain have little loyalty to their new leader. The smugglers attempt to flee or surrender if reduced to fewer than 5 hit points.

STATISTICS

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

Base Atk +2; CMB +4; CMD 17

Feats Blind-Fight, Improved Initiative, Stealthy, Weapon Finesse

Skills Acrobatics +9, Appraise +5, Bluff +6, Climb +10, Disable Device +11, Escape Artist +5, Intimidate +6, Knowledge

MUMMY'S MASK

(local) +6, Perception +6, Sense Motive +6, Sleight of Hand +9, Stealth +11

Languages Common, Osiriani

SQ rogue talents (combat trick), trapfinding +1

Combat Gear *potion of cure light wounds*, alchemist's fire, holy water; **Other Gear** +1 *leather armor*, hand crossbow with 10 bolts, punching dagger, sap, antitoxin, climber's kit, crowbar, mwk thieves' tools, sunrods (2), silver chain bracelet (worth 50 gp), 5 gp

F2. Office

The floorboards of this ramshackle, soot-stained office have been pried up and used to construct a crude stairway leading underground. The air is quite musty.

Although the stairs are sturdy, they creak alarmingly. Anyone descending them takes a –5 penalty on Stealth checks.

Treasure: Just inside the door to the office sits the guards' latest share from a job: three 10-pound kegs of saffron worth 150 gp each.

F3. Basement Hallway (CR 3)

The stink of mildew and stale incense fills the air in this long chamber. Sputtering lanterns provide just enough light to reveal peeling paint on the walls and a floor covered in sand. A rickety staircase leads up to the north, while sturdy wooden doors exit the hall to the east and west.

Six oil lanterns hang from the walls of this hallway, but normally only three are lit at the same time. The lamps are used to signal members of the Silver Chain: three lit lanterns means everything is well, four lit lanterns means to meet at a secondary safe house, five lit lanterns means the hideout has been discovered, and all six lit means to leave the city immediately. The sandy floor makes tracking the frequent coming and goings of people easier and also conceals the guild's first line of defense.

Trap: The gang installed a counterweighted pit trap in this hallway between the bottom of the stairs and the western door almost immediately after setting up shop in the brickworks. Because of the counterweights, the trap triggers only once 100 pounds of weight or more is put on one of the two southernmost squares of the trap's area.

CAMOUFLAGED PIT TRAP

CR 3

XP 800

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

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); Reflex DC 20 negates; multiple targets (all targets in a 10-ft.-square area)

F4. Bulk Storage (CR 6)

Cracked ceramic tiles cover the walls and columns in this expansive chamber. In the center of the room, iron posts connected by chains delineate several smaller subsections, each crowded with boxes, crates, urns, and sarcophagi. The stink of soot and the leathery smell of death hangs heavy in the air.

Until the fire destroyed the brickworks, this area housed the furnaces that fed the kilns in area F1. Slaves labored down here in sweltering conditions, allowing the artisans above to rotate bricks in and out of the kilns without needing to stoke the fires. Now, the Silver Chain uses this open, dry space to store most of their stolen grave goods until they find buyers. Genuine valuables like gold and jewelry are stored in the master's quarters (area F9), where the gang's leader keeps a close eye on them. This chamber holds more practical contraband of lesser value, including books, furniture, good luck charms, textiles, toys, wine, and even mummified body parts and dead bodies, the latter of which quickly moved out to the city above when they were animated by the ka pulse.

Creature: The ka pulse also created an abomination from a collection of canopic jars in one corner of the room. Animated with necromantic energy, a mass of viscera and organs known as a tekenu arose from the canopic jars. Although the tekenu has ventured out into the streets above, it retains a primitive urge to remain close to its nest of shattered jars, and returns to this chamber regularly after terrorizing the surrounding neighborhood. The Silver Chain is currently unaware of this creature, which attacks any living creature entering the room.

TEKENU

CR 6

XP 2,400

hp 65 (see page 90)

Treasure: Most of the goods stored here are mundane and not worth much money. The most obvious valuables are 12 ancient bottles of honeyed wine, worth 25 gp apiece. The room holds other items of wealth as well, provided their value can be recognized. A PC who succeeds at a DC 15 Knowledge (religion) check can identify a sphinx-like statue as the *Auroric Flame-Mother*, a representation of the elemental lord Ymeri thought lost to the ages and worth 750 gp. A PC who succeeds at a DC 20 Knowledge (nobility) check can uncover the *Three Rivers Codex*, a genealogy of Wati's founding families worth 950 gp. Finally, a successful DC 25 Knowledge (engineering) check allows a PC to recognize a broken old water clock as being the handiwork of Pheron, a legendary pioneer in Ancient Osirian mechanics, and worth 1,200 gp to a collector.

EMPTY GRAVES

Two other items of interest hang near the eastern door: Pharasma's cleric's vestments and a silver holy symbol of Pharasma, both in good condition. These belong to the captured cleric Ptemenib (see area F8), and are kept here in case Ekram decides to try infiltrating the church.

Development: If the nosoi Qasin is accompanying the PCs, she recognizes the vestments and holy symbol as Ptemenib's and excitedly points them out, inferring from their presence that her friend must be somewhere nearby.

Story Award: Slaying the tekenu prevents it from extending its hunting grounds beyond the brickworks and reduces the Panic Level by 1.

F5. Abandoned Laboratory (CR 4)

The doors to this room have been boarded over to prevent entry, but the planks can be easily removed with a few minutes' work.

Beakers, cauldrons, and other alchemical equipment crowd several tables in this cramped room. A decomposing body sprawls across the floor, its face concealed behind a brass funerary mask.

The Silver Chain's former leader always hoped to expand the gang's operations by producing mummies. She turned this chamber, previously used to store coal for the furnaces in area F4, into a laboratory, but the drug's fickle manufacturing process and the gang's general unfamiliarity with alchemy always doomed their efforts to failure. Eventually, their dabbling rendered the lab toxic enough to be sealed off. When one of the cultists of the Forgotten Pharaoh died investigating the room, Ekram decided to keep it sealed, leaving the cultist's corpse within. If the body is inspected, a successful DC 15 Heal check reveals dried traces of foam around the corpse's mouth and the existence of several stab wounds, seemingly self-inflicted.

The chemicals spilled over the years have soaked into the room's wooden tables, which constantly seep a colorless, poisonous gas that now fills the room. PCs who succeed at a DC 15 Perception check upon first opening the doors can detect the pungent scent of the gas. Once noticed, the poison can be identified with a successful DC 15 Craft (alchemy) or Heal check. Anyone entering the room is subject to the gas, which causes confusion and temporary madness. PCs wishing to enter the room can attempt to hold their breath, receiving a 50% chance each round of not having to attempt a Fortitude saving throw, or can use spells such as *gust of wind* to clear the gas from the room. Alternatively, if the doors to the room are left open, the gas harmlessly dissipates in 2d6 minutes—half that time if the doors to both area F4 and F6 are opened.

POISONOUS ALCHEMICAL GAS

Type poison, inhaled; Save Fortitude DC 15

Your sect's efforts have been exemplary so far, but there is much yet to be done. The necropolis of Wati will soon be opened, and we might find clues that have lain hidden for too long. Transportation and means of communication will be provided. A gang of grave robbers called the Silver Chain should provide you with the cover and resources you need to continue the search. Once you arrive in the city, infiltrate this Silver Chain and bend them to His divine will. Move quickly. Once the Pharasmians open the necropolis to explorers, we run the risk of outsiders finding the mask first. Succeed, and Hakotep's moment of resurrection will soon be at hand. I do not need to tell you how much I would loathe expressing the Sky Pharaoh's displeasure should you fail.

—Meret-Hetef

PLAYER HANDOUT

Frequency 1/round for 6 rounds

Effect 1d3 Wis and confused; Cure 1 save

Treasure: The corpse still has all of the normal equipment of a Forgotten Pharaoh cultist (see page 26), as well as a copy of the sect's orders (see handout).

Story Award: Award the PCs 1,200 XP for encountering the poisonous gas in the room, or for recognizing its danger and avoiding it.

F6. Loading Dock (CR 5)

The gentle lapping of water echoes through this chamber. Stone stairs descend from a raised platform into a subterranean canal that leads west. Loading doors exit the chamber to the east and south.

The brickworks used this underground dock to transport coal, timber, and supplies for special orders from the canal outside to avoid transporting heavy loads through the tangle of streets aboveground. The water is 2 feet deep, with another foot of mud below that. The subterranean canal runs straight to a canal outside. From the outside, the entrance to the underground canal appears boarded over, but it can be easily opened from the inside. Most of the Silver Chain's merchandise and potential buyers come in and out via this route; consequently, it's more heavily guarded than the ruined brickworks above.

Creatures: Two Silver Chain smugglers and a trained hyena are posted here at all hours. If they hear anyone approaching, the guards release the hyena and attempt to hide to make sneak attacks against intruders.

MUMMY'S MASK

SILVER CHAIN SMUGGLERS (2)

CR 2

XP 600 each

hp 20 each (see page 21)

TRAINED HYENA

CR 1

XP 400

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

hp 13 (*Pathfinder RPG Bestiary* 179)

Gear leather barding

F7. Dormitory

When the brickworks was functional, this large workspace was used to prepare mud for special orders by applying chemicals to change the color and strength of the bricks. A system of trap doors and pulleys was used to move mixed batches to the molding floor above, but that portion of the factory was destroyed in the fire and the trap doors sealed. The stone mixing basin still dominates the room, and is now used as a bath by off-duty Chain members. Eight bunks provide accommodation for Silver Chain members who are guarding the brickworks or need a place to lie low. A rickety shelf in one corner is crowded with books about Osirionology. The smaller room to the southwest is a storeroom converted into a makeshift game room and bar. The dormitory is currently unoccupied.

Treasure: An enterprising Silver Chain agent skimmed a bit of extra wealth for herself off the gang's take and stashed it behind a loose brick beside her bunk. She encountered an unfortunate accident shortly thereafter, and her treasure has remained hidden here ever since. With a successful DC 20 Perception check, a character discovers the loose brick and the *amulet of natural armor* +1 concealed behind it.

F8. Sump Wells

Four stone wells fill much of this otherwise unremarkable room. Disassembled mechanical remains lie scattered around plumbing connections in the southeast corner.

These 30-foot-deep sump wells serve a dual purpose of keeping the basement from flooding with water from the nearby canals and storing water for fire control and use during the dry season. The Silver Chain tries to keep the attached pump in repair, but with mixed success. More often, the pits are used to hold dangerous poached animals and occasional prisoners.

Creature: Ptemenib, the missing cleric of Pharasma, lies at the bottom of the southwestern sump well. Most of the Silver Chain's members superstitiously believe that killing a cleric of Pharasma will doom them to a lifetime of bad luck, and thus far, Ekram has humored them. Beaten, bound, and deprived of his holy symbol (it's hanging in area F4), Ptemenib can't use magic to heal his wounds

or summon assistance. He's fatigued from the beating he received at the hands of the Silver Chain, and cannot regain spells until he has rested.

PTEMENIB

CR 7

XP 3,200

AC 10

hp 55, currently 6 (see page 60)

Treasure: For their help in rescuing Ptemenib, Qasin gratefully rewards the PCs with a magical funerary figurine called an *ushabti of the willing servant* (see page 63).

Development: If rescued, Ptemenib is grateful, but he cannot offer much aid without rest. He offers some information, however, warning the PCs that the Silver Chain now serves a new master, a man in a golden mask, who dwells in the next room. Ptemenib exhausted almost all of his spells when captured, but if his holy symbol is returned, he can channel energy to heal the PCs if needed. Ptemenib's equipment is stored in area F9; once that's recovered, Ptemenib returns to the Grand Mausoleum. He invites the PCs to visit him if they ever need his knowledge or healing.

Story Award: If the PCs rescue Ptemenib, award them 1,600 XP. Once the cleric returns to the Grand Mausoleum, his expertise helps organize the Pharasmin response to the zombie uprising, reducing the Panic Level by 1.

F9. Master's Quarters (CR 6)

Finely crafted antique furniture from many different periods crowds this chamber, and the smell of rich food hangs in the air. Books and charts crowd one cedar table, while a half-finished banquet of fruit and roasted meats sits on another. A living area with a bed and other furniture fills the southern portion of the room.

Originally a dormitory housing the brickworks' slaves, this chamber was converted into quarters for the Silver Chain's master, who used it for entertaining important visitors and storing the gang's valuables. The Silver Chain's new leader, the Forgotten Pharaoh cultist Ekram Iffek, took up residence here as well when he took control of the gang. All of the furnishings in the room have been looted from tombs in Wati's necropolis.

A secret door in the southeastern wall (Perception DC 25) opens into a swampy network of unused tunnels that eventually leads into the dried-up and bricked-over canals of the necropolis known as the Dry Veins (area G). The PCs can use these tunnels in Parts Two and Three to enter and leave the necropolis unnoticed.

Creatures: A lieutenant of the Cult of the Forgotten Pharaoh and current leader of the Silver Chain,

EMPTY GRAVES

Ekram Iffek, occupies this chamber. Ekram worked as a gladiator of some renown in Sothis before being inducted into the cult. Meret-Hetef, the leader in charge of its activities in Wati, dispatched Ekram to Wati 6 months ago to take over the city's black market trade and search for the *Mask of the Forgotten Pharaoh*. After arranging the death of the Silver Chain's previous leader at the hands of her own pet hyenas and displacing many of the gang's reigning lieutenants, Ekram took control of the Silver Chain and now runs most of the city's smuggled artifact trade, though somewhat inexpertly, given his lack of experience and the cult's focus on its goal. Most of the cultists under Ekram's command are in the necropolis, continuing their search for the *Mask of the Forgotten Pharaoh*, but three Forgotten Pharaoh cultists remain here by his side.

With the current chaos in the city, the last thing Ekram wants to deal with is a group of meddlesome adventurers. If the PCs have rescued Ptemenib and seem at all reasonable, Ekram assumes the captured cleric is why they're here. He apologizes for Ptemenib's imprisonment, but asks the PCs to leave, claiming that the Silver Chain has no quarrel with them. His initial attitude is unfriendly, but if made friendly through Diplomacy, he is willing to negotiate, promising that his organization will leave Wati once it is safe to do so and offering the PCs 1,500 gp to remain quiet about their presence. Of course, Ekram has no intention of leaving the city before finding the mask, and the PCs will encounter more cultists as they explore the necropolis in Part 2. If talk fails, Ekram and the cultists attack.

EKRAM IFFEK

CR 3

XP 800

Male human ranger (urban ranger) 4 (*Pathfinder RPG*

Advanced Player's Guide 129)

LE Medium humanoid (human)

Init +2 (+4 in Wati); **Senses** Perception +8 (+10 in Wati)

DEFENSE

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

hp 30 (4d10+4)

Fort +5, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee *natron fang* +6 (1d8+4/19–20), *mwk kukri* +6 (1d4+1/18–20)

Ranged composite shortbow +6 (1d6+3/×3)

Special Attacks combat style (two-weapon), favored enemy (humans +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

TACTICS

During Combat Ekram remains a performer and show-off at heart. He dives into the middle of combat, making trip attacks with his *natron fang* and striking with his kukri, then attacking again when prone opponents attempt to right themselves.

Morale Ekram knows he can pass valuable information about the PCs to the cult if he survives. If reduced to fewer than 7 hit points, he attempts to withdraw from combat and lose any pursuers in the twisting alleys and canals of the Veins.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +7 (+9 trip); **CMD** 19 (21 vs. trip)

Feats Combat Expertise, Exotic Weapon Proficiency (khopesh), Improved Trip, Two-Weapon Fighting

Skills Bluff +3, Climb +9, Disable Device +8, Intimidate +6, Knowledge (dungeoneering) +8, Knowledge (local) +8 (+10 in Wati), Perception +8 (+10 in Wati), Stealth +8 (+10 in Wati), Survival +8 (+10 in Wati)

Languages Common, Ignan, Osiriani

SQ favored community (Wati +2), track +2, trapfinding +2, wild empathy +3

Gear studded leather, composite shortbow (+3 Str) with 20 arrows, *mwk kukri*, *natron fang* (+1 *khopesh*^{UE}; see page 63), key to area F2, gold funerary mask (worth 50 gp), 21 gp



EKRAM IFFEK

NEW ARCANIC DISCOVERY

Wizards of the Cult of the Forgotten Pharaoh have learned to form arcane bonds with the funerary masks they wear in honor of their ancient patron. A wizard can learn the following arcane discovery in place of a regular feat or bonus wizard feat. For more information on arcane discoveries, see pages 86–87 of *Pathfinder RPG Ultimate Magic*.

Bonded Mask: Your devotion to the Forgotten Pharaoh enables you to select a mask—typically an Osirian funerary mask—as your bonded item. The mask must be worn to have effect, and occupies the head slot. In addition, the mask shields you from notice. While wearing your bonded mask, efforts to use the Diplomacy skill to gather information about you take a –1 penalty, and you gain a +1 competence bonus on all saving throws against scrying and mind-reading effects that allow saving throws.



FORGOTTEN PHARAOH CULTISTS (3)

CR 2

XP 600 each

Human rogue 1/wizard 2

LE Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

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

hp 20 each (3 HD; 1d8+2d6+5)

Fort +2, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6/19–20) or
dagger +3 (1d4/19–20)

Ranged dart +3 (1d4)

Special Attacks hand of the apprentice (5/day), sneak attack +1d6

Wizard Spells Prepared (CL 2nd; concentration +4)

1st—*burning hands* (DC 13), *disguise self*, *shocking grasp*

0 (at will)—*acid splash*, *detect magic*, *message*, *read magic*

TACTICS

Before Combat Forgotten Pharaoh cultists use their bonded masks to cast *mage armor* before combat.

During Combat The cultists use Arcane Strike with their short swords in combat, flanking with each other to make sneak attacks. Against opponents wearing metal armor, they cast *shocking grasp*, or *burning hands* against multiple foes.

Morale The cultists are fanatics and fight to the death.

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 13

Feats Arcane Strike, Deceitful, Iron Will, Weapon Finesse

Skills Bluff +8, Disguise +8, Intimidate +6, Knowledge (arcana, history, local) +6, Perception +5, Sense Motive +5, Sleight of Hand +7, Spellcraft +7, Stealth +7, Use Magic Device +6

Languages Ancient Osiriani, Common, Kelish, Osiriani

SQ arcane bond (funerary mask), arcane discoveries (bonded mask), rogue talents (finesse rogue), trapfinding +1

Combat Gear *potion of undetectable alignment*, *scroll of whispering wind*, oil of taggit; **Other Gear** dagger, darts (5), short sword, *cloak of resistance* +1, spell component pouch, spellbook (contains all prepared spells, all 0-level spells, *mage armor*, plus three additional 1st-level spells), thieves' tools, brass funerary mask (worth 25 gp), 3 turquoises (worth 10 gp each), 4 gp

Treasure: A large iron chest holds the Silver Chain's impressive collection of plundered jewelry and art objects. The chest is locked (Disable Device DC 30), but the key can be found hidden in Ekram's bed with a successful DC 25 Perception check. Inside the chest, a *handy haversack* contains an assortment of gemstones, necklaces, rings, statuettes, and other items worth a total of 3,765 gp. A second chest holds the remainder of Ptemenib's equipment (see page 60).

In addition, one of the tables holds a quill pen, a vial of ink, and several small slips of parchment, along with a curious figurine of a bird made out of tin, with three actual feathers forming its tail. The feathers are *bird feather tokens* and can be easily removed from the figurine. A cursory inspection of the figurine reveals space for four feathers; one is clearly missing.

Development: By the time the PCs arrive, Ekram has realized the likely cause of Wati's outbreak of undead, and has used a *bird feather token* to contact his superior, Meret-Hetef. The missing fourth *feather token* is a clue that Ekram recently sent a message to somebody, even if the PCs don't know who yet. Meret-Hetef arrives in Wati several hours later. Throughout Part 2, she assigns cultists to follow the PCs, culminating in a confrontation in Part 3.

If Ekram survives this encounter and escapes, he later meets up with Meret-Hetef, sharing everything he knows about the PCs. In this case, he is by her side when she confronts them in the Sepulcher of the Servant (area Q2).

With the defeat of Ekram Iffek, the rest of the Silver Chain scatters, preventing them from exploiting the current chaos—reduce the Panic Level by 1.

EVENT 4: THE RIGHT HAND OF DEATH (CR 8)

This event should occur toward the end of Part 1, after the PCs have rescued Ptemenib from the hands of the Silver Chain (see area F).

A substantial rift exists between the priests of the Grand Mausoleum and the militant wing of Pharamasma's faith, the Voices of the Spire. **Nakht Shepses** (LN male human inquisitor of Pharamasma 9), the bastard descendant of Wati's original liberator Nefru Shepses, is a ruthless and efficient man who believes his heritage gives him a

EMPTY GRAVES

heavy burden of protecting the city as commander of the Voices. In contrast, High Priestess **Sebti the Crocodile** (N female human cleric of Pharasma 13), born from common blood, is a peacemaker and counselor, and frequently at odds with her militant counterpart. Her reaction to the crisis—offering protection and healing to the citizenry while relying on adventurers such as the PCs to cleanse the city—disgusts Nakht. He and his inquisitors have a different solution. Using a powerful ritual handed down through the Shepses family for generations, Nakht plans to conjure an army of esobok and vanth psychopomps to destroy the undead scourge and uncover its source. These warrior psychopomps are quite capable of returning the living dead to their graves; unfortunately, neither breed of psychopomp cares much for the living either. Unleashing the psychopomps might save Wati from the undead, but will likely cause hundreds of innocent deaths as well.

Hearing rumors of esobok attacks in the city (such as the PCs' own run-in in **Event 3**), Sebti has summoned an indignant Nakht to the Grand Mausoleum to explain. Ptemenib contacts the PCs and asks them to intervene, fearing the disagreement may escalate into a schism within the church, and hoping someone unaffiliated with the church can mediate the disagreement. By the time the PCs arrive at the temple, Sebti and Nakht are nearly at each other's throats.

The PCs can intervene as they see fit. Both parties are eager to explain their sides: Sebti's focus on protecting the citizens from harm versus Nakht's preference for quick, decisive action. Neither Sebti nor Nakht has clear authority in such a crisis. As high priestess, Sebti believes Nakht should defer to her judgment, but Nakht insists that the source of the necromantic uprising must be found before more powerful undead rise from their graves, and only his psychopomps are qualified for such a task.

A third solution is for the PCs to volunteer to go into the necropolis themselves in search of the source of the undead uprising. If the PCs don't speak up, Ptemenib suggests it for them, based on their recent performance. Nakht finds it laughable that hired adventurers would be more effective than unswervingly loyal outsiders, but Sebti seizes this idea, asking the PCs if they'd be willing to demonstrate their abilities. If the PCs agree, Nakht acquiesces, but he demands proof of their prowess.

Creatures: Nakht quickly dispatches a runner to the Voices' headquarters and minutes later, a tall, skeletal figure wearing a vulture-like mask and a ragged cloak of gray feathers teleports into the temple. This is the vanth psychopomp Ajin Ra Baqa, who came to Wati with Nakht's ancestor, Nefru Shepses, centuries ago, and has resided in the city ever since. Long an ally of the Voices of the Spire, the vanth is the first of the psychopomps Nakht intends



AJIN RA BAQA

to unleash in Wati. He is accompanied by two esobok psychopomps. Nakht calmly intones that if the PCs can defeat the Voices' best servant and his war dogs, then he is willing to accept the PCs as Pharasma's agents in place of his psychopomps. Nakht has no wish to see anybody—either the PCs or Ajin—die, so he proclaims that the battle should be fought only until the majority of combatants on one side fall unconscious. He then steps back to watch the show.

AJIN RA BAQA

CR 7

XP 3,200

Vanth psychopomp (*Pathfinder RPG Bestiary* 4 221)

hp 76

TACTICS

During Combat Ajin is eerily silent and unquestioningly loyal to Nakht. He doesn't intend to kill anyone in this test of strength, but he shows no restraint either. Ajin begins by casting *bestow curse* on the nearest arcane spellcaster, reducing his or her Intelligence or Charisma score as appropriate. Like most vanths, Ajin prefers to fight on the wing, using hit-and-run tactics and Power Attack and Vital Strike with his adamantite scythe. Once an opponent is unconscious, Ajin pays that character no more heed, turning his attention to a new foe.

NEW SPELLS

The following spells are used by the church of Pharasma to summon psychopomps to the Material Plane.

SUMMON LESSER PSYCHOPOMP

School conjuration (summoning); **Level** cleric 5, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 round

Components V, S, F/DF (a crocodile skull funerary mask)

Range close (25 ft. + 5 ft./2 levels)

Effect one or more summoned psychopomps (see text)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster*, except that it summons 1d3 esobok psychopomps or 1d4+1 nosoi psychopomps. Esobok psychopomps are detailed on page 84. Nosoi psychopomps are detailed on page 220 of *Pathfinder RPG Bestiary 4*.

SUMMON VANTH

School conjuration (summoning); **Level** cleric 6, sorcerer/wizard 6, summoner 5, witch 6

Casting Time 1 round

Components V, S, F/DF (a vulture skull funerary mask)

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned vanth psychopomp

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster*, except that it summons a single vanth psychopomp. Vanth psychopomps are detailed on page 221 of *Pathfinder RPG Bestiary 4*.



Morale Ajin was not summoned to the Material Plane, so if he is slain, he does not return to the Boneyard. Nevertheless, he fights until he falls unconscious or is slain.

ESOBOKS (2)

CR 3

XP 800 each

hp 30 each (see page 84)

Treasure: If the PCs win, Nakht defers to Sebti's wishes. To assist the PCs in their task, he rewards them with a *scroll of summon lesser psychopomp* and a *scroll of summon vanth* (see sidebar above).

Development: Nakht calls off the psychopomps the moment the PCs ask for mercy or seem in genuine danger of death. If any of the PCs die, Sebti is ready with a *breath of life* spell to bring them back to life immediately. Whether the PCs win or lose, Sebti and her clerics are willing to heal any injuries incurred in the fight.

If the PCs defeat Ajin Ra Baqa and his esoboks, Nakht is speechless for several moments before apologizing for his earlier misgivings. He is proud, but not unreasonable, and his greatest concern is still keeping Wati safe and ending the undead scourge. He agrees to give the PCs a chance to end the undead uprising before summoning more psychopomps into the city. Restoring a sense of order and clear leadership by mediating between the two spiritual leaders reduces the Panic Level by 1.

Should the PCs lose, Nakht and the Voices of the Spire go ahead with their plan to summon psychopomps to contain the undead outbreak. Increase the Panic Level by 2 as the psychopomps' ruthless approach to problem-solving terrifies the populace. Nevertheless, Sebti maintains her faith in the PCs. She believes that mortal agents are more insightful and compassionate than outsiders, and still asks the PCs to seek out the source of the risen dead inside the necropolis, in hopes that their actions can mitigate the potential damage caused by the psychopomps. In this case, add psychopomps to the list of random encounters the PCs might face through the remainder of the adventure.

PART 2: BEST LEFT BURIED

The PCs have done their part to help make the living half of Wati as safe as possible for its citizens, but thousands of shambling undead still wander the ruined streets of the city's necropolis. While the sturdy walls of the necropolis are holding for now, the gates can hold the throngs back for only so long, and undead continue to steadily trickle through the smuggler's tunnels littering the Veins district. Until the cause of the undead uprising is found, Wati is still in danger. After meeting with Sebti the Crocodile and Nakht Shepses in **Event 4**, the PCs should prepare to enter the necropolis to seek the source of the undead plague. Discovering the *Mask of the Forgotten Pharaoh*, the involvement of the necromancer Nebta-Khufre, and the location of his secret lair will require the PCs to comb the necropolis for clues—no easy task even before it was crawling with undead abominations.

Once they've had time to recuperate from their adventures in Part 1, Ptemenib arranges another meeting with Sebti the Crocodile and Nakht Shepses to guide the PCs' initial search before the PCs venture into the necropolis.

Sebti the Crocodile is the most keen to see mortal investigators resolve the crisis, and agrees to let the PCs keep any riches they might find in the necropolis, though she urges them to remember the three rules of their earlier explorations in the necropolis (see *Pathfinder Adventure Path* #79). If the PCs agree to aid the city, Sebti entrusts them with one of the Pharasmins' greatest secrets. When the necropolis was first walled off nearly 1,800 years ago, more than a dozen necromantic detectors called *elegiac compasses* were concealed inside. These devices can sense

large sources of necromantic energy, and church inquisitors have used them to track and subdue fell influences in the necropolis. As of 30 years ago, the last time they were used, five *elegiac compasses* remained functional and could possibly be used to triangulate the source of the undead uprising. Sebti doesn't know whether all of the *elegiac compasses* are still operational, but she provides the PCs with a map to their locations (areas **G**, **K**, **L**, **M**, and **O**).

Nakht Shepses suspects that a cult of atheist lamias called the Amushet might be behind the undead uprising, no doubt agitated by the church's ill-advised exploration program. According to Nakht, the lamias know bizarre magics and have been known to take paramours from the city's populace, releasing them only after blinding them and driving them insane. The Amushet inhabit the Cenotaph of the Cynic (area **H**) in the necropolis, treating it as their personal playground.

In his investigations of Wati's grave-robbing gangs, Ptemenib regularly visits the necropolis, and has made contact with a clan of dark folk called the Xotl who dwell beneath Vizier's Hill. Ptemenib suggests that the PCs seek out the Xotl leader, named Unwrapped Harmony, in the old villa of the Asetiti family (area **I**), and sketches them a quick map showing the villa's location. Among the less dangerous of the necropolis's denizens, the dark folk are tolerated by the church, and Ptemenib believes they could have information about the outbreak of undeath in the city.

Ptemenib also knows that the Veins district is riddled with smuggling tunnels into the necropolis, though he has never found any himself. Some of the area's canals and drainage tunnels weren't entirely blocked off when the district was divided, and in the centuries since the creation of the necropolis, others have been reopened by smugglers. If the PCs did not find the secret tunnel entrance in the Bright River Brickworks (area **Fg**), Ptemenib advises them that the Silver Chain likely had ways to enter the necropolis unnoticed, and any contacts or captives the PCs have from their dealings with the gang might be able to tell them of such a means of bypassing the armies of ghouls and zombies besieging the necropolis's gates.

Treasure: To help the PCs in their task, Sebti provides them with a *lesser ectoplasmic metamagic rod* from the Grand Mausoleum's treasury.

ENTERING THE NECROPOLIS

Normally, entering Wati's necropolis is a relatively simple matter. Two large gates provide access to the city of the dead, and provided they have the permission of the priests of the Grand Mausoleum, mourners and visitors generally have free access to the necropolis during daylight hours. A few undead have always roamed the necropolis, but generally keep a healthy distance from the gates and the ever-watchful eyes of Pharasmans. Following the ka pulse,

the gates have been sealed to keep the small army of ghouls, skeletons, and zombies now swarming each gate from entering the living half of the city.

There are three ways the PCs can enter the necropolis. The easiest (and likely safest) way is through the Silver Chain's smuggling tunnel network, which the PCs can access through the gang's now-abandoned brickworks headquarters (area **Fg**). The tunnels exit into the necropolis close to one of the Pharasmans' *elegiac compasses* (area **G**).

The PCs can also try climbing over the necropolis's wall. Four successful DC 20 Climb checks are needed to reach the top of the wall, and two more are needed to safely reach the ground on the other side. Several 15-foot-high buildings abut the wall in various parts of the city; the PCs can clear the wall with only two successful Climb checks if they start from one of these buildings' roofs.

If the PCs try to enter the necropolis through the gates, they must fight their way through the assembled throngs of raging undead. This is a CR 8 encounter, as six ghouls and 12 zombies rush to swarm over the PCs. Every 2 rounds, an additional ghoul and 1d4 more zombies join the fray. Defeating the pack gives the PCs 1d4 rounds to move on before another pack of undead gathers and attacks them.

FINDING THE SOURCE

How the PCs go about finding the source of the undead plague is up to them. Sebti, Nakht, and especially Ptemenib have leads to offer, but the players themselves must decide how to pursue them and in what order, and what to make of the information they uncover.

The PCs' investigations are similar to a mystery, with multiple leads, red herrings, and dead ends, but eventually, they should uncover enough clues to find Nebta-Khufre's hiding place in the Sepulcher of the Servant beneath the Observatory of Truth and Wisdom. There are three leads pointing to the location of Nebta-Khufre and the *Mask of the Forgotten Pharaoh* scattered throughout the necropolis. The PCs must track down all three leads to find the necromancer's hideout.

Elegiac Compasses: Of the five *elegiac compasses* on Sebti's map, only one remains functional (area **L**), and it must first be repaired. Once the PCs have repaired the one working *elegiac compass*, they can use it to detect the necromantic energy of the *Mask of the Forgotten Pharaoh*. Without more *elegiac compasses* to triangulate the mask's location, however, it only defines a line through the necropolis, somewhere along which lies the hidden tomb.

Mysterious Strangers: Several denizens of the necropolis have noticed mysterious figures wearing golden masks—some of these sightings are of Nebta-Khufre wearing the *Mask of the Forgotten Pharaoh*, while others are cultists of the Forgotten Pharaoh searching for the necromancer and the mask.

RED HERRINGS

Each of the three major leads to Nebta-Khufre's hideout points to several locations within the necropolis, and the PCs will likely need to explore a number of these sites before they can narrow down the necromancer's true whereabouts. Some of these locations are merely red herrings and aren't detailed in this adventure. If the PCs choose to investigate one of these false leads, a thorough search requires 1d6 hours to complete. Because of the ka pulse and the rise of violent undead, roll for a random encounter each time the PCs explore one of these suspicious sites.

Below are the sites within the necropolis that each lead points toward, both adventure locations and red herrings. If you feel the need to based on your game's direction, add additional red herring sites for the PCs to explore.

Elegiac Compass (area **L**): Archives of the Ibis, Dust Parlor, Ghoul Market (area **M**), Observatory of Truth and Wisdom (area **P**), Pyramid of Arithmetic Bliss (area **N**), Temple of the Risen Osiris

Mysterious Stranger (multiple locations): Marid's Caress Bathhouse (area **K**), Pyramid of Arithmetic Bliss (area **N**), Observatory of Truth and Wisdom (area **P**), Sanctum of the Erudite Eye, the Shiny Bauble (area **L**), smuggler's tunnels (area **G**), tomb of Menket Maatya (area **O**)

Star Chart (area **I**): Academy of Skies and Moon, Mahhept's Marvelous Maps, Pyramid of Arithmetic Bliss (area **N**), Observatory of Truth and Wisdom (area **P**), Pahak's Prognostications, tomb of Menket Maatya (area **O**)



Star Chart: The Xotl dark folk of Vizier's Hill (area **I**) observed a strange figure carrying a golden mask and arguing with something in a brass cage shortly before the ka pulse. The figure dropped a torn scrap of an old star chart. It's impossible to tell where the chart originally came from, but with additional clues, it can help lead the PCs to the Observatory of Truth and Wisdom (area **P**).

Although following these three leads should guide the PCs to Nebta-Khufre, don't be afraid to go off the beaten track, changing the descriptions or details of encounters to respond to alternative player strategies. Perhaps the PCs decide to repair enough *elegiac compasses* to triangulate the location of the *Mask of the Forgotten Pharaoh*, in which case the parts they need may be in the hands of the dark slayer Gaunt Cadaver (area **J**), concealed in the Pyramid of Arithmetic Bliss (area **N**) or possessed by the undead revenant Velriana Hypaxes (**Event 5**). Or maybe the PCs want to strike a deal with the ghouls of Acrid Street, who know the necropolis and need someone to clean up a few of the more powerful upstart undead appearing across the necropolis. If the players seem truly stuck, Ptemenib can

point them toward a new clue, but reward clever thinking and roleplaying rather than forcing players to adhere strictly to the adventure as written. How they uncover the information is far less important than moving the story along and ensuring everyone has a good time.

The encounters in Part 2 can occur in any order, based on the PCs' investigations as they either follow the guidance of their allies or follow up on clues found within the necropolis. At the same time, the PCs will run into members of the Cult of the Forgotten Pharaoh, who are conducting their own investigations inside the necropolis. Following the PCs' confrontation with Ekram Iffek and the cultists infiltrating the Silver Chain in area **F**, Meret-Hetef orders her cultists to follow the PCs. Once the PCs find the Sepulcher of the Servant, they'll face Meret-Hetef and the Cult of the Forgotten Pharaoh in a final showdown.

EVENT 5: SHE WHO WAITS (CR 6)

This encounter can take place anywhere once the PCs enter the necropolis, but likely won't occur until the group splits up or pauses to rest for the night.

Creature: Many eyes watch the PCs once they enter Wati's silent quarter, but none are more hateful than those of Velriana Hypaxes, the former leader of the Scorched Hand, likely slain by the PCs. Thanks to the *Mask of the Forgotten Pharaoh's* ka pulse and a heart full of contempt, Velriana now stalks the PCs as an undead revenant, a twisted corpse consumed by the need for vengeance against her killers (if the PCs didn't kill her, see the sidebar on page 31). Denied the magic she wielded in life, Velriana acts with surprising caution despite her vastly increased physical power. With her sense murderer ability, she stalks the PCs within the necropolis, but doesn't attack unless they separate or try to rest. Once in combat, Velriana's undead rage overtakes her, and she fights until destroyed.

VELRIANA HYPAXES

CR 6

XP 2,400

Female revenant (*Pathfinder RPG Bestiary* 2 235)

hp 76

Treasure: Although her original gear was looted from her corpse, Velriana wasted little time helping herself to burial goods and jewelry from neighboring tombs, including a finely wrought *bladed belt* (*Ultimate Equipment* 211), six gold bracelets (worth 15 gp each), a ruby-studded diadem (worth 600 gp), and a necklace of smoky quartz (worth 75 gp).

G. SMUGGLER'S TUNNELS (CR 6)

The secret tunnel beneath the Bright River Brickworks (area **Fg**) exits into the Dry Veins area of the necropolis near this area, the location of one of the *elegiac compasses* marked on Sebt's map. If the PCs are using the tunnels

EMPTY GRAVES

to reach the necropolis, they enter this area from below ground. Otherwise, they approach from the surface, 20 feet above the crypt floor. Read or paraphrase the following as the PCs approach this area.

A portion of the tunnels' stonework has collapsed here, exposing the winding crypts beneath to the harsh sky above. Shallow alcoves line each wall, stacked high with artfully arranged human bones and skulls. In the center of this subterranean chamber, a jumble of bronze springs and copper plates lies tangled in a pile of fallen stone.

This chamber was once part of the canals of the Veins district that were drained and bricked over when the necropolis was founded. The Pharasmians placed one of their *elegiac compasses* here, but it broke beyond repair when the roof collapsed on it 2 decades ago. There is no sign of the masked figures seen by the lamia Hepsushep (area H5) and the Fading thugs (area M2).

Creatures: Two venomous snake swarms have taken up residence around the ruined remains of the *elegiac compass*, where the walls of the chamber provide some protection while allowing them to bask in the warm light of the sun above. They attack any creature who disturbs them.

VENOMOUS SNAKE SWARMS (2)

CR 4

XP 1,200 each

hp 37 each (*Pathfinder RPG Bestiary* 3 249)

H. CENOTAPH OF THE CYNIC

An unsettling and ominous structure, the round, fortress-like building called the Cenotaph of the Cynic stands apart from the other tombs in Wati's necropolis, separated by 100 feet of flattened rubble on all sides. The Cenotaph was originally built in honor of those who had fallen to the Plague of Madness, but when the Pharasmians created the necropolis, they repurposed it to house the atheistic dead of Wati. In the years since the Cenotaph's construction, an atheist sect of lamias called the Amushet claimed the building. Originally part of the Lamashtu cult that spread the Plague of Madness, the Amushet fared poorly in the plot, and the survivors pledged to shun the capriciousness of the gods and offer sanctuary to anyone with the same common sense. The Amushet sisters move freely through the necropolis at night, seeing and hearing all that transpires; the PCs can spend time gaining useful information from the lamias



VELRIANA HYPAXES

BUT SHE'S NOT DEAD!

Although unlikely, it's entirely possible that the PCs did not kill Velriana Hypaxes at the conclusion of "The Half-Dead City." Fortunately, adventurers almost always leave enemies and corpses in their wake. If Velriana survived the previous adventure, the revenant that tracks down the PCs in this adventure is another member of the Scorched Hand or another memorable NPC whom the PCs killed. Possible vengeful victims could include Ekram Iffek (area F9), Sehhosep Naahn (area D), or one of the looters (**Event 2**). Alternatively, the revenant could instead be someone the PCs failed to save—such as one of the auction attendees at the Canny Jackal (area A) or the Pharasmin cleric Bal Themm (area C)—rather than someone they killed directly.

if they so choose, or put an end to one of the city's longest-running monstrous infestations.

Nakht Shepses's suspicions about the lamias' involvement is understandable—the Amushet quietly rail against Wati's various faiths and occasionally found cults of charmed paramours to enact their schemes—but the sisters have no involvement with the undead uprising. In fact, the dead of the Cenotaph have so far been unaffected by the ka pulse—perhaps the faithlessness of the dead interred within, or of the lamias themselves, prevented the necromantic energies of the *Mask of the Forgotten Pharaoh* from affecting them.

The Cenotaph of the Cynic stands nearly 40 feet tall. Unless otherwise noted, the Cenotaph's ceilings are 15 feet high, with walls of reinforced masonry and sturdy bronze doors (hardness 9, hp 60, break DC 28). Use the map on page 32 for this location.

H1. Foyer (CR 5)

Three columns support the domed ceiling of this chamber, and a fourth lies broken across the floor. A mosaic of gods and the afterlife decorates the walls, marred by centuries of graffiti. A pungent musk fills the air.

The front doors to this chamber are kept locked (Disable Device DC 25). Because the sisters tend to enter and leave through the secret door in area H5, the chamber sees little activity when they're not receiving guests. The domed ceiling is 30 feet high.

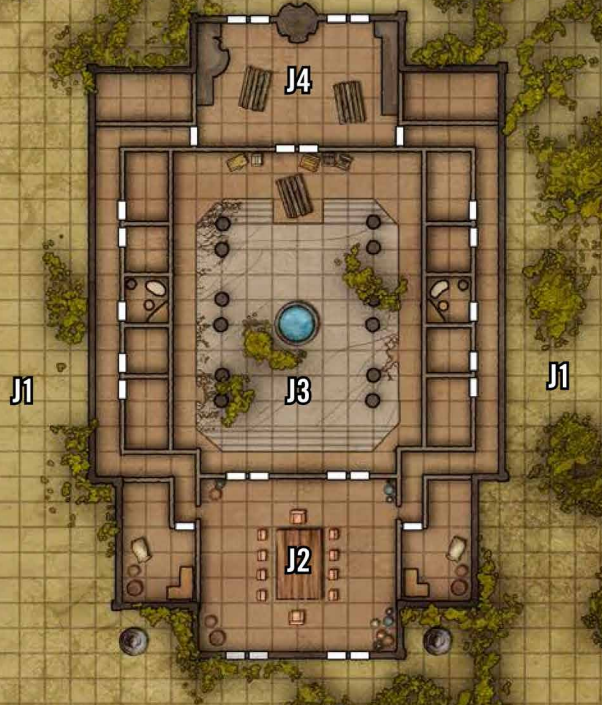
H. CENOTAPH OF THE CYNIC



1 SQUARE = 10 FEET



J. KAWAB VILLA



1 SQUARE = 5 FEET

M. THE GHOUL MARKET



1 SQUARE = 5 FEET

N. PYRAMID OF ARITHMETIC BLISS



1 SQUARE = 5 FEET

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Creature: The room's pungent scent comes from the lamias' pet, a spoiled emperor cobra named Iriri. Utterly devoted to its "mothers," Iriri attacks any living thing entering this chamber without them. As soon as the PCs enter, the giant snake rears up, spreads its hood, and attacks.

IRIRI

CR 5

XP 1,600

Emperor cobra (*Pathfinder RPG Bestiary* 2 252)

hp 51

Treasure: The Amushet sisters have adorned Iriri's hood with two dozen pairs of earrings worth a total of 1,500 gp.

H2. Skeptic Vaults

This long, semicircular hallway is lined with small chambers housing up to two dozen human bodies apiece. Given the varied status of atheists in Wati over the years, some of the bodies here have been immaculately mummified, while others were originally left to the elements and later gathered and interred here by the lamias.

H3. Private Bedchamber

The Amushet normally use the Nihilibrum (area H5) as a shared living and sleeping space, but the lamias grate on one another eventually, and the sisters occasionally retire to one of these private rooms to rest or study in peace. Originally ossuaries, the rooms have a stark silence and musty aroma the lamias find comforting.

Treasure: The sisters share a weakness for scents, and each bedchamber holds a collection of essential oils, fragrances, and perfumes worth 750 gp, as well as various coins worth 300 gp.

H4. Hall of Repentance (CR 5)

Four columns support the ceiling of this large chamber, filled with stone tables and curtains of tattered velvet. Stone fonts carved with images of scarab beetles and whippoorwills stand between the columns to the east and west. Two sets of double doors exit the room to the south, and doors to the north sports relief carvings of Pharasma as both deliverer of life and harvester of the dead. Deep, chiseled gashes mar the goddess's carved face.

This chamber was originally constructed for the living to pray for the honored dead; once the Cenotaph was repurposed, mourners could come here to pray for their godless relations interred here, ideally persuading their souls to find peace with divinity in death. The enchanted fonts to the east and west once produced holy water, but when the Amushet took over the Cenotaph and marred the image of Pharasma on the chamber's door, the fonts

lost their divine enchantment. The lamias now use this chamber for their pet projects—including the cults they have founded over the years—and various tools, books, and half-finished creations lie strewn about every surface. The ceiling is 40 feet high in this room.

Creatures: A man named Tarouk—a member of Wati's city guard and the newest male admirer of the lamia Hepsushep (see area H5)—resides here, along with two more of the sisters' pets left to guard him: a pair of lions named Akshu and Bezar. Although Tarouk willingly came to the lamias to study their philosophy, Hepsushep has used her magic to charm the human and reinforce his loyalty, turning him into a fanatic. Concerned for his darling, Tarouk orders any intruders to leave, attacking anyone who refuses. Akshu and Bezar join in to protect their charge.

AKSHU AND BEZAR (2)

CR 3

XP 800 each

Lions (*Pathfinder RPG Bestiary* 193)

hp 32 each

TAROUK

CR 1

XP 400

Guard (*Pathfinder RPG NPC Codex* 267)

hp 22

Treasure: Among the many projects and leftovers in the room, the worktables hold a complete alchemist's lab, a masterwork lyre, a magnifying glass, a set of masterwork clockwork tools, and a locust-shaped clockwork music box (worth 150 gp).

Development: If Hepsushep's charm effect on Tarouk is somehow broken, the guard is confused and upset. He'd begun developing romantic feelings toward his newfound teacher before she charmed him, but with a clear head, he's horrified by her actions and quietly asks the PCs to escort him back to the city's living half. Otherwise, the charm effect expires after 7 days.

Story Award: If the PCs free Tarouk, award them XP as if they had defeated him in combat.

H5. The Nihilibrum (CR 6)

Stained glass windows cast multicolored light across this oval room, dappling the books and scrolls crammed onto every spare surface save the massive pile of blankets and pillows on the circular dais dominating the north end of the chamber. An iron staircase runs along the eastern wall of the room, climbing to a small balcony above the room's double doors.

Generations of lamias have transformed this room, once a temple to Pharasma, into an enormous library they call the Nihilibrum. Two thousand years' worth of

MUMMY'S MASK

journals and personal notes make up the majority of the collection, spelling out a surprisingly colorful history of the necropolis, interspersed with self-aggrandizing philosophical treatises and bitter rants against the gods. The circular dais to the north, once the temple's altar, has been desecrated and turned into a large communal bed, but the spiral symbol of Pharamasma that decorated the top of the altar still exists beneath the mountain of cushions. A secret door in the north wall (Perception DC 30) exits to the outside, and the Amushe sisters prefer to squeeze through it rather than trudge in and out through the front door. The ceiling is 40 feet high in this chamber.

Creature: Three lamias normally reside here, but two of them, Hepsushep and Mannushep, departed Wati days ago on a hunting trip, leaving their younger sister Hepsushep to occupy herself with her newest human admirer, Tarouk (see area H4). Hepsushep spends her days here reading and sculpting. Far more insecure than her sisters, Hepsushep hides on the balcony over the doorway if she hears intruders and casts *major image* to create an illusory human version of herself below to speak with trespassers.

Using her illusory image, Hepsushep announces that the adventurers' tenacity has impressed her, and that she is willing to talk if they can "be civil." Characters willing to parley with Hepsushep find her very talkative; she dislikes being alone when her sisters go hunting and enjoys intelligent company. Her starting attitude is unfriendly; if made at least indifferent (Diplomacy DC 21), Hepsushep shares what she knows. She claims to have no involvement with the undead uprising; truthfully, she hadn't even noticed, as she has been busy the past few nights.

She does have some useful information, though. Amid all the recent newcomers to the necropolis, Hepsushep has noticed some unusual activity around a site known as the Ghoul Market (area M). This area has long been held by the ghoul packs of the necropolis, who tend to be nocturnal, but Hepsushep has observed increased activity during the day as well, as if someone or something else had recently taken up residence there.

Hepsushep has also noticed mysterious figures wearing golden masks coming and going through old smuggler's tunnels in the Dry Veins (area G), but doesn't know anything about them. (In fact, these were cultists of the Forgotten Pharaoh who had infiltrated the Silver Chain.)

Hepsushep likes her new paramour and doesn't want to give up Tarouk, but she can be easily cowed with threats or bought off with pretty baubles or new books. A successful DC 22 Intimidate check is required to convince her to release Tarouk, or she'll trade him to the PCs for 500 gp worth of valuables.

If Hepsushep is made hostile or if the PCs attack, the lamia responds with violence.

HEPSUSHEP AMUSHEP

CR 6

XP 2,400

Lamia (*Pathfinder RPG Bestiary* 186)

hp 67

TACTICS

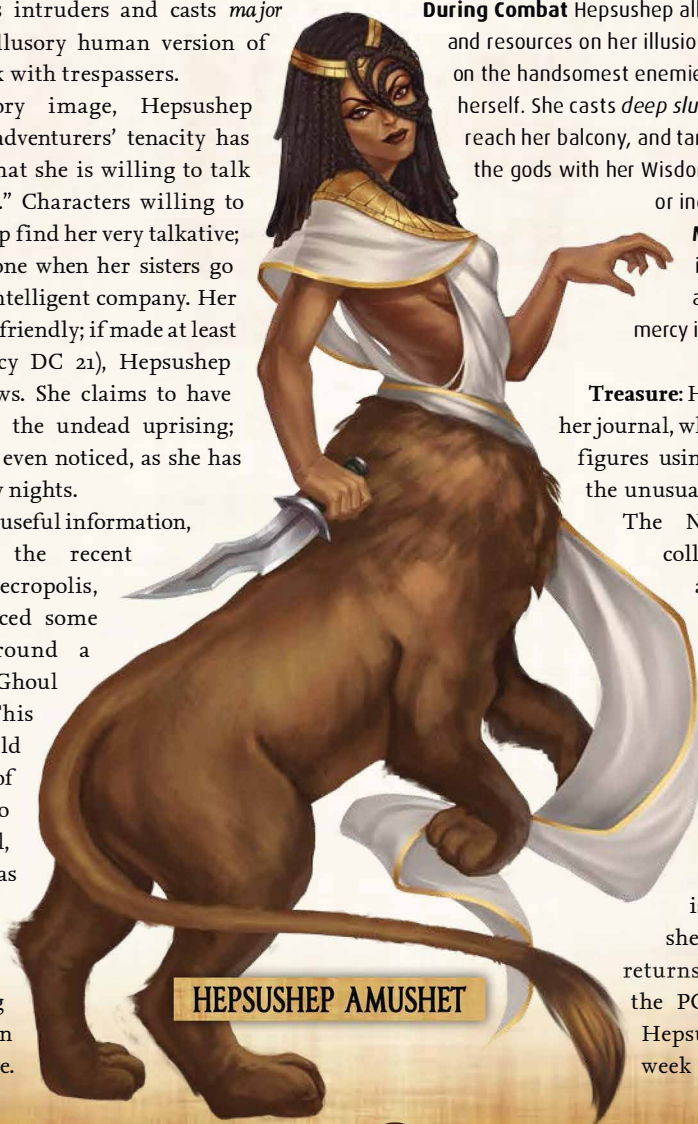
During Combat Hepsushep allows opponents to waste attacks and resources on her illusion while she casts *charm monster* on the handsomest enemies, then casts *mirror image* on herself. She casts *deep slumber* on anyone attempting to reach her balcony, and targets any obvious worshiper of the gods with her Wisdom drain attack, especially clerics or inquisitors of Pharamasma.

Morale Hepsushep holds no illusions about her place in the afterlife, and flees or begs for mercy if reduced to 30 or fewer hit points.

Treasure: Hepsushep's belongings include her journal, which mentions both the masked figures using the smuggler's tunnels and the unusual activity at the Ghoul Market.

The Nihilibrium contains a vast collection of philosophical texts and scrolls from Osirion's Second Age worth 1,500 gp. A secret compartment below the dais, which can be found with a successful DC 25 Perception check, hides the sisters' collection of three dozen silver holy symbols from a variety of faiths.

Development: Hepsushep isn't the vengeful sort, and if she escapes, the lamia eventually returns to the Cenotaph once the PCs move on. If the PCs slay Hepsushep, her sisters return a week later to find their murdered



HEPSUSHEP AMUSHEP

sibling. Hepsumah and Mannushep, both lamias with the advanced simple template, might stalk their younger sister's killers inside the necropolis or through the deserts outside Wati in later adventures.

If the PCs wish to follow up on Hepsushep's mention of the Ghoulish Market, Ptemenib or the priests of the Grand Mausoleum can inform them that an adventuring group called the Sunrise Fellows was assigned the Market during the lottery, but they never returned from their foray into the necropolis.

Story Award: If the PCs deal with Hepsushep peacefully, award them XP as if they had defeated her in combat.

I. ASETITI ESTATE (CR 7)

Paranoid, obsessive, and confused by the surface world, the Xotl clan of dark folk who dwell beneath the noble villas of Vizier's Hill are also the necropolis's least violent residents. The majority of the clan lives in and around the old Asetiti estate on the western side of the hill. No one interferes with the PCs as they approach, but once they enter the villa's grounds, three dark creeper guards nervously approach them, haltingly asking what they want. Any mention of the church of Pharasma, and especially Ptemenib, excites them, and one creeper scurries up to the manor house for instructions. After a half-hour wait—during which time the guards awkwardly attempt to make conversation about various surface world topics they don't quite understand—the PCs are invited inside to meet with the dark folk leader.

Creatures: Unwrapped Harmony, the dark stalker matriarch of the Xotl clan, meets the PCs along with two of her dark creeper handmaidens. The dark folk leader is quiet, contemplative, and slow to speak. She has no love for strangers, but is curious as to why the PCs have sought her out. Her initial attitude is unfriendly, though if the PCs mentioned Ptemenib, she starts as indifferent. If they improve her attitude to friendly, Unwrapped Harmony welcomes them as guests, offering them delicacies crafted from Darklands vermin and fetid but potable water from disused wells. The dark folk guard their secrets well, and she agrees to share information on strange activities in the necropolis only if the PCs perform a service for her people.

If the PCs agree, Unwrapped Harmony explains that periodically, small gangs of dark folk have splintered from the primary Xotl clan to form their own breakaway clans that embrace dissenting ideas. Usually these factions die out or eventually crawl back to the fold, but recently Unwrapped Harmony's own apprentice, a dark slayer named Gaunt Cadaver, left the Xotl to form his own clan. Unwrapped Harmony is fascinated with the human mummies in the necropolis, as her own people leave behind no corpses when they die, and while she hopes to learn the secrets of mummification to share with her people, the Xotl view the preserved human corpses as almost holy relics that should

not be disturbed. Unfortunately, Gaunt Cadaver became enamored with necromancy and decided to take a more direct hand in learning the mummies' secrets. Unwrapped Harmony has heard reports that Gaunt Cadaver has begun turning his followers into undead abominations, and the dark folk leader is unwilling to abide such blasphemy. Gaunt Cadaver and his followers have claimed an estate on the far side of Vizier's Hill (area J), and Unwrapped Harmony asks the PCs to go there and stop her former apprentice's profane experiments. She has no idea whether Gaunt Cadaver is behind the undead uprising in Wati, but she offers the PCs whatever secrets of the necropolis she can provide if they bring her proof of Gaunt Cadaver's death in the form of the magic stone he swallowed. She also pledges to reward the PCs for any of her apprentice's wayward followers that they return to the clan alive.

If the PCs make Unwrapped Harmony hostile, she orders them to leave; if they refuse, she and her handmaidens attack. The PCs can also decide to take whatever information they need by force rather than through diplomacy. The dark folk are essentially pests in the city of the dead, and few of Wati's living residents would mourn their passing.

UNWRAPPED HARMONY

CR 6

XP 2,400

Female dark stalker oracle 4 (*Pathfinder RPG Bestiary* 54, *Pathfinder RPG Advanced Player's Guide* 42)

CN Medium humanoid (dark folk)

Init +5; **Senses** see in darkness; Perception +9

DEFENSE

AC 21, touch 17, flat-footed 16 (+2 armor, +2 deflection, +5 Dex, +2 natural)

hp 68 (10d8+23)

Fort +5, **Ref** +12, **Will** +8

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee +1 short sword +12/+7 (1d6+3/19–20 plus poison), +1 short sword +12/+7 (1d6+3/19–20 plus poison)

Special Attacks death throes (DC 14), sneak attack +3d6

Spell-Like Abilities (CL 6th)

At will—*deeper darkness*, *detect magic*, *fog cloud*

Oracle Spells Known (CL 4th; concentration +8)

2nd (4/day)—*cure moderate wounds*, *false life*, *sound burst* (DC 16)

1st (7/day)—*cause fear* (DC 15), *command* (DC 15), *cure light wounds*, *magic weapon*, *shield of faith*

0 (at will)—*detect poison*, *ghost sound* (DC 14), *guidance*, *mage hand*, *mending*, *purify food and drink*, *read magic*, *stabilize*

Mystery bones

TACTICS

Before Combat Before meeting the PCs, Unwrapped Harmony casts *false life*, *magic weapon*, and *shield of faith*.

During Combat Unwrapped Harmony casts *deeper darkness*, then tries to scatter her foes with *cause fear*. She uses *sound burst* in an attempt to stun foes, then enters combat alongside her handmaidens, flanking to make use of her sneak attacks.

Morale Unwrapped Harmony surrenders if reduced to fewer than 15 hit points, offering the PCs whatever information they wish if they spare her and her clan.

STATISTICS

Str 14, **Dex** 20, **Con** 12, **Int** 12, **Wis** 13, **Cha** 18

Base Atk +7; **CMB** +9; **CMD** 26

Feats Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +9, Bluff +10, Climb +10, Diplomacy +10, Heal +8, Knowledge (history) +6, Knowledge (local) +5, Knowledge (religion) +6, Perception +9, Sense Motive +8, Sleight of Hand +6, Spellcraft +8, Stealth +14

Languages Dark Folk, Osiriani, Undercommon

SQ oracle's curse (haunted), poison use, revelations (near death, voice of the grave)

Combat Gear black smear poison (6 doses); **Other Gear** leather armor, mwk short swords (2), *cloak of resistance* +1, embalming tools

UNWRAPPED HARMONY'S HANDMAIDENS (2)

CR 2

XP 600 each

Dark creeper (*Pathfinder RPG Bestiary* 53)

hp 19 each

Treasure: If the PCs put down Gaunt Cadaver's upstart cult, Unwrapped Harmony rewards them with a 4-pound funerary cone carved from gold, worth 250 gp. She offers them an additional cone for each member of Gaunt Cadaver's cult that the PCs bring back to her alive, to a maximum of five cones in total. In addition, she also allows the PCs to keep Gaunt Cadaver's *steadfast gut-stone*. If the PCs kill Unwrapped Harmony, they can find the cones as well as Nebta-Khufre's star chart (see Development below).

Development: If the PCs eliminate Gaunt Cadaver's grotesque heresy and return to the Asetiti estate with his *steadfast gut-stone*, Unwrapped Harmony thanks them and answers whatever questions they have. The dark folk know much of the recent comings and goings of adventuring bands in the southern half of the necropolis, but of greater interest to the PCs is the curious sight one of their people saw several nights ago: a strange figure near an old bathhouse called the Marid's Caress (area K). The figure was carrying a golden mask and arguing with something in a brass cage mere hours before the ka pulse washed over the city. In its haste, the mysterious stranger left behind a torn scrap of parchment that Unwrapped Harmony gives the PCs. A PC who succeeds at a DC 10 Knowledge

(geography) check or a DC 15 Knowledge (arcane) or (religion) check can identify the scrap as a star chart of the summer skies over Wati, but the incomplete piece makes it impossible to tell whether the star chart is an academic reference, a navigational chart, or a divination aid. The star chart is one of the primary clues leading to Nebta-Khufre's location, but the PCs will need to find additional clues to pinpoint the necromancer's lair. See the Red Herrings sidebar on page 30 for possible locations the PCs might visit while searching for the star chart's origin.

If the PCs kill Unwrapped Harmony and her two handmaidens, the rest of the Xotl clan scatters in fear, taking years to reunify.

Story Award: If the PCs peacefully deal with Unwrapped Harmony, award them experience as if they had defeated her and her handmaidens in combat. Once the PCs learn about the star chart scrap the dark folk recovered, whether from Unwrapped Harmony or the dark creeper in area J4, award them an additional 1,200 XP.

J. KAWAB VILLA

A desolate garden choked with thorny brambles surrounds this small noble estate. A large, run-down house rises above the overgrowth in the center of the estate, its few windows dark and forbidding.

Once home to the aristocratic Kawab family, this estate sits on the eastern side of Vizier's Hill. In the century since the dark folk first emerged into the necropolis, various breakaway dark folk sects have claimed the villa as home—the dark slayer Gaunt Cadaver and his disciples are only the most recent inhabitants.

After discovering a rare necromantic ritual in one of the necropolis's tombs, Unwrapped Harmony's apprentice Gaunt Cadaver had an epiphany—the secret to power lay not within the dead corpses interred in the necropolis, but in the magic of necromancy itself. He began preaching of the possibility of eternal life for all dark folk, attracting converts from the Xotl dark creepers, which he then turned into juju zombies using the ritual. Although not a complete success (only a third of his followers “survived” the transformation), Gaunt Cadaver managed to create a handful of his own undead minions. When Unwrapped Harmony discovered her apprentice's blasphemy, the dark slayer fled with his remaining disciples to the Kawab villa, where the butcher-prophet continues his work—though it's completely unrelated to the undead uprising currently affecting Wati.

Unless otherwise noted, ceilings within the villa are 15 feet high. The rooms are dark—all windows have been painted over to block the sunlight. Use the map on page 32 for this location.

EMPTY GRAVES

J1. Estate Grounds (CR 5)

Thorny desert scrub chokes much of the estate grounds. Squares with underbrush are considered difficult terrain.

Creatures: Two ankhegs have burrowed a network of tunnels beneath the grounds of the villa. One of Gaunt Cadaver's followers fell victim to the ankhegs when the sect first moved into the villa, but the dark folk have not stirred from the building since. The ankhegs attack any creatures on the grounds that they detect with their tremorsense.

ANKHEGS (2)

CR 3

XP 800 each

hp 28 each (*Pathfinder RPG Bestiary* 15)

J2. Common Room (CR 5)

The fetid stink of mold, sweat, and spoiled food clings to the ornate wooden table and chairs in this large hall. A thick layer of dust covers every surface in the room, save where long, ragged tracks have been dragged through the grime. Two sets of double doors exit the chamber to the north and two more to the south. Open doorways to the east and west reveal winding hallways beyond.

Gaunt Cadaver's followers use this chamber as a common room, though those that have undergone the transformation into juju zombies do not mingle with their unaltered comrades. The doors to the north are barred from this side to keep the inhabitant of area J3 from escaping. The adjoining bedrooms once housed the immaculate dead of the Kawab family, and are now quarters for the dark creepers, who have hung ragged, reeking hammocks from the furnishings. Gaunt Cadaver and the dark creepers he transformed into juju zombies reside in the western bedroom (area J2a), while those converts who have yet to undergo the dark slayer's "transformation of enlightenment" live in the eastern bedroom (area J2b).

Creatures: Three unaltered dark creepers guard the villa to keep jealous rivals from stopping their divine work while they wait for their own chance to receive Gaunt Cadaver's "enlightenment." They attack anyone entering the chamber, but as they're unwilling to risk death before their transformations, they attempt to flee through the side corridors to area J4 if reduced to 6 hit points or fewer.

DARK CREEPERS (3)

CR 2

XP 600 each

hp 19 each (*Pathfinder RPG Bestiary* 53)

Treasure: Mixed in with the general filth of this chamber are several pieces of gold, silver, and lapis lazuli jewelry worth a total of 500 gp. In addition, four *screaming bolts* lie forgotten on a table in area J2a, and one of the dark creepers has concealed a stash of potions under a loose

stone in area J2b. A successful DC 23 Perception check uncovers the stash, which contains a *potion of blur* and two *potions of cure moderate wounds*.

J3. Courtyard (CR 4)

A cracked fountain in the center of this dried, open courtyard occasionally sputters a thick gout of water and silt. Columns support a roof covering a tiled walkway around the perimeter of the courtyard. Decorative double doors to the north and south provide access to the villa's interior.

As at many wealthy estates in Wati, an elaborate courtyard garden formed the centerpiece of the Kawab villa. Without maintenance, however, the garden's exotic plants withered away long ago.

Creature: Along with the ritual to create juju zombies, Gaunt Cadaver also discovered something else in the forgotten tomb—a carrion golem. Like all dark slayers, Gaunt Cadaver is fascinated with magic, and the golem was the most magical "item" he had ever found. Unfortunately, he was utterly unable to control the golem, so he had it brought to the villa and locked in the courtyard in the hopes that someday he might find a way to command it. The golem attacks anyone entering the courtyard and fights until destroyed.

CARRION GOLEM

CR 4

XP 1,200

hp 42 (*Pathfinder RPG Bestiary* 2 136)

J4. Gaunt Cadaver's Surgery (CR 7)

Sour musk overpowers the smell of ash from the hearth in this large kitchen converted into a laboratory and makeshift surgery. Two sets of doors exit the room to the north, with additional double doors to the south and smaller doors to the east and west.

The northern portions of the villa included both this kitchen and servants' quarters. The small rooms east and west of the kitchen and courtyard once housed the remains of the slaves and servants of the Kawab family until they were animated by the ka pulse. Gaunt Cadaver turned the kitchen into a laboratory where he performs his grotesque surgeries and preaches his philosophy of enlightenment through transformation to his disciples.

The doors to the north are locked (hardness 5, hp 20, break DC 25, Disable Device DC 25) and the doors to the south are barred from this side. Gaunt Cadaver carries the key to the locked doors.

Creatures: When the PCs first enter this chamber, they interrupt a grisly scene, as Gaunt Cadaver stands over

MUMMY'S MASK

the restrained and unconscious form of a dark creeper, an obsidian scalpel in one hand. Three of the dark slayer's converts who have undergone Gaunt Cadaver's transformation into variant juju zombies stand chanting nearby. Surrounded by his loyal minions, Gaunt Cadaver is fearless. In Osiriani, he welcomes the PCs to his "temple," expressing joy at the arrival of new converts before ordering his converts to restrain the PCs for "enlightenment."

The dark creeper currently undergoing "enlightenment" is unconscious, but if Gaunt Cadaver is not interrupted, he completes his ritual in 1d6 rounds; the dark creeper rises as a new Cadaver convert, and joins the battle as soon as it is able.

CADAVER CONVERTS (3)

CR 3

XP 800 each

Variant dark creeper juju zombie (*Pathfinder RPG Bestiary* 53, *Pathfinder RPG Bestiary* 2 291)

CE Small undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +4

DEFENSE

AC 20, touch 15, flat-footed 16 (+2 armor, +4 Dex, +3 natural, +1 size)

hp 13 each (3d8)

Fort +0, **Ref** +7, **Will** +1

Defensive Abilities channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee dagger +7 (1d3+2/19–20 plus poison) or slam +7 (1d4+3)

Special Attacks death throes, sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *detect magic*

STATISTICS

Str 15, **Dex** 19, **Con** —, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 17

Feats Improved Initiative^B, Skill Focus (Sleight of Hand), Toughness^B, Weapon Finesse

Skills Climb +10, Perception +4, Sleight of Hand +8, Stealth +14

Languages Dark Folk

SQ poison use, rag armor

Combat Gear black smear poison (5 doses); **Other Gear** dagger

SPECIAL ABILITIES

Death Throes (Su) When a Cadaver convert is slain, its body disintegrates in a burst of negative energy, leaving its gear in a heap on the ground. The negative energy deals 1d8 points of damage in a 10-foot-radius burst (Will DC 10 half). Undead creatures in the burst radius are instead healed of a like amount of damage. The save DC is Charisma-based.

GAUNT CADAVER

CR 4

XP 1,200

Male dark slayer oracle 2 (*Pathfinder RPG Bestiary* 2 75, *Pathfinder RPG Advanced Player's Guide* 42)

CE Small humanoid (dark folk)

Init +6; **Senses** *detect magic*, see in darkness; Perception +3

DEFENSE

AC 18, touch 17, flat-footed 12 (+6 Dex, +1 shield, +1 size)

hp 41 (6d8+14)

Fort +3, **Ref** +10, **Will** +3; +4 vs. disease

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee kukri +11 (1d3–1/18–20 plus poison)

Special Attacks death throes (DC 14), sneak attack +2d6, soul harvest

Spell-Like Abilities (CL 4th)

Constant—*detect magic*



GAUNT CADAVER

EMPTY GRAVES

At will—*bleed* (DC 14), *chill touch* (DC 15), *darkness*, *spectral hand*

3/day—*daze monster* (DC 16), *death knell* (DC 16), *inflict moderate wounds* (DC 16)

Oracle Spells Known (CL 2nd; concentration +6)

1st (5/day)—*bane* (DC 15), *cause fear* (DC 15), *entropic shield*, *inflict light wounds* (DC 15)

0 (at will)—*guidance*, *read magic*, *resistance*, *stabilize*, *virtue*
Mystery bones

TACTICS

Before Combat If alerted by his guards in area **J2** or if he hears sounds of fighting from area **J3**, Gaunt Cadaver casts *entropic shield*.

During Combat Gaunt Cadaver casts *darkness* followed by *spectral hand*, then attacks with touch spells. He focuses on anyone who seems to be able to see him through the gloom, and flanks with his converts to take advantage of his sneak attack and soul harvest abilities.

Morale Gaunt Cadaver is very confident of victory, and fights to the death.

STATISTICS

Str 8, **Dex** 22, **Con** 14, **Int** 13, **Wis** 8, **Cha** 19

Base Atk +4; **CMB** +2; **CMD** 18

Feats Combat Casting, Combat Expertise, Weapon Finesse

Skills Bluff +0, Climb +3, Diplomacy +0, Heal +6, Intimidate +10, Knowledge (arcana, religion) +5, Perception +3, Sense Motive +5, Spellcraft +7, Stealth +20, Use Magic Device +6

Languages Dark Folk, Osiriani

SQ magical knack, oracle's curse (wasting), poison use, revelations (resist life)

Combat Gear *scroll of speak with dead*, black smear poison (3 doses); **Other Gear** mwk buckler, kukri, *steadfast gut-stone*^{UE}, healer's kit, surgeon's tools

Treasure: Gaunt Cadaver's followers have collected most of the estate's most valuable grave goods in the surgery, consisting of a bolt of Qadiran silk (worth 400 gp), a 3-pound jar of giant bee royal jelly worth 300 gp (*Bestiary* 243), 20 ivory servant statuettes called ushabti (worth 15 gp each), a pair of gold and onyx earrings (worth 100 gp) and matching necklace (worth 250 gp), a lapis lazuli bracelet (worth 50 gp), 240 gp, 345 sp, and 75 cp. In addition, Gaunt Cadaver's *steadfast gut-stone* is the "magic stone" required by Unwrapped Harmony as proof of her apprentice's death.

Development: If she doesn't undergo the transformation into a zombie, the dark creeper on the operating table dies in 7 rounds, and her body explodes in her death throes. If the dark creeper is healed before this time, however, she survives. This is the dark creeper who found Nebta-Khufre's star chart—if questioned, she can provide the PCs with information about the mysterious stranger and the star chart if the PCs parted with Unwrapped Harmony on bad terms (see Development for area **I** on page 36).

K. MARID'S CARESS BATHHOUSE

A morass of mud, mold, and crumbling stonework fills this old bathhouse's humid interior.

According to Sebti's map, one of the Pharasmins' *elegiac compasses* was placed in the ruins of this unassuming middle-class bathhouse called the Marid's Caress. After centuries of neglect, however, the bathhouse's plumbing finally failed, collapsing one wall onto the compass and damaging it beyond repair. The windblown sand, collapsed rock, and constant leaks have since transformed the Marid's Caress into an indoor swamp. There is no sign of the mysterious stranger seen by the dark folk of Vizier's Hill (area **I**).

Treasure: A *lens of detection*, caked in mud, can be found in the muck with a successful DC 20 Perception check.

L. THE SHINY BAUBLE (CR 7)

This former glassblower's shop was repurposed to serve as a humble family mausoleum, as well as the location of one of the *elegiac compasses*. The Shiny Bauble has been looted of its choicest bits of glasswork and jewelry, but the *elegiac compass* on the shop's roof is in surprisingly good condition despite its age. However, a significant component of the device—its copper-wrapped quartz core—has recently been removed. Even 10 days after the theft, tracking the culprit is easy in the loose, dry sand covering the rooftop, requiring a successful DC 15 Survival check to follow the tracks of a single creature to a large sinkhole behind the shop. PCs who succeed by 5 or more identify the tracks as those of a creature with the dragon type.

Creature: The sinkhole behind the Shiny Bauble drops 50 feet into a large subterranean fissure beneath the necropolis, now the lair of a juvenile crystal dragon named Shardizhad. Shardizhad claimed her new lair after being chased from her mother's den a decade ago, but has spent most of the time since sleeping. She woke only a month ago and began gathering her hoard from the prettiest treasures in the surrounding tombs, especially the nearby glassblower's shop. Shardizhad rests in her nest of silken sheets and stolen coin. If she detects intruders, she rears up and demands to know who would sully her home. Although good-natured, the young dragon is spoiled and vain, and takes the presence of intruders in her home as a personal insult. Shardizhad's initial attitude is hostile. If the PCs can shift her attitude to at least indifferent (with a successful DC 30 Diplomacy check), the crystal dragon agrees to listen to their requests. If the PCs seem suspicious or threatening, touch her artfully arranged hoard, or fail to improve her attitude to at least indifferent, Shardizhad attacks without further hesitation.

MUMMY'S MASK

SHARDIZHAD

CR 7

XP 3,200

Female juvenile crystal dragon (*Pathfinder RPG Bestiary* 2 98)

CG Medium dragon (earth, extraplanar)

Init +2; **Senses** darkvision 60 ft., dragon senses, low-light vision, tremorsense 30 ft.; **Perception** +14

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)

hp 94 (9d12+36)

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

Immune dragon traits, paralysis, sleep, sonic

OFFENSE

Speed 60 ft., burrow 30 ft., climb 30 ft., fly 150 ft. (average)

Melee bite +13 (1d8+6), 2 claws +13 (1d6+4), 2 wings +11 (1d4+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (30-ft. cone, 8d4 sonic, Reflex DC 18 half, usable every 1d4 rounds)

Spell-Like Abilities (CL 9th)

At will—*color spray* (DC 16), *glitterdust* (DC 17)

TACTICS

During Combat Young and arrogant, Shardizhad believes her magic to be indomitable. She begins combat by casting *color spray*. If this fails to affect intruders, she declares them to be “cheating” and follows up with *glitterdust* and her breath weapon before leaping into combat.

Morale Unable to conceive of humanoids as a serious threat, Shardizhad fights until reduced to 20 hit point or fewer, at which point self-preservation overcomes her pride and she flees.

STATISTICS

Str 19, **Dex** 14, **Con** 19, **Int** 14, **Wis** 15, **Cha** 20

Base Atk +9; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Great Fortitude, Iron Will, Lightning Reflexes, Multiattack, Power Attack

Skills Appraise +14, Bluff +16, Climb +20, Fly +14, Intimidate +16, Knowledge (dungeoneering) +14, Knowledge (local) +6, Perception +14, Sense Motive +10, Stealth +14

Languages Common, Draconic, Osiriani

SQ razor sharp

Treasure: Shardizhad's hoard consists of a suit of +1 half-plate, a +1 halberd, a shield cloak (*Ultimate Equipment* 268), an oil of bless weapon, a potion of eagle's splendor, a potion of heroism, a scroll of fly, a wand of hold portal (22 charges), 3 vials of soul stimulant (*Ultimate Equipment* 101), a platinum statue of a dwarf (worth 50 gp), a trio of lapis lazuli praying monkey figurines (worth 30 gp each or 100 gp total as a set), assorted glassware and jewelry (worth a total of 523 gp), 22 pp, 217 gp, 650 sp, and 153 cp. In addition, the copper-wrapped quartz core of the *elegiac compass* from the roof of the Shiny Bauble rests in Shardizhad's hoard.

Development: If the PCs successfully treat with Shardizhad, she can be convinced to sell the *elegiac compass's* core for 1,000 gp in coin or goods. In fact, Shardizhad is all

too happy to sell or exchange any of the items in her hoard, especially for gems and jewelry. Shardizhad loves gems and jewels, and will accept 10% less than an item's value if the PCs pay her entirely in valuable stones. If the PCs are polite and deferential, the young dragon can become a sort of shopkeeper in the heart of the necropolis.

If they acquire the *elegiac compass* core from Shardizhad, the PCs can attempt to repair the device, which is large and delicate and can't be moved from the Shiny Bauble without several weeks' work. The *elegiac compass* is too complex and powerful (CL 12th) for the PCs to repair magically with spells such as *make whole*, so they must attempt to fix the device manually. Doing so requires 2 hours of work and a successful DC 15 Craft (clockwork) or (jewelry) check, or a successful DC 20 Spellcraft check. Once repaired, the *elegiac compass* points a straight line through the necropolis, but without other compasses to triangulate the signal, the PCs only know that the source of the ka pulse lies somewhere along that vector. See the Red Herrings sidebar on page 30 for possible locations the PCs might explore along the vector of the *elegiac compass*.

Story Award: If the PCs deal with Shardizhad peacefully, award them XP as if they had defeated her in combat. If the PCs repair the *elegiac compass* to narrow down the search for Nebta-Khufre's location, award them 1,600 XP.

M. THE GHOUL MARKET

Formerly known as the Gulla Market, this bazaar hosted various traders and artisans when the necropolis was a living part of Wati. It now marks the edge of ghoulish territory in the necropolis—hence its current name, the Ghoul Market. Sebti's map locates one of the *elegiac compasses* at this site, and other clues within the necropolis point here as well.

An adventuring band called the Sunrise Fellows was assigned the Ghoul Market during the Grand Mausoleum's lottery, but the group didn't return, leading the Pharasmins to believe they were killed in the necropolis. However, the explorers are mostly alive and well. The Sunrise Fellows are secretly agents of the Fading, Wati's premiere drug smuggling gang, who used the lottery as an opportunity to establish a mumia lab in the necropolis. Sadly, the group's alchemist, Bhég, enjoys his work a little too much, and after repeatedly sampling the gang's product, he has fully transformed into a ghast. Even without interference from the PCs, the other Fading thugs at the Ghoul Market likely have only days to live—Bhég's struggle to contain his hunger for living flesh grows more difficult with each passing day.

The Sunrise Fellows destroyed the *elegiac compass* that was placed here upon their arrival and sold off its more valuable components, but the gang possesses other clues that point toward Nebta-Khufre.

Use the map on page 32 for this location.

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M1. Market Street (CR 5)

Market stalls and small shops in various states of decay rise from the worn cobbles of this plaza. Rubble and bits of gnawed bone lie heaped in corners.

Depending on which of the necropolis's ghoul gangs control the area at any given time, this street sees infrequent restoration and curious bazaars of the undead. The Ghoul Market is currently under the control of the Sunset in Red—one of the most feral ghoul tribes in the necropolis—and now serves as little more than occasional hunting grounds. With most of the street's ghouls currently besieging the necropolis's gates alongside their newly risen comrades, the street stands eerily silent.

Creatures: A few members of the Sunset in Red gang elected to stay behind when the rest of the group abandoned the area. Four of these ghouls have just begun investigating the door to area **M2**, attracted by the smell of mumia wafting from the Windward Wend Oils Company. Eager for new meals, the ghouls attack any living newcomers.

GHOULS (4)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 146)

M2. Windward Wend Oils Company (CR 6)

Unlike most of the storefronts along the street, the door to this shop shows signs of recent use, and a successful DC 15 Survival check reveals traces of human footprints around the door underneath the ghoul tracks. Characters with the scent ability or ranks in Craft (alchemy) can detect unnatural chemical odors emanating from within. Read or paraphrase the following when the PCs enter the shop.

The air in this shop smells of food heavily seasoned with coriander seed, garlic, and other spices, mingled with the earthy aroma of decay. Bright stains mar the gray wooden shelves on the walls. In the rear of the shop, a beaded curtain hangs over an opening that leads deeper into the building.

For 10 generations the Windward Wend Oils Company collected exotic spices and herbs from across the world,

MUMMY'S MASK

preserving them in olive oil and animal fats. After most of the family died in the Plague of Madness, its descendants transformed the family shop into a mausoleum. The corpses once interred in the front of the shop were all removed to the back room to be rendered into *mumia*.

Creatures: The three Fading members—Date Palm, Oshwyt, and Worm—who made up the Sunrise Fellows along with Bheg spend most of their time here rather than in back with the creepy alchemist. They're wary of strangers, but not immediately hostile. If confronted, they try to avoid suspicion and violence by explaining their presence as adventurers assigned this "tomb" by the Grand Mausoleum. If the PCs are persistent or see through the thugs' bluff with a successful DC 19 Sense Motive check, the gangsters attempt to lure the PCs into the area of the alchemist's fire trap before drawing their weapons.

DATE PALM, OSHWYT, AND WORM CR 2

XP 600 each

Human rogue 3

NE Medium humanoid (human)

Init +2; **Senses** Perception +6

DEFENSE

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

hp 23 each (3d8+6)

Fort +2, **Ref** +5, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +6 (1d8+2)

Ranged sling +4 (1d4+2)

Special Attacks sneak attack +2d6

TACTICS

During Combat Hired for their ruthlessness and style, the three thugs use their Combat Expertise and Improved Feint feats to make sneak attacks whenever possible.

Morale If reduced to fewer than 6 hit points, a thug attempts to fall back and warn Bheg in area **M4**.

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 16

Feats Combat Expertise, Improved Feint, Skill Focus (Bluff), Weapon Focus (heavy mace)

Skills Acrobatics +8, Bluff +9, Diplomacy +6, Disable Device +8, Knowledge (dungeoneering) +7, Knowledge (local) +7, Perception +6, Sense Motive +6, Sleight of Hand +8, Stealth +8

Languages Common, Osiriani

SQ rogue talents (weapon training), trapfinding +1

Combat Gear *catching cape*^{UE}, *potion of cure moderate wounds*, *potion of hide from undead*, alchemist's fire (2), holy water (2); **Other Gear** mwk studded leather, mwk heavy mace, sling with 20 bullets, thieves' tools, onyx ring (worth 65 gp), 3 gp

Trap: When the shop was converted into a crypt, the family installed a trap that sprays alchemist's fire in the 10-foot square directly north and west of the counter to deter intruders. The Fading easily discovered the trap and rigged a trigger so they can safely set it off from behind the counter.

ALCHEMIST'S FIRE TRAP

CR 2

XP 600

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

EFFECTS

Trigger touch; **Reset** manual; **Bypass** hidden switch (Perception DC 25)

Effect alchemist's fire (2d6 fire damage for 2 rounds); **Reflex** DC 15 half; multiple targets (all targets in a 10-ft. square)

Treasure: In addition to the thugs' listed gear, Date Palm also wears a pair of *burglar's bracers* (*Ultimate Equipment* 273).

Development: If defeated and interrogated, the Fading thugs claim to know nothing about the undead uprising—only that the absence of ghouls in the area allowed them to set up shop here with less difficulty than they expected. However, they have noticed some mysterious happenings in the necropolis. Well aware of the activities of their rivals in the Silver Chain, the Fading have noticed figures in strange golden masks using the Silver Chain's smuggler's tunnels in the Dry Veins (area **G**) to enter and exit the necropolis. More recently, they also witnessed another person wearing the same type of mask entering a location called the Pyramid of Arithmetic Bliss (area **N**).

M3. Bedchamber

Several mummified bodies have been neatly stacked on top of a bed in this small chamber. Dust covers everything except the corpses.

The Fading converted this bedchamber into storage for stolen mummies awaiting processing. Miraculously, the ka pulse had no effect on any of their collection. The small chamber across the hall from this room is an old privy.

M4. Mumia Lab (CR 6)

A stinging chemical stink fills this room, which is separated from the rest of the building by a bea. Shards of broken glass and scraps of desiccated flesh litter the floor, along with a jumble of crockery, bundled herbs, and dismembered mummified limbs.

The Fading are skilled at quickly converting abandoned kitchens and similar facilities into makeshift drug labs such as this one. No marvel of alchemical wizardry, this lab has been slapped together with parts scavenged from

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surrounding tombs, including some of the Windward Wend's original equipment for processing and infusing oil. The result is a chaotic mess of jury-rigged equipment good solely for rendering down mummified bodies into the ghoulish drug mumia (see the sidebar on page 44).

Creature: One of the Fading's alchemists, Bheg, inhabits this room, crafting more mumia for the gang's customers. Bheg has little ambition beyond a desire to make the pain of living on the streets stop. A little cleverer than the average urchin, he eventually grew tired of paying other people for his highs and learned to craft his own drugs. By the time the Fading recruited him, Bheg knew just enough to be valuable but also dangerous. To extend the gang's supply of the drug, Bheg has been cutting it with other substances—including, unknown to him, decayed lazurite from the Darklands.

Bheg began sampling his own mumia months ago, convinced his alchemical know-how would protect him from the drug's rumored long-term effects. In a way, he was right, as his alchemical concoctions slowed his transformation into a ghoul, giving the fever more time to thoroughly ravage his body. Unknown to his fellow Fading members, Bheg quietly passed away 2 days ago, and awoke minutes later as a ghast. The lazurite in the mumia interacted with other ingredients in the drug, enabling Bheg to retain his memories (and class features) after his transformation, and his alchemical preparations allowed him to retain a mostly human appearance and conceal his undead nature from his companions. He is horrified by his condition, and has successfully fought off his gnawing hunger for the flesh of his brethren thus far. It's only a matter of time, however, before the ghast finally weakens and turns on his erstwhile allies to sate his unnatural urges.

If alerted to the presence of intruders in the shop, Bheg spends 1 minute concentrating 2 doses of greenblood oil into a single dose (increasing the save DC to 15 and the frequency to 6 rounds), then poisons one of the needles on his *robe of needles*. He attacks any intruders entering his lab.

BHEG

CR 6

XP 2,400

Male ghast alchemist (vivisectionist) 5
(*Pathfinder RPG Bestiary* 146,

Pathfinder RPG Advanced Player's Guide 26, *Pathfinder RPG Ultimate Magic* 20)

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +12

Aura stench (10 ft., DC 17, sickened for 1d6+4 minutes)

DEFENSE

AC 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)

hp 73 (7d8+42)

Fort +10, **Ref** +10, **Will** +8; +4 vs. poison

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +10 (1d6+4 plus disease and paralysis), 2 claws +10 (1d6+4 plus paralysis)

Special Attacks disease (DC 17), paralysis (1d4+1 rounds, DC 17), sneak attack +3d6

Alchemist Extracts Prepared (CL 5th)

2nd—*fire breath*^{APG} (DC 17), *spider climb*, *vomit swarm*^{APG}

1st—*crafters' fortune*^{APG}, *expeditious retreat*, *negate aroma*^{APG} (DC 16), *stone fist*^{APG}, *true strike* (2)

TACTICS

During Combat Bheg's new hunger has gnawed at him for days. If approached or threatened, he is unable to resist launching himself at the nearest opponent. After a bite or two of flesh, however, he comes to his senses and fights more prudently, throwing poisoned needles from his robe of needles; using his extracts of *fire breath*, *vomit swarm*, and *true strike*; and attempting to make sneak attacks.

Morale An apologetic coward, Bheg attempts to flee if reduced to fewer than 35 hit points.

STATISTICS

Str 18, **Dex** 23, **Con** —, **Int** 20, **Wis** 18, **Cha** 22

Base Atk +4; **CMB** +8; **CMD** 24

Feats Brew Potion, Civilized Ghoulishness, Combat Reflexes, Deceitful, Throw Anything, Weapon Finesse

Skills Bluff +15, Craft (alchemy) +15, Disable Device +14, Disguise +15 (+25 to appear human), Intimidate +14, Knowledge (arcana, nature, religion) +13, Perception +12, Sense Motive +12, Spellcraft +13, Stealth +14, Use Magic Device +14

Languages Common, Elven, Gnoll, Kelish, Osiriani, Polyglot

SQ alchemy (alchemy crafting +5, identify potions), cruel anatomist, discoveries (concentrate poison, preserve



BHEG

MUMIA

The Fading is most infamous for trafficking in mumia, an illegal drug made from the flesh of mummies. Although normally sold as a curative, addiction to the drug comes with its own dangers—namely, the chance of becoming an undead ghoul. For more information on mumia, see pages 21–22 of *Pathfinder Campaign Setting: Lost Kingdoms*. Full rules for drugs and addiction can be found on pages 236–237 of the *Pathfinder RPG GameMastery Guide*.

MUMIA

Type inhaled, ingested, or injury; **Addiction** major, Fortitude DC 18

Price 500 gp

Effects 1 hour; +1d8 temporary hit points, +2 alchemical bonus on saving throws made against spells and effects with the curse or disease descriptor, fatigue. If the user is addicted for more than a week straight, she has a cumulative +5% chance of transforming into a ghoul every week she remains addicted.

Damage 1d2 Wis damage



organs^{UM}), mutagen (+4/–2, +2 natural, 50 minutes), poison use, swift alchemy, torturer's eye

Combat Gear greenblood oil (6 doses); **Other Gear** robe of needles^{UE}, alchemy crafting kit^{UE}, formula book (contains all prepared extracts plus *cure light wounds*, *deathwatch*, and *disguise self*)

SPECIAL ABILITIES

Civilized Ghouliness While pale-skinned and gaunt, Bhég can still pass as a living human. He gains a +10 racial bonus on Disguise checks made to appear human, and his channel resistance increases by +2. He can activate or suppress his stench ability as a free action. (This feat originally appeared in *Pathfinder Campaign Setting: Classic Horrors Revisited*.)

Treasure: Bhég stashes his completed product in a secret chamber in the southeast corner of the lab, which can be found with a successful DC 30 Perception check. There are 4 doses of mumia in the stash. Each dose is worth 500 gp, but the sale and trafficking of the drug is illegal in Wati.

Development: Like the thugs in area M2, Bhég is aware of the figures in golden masks seen in the necropolis, and can give the PCs the same leads if they capture and interrogate him.

N. PYRAMID OF ARITHMETIC BLISS

Despite its name, this “pyramid” is nothing of the sort. The building's unique trapezoidal roof stands out against the necropolis's skyline, but the structure was merely the

headquarters of an old stonemasons' guild. After the Plague of Madness, the Pharasmins repurposed the site into a resting place for Wati's architects, engineers, and mathematicians—most of whom rose as undead in the ka pulse.

The necromancer Nebta-Khufre used the Pyramid of Arithmetic Bliss as a base to search for the *Mask of the Forgotten Pharaoh* when he first arrived in Wati. Once he found the mask, he moved to the Sepulcher of the Servant (area Q) but traces of his presence here remain.

Most of the ceilings in the “pyramid” are 10 feet high, supported by 3-foot-thick masonry walls. A map of this location appears on page 32.

N1. Courtyard (CR 5)

A long-neglected garden and thirty-foot-tall obelisks decorate this broad, walled-in courtyard. Several squat outbuildings stand near the western wall, but a sprawling sandstone building with a steeply pitched pyramidal roof and elaborate reliefs dominates the property.

The walls of the Pyramid of Arithmetic Bliss are inscribed with Ancient Osiriani hieroglyphs detailing many of the great works and techniques of the bygone stonemasons' guild. The obelisks were erected after the building's consecration as a tomb, and list the names of the most esteemed dead interred within in Ancient Osiriani. Uncared for, the garden went wild long ago, its more exotic plants now replaced with heartier desert scrub. The outbuildings serve as lesser tombs that once held the servants, assistants, and apprentices of those buried within the larger tomb, but their occupants were animated by the ka pulse and the buildings are now empty.

Creatures: The courtyard is empty the first time the PCs pass through it, but they encounter new arrivals upon leaving the Pyramid. Alerted by Ekram Iffek before his defeat, more members of the Cult of the Forgotten Pharaoh have arrived in Wati and begun tracing the source of the ka pulse in hopes of finding the *Mask of the Forgotten Pharaoh*. When one of the cult's members sent to explore the Pyramid of Arithmetic Bliss failed to report in, Meret-Hetef dispatched a trio of cultists to investigate his disappearance. When the three masked cultists see the PCs leaving the pyramid, they assume the PCs are responsible and attack.

FORGOTTEN PHARAOH CULTISTS (3)

CR 2

XP 600 each

hp 20 each (see page 26)

Development: If the PCs don't find the cultist's notebook in area N4, these cultists also know of those locations; if captured and interrogated, they can reveal that the cult is searching for something in those areas. If questioned

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about their purpose in the necropolis, the cultists only hint at the horrible fate that awaits the PCs “when the Sky Pharaoh returns to claim his throne.”

N2. Hall of Records (CR 5)

Deep niches line the walls to either side of this wide passage, dividing blocks of detailed hieroglyphs. Scrolls and loose bits of parchment lie scattered across the floor.

The Pyramid’s entryway serves as an enormous filing system for the guild’s collected wisdom, readily available to all of its members. Nebta-Khufre sifted through the mausoleum’s records, but ultimately abandoned the effort as too much effort for too little reward.

Creatures: Two dwarven siblings who helped revolutionize Osirian geometry by developing many esoteric proofs to describe the movement of the heavens were buried in the Pyramid upon their deaths, only to rise again in undeath with the ka pulse. Never entirely stable during their lives, the mathematicians became a pair of chattering, insane allips with all of their original genius but no ability to communicate it. They attack any living creature entering the hall.

ALLIPS (2) **CR 2**

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary 3* 12)

Treasure: Many of the papers Nebta-Khufre so callously discarded are actually priceless historical treasures. With a successful DC 15 Appraise check, a character recognizes several original manuscripts and historical treatises, worth a total of 1,900 gp. Unfortunately, there are no star charts matching the scrap found by the dark folk (area I).

N3. Workshop (CR 7)

Tools and notes have been placed upon this chamber’s broad stone worktables with apparent significance and precision. Several sarcophagi lie along the walls, surrounded by dusty models, urns, and statues. In the northeast corner, a disorderly campsite mars the mathematical order of the room’s design.

The sarcophagi in this chamber held the remains of many of Wati’s greatest thinkers and designers, mummified with care and laid to rest alongside their peers to continue their work in the afterlife. A passage to

the west leads to smaller chambers that housed the bodies of lesser journeymen.

Nebta-Khufre and several followers made their camp here while searching the necropolis for the *Mask of the Forgotten Pharaoh*. They abandoned the campsite several days ago after discovering the mask. A successful DC 22 Survival check reveals that the camp was used for several days by four to six people, and was likely purposefully abandoned just a few days ago with no signs of struggle or danger.

Creatures: Most of the mummies that once occupied the sarcophagi in this room have wandered out into the necropolis, but two of them remained behind and attack anyone entering the room.



MUMMIES (2) **CR 5**

XP 1,600 each

hp 60 each (*Pathfinder RPG Bestiary 210*)

Treasure: Nebta-Khufre packed away anything of obvious value before heading to the Sepulcher of the Servant, but in his rush, he left behind a *ring of feather of falling*, forgotten in a discarded bedroll. In addition, five masterwork falchions lie in empty sarcophagi.

N4. Forgotten Corpse

A corpse in robes and a metal mask lies on the floor of this otherwise bare room.

The body on the floor is the Forgotten Pharaoh cultist originally dispatched by Meret-Hetef to investigate the Pyramid of Arithmetic Bliss. The cultist fled from the allips in area N2 only to run afoul of the mummies in area N3. He managed to crawl into this chamber before dying of his wounds.

Treasure: Searching the corpse reveals only the cultist’s equipment (see page 26) and his personal notebook, which details the names and locations of the sites he was sent to investigate for signs of the *Mask of the Forgotten Pharaoh*. The locations are the Marid’s Caress (area K), the Observatory of Truth and Wisdom (area P), the Pyramid of Arithmetic Bliss (area N), the Sanctum of the Erudite Eye, the Shiny Bauble (area L), and the tomb of Menket Maatya (area O). The Marid’s Caress and the Sanctum of the Erudite Eye have been crossed out—the cultist was able to explore only those locations before he met his end here.

O. TOMB OF MENKET MAATYA (CR 5)

Just before his death, an astronomer and wizard named Menket Maatya arranged for a basement in the necropolis

to be converted into a comfortable tomb for his remains. Later, the Pharasmins placed one of their *elegiac compasses* in the sepulcher. Months ago, the Silver Chain looted the tomb of its valuables, including the *elegiac compass*, leaving only a stripped bronze and stone frame. Now the basement tomb stands empty save for a simple wooden sarcophagus holding Menket's mummified body. The astronomer had the foresight to have a permanent *sanctify corpse* spell (*Ultimate Magic* 236) cast upon him after his death, so his mummy was unaffected by the ka pulse. Although the walls of the tomb are painted with detailed starscapes, there are no physical star charts matching the scrap the PCs may have acquired from the dark folk (area I).

Trap: When the Silver Chain uncovered the tomb, they discovered and bypassed a trap Menket had installed, leaving it active in case any of their competitors followed them. Anyone who disturbs Menket's sarcophagus triggers the trap, causing a *fireball* to erupt within the close confines of the crypt.

FIREBALL TRAP

CR 5

XP 1,600

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

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

Effect spell effect (*fireball*, 6d6 fire damage, Reflex DC 14 half); multiple targets (all targets in a 20-ft.-radius burst)

Treasure: The Silver Chain missed one item of value when they looted Menket's tomb: a *game of fortunate passing* (see page 62), a magical version of a popular Osirian board game called senet.

P. OBSERVATORY OF TRUTH AND WISDOM

This house of learning and record keeping was dedicated to the Ancient Osirian deities Maat and Thoth, the goddess of celestial order and truth and god of the moon and wisdom, respectively. Here, astronomers once studied the heavens, tracking the movements of celestial bodies and supplying Wati's various mapmakers and travelers with accurate measurements and predictions. Abandoned after the Plague of Madness, the observatory lay undisturbed for centuries. When the Pharasmin priest Nefru Shepses arrived in Wati and created the necropolis, he set aside the observatory as a resting place for loyal civil servants, but also enlisted the aid of elementals and psychopomps to secretly construct a tomb complex for his own family below.

The Observatory of Truth and Wisdom is a simple affair, consisting of a single floor with a three-story tower in the center. The tower's top level is exposed to the skies above, with various markings on the walls to indicate the position of the sun and stars on important dates. The interior of the observatory's main floor is decorated in blue tiles and murals

of major constellations and celestial events. The remains of several dozen scribes, teachers, and bureaucrats were once interred here, but they were all animated by the ka pulse and are now undead creatures assailing the necropolis's gates. When the observatory was transformed into a tomb, artisans worked subtle death motifs into the decorations, and anyone fluent in Ancient Osiriani discovers many prayers to Pharasma worked into the decorative trim.

With a successful DC 25 Perception check made while searching the observatory, a PC turns up several star charts on the premises. Although none of those found match the scrap the PCs may have received from the dark folk (area I), they're of the same type and format, making it very likely that the piece the dark folk discovered came from this location.

In addition, an enormous spiral mosaic, partially obscured by a tattered tarpaulin, is built into the floor of the tower. A PC who succeeds at a DC 10 Knowledge (religion) check identifies this as the holy symbol of Pharasma, while a successful DC 20 Knowledge (religion) check reveals that the observatory was dedicated to Maat and Thoth, two deities with little, if any, relation to Pharasma. In fact, the spiral conceals a secret door leading to Nefru Shepses' hidden tomb, the Sepulcher of the Servant, where Nebta-Khufre now hides with the *Mask of the Forgotten Pharaoh*. A successful DC 30 Perception check is enough for a character to discover the existence of the door, but opening it requires speaking a secret phrase.

Fortunately, this phrase is inscribed along the walls with the prayers to Pharasma. Anyone fluent in Ancient Osiriani can attempt a DC 10 Knowledge (religion) check to recognize all of the common prayers and affirmations to the Lady of Graves worked into the building's decor save the phrase, "All who live must pass through the doorway of death to face her judgment." Reciting this phrase while standing on the spiral opens the secret door, revealing a stone spiral staircase that leads down to area Q1 in the Sepulcher of the Servant below. Alternatively, the door can be battered open (hardness 8, hp 60, break DC 28) or opened magically with spells such as *knock*.

Story Award: For discovering the entrance to the Sepulcher of the Servant, award the PCs 2,400 XP.

PART 3: SEPULCHER OF THE SERVANT

After recovering the *Mask of the Forgotten Pharaoh*, Nebta-Khufre made his lair in perhaps the holiest site of Wati's city of the dead, the hidden Sepulcher of the Servant. But Nebta-Khufre is not alone, and he has not sat idle within the ancient complex. Guarded by his extraplanar mentor Sekuer, the severed, mummified head of his bitter grandmother Neferekhu, and the last remnants of his failed secret society, Nebta-Khufre has begun raising an army of undead minions to conquer Wati, using the

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dark magic of the *Mask of the Forgotten Pharaoh* to bind the undying soldiers to his will.

Q. SEPULCHER OF THE SERVANT

Nefru Shepses created this palatial tomb and hid it away to protect himself and his descendants from reprisal from the cult of Lamashtu. It was originally intended as a resting place for the most loyal servants of Pharasma, but with the Shepses line dominating the church for the next 500 years, the site instead became a family tomb, eventually housing the remains of even those relatives unaffiliated with the church. Unless otherwise stated, the Sepulcher of the Servant boasts 20-foot-high ceilings and walls of reinforced masonry. The doors are of sturdy bronze (hardness 9, hp 60, break DC 28) and are usually unlocked. *Continual flame* spells keep every room pleasantly illuminated.

Q1. Hall of Balance

The spiraling stairway from above terminates in this vaulted chamber. Looming jackal-headed statuary, oversized pillars, and a long reflecting pool lend a grandiose scale to the room.

The sepulcher's entryway is meant to inspire a sense of awe, invoking the sacred halls of judgment all mortal beings shuffle towards. Hieroglyphs cover the walls, describing the Shepses family's history and the life of Nefru Shepses—his divine inspiration to join Pharasma's faith, the creation of the necropolis, and his restoration of Wati. When constructing the tomb, Nefru Shepses salvaged several statues of the ancient Osirian god Anubis from one of Wati's long-abandoned temples and placed them here to watch over his family's tomb.

Treasure: A thin layer of sand covers the bottom of the shallow reflecting pool. Searching this sandy layer requires 30 minutes of soggy work, but a PC who succeeds at a DC 25 Perception check discovers a set of *bracers of armor +1*, as well as 30 silver funerary rods (worth 50 gp each), which were used to sanctify the pool.

Q2. Hall of Honored Peace (CR 6 and 7)

The arched ceiling of this chamber towers overhead, rising to a height of sixty feet above the tiled floor. Hundreds of small alcoves cover the walls, hidden behind neglected silk curtains in blue and gold. A small altar sits in the center, caked in unsightly stains. A heavy scent of camphor and pitch hang in the air.

Most of the Sepulcher's dead were stored in the numerous vaults in the walls. Until Nebta-Khufre's arrival, the chamber was sanctified and used for funerals and ceremonies on various holy days. A large silver seal depicting a phoenix spiraling around its own tail is inset

into the top of the altar, but the seal is blackened and appears half-melted. With a successful DC 15 Knowledge (nobility) check, a character recognizes this as the seal of the Shepses family. Originally, a *consecrate* effect emanated from the altar, but now the altar has been desecrated and smeared in blood, and Nebta-Khufre's sceeduinar ally Sekuer has corrupted the seal with negative energy, creating a *desecrate* effect within the room that strengthens all undead within.

Creatures: Nebta-Khufre is storing the beginnings of his undead army, animated by the power of the *Mask of the Forgotten Pharaoh*, in this chamber. Thirty zombies are chained to the walls with improvised shackles, but a dozen uncontrolled zombies roam the room freely, attacking any living creature that enters the hall. These zombies gain the effects of the altar's *desecrate* aura, but do not gain bonus hit points.

The cultists of the Forgotten Pharaoh have followed the PCs down the stairs from the observatory, however, and now that the PCs have confirmed Nebta-Khufre's hiding place, they make their move. Meret-Hetef and her three remaining cultists confront the PCs while they're occupied with the zombies, entering the room 1d6 rounds after the battle begins. Meret-Hetef announces her presence by addressing the PCs.

"You fools! The mask belongs to us! We are the true heirs to the Sky Pharaoh's legacy! When he rises again to reclaim his throne, we will receive Hakotep's blessings, not the likes of you!"

Not wanting to risk losing the *Mask of the Forgotten Pharaoh* to meddling outsiders, Meret-Hetef and the cultists attack. If Ekram Iffek survived his encounter with the PCs (see area F9), he is with Meret-Hetef.

ZOMBIES (12) **CR 1/2**

XP 200 each

hp 12 each (*Pathfinder RPG Bestiary* 288)

FORGOTTEN PHARAOH CULTISTS (3) **CR 2**

XP 600 each

hp 20 each (see page 26)

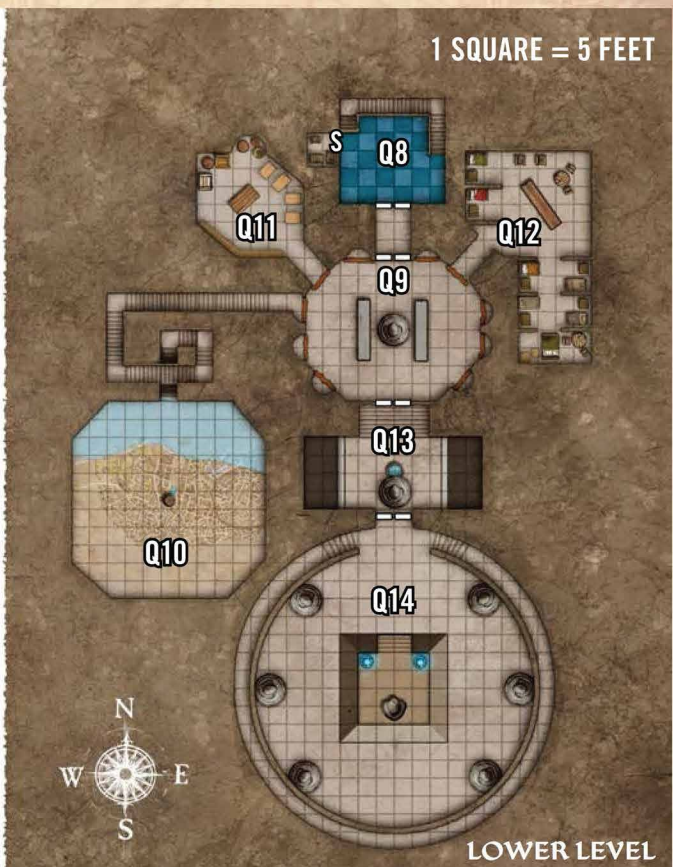
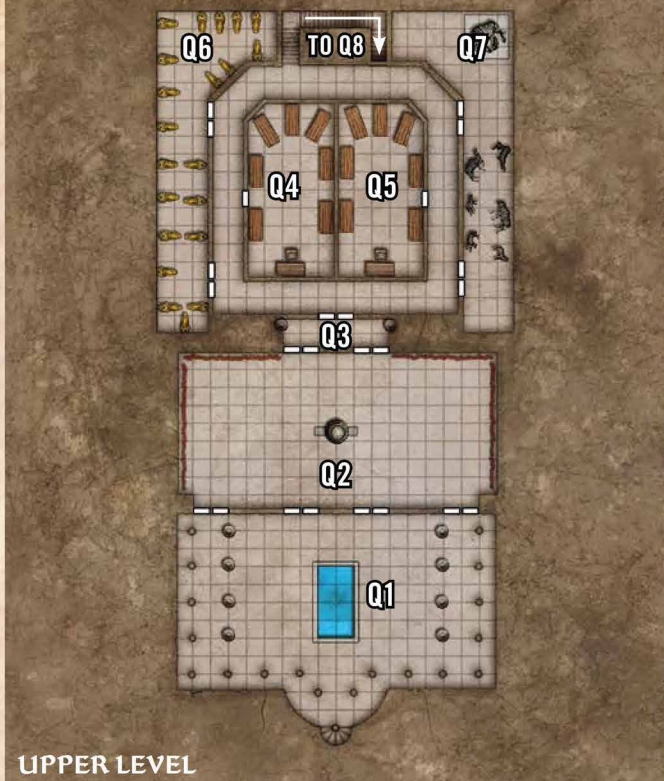
MERET-HETEF **CR 5**

XP 1,600

hp 54 (see page 56)

Treasure: A hidden panel in the altar (Perception DC 20) conceals a Shepses family heirloom, a *caster's shield* engraved with the image of a phoenix and whippoorwills taking flight. The shield has already been inscribed with an *owl's wisdom* spell. Cleansing and restoring the Shepses family seal to the altar (see Development on page 48) opens the hidden panel.

Q. SEPULCHER OF THE SERVANT



Development: Casting *consecrate* upon the altar temporarily counters the *desecrate* effect for the duration of the spell—to fully re-consecrate the hall, the Shepses family seal must be cleansed as well. A successful DC 20 Knowledge (religion) check reveals how to achieve this. The large, heavy seal can be easily pried from the altar, and soaking it in the holy water font in area Q13 reverses the taint of negative energy and restores the seal to its original appearance. Returning the restored seal to the altar immediately reinstates the chamber's *consecrate* effect and destroys any zombies remaining in the room.

Story Award: The zombies chained to the walls offer no real challenge, and the PCs should not receive XP for destroying them. However, if the PCs restore the Shepses family seal and re-consecrate the Hall of Honored Peace, award them 2,400 XP.

Q3. Penitent Pathway (CR 5)

Statues of female figures clothed in spidery robes and masks stand with arms outstretched at either end of this wide, short hall. The tiled floor is a detailed mosaic starscape.

The tomb beyond the Hall of Honored Peace was intended only for those completely devoted to Pharasma.

The floor mosaic depicts several constellations, with a pathway of stars—representing the River of Souls—winding between them. The statues depict morrigna psychopomps, the investigators and bounty hunters of the afterlife, and are recognized as such with a successful DC 15 Knowledge (planes) or (religion) check.

Trap: A 10-foot-square pressure plate in front of the hallway's northern doors triggers a cascade of rubble down onto trespassers, though it can be bypassed by shaking one of the outstretched arms of the morrigna statues. Once the trap is triggered, 2,000 pounds of fallen rubble block the doors to the north. A character can remove an amount of rubble equal to five times her heavy load in 1 minute. Using digging tools doubles this amount. Nebta-Khufre triggered this trap when he first entered the tomb, but used his undead minions to reset it.

FALLING RUBBLE TRAP

CR 5

XP 1,600

Type mechanical; Perception DC 20; Disable Device 20

EFFECTS

Trigger touch; Reset manual; Bypass hidden switch (Perception DC 25 to locate)

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

EMPTY GRAVES

Q4. Catalogue of Days (CR 7)

Tidy wooden cabinets with brass knobs and labels fill this musty library to the brim. A large cedar table stands against the south wall.

The Sepulcher's Catalogue of Days is modeled off of Pharamasma's own Catalogue of Last Days, yet instead of recording details of death and judgment, it instead provides a historical accountings of birth, marriage, and other joyous celebrations of life within Wati. With enough time and dedication, a scholar could find the record of any birth in the city stretching back almost 2,000 years, with select family lines stretching even further back to Wati's founding. The room's walls are extremely thick and lined with wooden panels, dampening sounds for researchers. It's almost impossible to hear sounds from the rest of the Sepulcher while inside, and vice versa.

Creatures: Nebta-Khufre placed the mummified head of his grandmother, Neferekhu, in this chamber to avoid her constant screams and harangues. Though short-tempered and abusive, Neferekhu possessed oracular insights that brought her family status and wealth. When she died, Nebta-Khufre was unwilling to allow her prescience to pass away with her. Spurred on by madness and wine, Nebta-Khufre severed his grandmother's head and used unspeakable rituals to reanimate Neferekhu's head as a miserable, screaming undead creature literally trapped in a gilded cage and longing for destruction.

With both Neferekhu's oracular abilities and her bitter tongue heightened by undeath, Nebta-Khufre is even more bound to his hated grandmother than ever, but he has finally silenced her by locking her away in this chamber until he has further need of her guidance.

Nebta-Khufre stationed three skeletal champions here as well, as much to keep Neferekhu from injuring herself as to protect her from outsiders. In her abominable state, Neferekhu cannot stand the presence of the living—when the PCs enter the chamber, she screams for her guardians to attack, commanding one of the skeletal champions to pick up her cage and bring her into the fight as well.

NEFEREKHU

CR 5

XP 1,600

Female unique undead

NE Tiny undead

Init +2; **Senses** darkvision 60 ft.; Perception +13

Aura hateful glare (30 ft., DC 16)



NEFEREKHU

DEFENSE

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

hp 52 (7d8+21)

Fort +5, **Ref** +4, **Will** +8

Defensive Abilities channel resistance +4; **Immune** undead traits

OFFENSE

Speed 5 ft.

Melee bite +9 (1d6 plus curse)

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

Oracle Spells Known (CL 6th; concentration +9)

3rd (4/day)—*blindness/deafness* (DC 18), *inflict serious wounds* (DC 18)

2nd (6/day)—*dread bolt*^{UM} (DC 16), *hold person* (DC 16), *inflict moderate wounds* (DC 17)

1st (7/day)—*bane* (DC 15), *doom* (DC 16), *inflict light wounds* (DC 16), *murderous command*^{UM} (DC 15), *ray of sickening*^{UM} (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *virtue*

TACTICS

During Combat Neferekhu targets her opponents with ranged spells, particularly *blindness/deafness*, *dread bolt*, *hold person*, and *ray of sickening*. She casts *murderous command* on healthy young warriors while encouraging her skeletal overseers to engage enemy spellcasters.

Morale Neferekhu craves the oblivion of death and fights until destroyed.

STATISTICS

Str 10, **Dex** 15, **Con** —, **Int** 15, **Wis** 16, **Cha** 17

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

Feats Combat Casting, Eschew Materials, Spell Focus (necromancy), Still Spell, Weapon Finesse^B

Skills Intimidate +13, Knowledge (arcana, religion) +8, Knowledge (history, nobility) +6, Perception +13, Sense Motive +13, Spellcraft +12

Languages Abyssal, Ancient Osiriani, Common, Osiriani

SQ gilded cage

SPECIAL ABILITIES

Curse (Su) Any creature struck by Neferekhu's bite attack must succeed at a DC 16 Will save or take a -4 penalty on attack rolls, saving throws, ability checks, and skill checks. This curse remains until removed. The save DC is Charisma-based.

Gilded Cage (Ex) Neferekhu is housed within a small golden cage etched with mystic sigils and soaked in alchemical reagents. The cage has hardness 10 and 10 hit points and provides Neferekhu with a +4 armor bonus to her AC. Small or larger creatures can carry Neferekhu in their space without penalty. A short length of chain is affixed to the cage, allowing a creature to wield her in combat as an improvised flail; doing so allows Neferekhu to make a free bite against the target on a successful hit. Alternatively, Neferekhu can

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cast spells while being wielded in this way, but this is considered violent motion while casting. While being wielded, Neferekhu can be attacked only with disarm or sunder combat maneuvers against the creature wielding her. When not carried by another character, Neferekhu can only roll around clumsily with a speed of 5 feet.

Hateful Glare (Su) Neferekhu's transformation into a hate-fueled severed head has amplified her disquieting presence. Any living creature within 30 feet must roll twice on attack rolls, saving throws, and skill checks and take the worse result. A successful DC 16 Will save negates this effect.

Spells Neferekhu casts spells as a 6th-level oracle.

SKELETAL CHAMPIONS (3)

CR 2

XP 600 each

hp 17 each (*Pathfinder RPG Bestiary* 252)

Treasure: The masterfully carved cedar table weighs 400 pounds, but is worth 2,000 gp if the PCs can figure out how to remove it from the tomb. Neferekhu's gilded cage is worth 100 gp.

Development: If the PCs somehow manage to subdue Neferekhu without destroying her, the severed head can be cowed into silence with a successful Diplomacy or Intimidate check; her starting attitude is hostile. Neferekhu never becomes friendly, but if calmed, she's at least willing to share what she knows, describing the nightmarish visions of the cursed *Mask of the Forgotten Pharaoh* that haunted her even before her death, and her grandson Nebta-Khufre's trek through Osirion's desert to Wati in search of the mask following his exile from Teph. Neferekhu hasn't been any farther into the Sepulcher, but she knows that her grandson has animated undead bodyguards to serve him along with a single mumia-addled thug from his cult in Teph. Lastly, she knows of the mysterious creature in the shadows that her grandson views as a mentor and teacher.

Neferekhu has spent much of her time here dictating her thoughts and memories to her skeletal champion guards, who have scrawled her stream-of-consciousness rants into journals scattered across the table. The information she can tell the PCs can be gleaned from reading these journals as well.

Q5. Catalogue of Nights

Dark-stained wooden cabinets and shelves and a prominent mahogany table fill much of this massive library.

Like its counterpart to the west, the Catalogue of Nights is meant to invoke the Boneyard's Catalogue of Last Days. It houses official records of every death within Wati since Nefru Shepses first arrived in 2953 AR, and select records going back much further.

Treasure: A PC who succeeds at a DC 20 Perception check can find a hidden panel in the wall above the table that conceals a *scroll of death ward*. In addition, the mahogany table is worth 2,000 gp, but it weighs 400 pounds.

Q6. Hall of Immortal Rest (CR 7)

The walls of this burial chamber are lined with stone biers, each holding an open sarcophagus engraved with spirals and flying night birds. Three large stone tables hold piles of books, dried food, statuettes, and other offerings to those resting here.

The Hall of Immortal Rest housed the earthly remains of Shepses descendants who served the church, but without any distinction. Following the pulse, the vast majority of the corpses interred here rose as undead and joined the ranks of the walking dead outside.

Creatures: Five of the bodies remain within the chamber, animated by the ka pulse. Perhaps because of the proximity of the mummified creatures in the nearby Hall of Immortal Beasts, these twisted corpses rose as advanced festrogs. They attack any living creature entering the chamber, pursue foes throughout the Sepulcher, and fight until destroyed.

ADVANCED FESTROGS (5)

CR 2

XP 600 each

hp 13 each (*Pathfinder RPG Bestiary* 3 115, 290)

Q7. Hall of Immortal Beasts

Sarcophagi and mummified creatures of every shape and size fill this chamber. Detailed murals and carvings on the walls depict a wide variety of beasts from the surrounding area and far beyond.

The Hall of Immortal Beasts houses the mummified remains of hundreds of creatures—draft animals, quarry from hunts, and beloved pets, especially cats—who would accompany the dead of the Shepses line and guard them on their journey along the River of Souls. A mummified elephant dominates the crypt; Nebta-Khufre plans to eventually animate it to serve as his war steed. For now, the room is quiet, its peaceful denizens apparently undisturbed by the ka pulse.

Q8. Room of Blue Tiles (CR 6)

An immaculate chamber tiled in blue ceramic lies at the bottom of a long flight of stairs. Large bronze double doors exit the room to the south.

Sturdy stairs carved from the bedrock beneath Wati lead from the Sepulcher's upper level to the more prestigious lower complex 80 feet below. Nebta-Khufre sealed the

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double doors to the south with an *arcane lock* (CL 8th) and casts a mental *alarm* on the doors every day.

With a successful DC 25 Perception check, a character finds a secret door in the eastern wall that opens into a hidden storage room (area **Q8a**) with hundreds of replacement tiles for this chamber's trap (see below). Nebta-Khufre and his minions are unaware of this secret room, and the PCs can use it to rest or retreat.

Trap: This room contains the Sepulcher's final trap, intended more to chase off the curious than to truly deliver harm. Inspired by far older legends, the tiles of the room are infused with mild elemental force, causing the floor itself to lash out against intruders. One round after a creature enters the room, the floor tiles spin to life, rising into the air and launching at trespassers. Each round, one tile per intruder detaches and makes a ranged attack, each targeting a different intruder. If a tile's attack is successful, it may also make a free bull rush attempt with a CMB of +11. A tile shatters after a single attack, whether or not the attack is successful. Tiles continue attacking each round until no intruders remain or 20 tiles have been expended, at which point the trap deactivates.

A creature may ready an action each round to sunder an attacking tile, which doesn't provoke attacks of opportunity. Each tile is a Tiny target (AC 14, hardness 2, hp 5), and destroying it prevents it from attacking.

Presenting a holy symbol of Pharasma when first entering the room bypasses this trap, though the trap still targets creatures in the room not bearing the symbol. *Stone to flesh* or *transmute rock to mud* cast on the floor immediately disarms the trap, with predictably messy results.

Once every 24 hours, a permanent unseen servant clears away any rubble in the room and replaces missing tiles from the supply in area **Q8a**. The *unseen servant* doesn't react to intruders in the storage room in any way.

HURLING TILES TRAP

CR 6

XP 2,400

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger visual (*clairvoyance*); **Duration** until 20 tiles are expended;

Reset automatic (24 hours); **Bypass** holy symbol of Pharasma

Effect Atk +11 ranged (2d6+2 damage plus bull rush); multiple targets (all targets in chamber)

Treasure: With a successful DC 25 Perception check, a character finds a *coin of the untrodden road* (*Ultimate Equipment* 289), forgotten beneath a stack of tiles in area **Q8a**.

Q9. Servitors' Court (CR 5)

A fifteen-foot-tall statue of a matronly woman with long, flowing hair stands in the center of this chamber between two large stone

tables. Ten curtained alcoves break up the hieroglyph-covered walls. Enormous bronze doors stand to the north and south.

Those who descended to the lowest level of the Sepulcher of the Servant were likely to remain for several days or weeks in communion with the Lady of Graves or engaged with mummification and interment rituals. This chamber provided a communal space for socializing, taking meals, and worship. The statue in the center of the room depicts Pharasma, with a dagger in one hand and a sprig of kheper-wer—a medicinal herb used in childbirth—in the other. Seven of the curtained alcoves are small chapels, but three of them lead to other chambers.

The massive double doors to the south are locked, and Nebta-Khufre has placed another *arcane lock* on them (CL 8th; hardness 9, hp 60, break DC 38, Disable Device DC 40).

Creature: Using the *Mask of the Forgotten Pharaoh*, Nebta-Khufre created an additional guardian for his hideout: a crypt thing. The undead creature normally sits motionless in the southeast alcove (area **Q9a**), but as soon as someone touches the doors to the south, it springs into action, using its teleporting burst ability to send intruders away—possibly into the hands of other guardians of the Sepulcher in neighboring rooms. The crypt thing fights until destroyed.

CRYPT THING

CR 5

XP 1,600

hp 52 (*Pathfinder RPG Bestiary* 2 60)

Q10. Map Room (CR 7)

The gentle sound of lapping water echoes off this chamber's towering ceiling. The floor is covered in sand, and tiny stone replicas of buildings and streets fill most of the gallery, creating a room-sized map of Wati. A stark black pillar rises from the center of the room.

This chamber was completed well after Nefru Shepses' death, and was dedicated as a memorial to his resurrection of Wati. The city sprawls through most of the room, with a model "desert" surrounding all sides and a fountain shaped like the confluence of the Asp, Crook, and Sphinx rivers, creating a serene masterpiece few in the city above even know exists. The ceiling in this room is 50 feet high and the black pillar is 30 feet tall. The sand and water extend down 2 feet to the chamber's stone floor.

A successful DC 10 Knowledge (local) check reveals that while the general layout is accurate, the map is woefully out of date. The black pillar stands in the location of the Grand Mausoleum, but with a successful DC 20 Knowledge (planes) or (religion) check, a PC realizes that the column represents Pharasma's Spire in the Boneyard, atop which all mortal souls are judged for their deeds in life.

MUMMY'S MASK

Creature: Nebta-Khufre's extradimensional tutor, the sceaduinar Sekuer, inhabits this chamber. Despite his racial loathing for the living and undead alike, Sekuer burns with loneliness and curiosity. He adores Nebta-Khufre's dispassionate hatred, and constantly urges the necromancer toward ill-advised acts of destruction and death, first in Tephu and now again in Wati. After helping Nebta-Khufre create the ka pulse with the *Mask of the Forgotten Pharaoh*, Sekuer retired to the map room to await the coming war between life and death with whatever void-tainted emotion fills his heart instead of giddiness. Although he can easily bypass Nebta-Khufre's *arcane locks* with *dimension door*, Sekuer prefers to remain here, removed from the rest of the Sepulcher and its guardians. Sekuer perches in the shadows atop the black spire, hoping intruders will leave rather than disturb him, but as soon as they show any hostility, he attacks.

SEKUER

CR 7

XP 3,200

Sceaduinar (*Pathfinder RPG Bestiary* 2 239)

hp 85

TACTICS

Before Combat When he hears trespassers approaching, Sekuer casts *antilife shell*.

During Combat Sekuer casts *entropic shield* to ward off ranged attacks and rains down *enervation* rays on his foes before attacking in melee combat. He doesn't use *harm* or *slay living* until reduced to half his hit points.

Morale Sekuer values his immortal existence more than his relationship with Nebta-Khufre. If reduced to fewer than 20 hit points, he flees via *greater teleport*.

Treasure: The entire map room is an exquisite treasure, but it cannot be moved from this site. However, 100 figurines of people and animals carved from various semiprecious stones (with 50 gp each), can be easily removed.

Q11. Mummification Chamber (CR 7)

Carvings of somber women and vulture-headed angels adorn the walls of this chamber, and the smell of cedar, onions, and myrrh is overwhelming. Viscous amber fluids fill glass reservoirs, while stone bins of sand, sawdust, and salt crowd the floor. Hooks, knives, and other grisly-looking tools are neatly stored on several worktables along the walls.

Most of the inhabitants of the Sepulcher's upper level were preserved before their interment—with varying degrees of skill—but extra care was taken for the honored few entombed in this deeper level. The full mummification process took upward of a year, as the remains were infused with rare salts, alchemical reagents, and exotic herbs, eventually leaving corpses nearly indistinguishable from

sleeping figures. The mummification chamber hasn't been used for decades, and many of the volatile oils and resins have reduced to sticky residues.

Creature: Most of Nebta-Khufre's followers who remained after his expulsion from Tephu perished in the desert before reaching Wati, but the half-orc barbarian Naghut survived. Recruited from one of Tephu's street gangs by Nebta-Khufre's promises of power and comfort, Naghut gained only an addiction to *mumia* for her loyalty, followed by exile when the necromancer's hedonistic cult was exposed. Suffering from withdrawal from *mumia* when she arrived in Wati, Naghut immediately made contact with the Fading. After overdosing on Bhég's lazurite-laced *mumia* (see area M4), she transformed into a flesh-starved ghastr, but one still in possession of her memories and class abilities. Alone in a strange city and suffering from pangs of ghoulisn hunger, Naghut turned once more to Nebta-Khufre, putting her faith in the necromancer's ability to deliver on his impossible promises.

Though she hopes to help Nebta-Khufre found a new secret society of undead apostles in Wati, Naghut has so far been disappointed, as Nebta-Khufre has focused all of his attention on unlocking the secrets of the *Mask of the Forgotten Pharaoh*. She occasionally sneaks out of the Sepulcher in search of human flesh, but since the ka pulse, fresh prey has been hard to find in the necropolis. Naghut has begun questioning her loyalty to Nebta-Khufre, and she's considering leaving the necromancer's employ and starting her own gang of ghouls in Wati. For now, however, the arrival of fresh human meat in the Sepulcher overrides any of her other plans, and Naghut rages and savagely attacks any living creature that enters the room.

NAGHUT

CR 7

XP 3,200

Female ghastr barbarian 5 (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +15

Aura stench (10 ft., DC 17, 1d6+4 minutes)

DEFENSE

AC 21, touch 11, flat-footed 18 (+6 armor, +3 Dex, +4 natural, -2 rage)

hp 89 (7 HD; 2d8+5d12+42)

Fort +10, **Ref** +6, **Will** +11

Defensive Abilities channel resistance +2, improved uncanny dodge, trap sense +1; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +13 (1d8+7 plus disease and paralysis), 2 claws +13 (1d6+7 plus paralysis)

Special Attacks disease (DC 17), paralysis (1d4+1 rounds, DC 17), rage (16 rounds/day), rage powers (knockback, powerful blow +2)

TACTICS

During Combat Not very tactically minded, Naghut simply strikes with tooth and claw using Power Attack. She uses her knockback rage power to drive away flanking enemies.

Morale Naghut fights until destroyed.

Base Statistics When not raging, Naghut's statistics are **AC** 23, touch 13, flat-footed 20; **hp** 75; **Fort** +8, **Will** +9; **Melee** bite +11 (1d8+5 plus disease and paralysis), 2 claws +11 (1d6+5 plus paralysis); **Special Attacks** disease (DC 15), paralysis (DC 15); **Str** 21, **Cha** 18; **CMB** +11; **Skills** Climb +12, Intimidate +14.

STATISTICS

Str 25, **Dex** 21, **Con** —, **Int** 15, **Wis** 20, **Cha** 22

Base Atk +6; **CMB** +13; **CMD** 26

Feats Combat Reflexes, Improved Natural Attack (bite), Power Attack, Step Up

Skills Acrobatics +12, Climb +14, Intimidate +16, Knowledge (dungeoneering) +9, Perception +15, Stealth +12, Survival +13

Languages Common, Kelish, Orc, Osirian

SQ fast movement

Gear mwk breastplate

Q12. Visitors' Chambers

Half-walls and heavy curtains divide this room into a network of small apartments and common spaces. Colorful linens, faded with age, lie neatly folded at the foot of each bare bed, save for the far end of the room, where rich silks and pillows cover a bed surrounded by a mess of discarded books and notes.

Living visitors to the Sepulcher of the Servant with long-term business in the mausoleum were housed in this chamber. Intended to provide a sense of sedate normalcy, the individual apartments lack the opulence common to the tomb, instead resembling quarters in a modest inn. Curtains running to the ceiling allow each room to be closed off, while a hearth and table in the room's center provide a common space for preparing and taking meals.

Nebta-Khufre claimed the apartment farthest to the south as his own, but without attendants the area has quickly become a mess of scribbled notes, half-finished food, and discarded clothing. Since donning the *Mask of the Forgotten Pharaoh* and activating the ka pulse, Nebta-Khufre has been sleeping less and less, effectively abandoning this area.

Nebta-Khufre has never enjoyed pleasures of the flesh, but he loves adoration, and his constant rotation of lovers was always more to satisfy his ego than any carnal needs. His most recent paramours were a pair of Calistrian temple prostitutes dissatisfied with their lives in Tephu. Devoted to Nebta-Khufre, Amab-nat and Ephiri followed him into the desert when his cult was exiled, but they eventually succumbed to exposure. With an uncharacteristic spark of sentimentality, Nebta-Khufre ordered that

their bodies be brought along to Wati for a respectable burial. He interred them here, preserving their beauty with *gentle repose*, but in perhaps the cruelest irony, those closest to the necromancer remained still and lifeless following the ka pulse.

Treasure: The preserved corpses of Amab-nat and Ephiri are laid on separate beds in this chamber, dressed in fine Taldan silks and Osirian jewelry worth a total of 2,400 gp.

Q13. Antechamber (CR 6)

This chamber is deathly silent, its vaulted ceiling absorbing any sounds from the surrounding area. A broad walkway leads through, flanked by deep pits. In the center of the walkway stands a quietly bubbling fountain filled with clear liquid.

The antechamber of the Sepulcher's deepest crypt exists for ritual purification. The fountain's lower basin constantly refills itself with clean, pure water. If 50 gp



NAGHUT

worth of silver coins or dust (or a silver funerary rod from area Q1) is placed in the upper basin, it fills with 2 pints of holy water. Runes in Celestial around with fountain's base explain as much, but neither Nebta-Khufre nor his followers can read the language.

The 30-foot-deep pits once burned with cold, colorless flames, but the illusory magic supporting them has faded over the years. Heavy double doors stand at each end of the walkway, adorned in symbols of life and death. Nebta-Khufre casts a mental *alarm* on the northern doors every day.

Creature: Along with the figures of Anubis in area Q1, Nefru Shepses placed another statue of the ancient Osirian god in this chamber. Unlike the idols in the room above, however, this statue is invested with divine purpose. Over 12 feet tall and armed with a flail, this enormous graven guardian allows anyone openly displaying a holy symbol of Anubis to safely pass. Thanks to his eccentric taste in jewelry, Nebta-Khufre has no trouble passing through this chamber unmolested, but the guardian attacks all others.

ENORMOUS GRAVEN GUARDIAN OF ANUBIS

CR 6

XP 2,400

Giant graven guardian (*Pathfinder RPG Bestiary* 3 140, 291)

hp 63

Melee +1 keen flail +11/+6 (2d6+8/19-20 plus bleed)

Q14. Sanctuary of the Goddess's Hand (CR 9)

A raised, pyramidal platform in the center of this large, circular chamber holds an opulent sarcophagus, bedecked with human skulls and profane symbols scrawled in blood, standing between two braziers burning with blue flame. An elevated walkway runs around the perimeter of the hall, behind massive stone statues of Pharamasma that support the room's domed ceiling. Elaborately appointed crypts, each fit for royalty, sit beneath each statue's feet. Hundreds of desiccated bodies lie haphazardly strewn across the chamber's polished floor.

The innermost burial vault of the Sepulcher of the Servant houses the remains of those members of the Shepses line who rose to the level of high priest in Pharamasma's service—including the family's most esteemed scion, Nefru Shepses, who is interred in the sarcophagus atop the room's 10-foot-high central pyramid. The ceiling here rises to a height of 60 feet, and the raised walkway around the edge of the room is 15 feet high.

The necromancer Nebta-Khufre has made his home here, and has ordered his servants to bring him corpses to form his undead army while he works to defile the chamber. Nebta-Khufre has resolved that Nefru Shepses—Wati's former savior—will lead his army of conquest against the city the priest once saved in life. Nefru Shepses' crypt was originally protected by a powerful *hallow* effect that

prevented his corpse from animating with the ka pulse, and Nebta-Khufre has spent most of his time unweaving the holy magic that protected the priest's body, destroying the *hallow* effect. But Nebta-Khufre wants more than just an undead general for his army—he wants to claim Shepses' immortal soul and break it to his will, creating an undead abomination the likes of which has never been seen in Osirion. So far this goal has eluded him, even with the power of the *Mask of the Forgotten Pharaoh*.

Creatures: Nebta-Khufre can be found here, day or night, wearing the *Mask of the Forgotten Pharaoh*. He has neglected animating throngs of lesser undead while he focuses most of the mask's power on corrupting Nefru Shepses' immortal soul, but he did animate two mummies as his personal guardians during the process. Here in the innermost chamber of the Sepulcher of the Servant, Nebta-Khufre has nowhere else to run, and he refuses to part with the mask, which he now views as an extension of himself. He and his undead guardians attack anyone who interferes with his work.

MUMMIES (2)

CR 5

XP 1,600 each

hp 60 each (*Pathfinder RPG Bestiary* 210)

NEBTA-KHUFRE

CR 7

XP 3,200

hp 83 (see page 58)

CONCLUDING THE ADVENTURE

If the PCs defeat Nebta-Khufre, the *Mask of the Forgotten Pharaoh* is theirs to claim. Once the mask is separated from Nebta-Khufre, there's no longer any danger of further ka pulses awakening more waves of the hungry dead, but those that have already been animated are still threats. Fortunately, the church of Pharamasma can conduct a ritual to lay all of the undead raised by the ka pulse to rest.

Once the ritual is completed, the church can begin the somber work of returning the dead to their graves. The Voices of the Spire turn their attention to maintaining peace among the living and assisting in the city's recovery, and any psychopomps remaining within Wati are sent back to the Boneyard. At this point, the city's Panic Level automatically decreases by 1d4 points per day until it reaches 0.

If the *Mask of the Forgotten Pharaoh* is in the PCs' possession, their claim of ownership has the backing of Khemet III himself, as it's the Ruby Prince who opened the necropolis to exploration in the first place. If not, Sebti, Nakht, and other prominent church officials argue for several hours over the fate of the mask, but ultimately decide to leave it in the hands of the PCs to avoid any possible political repercussions.

EMPTY GRAVES



There is still the matter of the Cult of the Forgotten Pharaoh, however. By this time, the PCs should have learned that the cult seeks the *Mask of the Forgotten Pharaoh* to somehow resurrect the Sky Pharaoh Hakotep I, and that the cultists they faced in Wati were members of a larger group that is likely to continue the effort to secure the mask for the cult.

If the PCs research Hakotep, the Sky Pharaoh, the Cult of the Forgotten Pharaoh, or the mask, they turn up very little information. It's believed that Hakotep I ruled Osirion as pharaoh some time in the distant past, but virtually all records of his rule have been lost. His name survives only in cartouches found in an ancient network of earthworks now known as the Slave Trenches of Hakotep. The epithet "Sky Pharaoh" doesn't appear to be associated with Hakotep in any way. A much later pharaoh, Menes I, claimed that title, but seems to have no connection with Hakotep. The PCs can find no mention at all of either the cult or the *Mask of the Forgotten Pharaoh*, though they may realize that it was the mask that was stolen from the

Reliquary of the Thrice-Divided Soul in the Sanctum of the Erudite Eye in the previous adventure. Beyond that, there is no other information. It certainly seems that history has truly failed to remember the "Forgotten Pharaoh."

Sebti and Ptemenib both believe it is important to learn more of the mask's origins (and more about the strange cult seeking it), but the Grand Mausoleum has no servants to spare in the wake of Wati's disaster. They advise the PCs to travel to the nearby city of Tephu and consult its far more extensive library—perhaps the greatest repository of lore in all of Osirion. The PCs' efforts to learn more about Hakotep, the mask, and the Cult of the Forgotten Pharaoh are the centerpiece of the next adventure, "Shifting Sands."

Story Award: The PCs should receive additional XP based on the Panic Level in the city at the time they defeat Nebta-Khufre. If the Panic Level is Unsettling Times, award them 4,800 XP. If the city is Unsafe at Night, award them 2,400 XP. If the Panic Level is Civil Unrest, award them 1,200 XP. The PCs receive no additional XP if Wati is a Ghost Town or suffering from a Mass Exodus.

MERET-HETEF

The masked bard Meret-Hetef leads the Cult of the Forgotten Pharaoh in its search for the Mask of the Forgotten Pharaoh in Wati. For her, the quest is a personal one, for she hopes that if she is successful, she'll sit at the right hand of the risen Sky Pharaoh himself.



MERET-HETEF

CR 5

XP 1,600

Female human bard 6

LE Medium humanoid (human)

Init +1; **Senses** Perception +10

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 54 (6d8+24)

Fort +4, **Ref** +6, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk sickle +5 (1d6)

Ranged dagger +5 (1d4/19–20)

Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2, suggestion [DC 16])

Bard Spells Known (CL 6th; concentration +9)

2nd (4/day)—*cat's grace*, *glitterdust* (DC 16), *sound burst* (DC 15), *summon monster II*

1st (5/day)—*detect secret doors*, *grease* (DC 15), *hideous laughter* (DC 14), *summon monster I*

0 (at will)—*detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *message*, *read magic*

TACTICS

Before Combat Before confronting opponents, Meret-Hetef casts *cat's grace* and *invisibility* (from her wand) on herself.

During Combat Meret-Hetef uses her bardic performance to inspire courage in her minions, then casts *summon monster II* to conjure 1d3 fiendish dogs. On subsequent rounds, she remains invisible and summons more allies, using her *lesser book of extended summoning* if necessary. Only if her location is discovered does Meret-Hetef reveal herself, casting offensive spells such as *sound burst* or *hideous laughter*.

Morale Meret-Hetef is terribly sensible. If all of her minions are killed or captured or she is reduced below 20 hit points, she retreats, using her *scroll of expeditious retreat* if possible. If unable to flee, Meret-Hetef fights to the death.

Base Statistics Without *cat's grace*, Meret-Hetef's statistics are **AC** 15, touch 9, flat-footed 15; **Reflex** +4; **Dex** 8; **Skills** Stealth +8.

STATISTICS

Str 10, **Dex** 12, **Con** 15, **Int** 14, **Wis** 12, **Cha** 16

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

Feats Augment Summoning, Iron Will, Spell Focus (conjunction), Toughness

Skills Intimidate +10, Knowledge (arcana) +14, Knowledge (dungeoneering) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (religion) +10, Linguistics +6, Perception +10, Perform (act) +12, Perform (oratory) +12, Spellcraft +10, Stealth +10, Use Magic Device +12

Languages Abyssal, Ancient Osiriani, Common, Kelish, Osiriani

SQ bardic knowledge +3, lore master 1/day, versatile performance (act, oratory)

Combat Gear *potion of cure moderate wounds*, *scroll of expeditious retreat*, *wand of invisibility* (11 charges); **Other Gear** +1 studded leather, +1 buckler, dagger, mwk sickle, *lesser book of extended summoning*^{UE} (evil), backpack, bedroll, belt pouch, spell component pouch, gold funerary mask (worth 50 gp), lapis lazuli bracelets (2, worth 35 gp each), 17 gp

To Meret-Hetef, life is about finding opportunity in every setback. She realized this as she lay bleeding at the bottom of a pit in a forgotten tomb somewhere in the desert. She cursed fate, the gods, the companions who had abandoned her, and even her own failings, but no amount of cursing healed her broken hip. Growing up on the streets on Totra and scrabbling for every crust of bread, Meret-Hetef had sworn to herself that her station in life would improve no matter who or what stood in the way. By hanging around taverns in Totra's harbor, she had picked up stray bits of knowledge and a few spells, and learned the arts of deception and persuasion well enough that she eventually found herself a member of an adventuring group intent on exploring the tombs of Ancient Osirion. She had gotten herself out of Totra then, and she would get herself out of the tomb now. Another setback, another opportunity.

Meret-Hetef eventually climbed out of the shaft and crawled out of the tomb, but the fall and long journey back to civilization left her broken hip damaged beyond repair. Seeking both arcane and divine remedies for her injury, Meret-Hetef ended up in Sothis, where she became friends with a priestess of Nethys named Serethet. The priestess's balms and spells did little to relieve Meret-Hetef's pain, but Serethet took pity on her friend and offered Meret-Hetef work in the temple's archives. Meret-Hetef resented the pity and despised having to rely on

someone else, but the time she spent in the quiet, dusty libraries was an opportunity to acquire more knowledge and learn more magic, as well as to discover her talent for summoning magic. She also displayed skill at administration and organization, and was soon placed in charge of a sizable staff. Over the course of a few years, the angry young adventurer developed into a measured leader, willing to exploit others to save herself pain and energy. Still, she hungered for something more.

When Serethet appeared before her—wearing a gold funerary mask, claiming to be the Forgotten Pharaoh, and speaking of the glory of the Sky Pharaoh Hakotep I and the cult that would bring about his imminent return—Meret-Hetef realized this was another opportunity to seize. It was clear that Serethet, now possessed by the lost monarch's *ib*, was something else—both less and more than she had been. It was also plain that Meret-Hetef's friend now had drive, ambition, and above all, power. This was what Meret-Hetef had waited for, yearned for, *bled* for.

Serethet's transformation into the Forgotten Pharaoh transformed Meret-Hetef's fate as well. The combination of her skills and magic, her expertise with Osirian history, and her personal loyalty to Serethet made Meret-Hetef an ideal lieutenant, even if Serethet was no longer the person she had befriended. Perhaps once the Sky Pharaoh was restored to his throne, her friend's soul would be restored to her body, but Meret-Hetef realized it made no difference. She remembered the promise she had made to herself long ago in while struggling to survive in Totra's dusty alleys: let nothing stand in your way. And this included her friendship with the woman who had once been Serethet.

When the cult tracked the *Mask of the Forgotten Pharaoh* to Wati, Meret-Hetef was assigned to oversee the search. Although her hip still troubles her, Meret-Hetef has a ready supply of followers to cover the more physically demanding tasks, and her talents have always been ones of planning and command. But Meret-Hetef knows that the Forgotten Pharaoh will look poorly on any failure, and just as she put aside her own friendship with Serethet, she's no under no illusion that Serethet still considers her a friend. She must find the *Mask of the Forgotten Pharaoh* at all costs.



CAMPAIGN ROLE

Meret-Hetef doesn't arrive in Wati until several hours after the undead uprising begins, after receiving a *bird feather token* from her lieutenant Ekram Iffek. By the time she arrives, taking the barest time necessary to gather supplies and additional cultists, the PCs have likely defeated the cultists who infiltrated the Silver Chain and have a considerable lead tracking down the source of the outbreak. Once in Wati, Meret-Hetef has one goal: recovering the *Mask of the Forgotten Pharaoh*. She doesn't want the mask to fall into the wrong hands, but if a group of adventurers can lead her to the mask and eliminate any obstacles barring her path to it, then all the better. Throughout Part

Two of the adventure, Meret-Hetef assigns her cultists to discreetly follow the PCs, always taking care to remain behind the scenes herself. If necessary, Meret-Hetef is willing to provide clandestine aid to the PCs, as long as such actions bring them—and her cult—closer to recovering the mask. On the other hand, if the PCs seem too powerful, she doesn't hesitate to raid their supplies in the night or pick away at their support network to hinder their activities. Only once the PCs pinpoint the location of the *Mask of the Forgotten Pharaoh* and enter the Sepulcher of the Servant does Meret-Hetef make an overt move against them to prevent them from reaching the mask first.

If Meret-Hetef survives her final confrontation with the PCs in Part Three and escapes, she retreats back to the cult's headquarters deep in the Osirian Desert, where she gives her old friend Serethet—now the Forgotten Pharaoh—a full report on all she knows of the PCs and their abilities and weaknesses. Meret-Hetef might assemble additional cultists and even monstrous minions to launch another attack on the PCs and attempt to take back the mask once they've left Wati. She could also join the cultists of the Forgotten Pharaoh in Tephu in the next adventure, working to hamper the PCs' efforts to research Hakotep I and his funerary mask. Alternatively, Meret-Hetef's failure to acquire the mask for the cult in this adventure might cause the Forgotten Pharaoh to lose faith in her and confining her to the cult's headquarters, where the PCs can encounter her in *Pathfinder Adventure Path #82: Secrets of the Sphinx*—this time, Meret-Hetef will do all in power to prove her worth to her friend and her pharaoh.

NEBTA-KHUFRE

A man of ambition and confidence, Nebta-Khufre believes anything that prevents him from fulfilling his desires is akin to slavery. Thoroughly corrupted by the Mask of the Forgotten Pharaoh, he now seeks to turn Wati into a true city of the dead under his rule.



NEBTA-KHUFRE

CR 7

XP 3,200

Male human necromancer 8

NE Medium humanoid (human)

Init +0; **Senses** life sight (10 feet, 8 rounds/day); Perception +8

DEFENSE

AC 18, touch 10, flat-footed 18 (+4 armor, +4 shield)

hp 83 (8d6+53)

Fort +6, **Ref** +4, **Will** +9

DR 10/adamantine (80 points); **Resist** fire 20

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee mwk club +4 (1d6-1)

Ranged dagger +4 (1d4-1/19-20)

Special Attacks channel negative energy 8/day (DC 15)

Arcane School Spell-Like Abilities (CL 8th; concentration +13)
8/day—grave touch (4 rounds)

Necromancer Spells Prepared (CL 8th; concentration +13)

4th—*ball lightning*^{APG} (DC 19), *fear* (DC 21), *obsidian flow*^{UC} (DC 19), *stoneskin*

3rd—*communal resist energy*^{UC}, *fly*, *haste*, *ray of exhaustion* (2, DC 20)

2nd—*bear's endurance*, *command undead* (DC 19), *false life*, *glitterdust* (DC 17), *scorching ray*

1st—*alarm* (2, already cast), *mage armor*, *magic missile* (2), *ray of enfeeblement* (DC 18), *shield*

0 (at will)—*bleed* (DC 17), *detect magic*, *light*, *read magic*

Opposition Schools enchantment, illusion

TACTICS

Before Combat Nebta-Khufre casts *alarm* spells in areas **Q8** and **Q13** every day, and casts *false life* and *mage armor* as soon as the alarm in area **Q8** is triggered. Once the second alarm in area **Q13** is triggered, he also casts *bear's endurance*, *fly*, *shield*, and *stoneskin*, and casts *communal resist energy* (fire) on himself and the mummies.

During Combat Once combat begins, Nebta-Khufre uses the *Mask of the Forgotten Pharaoh* to cast *animate dead* on the corpses piled on the dais, creating six zombies, then takes to the air and casts *haste* on himself and his undead minions and *obsidian flow* on the floor around opponents. He then rains down offensive spells and rays, sending *ball lightning* against armored warriors and targeting spellcasters with disruptive spells (modified with his *lesser disruptive metamagic rod*).

Morale Obsessed with his newfound power over life and death, Nebta-Khufre is unwilling to give up the *Mask of the Forgotten Pharaoh* and fights to the death.

Base Statistics Without *bear's endurance*, *false life*, and *mage armor*, Nebta-Khufre's statistics are **AC** 14, touch 10, flat-footed 14; **hp** 54; **Fort** +4; **Con** 14.

STATISTICS

Str 8, **Dex** 10, **Con** 18, **Int** 20, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** 13

Feats Combat Casting, Command Undead, Craft Wand, Greater Spell Focus (necromancy), Lightning Reflexes, Scribe Scroll, Spell Focus (necromancy), Undead Master^{UM}

Skills Bluff +9, Fly +12, Intimidate +12, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (nobility) +16, Knowledge (religion) +16, Perception +8, Sense Motive +7, Spellcraft +14

Languages Abyssal, Aklo, Ancient Osiriani, Common, Infernal, Necril, Osiriani

SQ arcane bond (mwk club), power over undead

Combat Gear *lesser disruptive metamagic rod*^{UC}, *potions of cure moderate wounds* (2), *scroll of stinking cloud*, *wand of enervation* (14 charges); **Other Gear** dagger, mwk club, *Mask of the Forgotten Pharaoh* (see page 62), *ring of sustenance*, spell component pouch, spellbook (contains all prepared spells and all 0-level spells plus *animate dead*, *arcane lock*, *chill touch*, *enervation*, *gentle repose*, *ghoul touch*, *invisibility*, *knock*, *stinking cloud*, *vampiric touch*, and 1d8 additional spells), diamond dust (worth 500 gp), onyxes (worth 500 gp in total), silver holy symbols of Anubis and Pharaoh (worth 25 gp each), silver unholy symbol of Urgathoa (worth 25 gp)

Nebta-Khufre is the scion of a wealthy family from the city of Tephu who have long claimed a divine gift of speaking with the dead—an ability that gained the family untold wealth and power, particularly under the rule of the Keleshite sultans. When Khemet I seized the title of pharaoh and cast out many nobles loyal to the former regime, the family managed to survive, though their fortunes were severely diminished.

Nebta-Khufre was born the final son of this proud clan now cast down from the social peaks, and like his father he lacked the family gift of hearing the whispers of the dead. In a culture as steeped in the afterlife as Osirion's, their failure embarrassed the family, and both men suffered the

abuses of the family matriarch, Neferekhu. But despite his grandmother's constant abuse and belittlement, Nebta-Khufre lived a charmed life with few wants, which only fueled his desire for more. Convinced that mastering the secrets of the hereafter would restore him to his ancestors' former glory, Nebta-Khufre delved into the secrets of arcane necromancy, but his reliance on study rather than a gods-given gift only heightened his grandmother's disgust. Over time, Neferekhu turned the bulk of her rage from her drunkard son to her ambitious grandson.

Unable to find the adulation he felt he deserved from his grandmother and her associates, Nebta-Khufre formed his own court of admirers: a secret society that drew its members from both the bored children of aristocratic families and promising young toughs from Tephu's street gangs. In his arcane research and endless efforts to cow his followers, Nebta-Khufre eventually contacted the sceaduinar Sekuer, a creature of pure negative energy. Bemused by the entitled scrabbling of the living, Sekuer remained by Nebta-Khufre's side as secret tutor, enforcer, and patron, and the pair sought to influence Tephu's politics through its rulers' children, buying them off with drugs or violently coercing them.

Even with this newfound power, Nebta-Khufre lived as little more than an arrogant, spoiled child grasping at luxury until the death of his grandmother. Nebta-Khufre resolved to claim Neferekhu's gift for himself, and half-mad on drink and Sekuer's honeyed whispers, Nebta-Khufre broke into his grandmother's tomb, beheaded her mummy, and cobbled together a ritual to steal her ability to communicate with the departed. Instead, his magic returned Neferekhu's spirit to her severed head, now a tortured, undead abomination he placed in a gilded cage.

Although hindered by wine and hedonism, Nebta-Khufre was now master of not only necromancy, but Neferekhu's gift of prophecy as well. With Sekuer's vile influence, he transformed his secret society from a social club into a his cult of personality. Bribery and coercion turned into arcane domination and murder, and Nebta-Khufre became more and more obsessed with his dead grandmother's visions of a "golden face" and the return of the "god-king

of the skies"—a title that Nebta-Khufre, in his arrogance, believed would come to him.

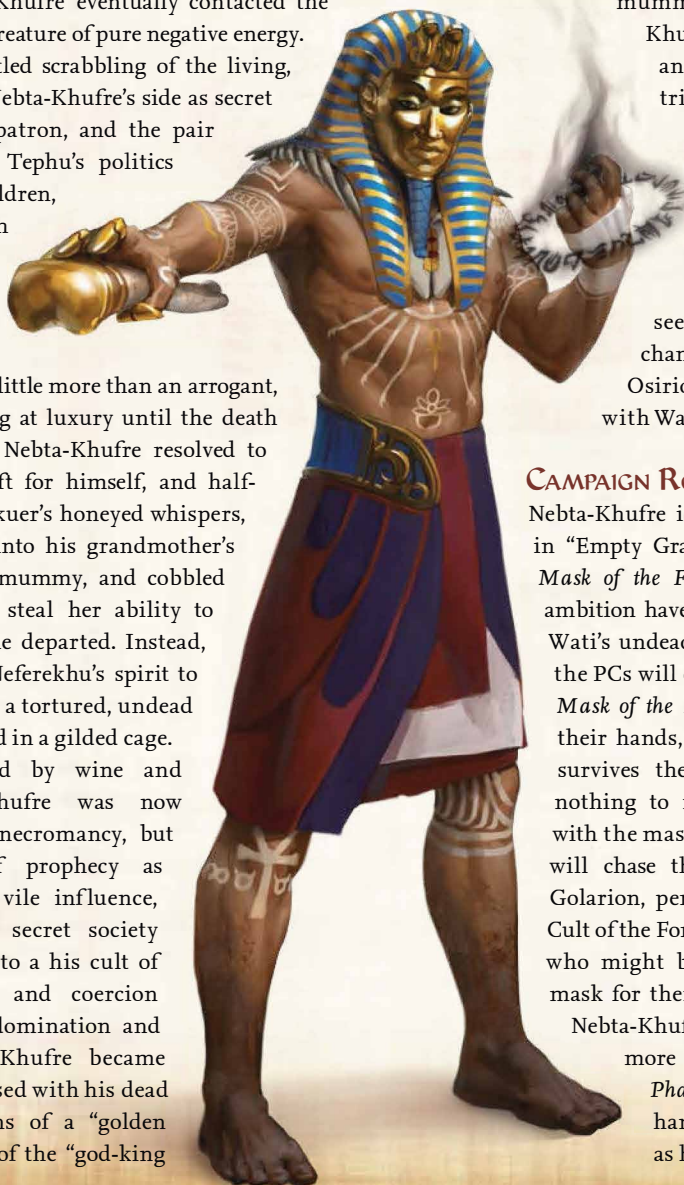
Guided by the necromancer's obsessions, the activities of Nebta-Khufre's secret sect became more and more overt. Eventually, the authorities of Tephu took notice, and inquisitors of Pharamasma were dispatched to eliminate the group. Most of Nebta-Khufre's once-loyal followers held status as heirs of Tephu's prominent noble families, which allowed them to hide behind claims of magical domination. Nebta-Khufre and his few remaining disciples were banished to the desert to die.

But Nebta-Khufre saw his exile as an opportunity, and following his grandmother's deranged guidance he journeyed to Wati, where his arcane research allowed him to find the *Mask of the Forgotten Pharaoh*. With the help of Neferekhu's mummified head and Sekuer, Nebta-Khufre unlocked the secrets of ancient, profane rituals that triggered a ka pulse from the mask, causing the myriad dead of Wati to rise from their graves and attack the living. Doing so has destroyed Nebta-Khufre's own ka, however, and he now sees himself as a prophesied champion who will forge southern Osirion into a kingdom of the dead, with Wati as his capital.

CAMPAIGN ROLE

Nebta-Khufre is the final threat to overcome in "Empty Graves," as his possession of the *Mask of the Forgotten Pharaoh* and his own ambition have woven him into the center of Wati's undead nightmare. In all likelihood, the PCs will defeat the necromancer and the *Mask of the Forgotten Pharaoh* will fall into their hands, but if Nebta-Khufre somehow survives the confrontation, he'll stop at nothing to reacquire the mask. Obsessed with the mask and its powers, Nebta-Khufre will chase the PCs across the breadth of Golarion, perhaps allying himself with the Cult of the Forgotten Pharaoh or other parties who might be interested in claiming the mask for themselves later in the campaign.

Nebta-Khufre will not rest until he once more wears the *Mask of the Forgotten Pharaoh* and the PCs are dead at his hands—and preferably reanimated as his undead minions.



PTEMENIB

The kind eyes of Ptemenib reveal a soul that has seen much for his years. Still, he seeks ever more experiences and works hard to protect Wat's citizens—both living and otherwise—from the depredations of misery and greed.



PTEMENIB

CR 7

XP 3,200

Male human cleric of Pharasma 8

N Medium humanoid (human)

Init +0; Senses Perception +13

DEFENSE

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

hp 55 (8d8+16)

Fort +7, Ref +4, Will +10

OFFENSE

Speed 30 ft.

Melee mwk silver dagger +6/+1 (1d4-1/19-20)

Ranged light crossbow +6 (1d8/19-20)

Special Attacks channel positive energy 5/day (DC 18, 4d6)

Domain Spell-Like Abilities (CL 8th; concentration +12)

At will—lore keeper (27), remote viewing (8 rounds/day)

Cleric Spells Prepared (CL 8th; concentration +12)

4th—discern lies (DC 18), divination⁰, greater magic weapon, sending

3rd—prayer, remove curse, remove disease, searing light, speak with dead⁰ (DC 17)

2nd—gentle repose⁰, hold person (DC 16), lesser restoration, remove paralysis, spiritual weapon

1st—bless, comprehend languages⁰, divine favor, hide from undead, sanctify corpse^{um}, shield of faith

0 (at will)—detect magic, light, read magic, stabilize

D domain spell; Domains Knowledge, Repose (Ancestors subdomain^{APG})

TACTICS

Before Combat If he's able, Ptemenib casts *shield of faith* before combat.

During Combat Ptemenib prefers a supporting role in combat, using his spells to heal and bolster his allies. If he has no other options, however, Ptemenib joins combat with his few offensive spells.

Morale Ptemenib is good-hearted and dedicated, but not foolish. If a battle seems lost, he's not above fleeing to heal himself, though he will return to rescue any comrades who are captured.

STATISTICS

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

Base Atk +6; CMB +5; CMD 18

Feats Alertness, Improved Channel, Lightning Reflexes, Toughness, Turn Undead

Skills Bluff +6, Diplomacy +11, Disable Device +4, Heal +11, Knowledge (local) +13, Knowledge (religion) +13, Perception +13, Sense Motive +15, Spellcraft +9, Stealth +9

Languages Ancient Osiriani, Celestial, Common, Osiriani

SQ speak with dead (8/day)

Combat Gear *potion of cure moderate wounds*, *scroll of resist energy*, *scroll of sound burst*, *wand of sanctuary* (29 charges), cold iron bolts (5), holy water (2), silver bolts (5); **Other Gear** +1 *leather armor*, light crossbow with 10 bolts, mwk silver dagger, *cloak of elvenkind*, *eyes of the eagle*, cleric's vestments, mwk thieves' tools, silver holy symbol of Pharasma, spell component pouch, incense and offerings for *divination* (worth 50 gp), 13 gp

"Death before dishonor"—in living by that mantra, the paladin Mezrenib inspired thousands and made an orphan of one. Young Ptemenib watched his father die battling insurgents, and the 7-year-old's long journey back to An showed him nothing but the cruelties of the human world. He evaded slavers, heard infants cry themselves to sleep in hunger, and watched travelers kill for scraps of food. In a way, he almost welcomed the dirty knife that someone slipped between his ribs for his waterskin.

But death wasn't the peaceful rest he expected. Ptemenib found himself standing just beside reality, a genuinely cold wind chilling him for the first time while a dark shape fluttered in the corner of his vision: a nosoi psychopomp sent to escort the fallen child to the Boneyard. The nosoi allowed her boredom and her sadness for the lonely child to overwhelm her, however, and in the endless time that measures death they sat and chatted about the bureaucracy of death, the agony of the desert, and the taste of halawa. Both Ptemenib and his curious new friend, Qasin, realized their deep love for the living world and its countless little joys, and the lonely souls formed a lasting friendship. Qasin eventually returned Ptemenib to his body, a decision that cost the young psychopomp many years of headache and paperwork.

Ptemenib awoke alone in the desert and limped his way back to An. He fell upon the mercy of the church of Pharasma, whose clerics nursed the ailing boy back to health. Many of Qasin's blurted secrets remained in his mind, and Ptemenib's countless questions for the priests revealed great insight for one so young. By the time he

had fully recovered, prominent clerics from the three sister cities of An, Tephu, and Wati were arguing over who would take on this prodigy. The Grand Mausoleum won the debate, and brought the young acolyte to Wati. A bright child, Ptemenib excelled in his studies and eventually graduated from acolyte to full cleric. Like many Pharasmians, he finds the greatest comfort for death to be a life well lived, and he has grown into a happy man who takes joy in life's tiniest pleasures.

Ptemenib's experience of being left for dead, confused and alone, also impressed on him the value of proper burials, mourning, and respect for the departed. He takes affront at those who disrespect the dead, and spends an inordinate amount of his personal time investigating Wati's various grave-robbing and smuggling gangs, passing on what he learns to the Voices of the Spire. Lately, he's focused his efforts on the Silver Chain, a gang of tomb robbers skilled at smuggling stolen grave goods out of the necropolis. Recent events have shown the Silver Chain is shifting its focus, possibly expanding into other areas of crime, but Ptemenib wants to acquire more evidence before he brings this information to his superiors.

Qasin often visits her mortal friend, shirking her duty to spend quality time among the living. The immortal whippoorwill loves sharing the human experience and often invisibly accompanies Ptemenib during his duties. Most of the church accepts Ptemenib as an eccentric who talks to himself, but those of any rank at the Grand Mausoleum recognize the cleric's invisible friend for exactly what it is and take pride in the association. Despite being an immortal being of unworldly wisdom, Qasin is excitable, impatient, and always eager to see new things. She brings out her mortal friend's reckless side when visiting, leading to both Ptemenib's many great achievements for the church and his countless injuries.

Ptemenib is a handsome Garundi gentleman. His body never quite recovered from the starvation of his youth, leaving him somewhat short and thin-framed, but though his hair is stark white, he retains a young

face. He fights the youthful appearance with a frizzle of a goatee, but deep down he enjoys being called a lad by people 5 years his junior. A man who enjoys grooming and ritual, Ptemenib keeps his thick hair long and tightly braided, is meticulous about eye makeup, and complements his vestments with a variety of garish head scarves. On those occasions when Qasin pays an extended visit, the psychopomp rides invisibly on Ptemenib's shoulder. The cleric loves wordplay, and takes a shine to anyone who can give him a good verbal jousting—another reason he and Qasin have remained so close over the decades.

CAMPAIGN ROLE

Once rescued from the hands of the Silver Chain and the Cult of the Forgotten Pharaoh, Ptemenib helps direct the PCs to trouble spots in the city and personally requests their involvement in tracking down the source of the undead uprising rather than letting the Voices of the Spire go through with their plan to cleanse the city with psychopomps.

Use Ptemenib to convey any information the PCs might miss or to give them direction if they flounder. He's happy to offer healing or advice whenever the PCs return to the Grand Mausoleum, and though he can't craft any magical items himself, he always makes sure the temple's stocks are available for the PCs to purchase. He even provide his own spellcasting services free of charge.

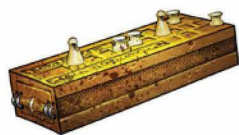
First and foremost, Ptemenib is a support character; he shouldn't accompany the PCs on their adventures, as his expertise is more valuable to the Grand Mausoleum with the current troubles afflicting Wati. More importantly, Ptemenib has a role to play later in the Mummy's Mask Adventure Path. The PCs leave Wati at the conclusion of this adventure, but the Half-City will have need of heroes again in the near future, and Ptemenib's friendship may be the strongest tie that can pull the PCs back to Wati. As a result, strive to ensure that Ptemenib survives this adventure so he can reappear later to fulfill his role.



MUMMY'S MASK TREASURES

The following unique treasures can be found in “Empty Graves.” Player-appropriate handouts appear in the *Pathfinder Cards: Mummy's Mask Item Cards*.

GAME OF FORTUNATE PASSING		PRICE 1,040 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint evocation		



This wooden box contains a popular Osirian board game called senet, a game which has been played since the earliest days of Osirion's First Age. Ten pawns (two sets of five) carved

from petrified wood are stored within the box. The top of the box serves as the game board, with three rows of 10 squares each. Two characters can play the game against each other, or a single character can play against the game itself, which animates to play against its opponent.

While a mundane senet game emulates the journey into the afterlife, a *game of fortunate passing* exerts genuine influence over a player's fate—it's said that a winner the protection and favor of the gods of Ancient Osirion. A game of senet takes 30 minutes to play. At the end of this time, the players make opposed Intelligence checks; whoever wins the check wins the game. If playing against the game itself, the game has an effective Intelligence bonus of +4.

Winning a game of senet with the *game of fortunate passing* (either against another player or the game itself) charges one of the game's pawns with magic. For the next 24 hours, the winner gains a +2 luck bonus on skill checks and saving throws against fear and death effects. Once used, a pawn loses all magic, becoming a normal playing piece. A *game of fortunate passing* has 10 pawns; once all 10 pawns have been used, the item becomes a mundane senet game set.

CONSTRUCTION REQUIREMENTS	COST 520 GP
Craft Wondrous Item, <i>animate objects</i> , <i>bless</i> , <i>divine favor</i>	

HAND OF THE HONEST MAN		PRICE 3,000 GP
SLOT neck	CL 5th	WEIGHT 2 lbs.
AURA faint abjuration		



This mummified human hand comes from an honest man punished for a crime he didn't commit, and is dried and hung from a simple twine thong around the neck. The hand's scapegoat origins offer some protection to its wearer. When the

wearer of a *hand of the honest man* is targeted by a curse or a misfortune effect such as a witch's misfortune or evil eye hex, the curse is instead transferred to the hand with no ill effects to the wearer. The hand retains the curse (even if it normally expires after a set duration) until the effect is removed with a *remove curse* spell or similar effect. A spellcaster receives a +2 bonus on her caster level check to remove a curse stored in a *hand of the honest man*. Removing a *hand of the honest man* while it holds a curse instantly transfers the curse to its wearer. A *hand of the honest man* can hold only one curse or effect at a time. If the wearer is targeted by another curse while the hand is currently storing a curse, the new curse takes effect normally. A *hand of the honest man* has no effect on curses already affecting a creature.

The wearer of a *hand of the honest man* is riddled with guilt over any untruths she utters, and takes a -2 penalty on all Bluff checks while wearing the hand.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, <i>remove curse</i>	

MASK OF THE FORGOTTEN PHARAOH		MAJOR ARTIFACT
SLOT head and headband	CL 17th	WEIGHT 5 lbs.
AURA strong necromancy and transmutation		



Carved from gold and inlaid with cobalt, lapis lazuli, and onyx, this elaborate funerary mask was crafted for the Sky Pharaoh Hakotep I, and was intended to be interred along with his mummy in his tomb. Upon Hakotep's death, the Nethysian sect called the Sacrosanct Order of the Blue Feather trapped a portion

of Hakotep's soul—his *ka*, or “vital spark”—inside the mask and stole it from the pharaoh's tomb. To conceal this crime, the Order of the Blue Feather hid the mask (which came to be known as the *Mask of the Forgotten Pharaoh*) beneath the Sanctum of the Erudite Eye in Wati, where it was found millennia later by the necromancer Nebta-Khufre.

Empowered by Hakotep's *ka*, the *Mask of the Forgotten Pharaoh* is a powerful artifact. When worn, the mask occupies both the head and headband magic item slots. After 24 hours, the mask attunes itself to its wearer, granting its wearer a +2 enhancement bonus to one of his mental ability scores

MUMMY'S MASK TREASURES

(Intelligence, Wisdom, or Charisma). The wearer chooses which ability score is enhanced the first time he puts on the mask. If the mask grants a bonus to Intelligence, it also grants ranks in skills as a *headband of vast intelligence*: first in Knowledge (nobility), then, as the bonuses increase, in Knowledge (history) and Knowledge (religion). Once the mask is attuned to a wearer, the enhanced ability score cannot be changed unless the mask attunes itself to a new wearer (which takes another 24 hours). In addition, the mask provides its wearer with *deathwatch* as a constant spell-like ability. The mask cannot be detected by any sort of divination magic, and grants its wearer a constant *nondetection* effect.

Once attuned, the *Mask of the Forgotten Pharaoh* has additional powers based on its wearer's alignment. If worn by an evil character, the mask enhances the wearer's control over undead, doubling the number of undead the wearer may control with *animate dead*, *control undead*, the Command Undead feat, and similar effects. Additionally, the wearer can cast *animate dead* once per day as a spell-like ability.

If worn by a good character, the mask grants its wearer immunity to disease, including supernatural diseases such as mummy rot. In addition, the wearer can cast *death ward* and *speak with dead* each once per day as a spell-like ability.

A neutral character who is neither good nor evil must choose to be treated as either good or evil when he first dons the mask. Once made, this choice cannot be reversed. A neutral character who uses the mask to create undead gains 1 permanent negative level for each Hit Die of undead created. These negative levels cannot be overcome in any way (including *restoration* spells), but they are immediately removed if the undead creatures are destroyed.

The *Mask of the Forgotten Pharaoh* reveals additional powers as its wearer increases in levels. At 7th level, the mask's enhancement bonus to a mental ability score increases to +4. Also at this level, an evil wearer can cast *create undead* once per day, and a good wearer can cast *eyebite* once per day instead. At 11th level, the mask's enhancement bonus increases to +6, an evil wearer can cast *control undead* once per day, and a good wearer can cast *finger of death* once per day. At 15th level, an evil wearer can cast *create greater undead* once per day, and a good wearer can cast *symbol of death* once per day.

Legends hint at unspeakable rituals that can use the *Mask of the Forgotten Pharaoh* to create a "ka pulse," channeling the energy of Hakotep's fractured soul to animate huge numbers of undead creatures in a wide area, though doing so is rumored to destroy the wearer's own ka, thereby denying the wearer access to the afterlife and enslaving his will to that of the Forgotten Pharaoh.

DESTRUCTION

So long as the soul of Hakotep I remains sundered, the *Mask of the Forgotten Pharaoh* cannot be destroyed. If the three pieces of Hakotep's divided soul (his ba, ib, and ka) are reunited,

the mask loses all of its magical abilities, becoming a mundane but valuable funerary mask worth 50,000 gp.

NATRON FANG

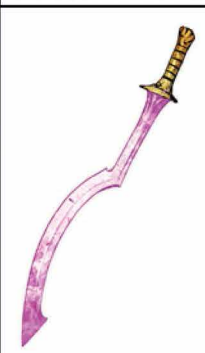
PRICE
7,280 GP

SLOT weapon

CL 5th

WEIGHT 8 lbs.

AURA faint transmutation



Carved from a single chunk of magically strengthened mineral salts, a *natron fang* is a +1 *khopesh* (*Pathfinder RPG Ultimate Equipment* 30) forged to combat the undead, specifically mummies and incorporeal undead. A *natron fang* overcomes the damage reduction of mummies, mummified creatures, and other mummy-like creatures at the GM's discretion. Once per day on a successful strike against

an incorporeal undead creature, a *natron fang* also deals 1d6 points of Charisma damage (Will DC 13 half) in addition to the weapon's normal damage.

CONSTRUCTION REQUIREMENTS

COST 3,665 GP

Craft Magical Arms and Armor, *consecrate*, *disrupting weapon*

USHABTI OF THE WILLING SERVANT

PRICE
3,900 GP

SLOT none

CL 7th

WEIGHT 1 lb.

AURA moderate evocation



This small stone figurine depicts a mummiform servant holding carved tools in its crossed arms. It appears similar to the funerary figurines called *ushabti* frequently found buried with the deceased in Osirian tombs.

Upon command, an *ushabti of the willing servant* conjures a ghostly attendant that performs simple duties

or manual labor at its owner's behest, as an *unseen servant*. The ghostly attendant remains for 1 hour at a time, and cannot move farther than 30 feet from its *ushabti*.

If the *ushabti's* owner inscribes his or her own name on the figurine (which requires a successful DC 10 Craft [sculpture] or [stonecarving] check), the *ushabti of the willing servant* gains an additional power. While it can still summon an *unseen servant*, the owner can command the *ushabti* to instead summon a ghostly warrior to fight and defend its owner. This warrior functions as a *spiritual ally* (*Pathfinder RPG Advanced Player's Guide* 246) armed with a flail for 7 rounds. Once an *ushabti of the willing servant* has been used to conjure a *spiritual ally* in this way, the *ushabti* loses all of its magic, becoming only a mundane figurine.

CONSTRUCTION REQUIREMENTS

COST 1,950 GP

Craft Wondrous Item, *spiritual ally*^{APG}, *unseen servant*



GODS OF ANCIENT OSIRION

When civilization first sprouted in the fertile delta of the River Sphinx during the Age of Anguish, the native Garundi people brought with them a faith in a pantheon of gods whose worship was already ancient in their ancestral homeland in southern Garund. Many of these deities had the heads of beasts—their appearance hearkened back to an even earlier time when the Garundi worshiped tribal totem animals—but those were just the forms the gods took in their interactions with mortals. Led by the sun god Ra and his successors Osiris and Horus, these deities took an active hand in mortal affairs, ruling their people as kings during the Age Before Ages. Living personifications of the core beliefs of a people clawing their way out of barbarism, the gods watched over their chosen people and the new land they had claimed.

GODS OF ANCIENT OSIRION

Azghaad I, under the guidance of the god-king Nethys, founded the nation of Ancient Osirion at the dawn of the Age of Destiny. Though the people of Osirion adopted the worship of other deities venerated in the Inner Sea region, they kept their faith in the old gods as well, and temples to Nethys, Pharasma, and Sarenrae rose alongside churches of Anubis, Isis, and Ra.

As Ancient Osirion rose to heights of glory during its First and Second Ages, the old gods took less and less of a direct role in daily life. Human pharaohs now sat upon the throne of Osirion, and the Osirian people turned more and more to the worship of foreign deities whose faiths had spread throughout the Inner Sea region. The Age of Enthronement was humanity's time of triumph, so the Ancient Osirian gods retreated to their divine strongholds in the Great Beyond; though they continued to guide and protect Osirion from afar, they turned their attention to a land on a distant world—the Old Kingdom of Kemet.

But during the Keleshite Interregnum, Osirion's foreign overlords launched a dedicated campaign to eradicate the worship of the ancient gods and other trappings of pharaonic rule. Carvings were defaced, statues were toppled, and temples were razed. Belief in the deities of Ancient Osirion declined, but it was never truly wiped out, and the restoration of native Osirian pharaohs

RIVERS SUBDOMAIN

Some of the gods of Ancient Osirion grant access to the following subdomain. Complete rules for subdomains can be found in the *Pathfinder RPG Advanced Player's Guide*.

Associated Domain: Water.

Replacement Power: The following granted power replaces the icicle power of the Water domain.

Current Flow (Su): As a free action, you can increase your speed by 10 feet for 1 round. While swimming, you gain a bonus on Swim checks equal to 1/2 your cleric level (minimum 1). This effect lasts for a number of rounds equal to your Wisdom modifier (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*hydraulic push*^{APG}, 2nd—*slipstream*^{APG}, 5th—*elemental body II*, 6th—*fluid form*^{APG}.



to the throne in the last century has reawakened interest in Osirion's long history, along with renewed faith in the land's ancient divinities. The Ancient Osirian pantheon includes numerous deities and demigods, but the 20 gods detailed on the following pages are those whose faiths are most prominent and widespread in Osirion today.

DEITIES OF ANCIENT OSIRION

Deity	AL	Areas of Concern	Domains	Favored Weapon
Anubis	LN	Burial, the dead, funeral rites, mummification, tombs	Death, Earth, Law, Protection, Repose	Flail
Apep	CE	Chaos, darkness, destruction, snakes	Chaos, Darkness, Destruction, Evil, Scalykind ^{SWG}	Dagger
Bastet	CN	Cats, pleasure, secrets	Animal, Chaos, Charm, Protection, Trickery	Cat's claws (tekko-kagi ^{UE})
Bes	NG	Households, luck, marriage, protection	Community, Earth, Good, Luck, Protection	Hunga munga ^{UE}
Hathor	CG	Dance, joy, love, music, the sky	Air, Chaos, Charm, Good, Travel	Short sword
Horus	LN	Rulership, the sky, the sun	Air, Animal, Law, Nobility, Sun	Khopesh ^{UE}
Isis	NG	Fertility, magic, motherhood, rebirth	Charm, Community, Good, Healing, Magic	Quarterstaff
Khepri	NG	Freedom, the rising sun, work	Artifice, Good, Liberation, Sun, Trickery	Sling
Maat	LN	Justice, law, order, truth	Knowledge, Law, Protection, Void ^{SWG} , Weather	Starknife
Neith	NG	Hunting, war, weaving	Animal, Artifice, Good, War, Water	Shortbow
Nephthys	CN	Mourning, night, protection of the dead	Chaos, Charm, Community, Darkness, Protection	Light mace
Osiris	LG	Afterlife, fertility, rebirth, resurrection	Good, Healing, Law, Plant, Repose	Flail
Ptah	N	Architecture, craftsmanship, creation, metalworking	Artifice, Earth, Fire, Knowledge, Travel	Quarterstaff
Ra	LN	Creation, rulership, the sun	Fire, Glory, Law, Nobility, Sun	Spear
Sekhmet	CN	Fire, healing, vengeance, war	Chaos, Destruction, Fire, Healing, War	Battleaxe
Selket	CG	Embalming, healing, scorpions	Chaos, Good, Healing, Protection, Repose	Scorpion whip ^{UE}
Set	NE	Darkness, deserts, murder, storms	Darkness, Death, Evil, Madness, Weather	Spear
Sobek	CN	Crocodiles, fertility, military prowess, rivers	Chaos, Scalykind ^{SWG} , Strength, War, Water	Falchion
Thoth	LN	Magic, the moon, wisdom, writing	Darkness, Knowledge, Law, Magic, Rune	Sickle
Wadjet	LG	Good serpents, the River Sphinx, wisdom	Good, Law, Protection, Travel, Water	Light mace

MUMMY'S MASK

ANUBIS

GUARDIAN OF THE TOMB

LN god of burial, the dead, funeral rites, mummification, and tombs



Domains Death, Earth, Law, Protection, Repose

Subdomains Ancestors, Defense, Inevitable, Metal, Purity, Souls

Favored Weapon flail

Symbol black jackal head

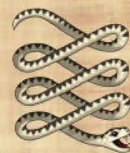
Sacred Animal jackal



APEP

DEVOURER OF THE DAWN

CE god of chaos, darkness, destruction, and snakes



Domains Chaos, Darkness, Destruction, Evil, Scalykind^{ISWG}

Subdomains Catastrophe, Demon, Dragon^{ISG}, Entropy^{ISG}, Fear^{ISG}, Night

Favored Weapon dagger

Symbol coiled serpent

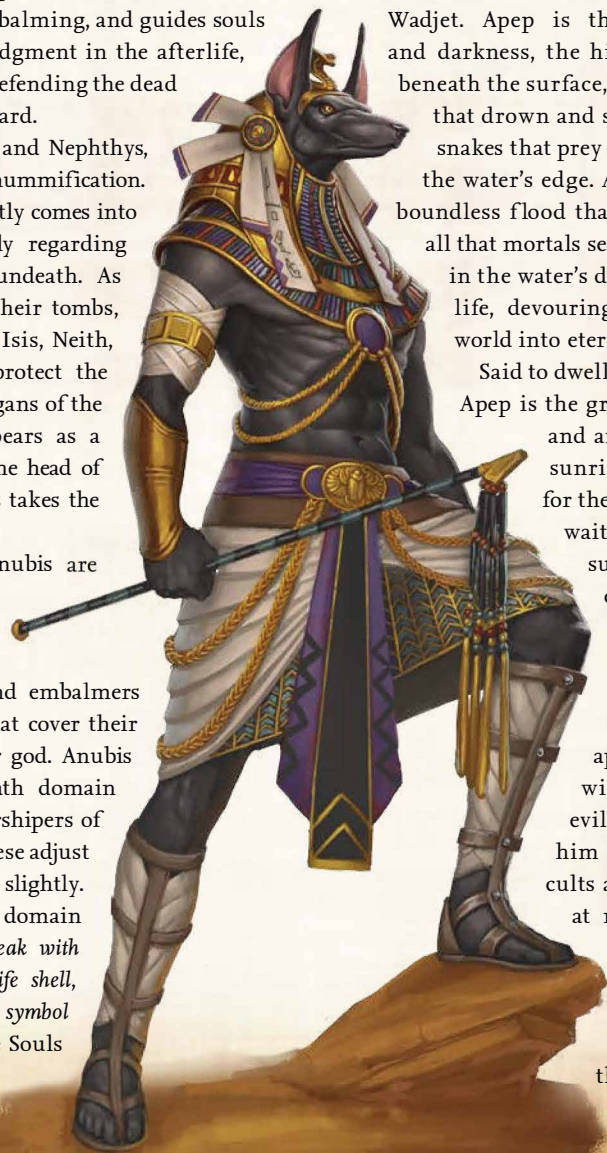
Sacred Animal snake



Virtually every Osirian tomb contains images of the jackal-headed god Anubis, the god of mummification and protector of tombs. He presides over funerals and embalming, and guides souls to Pharaoh to await their judgment in the afterlife, punishing tomb robbers and defending the dead on their journeys to the Boneyard.

Anubis is the son of Osiris and Nephthys, and assisted Isis with Osiris's mummification. Like his father, Anubis frequently comes into conflict with Set, particularly regarding that god's association with undeath. As a guardian of the dead and their tombs, Anubis frequently works with Isis, Neith, Nephthys, and Selket, who protect the canopic jars containing the organs of the deceased. Anubis usually appears as a man with jet-black skin and the head of a jackal, though he sometimes takes the entire form of a jackal.

Clerics and paladins of Anubis are dedicated to destroying undead creatures wherever they find them. Anubis is the patron of embalmers, and priests and embalmers typically wear jackal masks that cover their entire heads in honor of their god. Anubis grants his followers the Death domain and Souls subdomain, but worshipers of Anubis who choose either of these adjust the granted domain spells slightly. Those who choose the Death domain replace *animate dead* with *speak with dead*, *create undead* with *antilife shell*, and *create greater undead* with *symbol of death*. Those who choose the Souls subdomain replace *animate dead* with *speak with dead*.



Born in the waters of primeval chaos before creation, the malevolent serpent Apep stands in sharp contrast to the more benevolent serpent goddess Wadjet. Apep is the personification of chaos and darkness, the hidden dangers that lurk just beneath the surface, the deadly whorls and eddies that drown and swallow, and the hungry river snakes that prey on those who venture too near the water's edge. Apep is the raging rapids, the boundless flood that inundates and sweeps away all that mortals seek to build. He is the darkness in the water's depths that swallows light and life, devouring the sun and plunging the world into eternal night.

Said to dwell in the Tenth Region of Night, Apep is the great enemy of the sun god Ra, and ancient Osirians believed each sunrise was but a temporary victory, for the Devourer of the Dawn always waits to seize and consume the sun again and again, until one day the sun shall rise no more and all shall be ended. Apep is a great golden serpent miles long, and his crushing coils encircle the world. He also appears as a fearsome dragon with night-black scales, and evil dragons of Osirion venerate him in this form. Apep's human cults are secretive, usually meeting at night or under the cloak of darkness. These evil sects keep themselves hidden from the public eye lest they attract the wrath of those who follow the more benevolent and helpful gods.

BASTET

THE SLY ENCHANTRESS

CN goddess of cats, pleasure, and secrets

Domains Animal, Chaos, Charm, Protection, Trickery

Subdomains Deception, Defense, Fur, Lust, Protean, Thievery

Favored Weapon cat's claws (tekko-kagi^{UE})

Symbol golden cat

Sacred Animal cat



BES

THE GUARDIAN FOOL

NG god of households, luck, marriage, and protection

Domains Community, Earth, Good, Luck, Protection

Subdomains Agathion, Caves, Defense, Family, Home, Imagination^{SG}

Favored Weapon hunga munga^{UE}

Symbol bearded dwarf face

Sacred Animal lion



Bastet was a popular deity in Ancient Osirion, worshiped as a goddess of cats and a deity of celebration, pleasure, and secrets. While her sister Hathor is a goddess of love, Bastet is one of desire and sensuality. She also guards against contagious diseases, evil spirits, and snakes, and is associated with protective ointments and perfumes. A beautiful woman with the head of a cat, Bastet is often depicted holding a rattle-like sistrum—a musical instrument associated with her worship—and a small shield called an aegis, usually decorated with the head of a lion, as a symbol of her protective role.

Bastet is the daughter of Ra, and the sister of Hathor, Maat, and Sekhmet. Normally indolent and relaxed, Bastet can be fierce when roused to anger, and she has often faced off against the great serpent Apep on behalf of Ra. A promiscuous goddess, Bastet has no mate, but numerous stories detail her liaisons with other deities.

Bastet is a popular goddess among bards and women of all classes, and she is the patron of spies, rogues, and thieves. Most of her clerics are women, though men are welcome in the priesthood, and both genders work as sacred prostitutes in Bastet's temples, which host elaborate festivals, replete with dancing, drinking, and revelry. Devotees of Bastet often keep cats as pets, and these sacred animals are reverently mummified and buried alongside their masters upon death.



As the guardian of marriage and a protector of households, Bes had a wide appeal through all levels of Osirian society, and most houses, rich or poor, had a statue or carving of Bes to watch over the family and household. An amiable and inclusive deity, Bes encompasses all types of families under his protection, and is both a god of childbirth and a defender of children. He is the guardian of sleep, protecting against evil spirits and all manner of dangerous beasts, from scorpions and snakes to lions and crocodiles.

Bes appears as an ugly, bandy-legged dwarf, with a large head, big eyes, a full beard, and an open mouth with a comically protruding tongue. He wears a headdress of ostrich feathers and a lion skin cloak. In contrast to the other gods of Ancient Osirion, who were usually shown in profile, Bes was always depicted facing forward. Bes is friendly with most of the other Ancient Osirian gods, but always keeps a watchful eye out for Apep and Set and their servants.

Bes has few temples and ordained priests, but his joviality makes him popular among bards, professional performers, and serving boys and girls, who also view him as a patron of music, dance, and sexual pleasure, and such worshipers frequently wear small tattoos of Bes for protection and luck. Pregnant women and new mothers also pray to him to watch over their children. Though Bes has few proper temples, simple shrines to the Guardian Fool can be found in many Osirian cities, particularly in entertainment districts.

HATHOR

MISTRESS OF JUBILATION

CG goddess of dance, joy, love, music, and the sky

Domains Air, Chaos, Charm, Good, Travel

Subdomains Azata, Cloud, Exploration, Love, Revelry¹⁵⁶, Trade

Favored Weapon short sword

Symbol solar disk with horns

Sacred Animal cow



HORUS

THE DISTANT FALCON

LN god of rulership, the sky, and the sun

Domains Air, Animal, Law, Nobility, Sun

Subdomains Day, Feather, Inevitable, Leadership, Light, Wind

Favored Weapon khopesh^{UE}

Symbol eye of Horus

Sacred Animal falcon



The cow-headed goddess Hathor was worshiped from the earliest days of Ancient Osirion, and remained a popular deity throughout its history. A divinity of air and sky, Hathor is also a goddess of beauty and love, happiness and merriment. She is the queen of the dance, the mistress of music, and the sovereign of song. Hathor is a wife, a mother, and a lover, a goddess of fertility, sexuality, and motherhood. She is also a goddess of trade and goods that bring wealth from foreign lands.

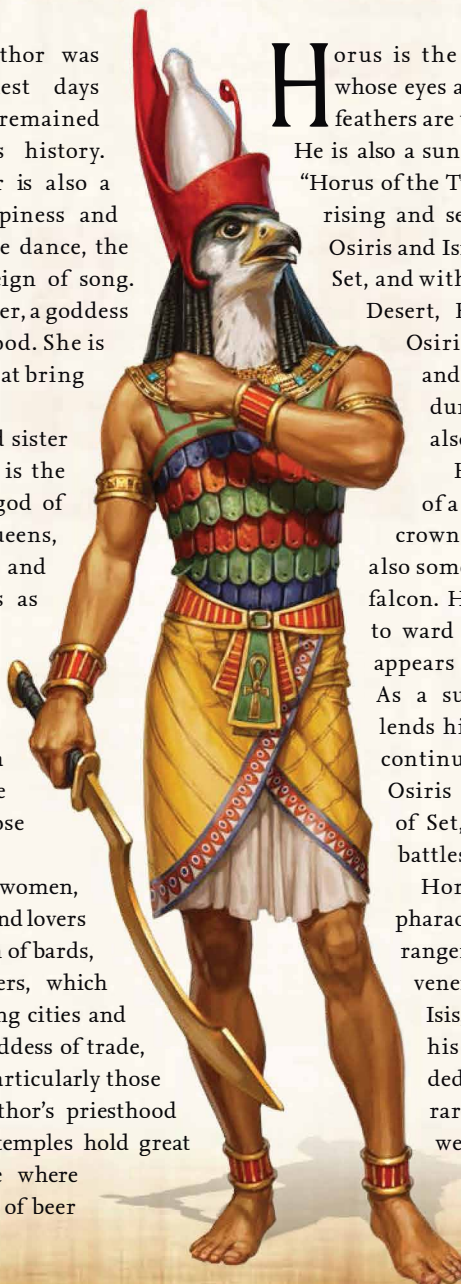
Hathor is the daughter of Ra, and sister to Bastet, Maat, and Sekhmet. She is the consort of Horus, and as he is a god of kings, so is she a goddess of queens, though she is venerated by royalty and commoners alike. Hathor appears as a voluptuous cow-headed woman with the solar disk of her father Ra between her horns and carrying a sistrum. Sometimes she is depicted as a human woman with a horned headdress. More rarely, she is depicted as a great wild cow whose milk nourishes the living.

Hathor is a patron and protector of women, and is worshiped by mothers, wives, and lovers of all ages. She also serves as a patron of bards, dancers, musicians, and performers, which makes her a popular deity in thriving cities and their playhouses. In her role as a goddess of trade, Hathor is also a patron of miners, particularly those who mine for precious stones. Hathor's priesthood is predominantly female, and her temples hold great festivals full of music and dance where worshipers consume large amounts of beer and wine and revel for days on end.

Horus is the god of the sky, the celestial falcon whose eyes are the sun and moon, whose speckled feathers are the stars, and whose wings are the sky. He is also a sun god, and in the form of Horakhty, or "Horus of the Two Horizons," he is a deity of both the rising and setting suns. The posthumous son of Osiris and Isis, Horus faced off against the usurper Set, and with his victory over the Lord of the Dark Desert, Horus became the rightful heir of Osiris. Horus took his father's place as king and ruled Osirion with his consort Hathor during the Age of Anguish, becoming also a god of kings and pharaonic rule.

Horus appears as a man with the head of a falcon wearing the traditional double crown of pharaohs called the *pschent*. He is also sometimes represented as a great celestial falcon. His symbol, the eye of Horus, is used to ward off evil, and the symbol commonly appears on protective amulets and trinkets. As a sun deity and god of kings, Horus lends his support to Ra, and aids him in his continuous battles against Apep. An ally of Osiris and Isis, Horus is a steadfast enemy of Set, and the two have fought countless battles over the ages.

Horus is worshiped by kings and pharaohs, as well as by hunters, paladins, rangers, and warriors. He is sometimes venerated as part of a triad with Osiris and Isis, or as one-half of a royal couple with his consort Hathor, but there are temples dedicated solely to Horus as well. Though rare in this age, Horus' clergy gets along well with the faithful of Abadar, as both churches value leadership and law. Temples to Horus are still found in the larger cities of Osirion.



ISIS

QUEEN OF MIRACLES

NG goddess of fertility, magic, motherhood, and rebirth

Domains Charm, Community, Good, Healing, Magic

Subdomains Agathion, Arcane, Divine, Family, Love, Resurrection

Favored Weapon quarterstaff

Symbol knot of Isis

Sacred Animal kite



KHEPRI

THE HUMBLE HAND

NG god of freedom, the rising sun, and work

Domains Artifice, Good, Liberation, Sun, Trickery

Subdomains Agathion, Day, Deception, Freedom, Revolution, Toil

Favored Weapon sling

Symbol blue scarab

Sacred Animal scarab beetle



When Set killed his brother Osiris, it was their sister Isis who recovered Osiris's body, and using her magic, conceived a son, Horus, with her dead husband. Enraged, Set then dismembered Osiris's corpse and scattered the remains, but Isis gathered up all of the pieces of her husband's body and with a magic spell resurrected Osiris.

Isis ruled as queen alongside Osiris during the Age of Legend, and like him, she is a fertility and nature goddess, viewed as the ideal mother and wife. She is a goddess of rebirth and resurrection, and the protector of the canopic jar that holds the deceased's liver. She is also a deity of magic, both arcane and divine. Isis appears as a beautiful human woman with winged arms, wearing a crown shaped like a throne. She is the loyal wife and partner of Osiris, and is fiercely protective of her son Horus. Isis is close to her sister Nephthys, but is a sworn enemy of her brother Set.

Isis is worshiped by sorcerers, wizards, and witches as a patron of magic, but also by mothers, wives, and druids in her role as a goddess of fertility. The vast majority of her clerics are women, but men and women both are initiated into her mystery cults to learn her secret and sacred rites.

Perhaps the most popular of the old gods among the common folk of Osirion is Khepri, who takes the form of a scarab or dung beetle. Khepri is the god of the rising sun in the eastern horizon, and the scarab rolling a ball of dung across the ground is seen as a symbol of Khepri pushing the sun across the sky. As the sun rises in the morning, so do the peasants who work all day with little reward, and Khepri is their divine embodiment, promising freedom from toil and reward for their labor in the afterlife. He is also a mischievous prankster, breaking up the tedium of the long days with his antics and poking fun at those who consider themselves the commoners' betters.

Khepri is typically represented as a scarab beetle, or as a man with a scarab beetle for a head. As a solar deity, Khepri works closely with Ra and Horus, is friendly with Hathor, and is opposed to Apep and Set and their evil machinations. As a trickster, Khepri is close friends with Bes, and he relishes the distaste that his strange appearance, his pungent aroma, and all that he represents elicit in more refined

and civilized gods such as Bastet, Maat, and Thoth.

Khepri seldom has dedicated temples, but as the patron of peasants, his priests can be found anywhere the common folk labor. Temporary shrines to the scarab god often spring up next to fields or at building sites, where workers make small offerings of a bite of their food or a sip of their beer, and ask Khepri to grant them an easy and productive day of work.



MAAT

THE FEATHER OF TRUTH

LN goddess of justice, law, order, and truth

Domains Knowledge, Law, Protection, Void^{ISWG}, Weather

Subdomains Inevitable, Judgment^{ISG}, Purity, Seasons, Stars^{ISG}, Thought

Favored Weapon starknife

Symbol blue ostrich feather

Sacred Animal leopard



NEITH

RULER OF ARROWS

NG goddess of hunting, war, and weaving

Domains Animal, Artifice, Good, War, Water

Subdomains Agathion, Construct, Feather, Fur, Oceans, Tactics

Favored Weapon shortbow

Symbol a shield and two crossed arrows

Sacred Animal bee



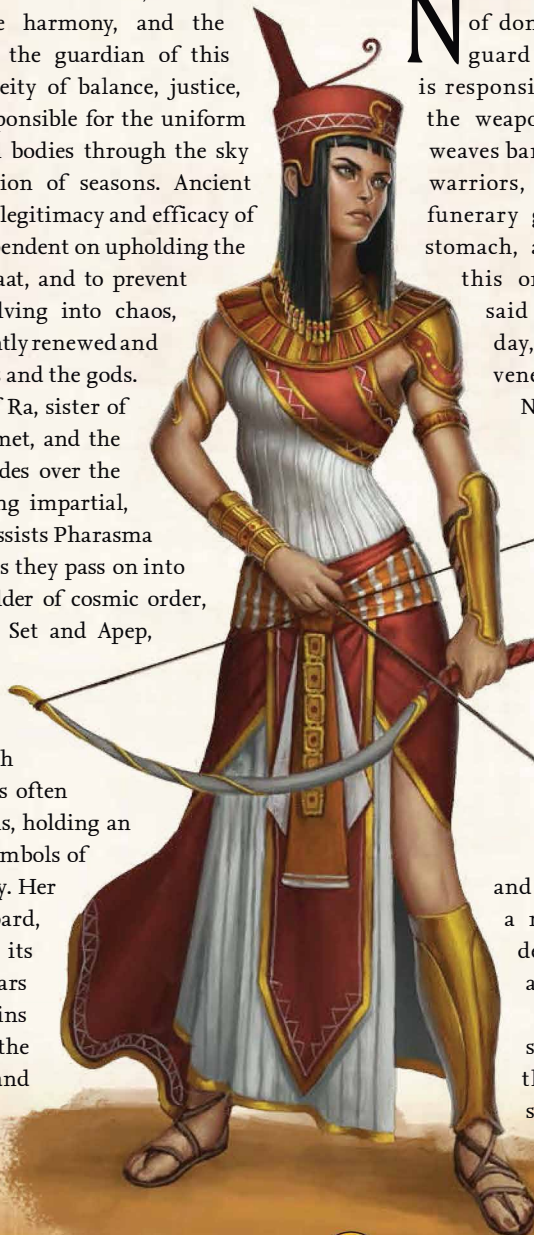
When the universe was created, it was given an innate harmony, and the goddess Maat is the guardian of this cosmic order. She is a deity of balance, justice, law, and truth, and is responsible for the uniform movement of the celestial bodies through the sky and the ordered procession of seasons. Ancient Osirians believed that the legitimacy and efficacy of a pharaoh's reign were dependent on upholding the concepts embodied by Maat, and to prevent the universe from dissolving into chaos, this order must be constantly renewed and preserved by both humans and the gods.

Maat is the daughter of Ra, sister of Bastet, Hathor, and Sekhmet, and the wife of Thoth. Maat presides over the councils of the gods, being impartial, honest, and fair, and she assists Pharasma in the judgment of souls as they pass on into the afterlife. As the upholder of cosmic order, Maat is opposed to both Set and Apep, who work to bring about chaos and entropy. Maat usually appears as a woman with a blue ostrich feather on her head. She is often depicted with winged arms, holding an ankh and a was scepter, symbols of life and power, respectively. Her sacred animal is the leopard, because the pattern on its coat represents the stars in the night sky. Paladins often worship Maat as the embodiment of justice, and monks and oracles revere the cosmic truth she embodies.

Neith is a goddess of war and hunting, but also of domestic arts such as weaving. She stands guard over the bodies of fallen soldiers and is responsible for teaching humanity how to make the weapons of war. From her loom, she also weaves bandages and shrouds for wounded or slain warriors, and in this aspect she is venerated as a funerary goddess. Neith is the protector of the stomach, and guards the canopic jar that holds this organ. A divinity of creation, Neith is said to weave the world on her loom every day, though Ptah and Ra are more usually venerated as creators.

Neith is also a water deity, and as Wadjet is the embodiment of the River Sphinx, Neith is goddess of the oceans that surround Osirion. While on a long hunt in the desert, Neith encountered Set, and their liaison resulted in the birth of a son, the crocodile god Sobek. Neith is respected for her wisdom, and on many occasions has served as a mediator between Horus and Set. Neith appears as a woman wearing a red deshret crown. She is occasionally depicted wearing armor, and always carries a bow and arrows.

Hunters, rangers, sailors, smiths, soldiers, and warriors all worship Neith as their patron. Clerics of Neith are usually skilled smiths or weavers, or both, and like their goddess, they do not marry.



NEPHTHYS

MISTRESS OF THE MANSION

CN goddess of mourning, night, and protection of the dead



Domains Chaos, Charm, Community, Darkness, Protection

Subdomains Cooperation¹⁶, Defense, Lust, Night, Protean, Purity

Favored Weapon light mace

Symbol a basket atop a palace

Sacred Animal kite



OSIRIS

LORD OF THE LIVING

LG god of afterlife, fertility, rebirth, and resurrection



Domains Good, Healing, Law, Plant, Repose

Subdomains Ancestors, Archon, Growth, Restoration, Resurrection, Souls

Favored Weapon flail

Symbol crook and flail

Sacred Animal ram



The ancient Osirians placed great importance on the safety of their deceased loved ones, and Nephthys was a funerary deity who protected the dead and mourned their loss. In particular, Nephthys is the guardian of the lungs and the canopic jar that contains them. As her husband and brother Set is the god of darkness and deserts, Nephthys is the goddess of night and the edge of the desert, the border between civilization and wilderness.

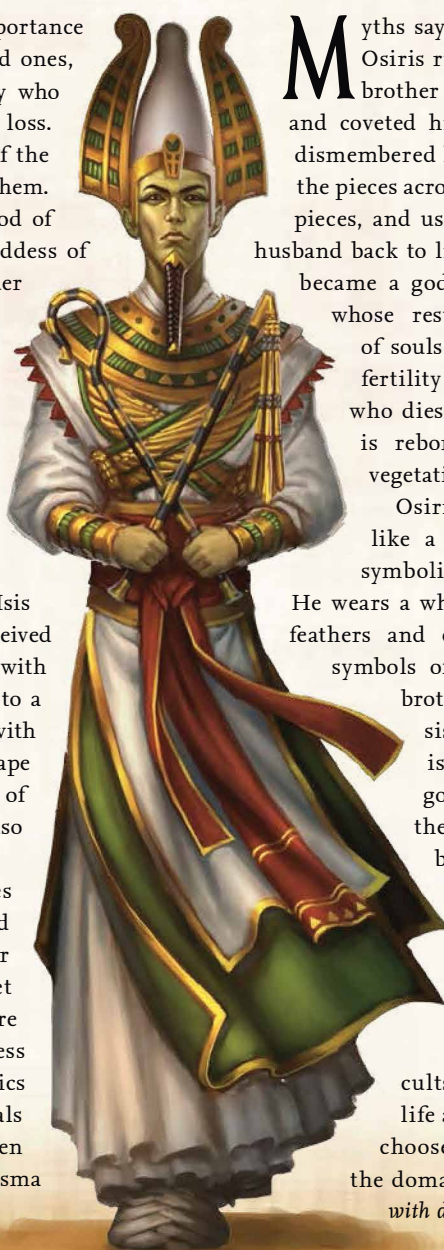
Nephthys is the sister of Isis and Osiris and the sister-wife of Set. Following Osiris's murder at the hands of Set, Nephthys grieved along with Isis, and helped her sister gather the scattered pieces of Osiris's dismembered body. She also nursed and protected the young Horus. Although she is Set's wife, Nephthys does not normally support her husband, instead siding with Isis and Osiris in most conflicts. Having conceived no children with Set, Nephthys plied Osiris with wine and seduced him, later giving birth to a son, Anubis. Nephthys appears as a woman with winged arms wearing a headdress in the shape of a basket atop a tower—a representation of the hieroglyphic symbol of her name, and also her holy symbol.

Nephthys does not usually have temples of her own, though she is often represented in churches of Anubis, Isis, and Osiris, or more rarely, alongside her husband Set in his temples. These small shrines are available for worshipers to leave their goddess small offerings and offer her prayers. Clerics of Nephthys assist other priests at funerals and work as professional mourners, even working closely with the church of Pharasma when needed.

Myths say that during the Age of Legend, Osiris ruled Osirion as its king. But his brother Set was jealous of Osiris's power and coveted his throne, so Set killed Osiris, dismembered his brother's body, and scattered the pieces across the world. Isis gathered up the pieces, and using her magic, she brought her husband back to life. Now free from death, Osiris became a god of death and life after death, whose resurrection mirrors the rebirth of souls in the afterlife. Osiris is also a fertility god, a deity of nature and growth who dies each year with the harvest and is reborn again in the spring when vegetation sprouts again.

Osiris always appears wrapped up like a mummy, but with green skin symbolizing his role as a god of fertility. He wears a white atef crown with two ostrich feathers and carries a crook and flail, the symbols of pharaonic rule. Osiris is the brother of Nephthys and Set. His sister Isis is also his wife, and he is the father of Horus. As a death god, Osiris is tightly aligned with the likes of Pharasma and Anubis, but his brother Set remains his sworn enemy.

Clerics, druids, and paladins make up the bulk of Osiris's priesthood. Many mystery cults are also dedicated to Osiris; the initiates of these cults are said to learn the secrets of life and death. Clerics of Osiris who choose the Souls subdomain replace the domain spell *animate dead* with *speak with dead* instead.



MUMMY'S MASK

PTAH

LORD OF ETERNITY

N god of architecture, craftsmanship, creation, and metalworking

Domains Artifice, Earth, Fire, Knowledge, Travel

Subdomains Ash, Construct, Metal, Smoke, Thought, Trade

Favored Weapon quarterstaff

Symbol staff composed of the ankh, djed, and was

Sacred Animal bull



RA

KING OF THE HEAVENS

LN god of creation, rulership, and the sun

Domains Fire, Glory, Law, Nobility, Sun

Subdomains Day, Heroism, Honor, Inevitable, Leadership, Light

Favored Weapon spear

Symbol solar disk

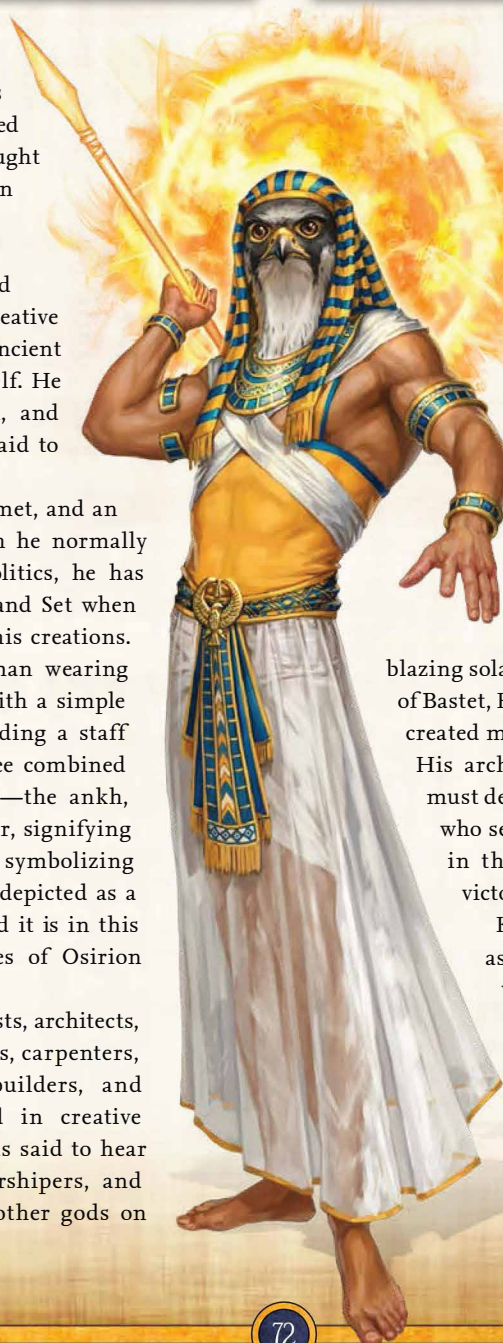
Sacred Animal falcon



According to ancient Osirian mythology, Ptah is the demiurge who created the universe through his thought and creative word. He is the artisan of the gods, a deity of creation and the arts, of architecture, invention, metalworking, and sculpture. Such is Ptah's creative power that alone among the ancient Osirian gods, he created himself. He is the fire beneath the earth, and earthquakes and tremors are said to be signs of his disfavor.

Ptah is the husband of Sekhmet, and an ally of Ra and Maat. Although he normally remains aloof from divine politics, he has come into conflict with Apep and Set when those gods attempt to destroy his creations. Ptah normally appears as a man wearing the wrappings of a mummy, with a simple skullcap on his head, and holding a staff in his hands composed of three combined symbols of his creative power—the ankh, representing life; the djed pillar, signifying stability; and the was scepter, symbolizing power. At other times, Ptah is depicted as a naked and deformed dwarf, and it is in this form that the Pahmet dwarves of Osirion venerate him.

Ptah is the patron of alchemists, architects, artisans, artists, bards, builders, carpenters, masons, metalworkers, shipbuilders, and anyone else who is involved in creative endeavors. Additionally, Ptah is said to hear the prayers of all mortal worshipers, and he often intercedes with the other gods on behalf of humanity.



Ra is the god of the sun, particularly the midday sun, and travels on a great solar barge through the heavens. He created most of the ancient Osirian gods and ruled as their king during the Age of Creation. The ancient Osirians believed they were created from Ra's tears, and like the sun, Ra watches over all the earth and his creations. Ra is the ruler of the heavens, a deity of kings and royalty. He represents fair and just rule in accordance with the principles of honor and truth.

Ra is depicted as a powerful man with the head of a falcon and a blazing solar disk above his head. He is the father of Bastet, Hathor, Maat, and Sekhmet, though he created many of the other Osirian gods as well. His archenemy is Apep, and every night Ra must defend the sun against the great serpent who seeks to consume it. That the sun rises in the morning is seen as proof of Ra's victory over the Devourer of the Dawn.

Kings and pharaohs worship Ra as their patron, as do paladins and warriors battling against the forces of darkness. As the god of the sun, Ra is also venerated by commoners and farmers. Ra's temples are open to the sky and decorated with obelisks representing petrified sun's rays, and services are held in daylight under Ra's watchful eye.

SEKHMET

LADY OF SLAUGHTER

CN goddess of fire, healing, vengeance, and war

Domains Chaos, Destruction, Fire, Healing, War

Subdomains Ash, Blood, Protean, Rage, Restoration, Revelry^{USG}

Favored Weapon battleaxe

Symbol seven arrows

Sacred Animal lion



SELKET

MISTRESS OF THE BEAUTIFUL HOUSE

CG goddess of embalming, healing, and scorpions

Domains Chaos, Good, Healing, Protection, Repose

Subdomains Ancestors, Azata, Defense, Purity, Restoration, Souls

Favored Weapon scorpion whip^{UE}

Symbol red scorpion

Sacred Animal scorpion



When the sun god Ra grew old, his human subjects rebelled against him, so he sent his daughter Sekhmet to punish them. Going further than was planned, Sekhmet took on the task with such fury that Ra feared she would exterminate the human race. In order to save humanity and end the destruction, Ra filled jugs with a mixture of beer and pomegranate juice and scattered them across the battlefield. Thinking the red liquid was human blood, Sekhmet greedily consumed every drop she could find, quickly becoming so drunk that she was unable to continue the slaughter.

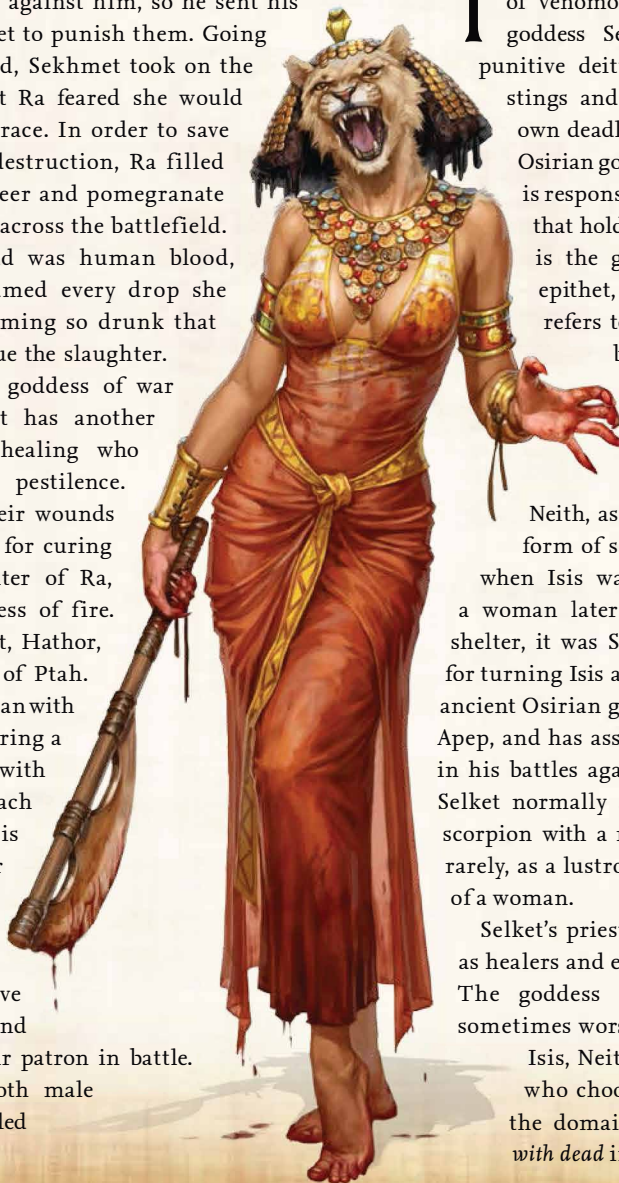
Although primarily a goddess of war and vengeance, Sekhmet has another side as a goddess of healing who wards off plagues and pestilence. She heals warriors of their wounds and is especially revered for curing fractures. As the daughter of Ra, Sekhmet is also a goddess of fire. She is the sister of Bastet, Hathor, and Maat, and the wife of Ptah. Sekhmet appears as a woman with the head of a lioness, wearing a long dress soaked red with blood and rosettes over each breast. Occasionally she is depicted with the solar disk of her father Ra atop her head.

Barbarians revere Sekhmet for her destructive rages, and fighters and magi worship her as their patron in battle. Sekhmet's priests are both male and female, and are skilled warriors as well as healers.

The deserts of Osirion contain many species of venomous scorpions, and the scorpion goddess Selket is both a protective and punitive deity, healing venomous bites and stings and afflicting the wicked with her own deadly sting. Like many of the ancient Osirian gods, she is a funerary deity, and she is responsible for protecting the canopic jar that holds the deceased's intestines. Selket is the goddess of embalming, and her epithet, Mistress of the Beautiful House, refers to the embalming pavilion where bodies are prepared for burial.

Along with Isis, Neith, and Nephthys, Selket assists Anubis in protecting the dead. She is often paired with Neith, as Isis is with Nephthys, and in the form of seven scorpions, she guarded Isis when Isis was pregnant with Horus. When a woman later refused the expectant mother shelter, it was Selket who punished the woman for turning Isis away. Selket also guards the other ancient Osirian gods against the poisonous bite of Apep, and has assisted Ra on numerous occasions in his battles against the Devourer of the Dawn. Selket normally appears as a woman wearing a scorpion with a raised tail on her head, or more rarely, as a lustrous black scorpion with the head of a woman.

Selket's priests are commonly found working as healers and embalmers in towns and villages. The goddess has few temples, but she is sometimes worshiped in the shrines of Anubis, Isis, Neith, or Nephthys. Clerics of Selket who choose the Souls subdomain replace the domain spell *animate dead* with *speak with dead* instead.



SET

LORD OF THE DARK DESERT

NE god of darkness, deserts, murder, and storms

Domains Darkness, Death, Evil, Madness, Weather

Subdomains Daemon, Loss, Murder, Nightmare, Storms, Undead

Favored Weapon spear

Symbol sha head

Sacred Animal sha



SOBEK

THE RAGING TORRENT

CN god of crocodiles, fertility, military prowess, and rivers

Domains Chaos, Scalykind^{ISWG}, Strength, War, Water

Subdomains Blood, Ferocity, Protean, Resolve, Rivers, Saurian^{ISG}

Favored Weapon falchion

Symbol green crocodile

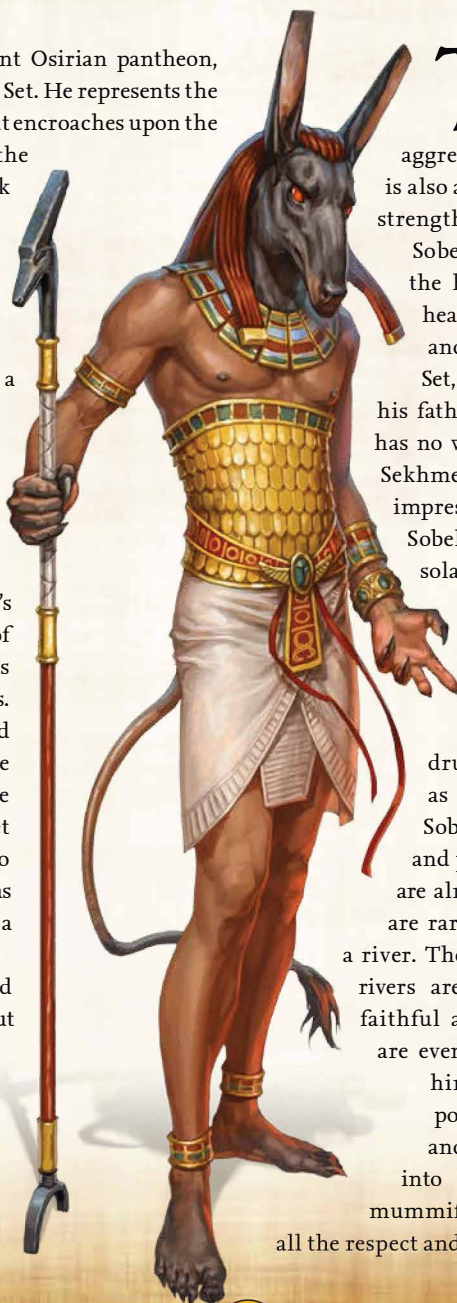
Sacred Animal crocodile



Of all the deities of the Ancient Osirian pantheon, none is as hated and reviled as Set. He represents the foreign invader, the desert that encroaches upon the verdant banks of the River Sphinx, the storms that destroy crops and sink ships, and the dead that rise from their graves. He is evil personified, the enemy of all that is good, a god of sickness and disease, confusion and madness, rebellion and strife. He is a usurper, a murderer, and a stealer of souls.

Set is the brother of Isis, Osiris, and Nephthys, who is also his consort. With Neith, Set is the father of Sobek. Set murdered Osiris, mutilated the body and scattered the pieces, and tried to steal his brother's throne, ushering in the Age of Darkness. Set is the enemy of both his brother Osiris and his nephew Horus. Set is opposed to Anubis as well, and the two war over the souls of the Osirian dead—Anubis seeks to guide them safely to the Boneyard, and Set to steal their souls or turn them into undead abominations. Set appears as a lean Osirian man with the head of a sha, or “Set beast” (see page 86).

Kinslayers, murderers, and usurpers all pay homage to Set, but he is also venerated by kings and pharaohs who value the god's cunning, strength, and power. Set is a patron of assassins, rogues, and necromancers, and he is worshiped by barbarians, warriors, and evil druids as well.



The crocodile god Sobek is a god of rivers, marshes, and fertility of both creatures and vegetation. Violent, aggressive, and prone to primal urges, Sobek is also a god of battle, venerated for his ferocity, strength, and military prowess.

Sobek appears as a muscular man with the head of a mighty crocodile, wearing a headdress with tall plumes, curling horns, and a solar disk. He is the son of Neith and Set, and while he occasionally supports his father, Sobek more often stands alone. He has no wife, but he lusts after the war goddess Sekhmet and expends great effort trying to impress her with his strength and potency. Sobek sometimes accompanies Ra on his solar barge, joining the sun god in his nightly battles against Apep.

Kings venerate Sobek as a symbol of pharaonic potency and might. He is a patron of soldiers and armies, and he is worshiped by barbarians, druids, fighters, rangers, and warriors as well. Farmers often give offerings to Sobek so that he will enrich their fields and protect their livelihood. Sobek's temples are almost always situated on riverbanks, and are rarely found more than a few miles from a river. The crocodiles living in the neighboring rivers are exalted by the priesthood and the faithful as the direct offspring of the god, or are even seen as living incarnations of Sobek himself. Most of his temples contain pools holding crocodiles sacred to Sobek, and their regular feeding is incorporated into worship. These honored reptiles are mummified and interred upon their deaths with all the respect and esteem that marks human funerals.

THOTH

LORD OF DIVINE WORDS

LN god of magic, the moon, wisdom, and writing



Domains Darkness, Knowledge, Law, Magic, Rune

Subdomains Arcane, Language, Inevitable, Memory, Moon⁵⁶, Wards

Favored Weapon sickle

Symbol scroll with lunar disk and crescent

Sacred Animal ibis



WADJET

THE GREEN EMPRESS

LG goddess of good serpents, the River Sphinx, and wisdom



Domains Good, Law, Protection, Travel, Water

Subdomains Archon, Defense, Exploration, Purity, Rivers, Trade

Favored Weapon light mace

Symbol uraeus

Sacred Animal uraeus



All knowledge and wisdom comes from Thoth, the god of science, mathematics, history, philosophy, religion, and wisdom. He is also god of the moon and magic, particularly arcane magic. Thoth is also the patron of language, literature, and writing, and is said to have invented the hieroglyphs first used by Ancient Osirian scribes and that are still used, in modified form, in the modern Osiriani language. He is the reckoner of years, recording the passage of time and details of all the events of life, from the honorable reigns of kings to the simple daily lives of peasants.

Thoth normally takes the form of a man with the head of an ibis, though occasionally his form is that of a seated baboon or even a man with the head of a baboon. He is the husband of Maat, the goddess of order and truth, and he serves as secretary and counselor to Ra. It was Thoth who gave Isis the magic words she used to resurrect her dead husband Osiris. He is the scribe of the gods, and mediates between them fairly in their disputes.

Thoth is the patron of archivists, scribes, researchers, and scholars, and alchemists, witches, and wizards all worship him as the god of magic and spells. His temples usually include well-stocked libraries and archives, and often include orders of monks who venerate him for his knowledge and wisdom.



The great River Sphinx, the heart of Osirian life in both ancient and modern times, is embodied in the snake goddess Wadjet, who is said to dwell in the papyrus marshes in the river's delta. Wadjet is the patron and protector of Osirion, and she nourishes the kingdom as the River Sphinx sustains the land and its people.

A teacher and giver of wisdom, Wadjet is the mother of the uraeuses (*Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs* 63), the race of two-headed winged serpents who are her emissaries and spirits of caution, guidance, and protection.

Wadjet appears as a woman with the head of a cobra, with winged arms outspread in a protective pose, or as a winged cobra with a woman's face, raised and ready to strike in defense of her land and people. A protector of kings, Wadjet supports Ra and Horus as deities of rulership, but as the guardian of all Osirion, she works with Khepri to protect the common folk as well.

Wadjet is a patron of pharaohs, and the uraeus is part of the royal regalia of Osirion. Although she has temples in many of Osirion's major cities, countless smaller shrines to Wadjet stand along the banks of the River Sphinx. Oracles are particularly common in Wadjet's priesthood, and the pharaohs of Osirion have long looked to them for insight and counsel.

Sleeping with the Dead

PATHFINDER'S JOURNAL: SHADOW OF THE SANDS 2 OF 6

Obtaining a translation isn't the easiest task in Wati. Scholars by the score work out of libraries and temples, to be sure, but reputable translators always want to know *where* you got whatever it is you need translated. The taboo against grave robbing runs strong, and scholars are conscientious about obeying the law. Disreputable translators are always available, of course, but their translations are suspect at best, and I needed to be certain about this one.

With Farhaan's help, I met with a middle-aged woman with an interest in ancient hieroglyphs and a willingness to believe my story about where I got the amulet. I killed time in her dimly lit shop, examining bits of pottery and scroll fragments on display, while she worked. She studied my amulet for close to an hour before she fixed me with a stare and announced in accented Taldane, "This is not words."

"I'm sorry?"

She tapped the amulet with one long nail. "No words here."

My heart sank. "The glyphs don't mean anything?"

Another tap. "Not words. Map."

Excitement leapt up in me like a flame. I leaned eagerly over the table and watched as she traced the glyphs onto a larger parchment, stretched out in such a fashion that I could clearly see what she saw. When she tilted the amulet away from her, the lines of the glyphs ran together until they formed a miniature map. The markings were so tiny, so fine, that I would never have seen the way they fit together on their own. I paid the translator her fee (steep, but worth it) and left with the amulet safe in my hidden pocket and the "translation" clutched tightly in my hand.

Ancestry meant everything to my grandfather, and his detailed records on our family tree had led me to Wati in the first place. I had no doubt that the map on the amulet indicated a location within the necropolis. But where, precisely? In my rented room at the Tooth and Hookah, I obsessed over the map. An irregular T seemed to indicate a junction of streets (or alleys) and the tiny owl glyph must mark the tomb I sought. I knew that owls often signified wisdom—discovery—in ancient Osirian writings. Across from the owl, an image of three stacked blocks stymied me until I realized they represented a three-story building. That would narrow my search considerably.

The next step was to apply at the Grand Mausoleum for permission to enter the necropolis. I'd make my case, pay a small fee, and then wait several days until the priests made their decision.

Or—

Or I could strap on my sand-scoured leather breastplate, secure my daggers in their sheaths, wrap my head in a linen scarf to hide my face, and hop the wall. I didn't know how much time I had to find what I was looking for; grandfather's condition wasn't improving when I left Varisia. I didn't want to waste precious days sitting around waiting for a religious official to approve my request.

I waited until the worst heat of the afternoon was past and the sun began its descent. That would give me perhaps two hours of daylight to inspect the necropolis. I didn't want to risk drawing the attention of city guards by carrying around a torch in the dark. And I'd tangled with undead before—I didn't relish the thought of poking around graveyards in the dead of night.

Despite the laws regulating entry, the necropolis is simply too big for guards to bar entry at every point. Instead, some stand watch at the gates while others make regular circuits around the perimeter. The gates open to the public only once a year, during the Day of Bones festival when the priests of Pharasma reconsecrate the area. I found a quiet spot to wait and watch, and after the patrol had passed, I darted out and scrambled up the wall. The clay blocks were warm under the rough skin of my hands. I rolled over the top of the wall and dropped down into a crouch.

A withered body lay in the sand next to me, one hand stretched toward me. I stifled a scream and stumbled to the side. My dagger leaped into my hand. I realized quickly that the corpse was inanimate, but my heart still pounded like a drum. I forced myself to relax but kept my dagger out as I shuffled forward and toed the body with my boot.

Only a few desiccated sinews held the body intact. Whoever this was, he'd been dead for ages. Sand covered his legs and his torso curved in, making a comma of the body. No obvious wounds marred his form. I glanced around but saw nothing but silent streets and buildings around me.

"Creepy," I muttered, then sheathed my dagger. I left the body behind and began my search, but a cloud of unease hung over me. The bodies here were supposed to be properly interred. How had this one gotten out?

Sand blew over the streets, and even with the living city only a few yards away on the other side of the wall, I felt oddly isolated. The buildings lining the street had that eerie air about them that comes from being abandoned for so long. Their windows gaped black, unshielded by shutters or curtains. Doorways stood open like toothless maws. No footsteps marred the sandy avenues. In the distance I thought I heard the sound of chanting—pilgrims or priests

conducting sanctioned rituals within the necropolis. Other than that, the Half-City was as silent as its residents.

I stole through the streets, gooseflesh creeping on my arms despite the heat. My unease grew as I searched for the intersection depicted on my map. The city smelled of dry decay, like bones left out in the sun. The scents of living bodies, of cooking and sweat and animals, were absent. I felt a strange energy on my skin, a feeling I used to get back home before summer storms, but whenever I looked up all I saw was darkening sky stained orange by the setting sun, with a strange desert haze that further strained my nerves.

My search went quickly. I passed down street after street, scanning the faces of buildings. I scaled a mausoleum once or twice to gain a rooftop view, but while three-story structures proved relatively easy to find, none had anything but height to recommend themselves.

Nightfall crept closer. I'd hoped to find the tomb tonight, but failing that, at least I had worked through a sizeable portion of the area. Tomorrow for sure, I told myself.

The far-off chants of the faithful had died out, and I was thinking of heading back to the Tooth & Hookah when I heard a strange sound. A low rumbling resonated in the air, like thunder, but constant and distant. It reminded me of a description I'd once read of a fellow Pathfinder's experience in the Mwangi Expanse. She'd written of a great stampede, a herd of elephants charging across the plain and shaking the earth. I crouched and rested a hand on the sandy street, but felt no tremors.

The noise grew louder. I glanced around and saw a stone tower made for storing water about halfway down the street. I sprinted over and started up the tower's side. The structure was a tall rectangle with smooth sides and a lip around the bottom where the water was meant to leak out and fill a trough. I'd seen similar, functioning towers in the living half of Wati. This one was bone dry, and the ladder used to access the top and refill the tower was missing. Cracks in the stone face and the crumbling stone gave me purchase enough to climb.

The sky had grown dark in the time it took me to run down the street and climb the water tower. I knew it was close to sunset, but I'd thought I had more time. I straightened on the stone lid of the tower and turned, searching for the source of the noise.

I saw it instantly.

A wall of sand rushed toward Wati, towering hundreds of feet high and moving like a tidal wave. Spirals of dust curled off the top of the sand wave. The whole wall billowed as it moved, like the sails of a mighty ship driving inexorably toward the city. I cried out reflexively, but the sound was lost in the roar of the storm. I glanced at the living city and saw it was as silent as its twin, the streets emptied of people.

I cursed as I clambered back down to street level. Back home I'd have recognized the signs of an approaching

storm or a radical shift in the weather. Here I'd misread obvious tells of coming disaster, attributing my unease, the strange stillness in the air, and the haze in the sky to superstitious omens. Judging by the speed of that sand wall, I had only minutes to find shelter—not nearly enough time to make it out of the necropolis.

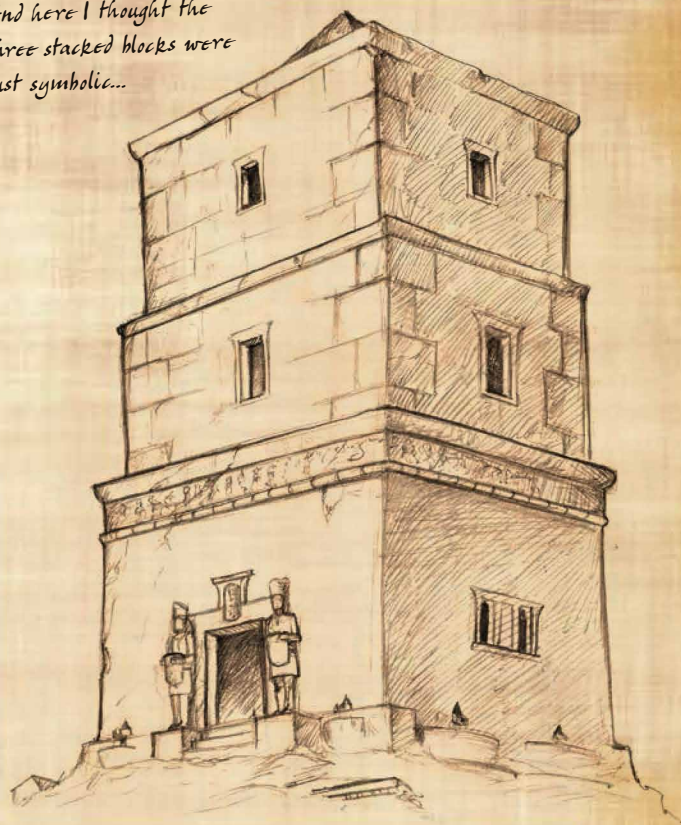
I started to sprint away from the tower, but made it only a few steps before I stopped short. I whirled on one toe, boot grinding into the sand, and stared at the tower with new eyes. In my haste I hadn't examined the structure fully, but now I took note of its design. It would have been too difficult for the builders to quarry a single piece of stone the proper size. Instead they constructed the tower in multiple levels. Three square blocks, each one eight feet across, sat stacked atop the base.

To the north, the street veered off in an irregular T-junction. I looked across from the water tower. A squat stone building stood there, its door closed, a dust-obscured sigil carved over the entrance.

I hurried to the building. Standing on tiptoe, I was able to brush some of the grime away from the engraving.

An owl stared down at me, stone wings folded at its sides.

And here I thought the three stacked blocks were just symbolic...



The cistern inside this building was once filled by rain collected in the roof's gutters, which was stored and allowed to flow out into the basins in times of need.

MUMMY'S MASK

The roar of the sandstorm seemed loud as a dragon now. The sky was almost pitch black, and a wind had risen, kicking sand into my face. I pushed on the stone door until it groaned inward, then squirmed through the small opening and pushed it back into place. A final swirl of sand rushed in, and then the door sank into place, locking me in darkness.

The thick stone walls of the building muffled the sound of the storm, but I could hear the rumble outside. I had no idea how long sandstorms lasted, but it had moved so rapidly I hoped it would be over soon. The air inside the room was old but breathable, smelling faintly of decay and dust. I shrugged off my pack and fumbled inside for a flameless torch. I cracked the slender cylinder over my knee to activate its alchemical contents and looked around as its golden glow suffused the room.

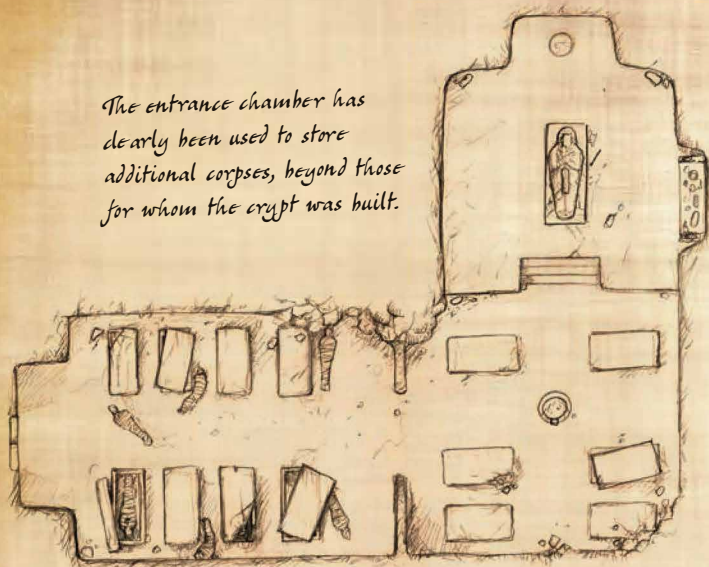
Twin rows of sarcophagi stretched before me. No scrollwork or engraved figures decorated the coffins; these were of simple design. Between and behind the sarcophagi, individual bodies lay on the ground. The bodies had been tightly wrapped in binding cloth at the time of their interment, but both bodies and bindings had decayed over time, despite the dry air and preservative unguents. Shreds of cloth lay in tatters around the parched and twisted dead. A shiver crawled up my spine.

Almost five hundred years after the plague that devastated Wati, the priests of Pharasma entered the city. Led by Nefru Shepses, the priests spent three decades putting to rest what remains they could find. The desert air had preserved much of the horror. Homes became sepulchers. Family tombs became communal mausoleums. The priests had no way of identifying every single body, tracing lineages, or ensuring family rested with family. Even though I was certain this was the tomb of my ancestors, not all the remains within were of family.

I slipped my pack back on and looked around the tomb, breathing in the still air. The steady light from my alchemical torch illuminated carved scenes and rows of hieroglyphs along the walls. My pulse quickened. This was what I'd come to find: information on my family's history. On one ancestor in particular.

I spent a few minutes examining the hieroglyphs and getting a sense of their meaning, doing my best to ignore the bodies all around me. I quickly became used to their smell—dust and old leather. I had parchment and charcoal in my pack to make rubbings of the engravings, but the ones in this room held little interest to me: scenes of fisherfolk, builders, and farmers on river banks. As I moved deeper inside, the roar of the sandstorm thrummed through the walls. The tomb was a large, well-constructed edifice,

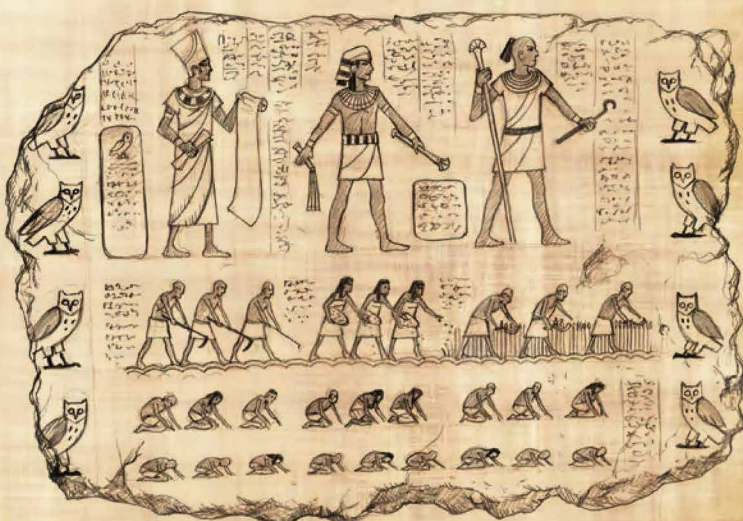
The entrance chamber has clearly been used to store additional corpses, beyond those for whom the crypt was built.



Like many tombs, this one has several distinct chambers: an exclusive one for the tomb's chief occupant, a secondary room for important family members, and the entrance chamber for any lesser family, servants, and general hangers-on.

The shrine to Pharasma at the tomb's northern end is vital to the soul's transition into the afterlife.

The owl represents wisdom in Osirian symbology. Clearly, the figures represented at the top were leaders and officials revered for their wisdom.



and as I moved into the next room I saw a different frieze accompanied by hieroglyphs. I ran my hand below them, brushing my fingers against the ancient bricks. These showed individuals in positions of power, holding scrolls and scepters and standing on rises above groups of others.

I rounded a corner and saw a long chamber sunken a half-step into the ground. A single sarcophagus stood in the center of the room. At least twice as deep as the others and ten feet long, it was covered with engravings and scrollwork and the carved figure of a man in repose. The light flashed against a glyph on the far wall. Golden gleams lit up the dark. My breath caught in my throat as I saw a figure of gold in relief on the wall, presiding over this room for all eternity.

Gold. A pharaoh's color.

A sudden rise of moaning wind sounded from the entryway. I froze for an instant; could the door have opened somehow? The thought of wind strong enough to tear open a heavy stone door froze my blood. I hurried back to the entrance, already planning how I would use the sarcophagi to barricade the door.

I stumbled to a halt in the main chamber. The door stood firmly shut. The moaning came not from the wind, but from the dead scattered around the room.

They were waking.

I drew my dagger and spun first one way, then another, trying to remain calm as the bodies rose all around me. In the desert I'd fought off two undead creatures and managed to triumph, but there were at least a dozen here. I hoped like hell that none of them were true mummies.

Leathery skin stretched over brittle bones. Long strips of cloth hung from shrunken limbs as the corpses staggered to their feet. Their eyes glowed red, twenty-four burning coals in the shadows. From my research, I knew that true mummies could send one screaming mad with fear and spread a hideous wasting disease with but a scratch. Panic hammered in my throat, and my trembling hand made my light jitter on the walls, but I didn't feel any overwhelming supernatural fear. Only ordinary, completely understandable terror.

A zombie rose only a foot away from me. I swiveled and drove my dagger at its skull. The blade spiked through the thing's head with a soft pop. I jerked the enchanted blade free and the zombie collapsed backward, the red light fading from its eyes. Shuffling steps advanced. I spun back to face the room and skipped to the left, hopping over the recently felled body.

My quick action had taken out the first zombie in a single blow, but I doubted I'd be so lucky again. I put my back to the wall and held the flameless torch out. Two more zombies reached for me. I slashed at one, and it stumbled back a single step. The other swung at me. I swayed out of its reach, stabbing quickly in return. I tore strips of flesh off its arms, and a fetid stench rose from the wound.

The zombies lunged for me again. I ducked under their grasping arms and somersaulted between them. My shoulder bruised on the edge of a sarcophagus as I came upright. A veritable wall of zombies surged toward me, as implacable as the sandstorm raging outside. I spun in place and jammed my dagger into the spine of the injured zombie. It moaned and slowly collapsed to the sandy floor. I wrenched my dagger free and scrambled atop the sarcophagus.

A noose of undead tightened around me. A zombie came in range and I kicked out, connecting with its jaw. The bone cracked and splintered. The foul creature staggered backward, jowl dangling from its face by a few fragile threads of tendon. Another corpse surged into its place. I kicked and stabbed.

My heart seemed about to beat right out of my chest, and my mouth was dry as sand. I couldn't keep the zombies at bay much longer. One zombie crawled onto the sarcophagus lid and I kicked it square in the chest. Even as it toppled, another began a clumsy ascent. I couldn't stay here.

I took a running start down the lid, holding out as long as I could before I leapt over the mass. I hit the ground hard, my teeth jarring together, and my ankle almost turned. A chorus of moans rose from the zombies. I veered right and tore down the length of the tomb, deeper into the shadows. The one good thing about zombies was that they moved slowly. I prayed to Desna to give me wings.

I spun around the corner so fast I almost lost my footing on the sandy floor. My boots skidded and I windmilled my arms for balance, then sprinted straight for the big sarcophagus and threw myself at the lid, dagger and torch both clattering to the floor.

The ornate engravings on the surfaces of royal sarcophagi show the importance of the figure within, but they also contain hidden handholds to allow workers to more easily move the lids. I scrabbled desperately across the slab, training all my focus on the grooves and scrollwork in search of anything that would give me leverage. I found one handhold hidden along the side of the carved figure right away—I took distant note of his appearance, a proud-featured Garundi man—but the other handhold eluded me and zombies poured down the hallway. Finally I grabbed the nose of the figure (silently apologizing to the spirit of my ancestor) and heaved on the lid.

The slab ground—painfully, slowly—to the side. With adrenaline-fueled strength I shoved on the slab again. It slid another foot, releasing a puff of dust and a strong smell of decay. I'd made a triangular opening just big enough to squeeze through. The zombies spilled into the room just as I dove headfirst over the side and slithered into the coffin.

There was no way I could slide the slab back in place by brute strength, but in this position I had leverage. I wriggled farther down into the coffin, through splintered bones and decaying cloth. My skin crawled and I forced

myself not to think about what exactly I was sliding against. Rolling onto my back, I pulled my knees up to my chest, tucked my boots against the roof, and pushed up. My legs had just enough power to swing the lid back a foot.

I lay still, soaked through with sweat and trying to breathe quietly, though my lungs ached. I heard the zombies milling around outside the sarcophagus and prayed they were as mindless as they appeared. If they organized and pushed together, they could have easily moved the lid. But they lacked the ability to reason, and so were reduced to groaning and slamming their fists futilely on the stone.

A bit of light from my discarded torch made its way through the small opening left between the lid and the side of the sarcophagus. I contorted until I could get my pack off and lie more comfortably on my back. Shattered bones still poked into my skin, and I offered up another prayer of thanks that my ancient ancestor wasn't also awake.

I'd taken a big risk locking myself in here, but focusing on a bit of knowledge kept me from panicking. First was the timing of the zombies' animation. They hadn't risen when I entered the room, so I hadn't triggered them. The sandstorm also didn't seem to be the cause, as it had been storming while I first explored, and the bodies had lain peacefully. No, I believed it was nightfall that had triggered them. The sun had been close to setting when I entered the tomb. If that was the case, I just had to last here until morning. And since I hadn't heard thumping or

groaning from the sarcophagi in the main room, hopefully the rightful residents of this tomb—family members like the one I lay upon, interred here with the proper rites and protections—wouldn't animate.

Of course, if I was wrong and the zombies had animated for some other reason, I could well wake up in the arms of an undead horror, or be trapped here for a very long time. Buried alive.

As I tried to make myself more comfortable to wait out the long night, my eyes finally adjusted to the little light in my new bed. I'd assumed the underside of the lid would be smooth, but instead small hieroglyphs covered the surface. I peered at the markings with interest, trying to ignore the occasional zombie fingers clawing down near me. Ancient Osirians often buried their dead with money and items, even servants, to help them in the afterlife, a practice that continued today. Perhaps my ancestor had been buried with records and other information.

My excitement grew as I worked to interpret the symbols. I cracked a second flameless torch from my pack, sparking a flurry of activity outside the sarcophagi. The pictures I was seeing were exactly what I'd come here to find: the story of a royal ancestor, his life and his great deeds, and his untimely death. I fumbled the parchment and charcoal out of my pack and set to work copying the intricate writing above me. Despite the long night ahead and the sounds of the hungry dead clawing for my flesh, I grinned.

"I've got it, Grandpa," I whispered.

Desert Undead

Many people believe that mummies are the most common form of undead found in the desert, but this is not the case. Dead bodies that are mummified may rise as undead, but most rise as common zombies or skeletons, simple abominations given false life by a relatively small spark of dark magic. They're sent back to their rest easily enough—at least, in comparison to greater horrors. Despite popular tales by hand (most of whom have never even been to Osirion), the funerary practices used to mummify deceased Osirians is very different from the magical ritual used to create an undead mummy.

Mummies are usually created deliberately by necromancers, and while the process usually begins with ritualistic mummification, it's followed by intense spellcasting. Such creatures are used mainly as guardians, and my research indicates they were often royal guards or loyal advisors in life and set to guard their patron in death. Some evil rulers even leave instructions for their most faithful followers to be murdered and raised as mummy sentinels, should the ruler die first.

Many superstitions surrounding undead exist in Osirion—understandable in a land with so many undiscovered tombs and grave robbers in search of wealth. Some of the legends I've heard claim that undead animate only from sundown to sunrise (this one I can personally verify to be true in some cases), that undead form when buried under the wrong name or in the wrong tomb, and that undead animate only when individuals of ill intent enter their burial place.

I have heard rumors as well that undead in the desert can take on strange characteristics. Dried out by the sun, their withered forms host unusual powers. Some stories tell of sunbaked undead burning unprotected flesh with a touch, while others speak of zombies that crumble in a cloud of choking dust upon death. Adventurers expecting to meet undead would do well to investigate local rumors and inquire at temples to learn the reported abilities of any local restless corpses.

SLEEPING WITH THE DEAD

The arid desert climate means that even poorly embalmed corpses often remain intact... for better or worse.

Many traditional Osirian embalmers remove the brain, though this does little to slow down zombies.

Properly embalmed Osirian corpses have their organs removed and the cavities stuffed with herbs and sawdust. That does little to improve the stench of such zombies.

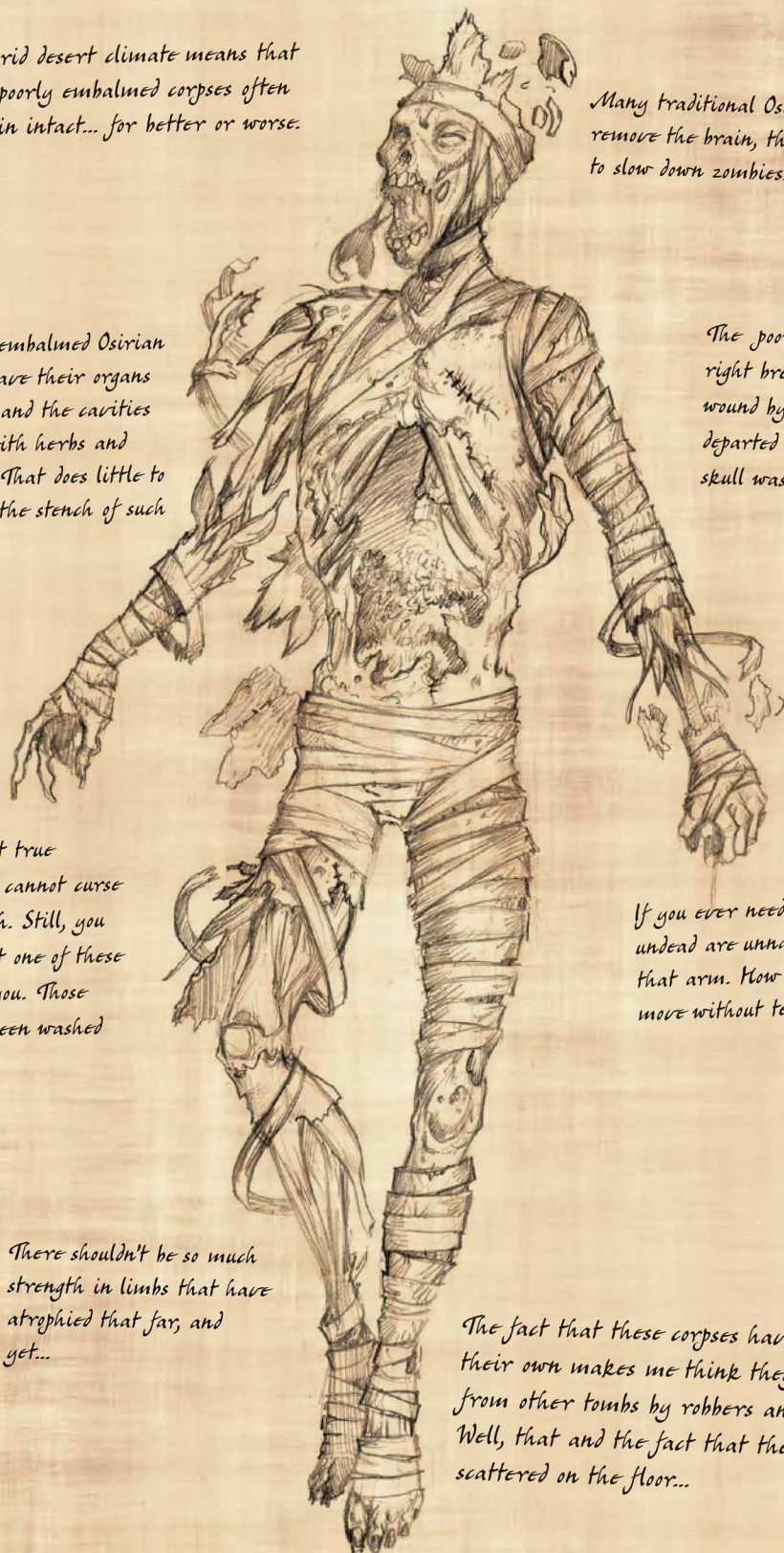
The poorly stitched cut on the right breast likely represents the wound by which the corpse's soul departed this world. The broken skull was all me.

As these are not true mummies, they cannot curse you with a touch. Still, you don't want to let one of these things scratch you. Those hands haven't been washed in centuries.

If you ever needed proof that undead are unnatural, look at that arm. How does the hand move without tendons?!

There shouldn't be so much strength in limbs that have atrophied that far, and yet...

The fact that these corpses have no finery of their own makes me think they were removed from other tombs by robbers and dumped here. Well, that and the fact that they were lying scattered on the floor...





BESTIARY

We traveled three days to reach the lost tomb, and the whole time, the porters barely held back their complaints and fears. We heard them quietly muttering to each other as we walked on, talking about the walking husks and how the sun turns cruel and evil at times. Jalgrom thought they were just complaining about the heat, but once we got to the tomb, we saw first-hand the terror they kept going on about. A dozen withered corpses staggered out of the tomb after our party. As we fought back, the corpses burst into choking dust with each killing blow. It seems these creatures were attracted to this tomb for the same reasons we were—the Solar Amulet.

—Sargona Melik, antiquities expert and treasure hunter

This volume of the Mummy's Mask Adventure Path Bestiary features an array of desert vermin, a new psychopomp, an ancient god's favored beast, a withered new zombie, and the revolting animated remains from mummification.

HAZARDS, HORRORS, AND HELPERS

The random encounter table presented here features a number of typical threats the PCs could encounter in Wati's necropolis. At the beginning of the adventure, the PCs have 35% chance of a random encounter every hour they spend in the necropolis. Once the dead begin rising, the chance of a random encounter increases to 65% and the results on this table are not restricted to just the necropolis. Refer to the Panic in the Streets section of the adventure (see page 11) for more details on the frequency of these random encounters. The random encounter table includes entries numbering up to 140%. This is because of the increased danger facing Wati when the undead uprising occurs. Throughout the adventure, the PCs have chances to increase or decrease the danger level through the actions they take during the adventure. Apply the appropriate modifiers when rolling on the random encounter table.

Since this adventure spans a range of levels, some of the results might be too simple or too difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again or simply choose a more appropriate encounter. Depending on where the PCs are for the random encounter, some of the monsters on the table might be too large to fit. In this case, reroll the result to find a more appropriate encounter.

If the PCs are successful in **Event 4** (see page 26) and the Voices of the Spire decide not to summon psychopomps to deal with the outbreak of undead, roll again on the table if a roll turns up a psychopomp as a result since the creatures would not be present in the city to a large extent.

In addition to the entries on the table, the rival adventuring parties listed in the Pathfinder Bestiary introduction in *Pathfinder Adventure Path #79: The Half-Dead City* can be used for random encounters in the city in the case that the PCs didn't already encounter them in the course of the last adventure.

GMs who wish to learn more about Osirion to help flesh out their campaigns or those looking for other encounter ideas or hazards should check out *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*.

Aoike (CR 5): Though dark callers (*Pathfinder RPG Bestiary* 4 42) normally stay deep underground near their people, this dark caller followed tales that a tribe of dark folk was operating near the surface in Wati. After journeying 2 weeks from his tribe's home deep below

WATI IN TURMOIL ENCOUNTERS

d%	Result	Avg. CR	Source
01-05	1 albino cave solifugid	4	<i>Bestiary</i> 2 253
06-09	1 amphisbaena	4	<i>Bestiary</i> 2 25
10-15	1d4 dark creepers	4	<i>Bestiary</i> 53
16-20	1d6 festrogs	4	<i>Bestiary</i> 3 115
21-25	1d4 huecuvas	4	<i>Bestiary</i> 3 150
26-30	1d4 phantom armors	4	<i>Bestiary</i> 4 213
31-36	Aoike	5	See below
37-42	1d4 dark slayers	5	<i>Bestiary</i> 2 75
43-47	1d4 esoboks (psychopomp)	5	See page 84
48-53	1 gearghost	5	<i>Bestiary</i> 4 123
54-56	1d4 giant scorpions	5	<i>Bestiary</i> 242
57-61	1 ochre jelly	5	<i>Bestiary</i> 218
62-66	1d4 shadows	5	<i>Bestiary</i> 245
67-72	1d4 zombie lords	5	<i>Bestiary</i> 4 286
73-77	1d8 chokers	6	<i>Bestiary</i> 45
78-82	1d4 dark stalkers	6	<i>Bestiary</i> 54
83-85	1 deathweb	6	<i>Bestiary</i> 3 65
86-89	1d6 giant locusts	6	<i>Bestiary</i> 4 183
90-92	1 giant mosquito	6	<i>Bestiary</i> 2 193
93-99	1d12 ghouls	6	<i>Bestiary</i> 146
100-104	1d6 Medium earth elementals	6	<i>Bestiary</i> 122
105-109	1 tekenu	6	See page 90
110-114	1d4 graven guardians	7	<i>Bestiary</i> 3 140
115-120	Looters	7	See below
121-125	1 vanth (psychopomp)	7	<i>Bestiary</i> 4 221
126-131	1d8 wights	7	<i>Bestiary</i> 276
132-137	1d4 wraiths	7	<i>Bestiary</i> 281
138-140	1d12 giant black widow spiders	8	<i>Bestiary</i> 2 256

the surface, Aoike arrived in Wati's necropolis just as the undead began to rise. He's since remained sheltered in a tomb to avoid the undead menace. If the PCs mention to Aoike the other dark folk they've encountered during their adventures, he suddenly becomes very concerned and wants to know everything the PCs know about them. He even breaks combat and calls for a truce if it comes up after matters have already come to blows.

Looters (CR 7): As Wati descends into chaos, not everyone takes shelter from the undead horrors. Enterprising criminals use the event to pick through the city (and the necropolis), looting and pillaging as they wish. Nutab (use statistics for tomb raider on page 257 of *Pathfinder RPG GameMastery Guide*) leads a ragtag crew of three novice cutpurses (use statistics for burglar on page 265 of *GameMastery Guide*). His recruits are nervous and frightened of the undead, but so far Nutab—or his promises of riches—has been convincing enough to lead them out into the chaotic streets.

PSYCHOPOMP, ESOBOK

Malice oozes from this stout, hunched predator. A ruff of dirty feathers adorns its hairless, muscular body just below its crocodilian skull.

ESOBOK

CR 3



XP 800

N Medium outsider (extraplanar, psychopomp)

Init +3; **Senses** darkvision 60 ft., *detect undead*, low-light vision, scent, spirit sense; **Perception** +2

DEFENSE

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

hp 30 (4d10+8)

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

Defensive Abilities eater of the dead; **DR** 2/adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10

OFFENSE

Speed 40 ft.

Melee bite +7 (1d6+3 plus grab), 2 claws +7 (1d4+3)

Special Attacks pounce, wrench spirit

Spell-Like Abilities (CL 4th)

Constant—*detect undead*

3/day—*invisibility* (self only)

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 5, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Combat Reflexes, Power Attack

Skills Climb +9, Intimidate +8, Stealth +9, Survival +8

Languages Abyssal, Celestial, Infernal

ECOLOGY

Environment any (the Boneyard)

Organization solitary, pack (2–6), or hunting party (3–10 esoboks plus 1 vanth psychopomp)

Treasure none

SPECIAL ABILITIES

Eater of the Dead (Su) Esoboks feed on the decaying flesh of undead. They are immune to the nauseated condition, and any effect that would normally cause them to become nauseated instead causes them to become sickened.

Wrench Spirit (Su) If an esobok begins its turn grappling a living or undead creature, it can attempt to wrench that creature's animating spirit free as a standard action. If the target succeeds at a DC 14 Will save, it takes 1d6 points of force damage; if the target fails, its spirit is stripped from its body. This effect instantly destroys mindless undead and leaves intelligent undead stunned. All other targets are paralyzed. Once per round, a creature paralyzed by this effect can attempt a new saving throw to free its soul from the esobok's jaws. An esobok can't use its bite attack while it holds a disembodied spirit, but it can release the spirit back to the spirit's body as a free action. Creatures without souls (such as constructs and oozes) and creatures whose bodies and souls are one unit (such as outsiders) are immune to this ability.

The mad dogs of the Boneyard, esoboks are the blunt and vicious predator caste of psychopomps. They patrol the Spire as feral hunters, hungry for undead flesh. Though as outsiders esoboks don't have to eat and draw no sustenance from this behavior, the spark of undeath is a feast for their every sense, and they pursue and ravenously consume undead creatures given the chance.

Mortals rarely see these otherworldly hunters, and only those steeped in the ways of death know of



their existence. They hazily creep into the edges of living mythologies, appearing as torturers of fallen souls or delivering a gnashing end to mortals whose souls don't meet Pharasma's expectations. In truth, esoboks show a curious neutrality towards petitioners. Only the living—and even more so the undead—catch their eye, while the truly dead have little to fear.

Esoboks are stout, physically impressive specimens, with dog-like bodies and the girth of rhinoceroses or hippopotamuses. Their bodies are bald, aside from a thick collar of oily feathers at their necks, but bear distinctive spots, stripes, or patterns that identify individuals. Even among psychopomps, there is speculation regarding how to differentiate between male and female esoboks, or even whether they have physical sexes. The typical esobok stands 3 feet tall at the shoulder and nearly as wide, and weighs upwards of 300 pounds.

ECOLOGY

Like all psychopomps, esoboks are native to the Boneyard and Pharasma's Spire. Esoboks are savage and dogged beings, gifted with impressive teeth and claws, but they are less intelligent than other psychopomps, and less perceptive. They do, however, possess an uncanny ability to sniff out the negative energy that animates undead. Their bodies are nearly unassailable, with an immune system any living scavenger would envy. In addition to dealing physical damage with their bites, an esobok can plunge its eldritch jaws deep inside a creature and tear out the living essence that sustains its prey. The ties that bind soul to body are strong, though, and esoboks eventually lose their grip on all but the weakest of spirits, at which point the spirits return to their victims' bodies. Some fringe cults even summon esoboks expressly to loosen the spirit from a guru's physical body, allowing her to seek wisdom unburdened by the trivial concerns of the living.

While as outsiders they have no need to eat or drink to survive, esoboks' gnawing hunger and focused purpose cause them to grow restless, irritated, and unpredictable if denied prey too long. They favor unliving meals, but will hunt anything they can chase. Esoboks prefer rich sources of negative and positive energy—such as characters who can channel energy, beings that radiate these energies naturally, or potions and scrolls of various cure and inflict spells—but most every entity in the multiverse holds some shining seed of energy that an esobok would savor.

Most psychopomps arise from the souls of the unaligned dead, and bring an unusual amount of their living selves with them into eternal services. Esoboks instead rise from the Boneyard itself. Most believe they are the souls of animals, bound into eternal service by Pharasma. A few scholars of esoteric lore believe the Spire forges the

creatures from lingering shreds of soulstuff that have flaked from the countless weary dead. Whatever their origins, esoboks lack the strong personalities common among other psychopomps. They have few personal proclivities and loathe individuality.

Within the Boneyard, packs of esoboks roam like wolves, constantly searching for intruders and those who would raise the dead or interfere with their tombs. These feral packs carve out territories and defend them from outsiders and even other psychopomps. While they prefer the taste of undeath, esoboks eat their fill of infernal or celestial trespassers. Only petitioners and other psychopomps escape their predation.

HABITAT & SOCIETY

Esoboks are the savage guard dogs of Pharasma. While vanths serve as eerily disciplined soldiers, morrignas hunt fugitives of the system, and other psychopomps tend to the bureaucracy of death, esoboks are her guardian beasts. Uncorrupted by ethical questions or personal desires, they simply shred whatever they encounter.

Their unruly nature and limited intelligence make esoboks ideal border guards and attack animals. Like vanths, their behavior is alien and unsettling, seemingly devoid of the mortal heritage of most outsiders. Vanths find the creatures comforting, and frequently recruit them to direct their savage fury against astradaemons, night hags, and others who might profit from interfering with the River of Souls. Yamarajes permit only the most disciplined of esoboks within sight of the Boneyard's great palaces of justice and record halls, and even then only when tightly chained.




Esoboks are never trusted to retrieve the souls of the fallen. Despite their fondness for petitioners, they are rough and simple-minded brutes that are difficult to control. Even if allowed to visit the mortal world, they require short leashes and disciplined masters. They most frequently accompany vanths to sites of undead infection, and more rarely act as muscle for morrignas tired of subtlety. Occasionally, mortal summoners call forth esoboks to contain outbreaks of undead—their joy at the taste of undead flesh usually keeps them from causing much harm to other creatures. If they lack undead prey, however, esoboks stranded on the Material Plane prey on whatever they can chase and catch.

Though esoboks respect and fear more powerful psychopomps, only vanths seem capable of training them into anything more than crude animals. Such trained esoboks grow substantially in power, as their newfound discipline taps into their latent magic. These war dogs have the advanced simple template and gain the following spell-like abilities, each usable once per day: *ear-piercing scream*^{UM}, *haunting mists*^{UM}, and *teleport*.

MUMMY'S MASK

SHA

This canine creature possesses erect, squared-off ears, a forked tail, and a downward-turned snout. Black fur covers its body, and its emotionless eyes glow red.

SHA	CR 4			
XP 1,200				
LE Medium magical beast				
Init +4; Senses darkvision 60 ft., low-light vision, sandstorm sight; Perception +7				
DEFENSE				
AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)				
hp 45 (6d10+12)				
Fort +7, Ref +9, Will +4				
OFFENSE				
Speed 40 ft.				
Melee bite +9 (1d8+4 plus disease and trip)				
Special Attacks disease, sandstorm				
STATISTICS				
Str 16, Dex 19, Con 14, Int 5, Wis 15, Cha 10				
Base Atk +6; CMB +9; CMD 23 (27 vs. trip)				
Feats Combat Reflexes, Following Step ^{APG} , Step Up				
Skills Acrobatics +8, Perception +7, Stealth +10				
Languages Ancient Osiriani (can't speak)				
ECOLOGY				
Environment warm deserts				
Organization solitary, pair, or pack (3–8)				
Treasure none				
SPECIAL ABILITIES				

Disease (Su) A sha transmits a potent disease with its bite.

The most common form of disease carried by a sha drives its victims insane, reducing them to babbling fools or raving lunatics.

Set's Touch: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1 day; *effect* 1d4 Wis damage and 1d4 Cha damage; *cure* 2 consecutive saves.

Sandstorm (Su) Once per day as a full-round action, a sha can create a sandstorm (*Pathfinder RPG Core Rulebook* 431). The sandstorm has a radius of 100 feet centered on the sha, and lasts for 1 minute per Hit Die the sha possesses (6 minutes for a typical sha).

Sandstorm Sight (Su) A sha can see clearly in a naturally occurring sandstorm or one created by it or another sha using its sandstorm ability.

Once more prominent in Ancient Osirion, shas are favored creatures of the god Set, and faded scrolls detailing the past of Osirion refer to more powerful versions of these creatures the people called Set beasts. Considered heralds of the dark god Set, shas stalk the deepest deserts, only skirting the edge of civilization. Villagers whisper that a sha nears when they spot faint red lights in the distance, believing those lights to be

the menacing eyes of the sha. Many times, simple worry drives these sightings, but shas live in the deep deserts and they certainly keep an eye on humankind. An urge to hunt the people who forgot their patron drives shas to attack caravans, harass remote villages, and prowl isolated oases to slaughter humanoids.

Black fur, tinted with the dust and sand of the desert, covers a sha's body. The creature's eyes glow a dull red. Explorers report that seeing a sha's eyes glowing in the dark night is often the only indication of an impending attack. A sha's strong jaw, lined with razor-sharp teeth, allows the creature to drag down larger prey in a fashion similar to a wolf. Standing at chest height to most humans, shas weigh between 100 and 150 pounds. Shas possess a distinct canine appearance, and they are often mistaken at night for common jackals whose eyes are illuminated by firelight. This misidentification was prevalent in Ancient Osirion as well, leading some to wrongfully associate the creatures with Anubis. These days, scholars and those who still worship the old gods of Osirion are among the few people who correctly identify these beasts and their deific association.

ECOLOGY

Legends state that shas were once simple canine animals long ago. The Osirian deity Set admired their reliability as trackers, hunters, killers, and masters of the deep deserts, and so blessed these early creatures with supernatural powers and sapience to create the first shas. Possessing the gifts of keen perception and eyes that would never tire, shas served Set as protectors of his cults and weapons to be sent against rivals. They also have the ability to understand the tongue of ancient Osirion, though they lack the physical capability to speak the language. This way, the creatures can understand and carry out commands, but lack any way to disagree or communicate displeasure at their directives. Set gave his loyal beasts the ability to conjure supernatural sandstorms, tying them closer to his portfolio as god of storms. This power allows the creatures to obfuscate their approach and drive off dangerous enemies, yet the creatures' ability to see through their own sandstorms allows shas to pick off their quarry unhindered. Set also imbued his beasts with the ability to transmit horrific plagues upon those they bite, weakening their victims' minds and driving the victims deep into madness.

When Set first imbued the shas with divine might, his creations were much more powerful and cunning. With the passage of millennia and the gradual decline of Set's worship, his blessings have faded, resulting in the shas that now prowl the deserts. On rare occasions, a convergence of old sha bloodlines results in a particularly formidable, devious, and cruel sha known as a Set beast,

which Osirionologists believe is the original form once taken by Set's favored creatures. Malice and strength are not the only qualities passed from generation to generation; shas still seem to remember the source of their power, for they attack those who openly display holy symbols of other gods before savaging those who show faith in one of the gods of ancient Osirion.

HABITAT & SOCIETY

Most shas lead a solitary existence, though some end up finding a lone partner to hunt with or a small pack to join. When alone, a sha spends its days trekking the vast wastelands of the desert, prowling among lost monuments that were once proud accomplishments of ancient Osirion. Those exploring such sites must keep alert, because shas plan ambushes and silently stalk their prey, often waiting until their victims emerge from darkened ruins before striking. While wandering the deserts, shas also attack small convoys or groups of nomads along the desert fringes. Using their innate ability to conjure sandstorms, shas close in on the unsuspecting groups and try to injure as many different enemies as possible, then retreat before their foes can regroup. By doing this, the shas ensure that survivors return to civilization mad with disease and then spread the sickness to others or act on their insane urges.

When packs of shas come together, they usually do so because a number of their kind happened upon each other in pursuit of a caravan or some other nomadic prey, then decided to continue hunting together once they fed. If a group forms, it follows a strict hierarchy that revolves around the strongest sha taking the lead. If more than one sha feels it has the right to lead, the pack forms a circle and the two shas fight until one submits to the other. Such competition never takes place if a Set beast is present; the pack members acquiesce to this greater creature and follow its commands unerringly, lest they invite its wrath.

Set beasts travel the breadth of what once constituted Ancient Osirion, as lone wanderers or packs that never stray far from the ancestral borders of that old empire. The largest enclaves roam the deserts of modern Osirion and Thuvia, generally avoiding civilization until the urge to hunt overtakes

them. A handful of sizeable packs even hunt in the open wilds of Katapesh, seeking trade convoys to ambush. Deeper into the Brazen Peaks, a pack of shas has recently been harassing settlements of Pahmet dwarves between Oe-Tet and Erekrus, going so far as to stalk the dwarves as they travel between towns. Groups of shas dot the eastern edges of Rahadoun, where their infectious bites have strained the resources of many settlements that lack divine healing. For protection from these creatures, a handful of remote settlements and nomadic wanderers in Osirion once again embraced their ancient religions and began paying token homage to Set, hoping their meager efforts would stave off any further attacks from shas and Set beasts.

SET BEASTS (CR 6)




The people of Osirion and northern Garund watch out for shas, but more threatening than those creatures are their ancient and powerful kin known as Set beasts. These Set beasts are even more closely tied to their patron, and Osirionologists claim that Set beasts were among the first of their kind created by the god himself.

A Set beast is a sha with both the advanced simple template and the fiendish simple template (*Pathfinder RPG Bestiary* 294). In addition to this, the Set beast gains the ability to speak and knows one additional language beyond Ancient Osiriani (typically Common or Infernal). More closely tied to Set's portfolio of storms, Set beasts also deal an additional 1d6 points of electricity damage with their bite attacks.



SUNBAKED ZOMBIE

This humanoid creature's skin is scorched brown and pulled taut against its bones. Flames flicker in its hollow eye sockets.

SUNBAKED ZOMBIE	CR 1	  
XP 400		
NE Medium undead		
Init +1; Senses darkvision 60 ft.; Perception +0		
DEFENSE		
AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)		
hp 12 (2d8+3)		
Fort +0, Ref +1, Will +3		
DR 5/slashing; Immune undead traits; Resist fire 10		
OFFENSE		
Speed 30 ft.		
Melee slam +4 (1d6+4)		
Special Attacks death throes (DC 11), fiery gaze (1d6 fire, DC 11)		
STATISTICS		
Str 17, Dex 12, Con —, Int —, Wis 10, Cha 10		
Base Atk +1; CMB +4; CMD 15		
Feats Toughness ^B		
ECOLOGY		
Environment any warm		
Organization solitary, pair, or infestation (3–12)		
Treasure none		

Most creatures that die in the desert are consumed by roaming scavengers or buried forever by sand, yet those who avoid such a fate bake under the merciless sun. Such desiccated corpses near pyramids or other areas with strong necromantic magic sometimes rise as sunbaked zombies. With their corporeal bodies warped by the sun, and their innards but a dry facsimile of living organs, sunbaked zombies use the gifts of the sun to lash those who cross their paths. A sunbaked zombie is the same size as its original form, but typically weighs less than half its original weight.

ECOLOGY

Other than the dry, leathery skin clinging to the creature's bones, the most striking physical difference between a sunbaked zombie and a normal zombie is the sunbaked zombie's flame-filled eye sockets. Though it lacks functioning eyes—those having long since shriveled to dust—the sunbaked zombie can see as well as any other zombie, and the flames in its dried sockets can set enemies afire. With its dried, taut skin and taut and insides reduced to dust, it retains a normal zombie's resistance to damage. When its animating spark is extinguished, a sunbaked zombie's corpse bursts into a cloud of poisonous gas, choking those around it.

So long as the sun shines, sunbaked zombies move about as if with purpose. At night, however, they wander in circles until the sun blazes across the morning sky

once more. The faint light given off by their eye sockets, combined with their stumbling movement, has led some desert nomads to claim they are desert will-o-wisps.

HABITAT & SOCIETY

Sun-baked zombies most often rise near pyramids and other burial sites in hot deserts, where latent necromantic energy lingers from countless arcane rituals and restless spirits. As such, sunbaked zombies are primarily found among the dunes of Osirion and the other nations that make up northern Garund. Typically animated in isolation, sunbaked zombies rarely form hordes like normal zombies, but when entire caravans fall to thirst and the desert sun, all of its members might rise as these terrible undead.

When one intentionally raises a sunbaked zombie using *animate dead*, the body to be raised must be left out in the sun's rays for a full 12 hours and must be salted every hour during this time to hasten its desiccation. Spell effects that produce light work for this purpose only if they count as actual sunlight, and even then they must be combined with *desecrate*. Casting the animating spell at night always fails; the sun must be out and directly beating down on the corpse. Without the intense magical focus of a spell, it takes many days for the corpse to absorb enough sun and necromantic energy to rise spontaneously.

CREATING A SUNBAKED ZOMBIE

"Sunbaked zombie" is an acquired template that can be added to any corporeal creature (other than undead), referred to hereafter as the base creature.

CR: This depends on the creature's new total number of Hit Dice, as follows.

HD	CR	XP
1	1/2	200
2	1	400
3–4	2	600
5–6	3	800
7–8	4	1,200
9–10	5	1,600
11–12	6	2,400
13–16	7	3,200
17–20	8	4,800
21–24	9	6,400
25–28	10	9,600

Alignment: Always neutral evil.

Type: The creature's type changes to undead. It retains any subtypes except for alignment subtypes (such as good) and subtypes that indicate kind (such as giant). It does not gain the augmented subtype.

Armor Class: The natural armor bonus is based on the creature's size.

Sunbaked Zombie Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Hit Dice: Drop Hit Dice gained from class levels (to a minimum of 1) and change racial HD to d8s. Sunbaked zombies gain additional HD as noted on the following table. Sunbaked zombies use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Sunbaked Zombie Size	Bonus Hit Dice
Tiny or smaller	—
Small or Medium	+1 HD
Large	+2 HD
Huge	+4 HD
Gargantuan	+6 HD
Colossal	+10 HD

Saves: A sunbaked zombie's base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: A sunbaked zombie loses the base creature's defensive abilities and gains DR 5/slashing and resist fire 10 (or immunity to fire if it has 11 HD or more), as well as all of the standard immunities and traits granted by the undead type.

Speed: Winged sunbaked zombies can still fly, but their maneuverability drops to clumsy. If the base creature flew magically, so can the sunbaked zombie. Retain all other movement types.

Attacks: A sunbaked zombie retains all natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the sunbaked zombie's size, but as if it were one size category larger than its actual size (*Pathfinder RPG Bestiary* 301–302).

Special Attacks: A sunbaked zombie retains none of the base creature's special attacks, but gains the following.

Death Throes (Su): When a sunbaked zombie is destroyed, its body explodes in a burst of stale dust. Adjacent creatures must succeed at a Fortitude save or be staggered for 1d4+1 rounds. The DC is equal to 10 + 1/2 the sunbaked zombie's Hit Dice + the sunbaked zombie's Cha modifier. Creatures that don't breathe are immune to this effect.

Fiery Gaze (Su): A sunbaked zombie's eye sockets flicker with a small flame that gives light equivalent to that of a candle. As a standard action, a sunbaked zombie can direct its gaze against a single creature within 30 feet of it. A creature targeted must succeed at a Fortitude save

or take 1d6 points of fire damage. If the sunbaked zombie has 5 or more Hit Dice, its fiery gaze deals 2d6 points of fire damage, and this damage increases by an additional 1d6 points of fire damage for every 4 additional Hit Dice the sunbaked zombie possesses. A creature damaged by this effect must succeed at a Reflex save or catch fire. Each round, a burning creature can attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature is already on fire, it suffers no additional effects from a fiery gaze. The save DC is Charisma-based.

Abilities: Str +2. A sunbaked zombie has no Con or Int score, and its Wis and Cha become 10.

BAB: A sunbaked zombie's base attack bonus is equal to 3/4 of its Hit Dice.

Skills: A sunbaked zombie has no skill ranks.

Feats: A sunbaked zombie loses all feats possessed by the base creature and gains Toughness as a bonus feat.

Special Qualities: A sunbaked zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks.



MUMMY'S MASK

TEKENU

A collection of cast-off organs rolls and squeezes against itself, forming a writhing mass of viscera that hovers in the air.

TEKENU

CR 6



XP 2,400

NE Small undead

Init +8; Senses lifesense; Perception +6

DEFENSE

AC 16, touch 16, flat-footed 11 (+4 Dex, +1 dodge, +1 size)

hp 65 (10d8+20)

Fort +5, Ref +7, Will +7

Defensive Abilities odd anatomy; DR 5/—; Immune undead traits

Weaknesses vulnerable to channeled energy

OFFENSE

Speed 10 ft., fly 30 ft. (poor)

Melee 2 slams +12 (2d6)

Special Attacks canopic consumption, distraction (DC 18)

STATISTICS

Str 11, Dex 19, Con —,

Int 2, Wis 10,

Cha 15

Base Atk +7;

CMB +6; CMD 21

(can't be tripped)

Feats Dodge, Flyby

Attack, Hover, Improved

Initiative, Weapon

Finesse

Skills Fly +8, Perception +6,

Stealth +15

ECOLOGY

Environment warm ruins

Organization solitary, pair, or stewardship (3–5)

Treasure none

SPECIAL ABILITIES

Canopic Consumption (Su) As a full-round action, a tekenu can consume a single organ from the body of a helpless or recently dead humanoid or monstrous humanoid. This organ must either be magically preserved or come from a creature that is alive or has been dead no longer than 3 days. Only one organ may be harvested from each body; all others are destroyed in the process as the tekenu rips the body apart. Each organ consumed grants the tekenu a unique ability listed below. When discovered, a tekenu typically has 1d4 of the following abilities, each corresponding to the most recent organs the creature absorbed. Even when the creature has absorbed all four organs (thus gaining a full suite of abilities), it still hungers for more. The challenge rating of a tekenu that possesses all four canopic organs increases by 1.

Intestines: The tekenu gains the grab ability when using its slam attacks. A tekenu can grapple Medium or smaller creatures with this attack, and it gains a +2 racial bonus on its CMB and to its CMD. In addition, the tekenu gains the constrict ability, dealing 2d6 points of damage.

Liver: The tekenu's slam attacks deal 1d3 points of Constitution damage to any living creature that fails a DC 17 Fortitude save. This is a poison effect, and the save DC is Charisma-based.

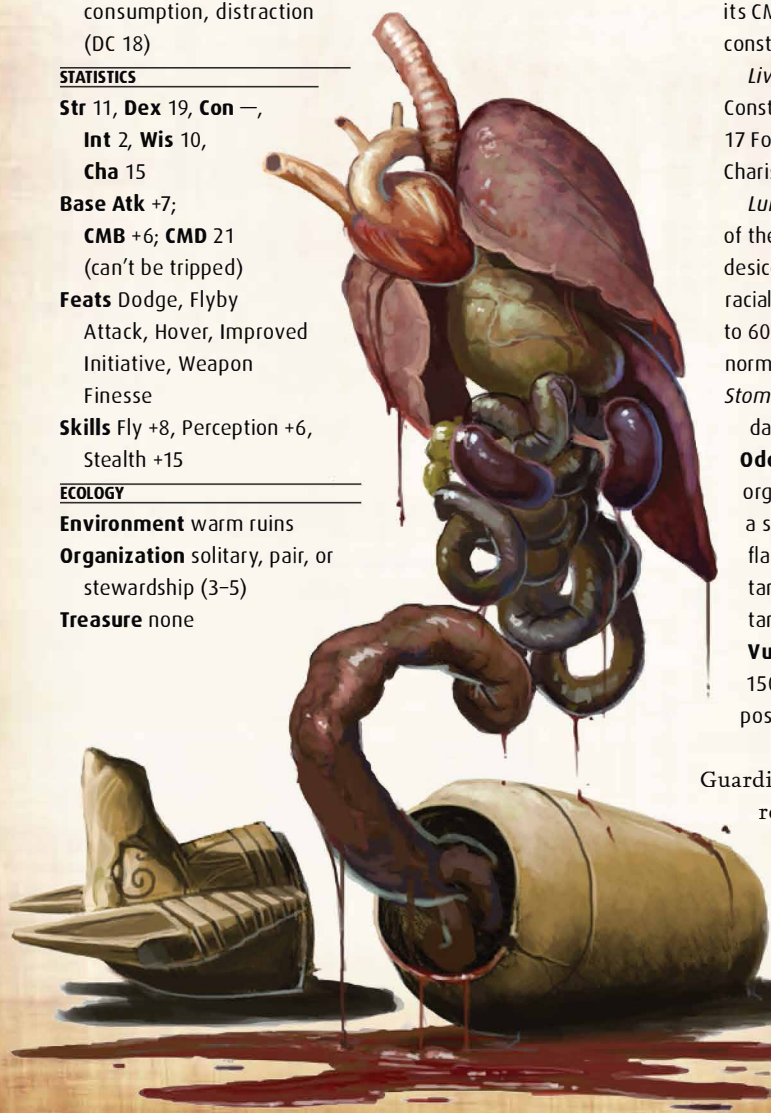
Lungs: As a standard action, the tekenu can expel most of the air and moisture from its form, turning into a pile of desiccated viscera. While in this form, the tekenu gains a +8 racial bonus on Stealth checks, and its fly speed increases to 60 feet with good maneuverability. It can revert to its normal form as a free action.

Stomach: The tekenu deals an additional 1d6 points of acid damage with its slam attacks.

Odd Anatomy (Ex) As a collection of various individual organs and flesh, a tekenu is in many ways similar to a swarm. The creature is not subject to critical hits or flanking, and it is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*).

Vulnerable to Channeled Energy (Ex) A tekenu takes 150% as much damage as normal from channeled positive energy.

Guardians of long-abandoned tombs, tekenu are the result of a vile practice that instills the discarded piles of flesh left over from the mummification process with an unholy awareness. Separated from the sacred organs placed in canopic jars, tekenu attempt to reconnect with their counterparts among the living by killing creatures so that they can absorb intestines, livers, lungs, and stomachs into their squirming



forms—a process that grants the undead creature additional powers.

Tekenu have been known to hide inside canopic jars collected from excavations (cleverly pulling the lid closed), attacking passersby like a trapdoor spider. Adventurers searching through lost reliquaries and tombs of ancient Osirion commonly call these foul creatures “gutswarms”; however, the name scholars give them is derived from an ancient Osirian term for the cast off remains of mummification rituals. A tekenu has an ever-changing form roughly 3 feet long and 2 feet wide, essentially the size of a robust humanoid’s torso and abdomen. The mass weighs about 40 pounds.

ECOLOGY

Scholars debate the genesis of the tekenu. Some propose these atrocities are the creations of sects of evil priests in ancient Osirion, as they have been encountered only in tombs in that nation and of that era. However, several groups claim responsibility for the creation of the tekenu, including modern cults of Kabriri and Urgathoa. More cautious and traditional scholars claim that the tekenu are instead undead abominations resulting from improperly conducted mummification rituals, specifically ones in which the incision to remove organs was performed by a criminal or laborer.

The viscera that constitute a tekenu make it less susceptible to weapon damage and provide it with defensive abilities similar to those of swarms. In fact, until a tekenu absorbs one of the sacred canopic organs, it poses no stronger a threat than that of a swarm of Tiny vermin. The absorption of a sacred organ, however, prompts a radical transformation in the tekenu. Only fresh organs or those preserved by magic enhance the tekenu in this way. Unearthed tekenu have typically consumed one or two organs, normally those belonging to laborers trapped in the tomb at the time it was sealed.

Intestines merge with the discarded remnants to act as long, rope-like appendages, which the tekenu uses to snag and pummel prey. Consuming a liver allows the tekenu to poison its victims and wither their bodies. A set of lungs gives the swarm the ability to hide as a pile of dried gore and increases its mobility. When the tekenu consumes a stomach, its attacks carry a digestive acid to help break down their victims. Of these organs, the tekenu shows particular affinity for absorbing the lungs first, as most adventurers discover a tekenu after being deceived by desiccated viscera they assume to be harmless.

HABITAT & SOCIETY

Created in ritual chambers and tombs, most tekenu have no choice of where they are found. Only the most perverse of ancient nobility would have tekenu present

THE TEKENU OF ANCIENT EGYPT

One of the many mysteries surrounding ancient Egyptian lore is the tekenu. Shown as a figure in burial scenes, the exact image of the tekenu changed throughout the history of Egypt and to this date still confounds scholars. In some imagery, the tekenu is depicted as a person wearing some sort of sack or animal skin, seated on a sleigh and being drawn by other people or animals. Other instances portray the image not as a person, but instead as a sack, believed to contain the body parts of the deceased that did not make their way into the canopic jars used in mummification but were still needed for the afterlife.

in their final resting places. In the most heinous of cases, tekenu would be stealthily placed into a resting chamber immediately prior to the tomb’s sealing. This serves as a final insult to the dead, leaving the undead abomination to break into the holy canopic jars and consume the vital organs within while they were still fresh enough to bestow power. In cases where a tekenu was used as a guardian, a fifth jar was placed inside the tomb to house it.

In some cases, either because the canopic jars were exceptionally sealed or because they were absent altogether, a tekenu may have none of the abilities granted by its canopic consumption ability. Once its tomb prison is breached (by explorers or some natural calamity), the tekenu becomes a roaming hunter, leaving its lair in search of fresh organs to consume. Acting on base instinct, the creature hunts until it successfully absorbs all four required organs. Upon gathering these absent parts, the tekenu then moves back to the tomb of its creation, where it dutifully guards the site from future intruders. Although a tekenu is barely intelligent, it is drawn to the site of its creation, a lingering result of the ritual that created it.

A tekenu has no ability to communicate or interact, and its thoughts, if read by some form of magic, are simple and instinctual. As it preys upon only living and recently dead creatures, it often overlooks constructs and undead. Rare necropolises can be found filled with larger groups of these undead creatures, sealed away in remote chambers or allowed to wander the greater complex unopposed. These groups of tekenu—given stewardships by the priests of Ancient Osirion—ignore other tomb guardians, provided they are not living creatures. These tekenu are set to roam the necropolis consuming small rodents and vermin in the same manner a wizard might use an acidic ooze to dispose of waste.

SHIFTING SANDS

By Richard Pett

To learn more about the ancient pharaoh Hakotep I and the secretive cult seeking to revive him, the heroes travel to the city of Tephu to explore its vast archives. But first they must contend with those who want such knowledge to remain forgotten. Armed with the clues gained there, the heroes venture deep into Osirion's uncharted deserts in search of the tomb of the architect who built Hakotep's pyramid, facing not only dangerous denizens of the desert but also the Cult of the Forgotten Pharaoh—whose members stop at nothing to ensure their god-king remains undisturbed.

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By Russ Taylor

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To construct a proper tomb to house a pharaoh eternally, a mountain of stones needed to be cut from the earth. Working day and night, slaves carved massive blocks from quarries in the hills and mountains. These quarries were often miles away from the pyramid site, so they had to be carefully ferried down the Sphinx River on sturdy barges. Some of the stonecutters employed magic that effortlessly cleaved stone from earth, but most of them labored in dangerous conditions, working only with copper tools. One team of stonecutters split the blocks from the walls of the quarry, and a second team shaped the blocks with copper saws. The shafts into the mountains were large enough only for the human slaves, and they worked in large teams to drag the blocks outside to be given to giants, who would then drag the stones downhill to be loaded onto barges.

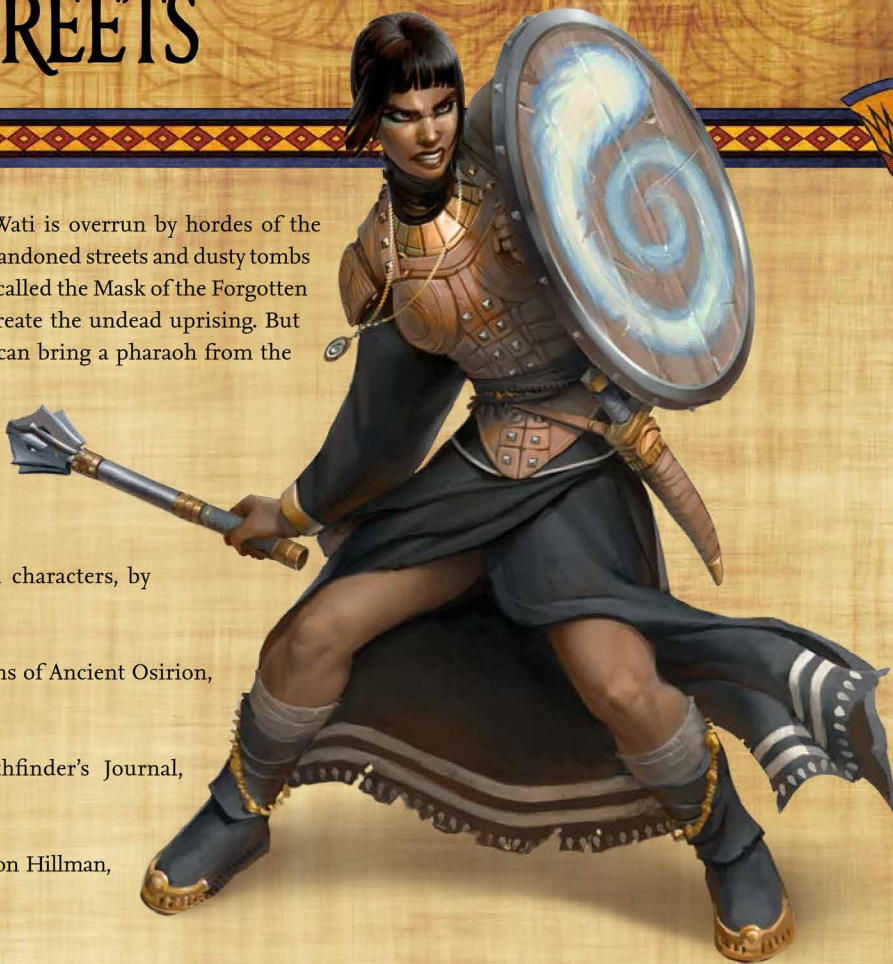


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