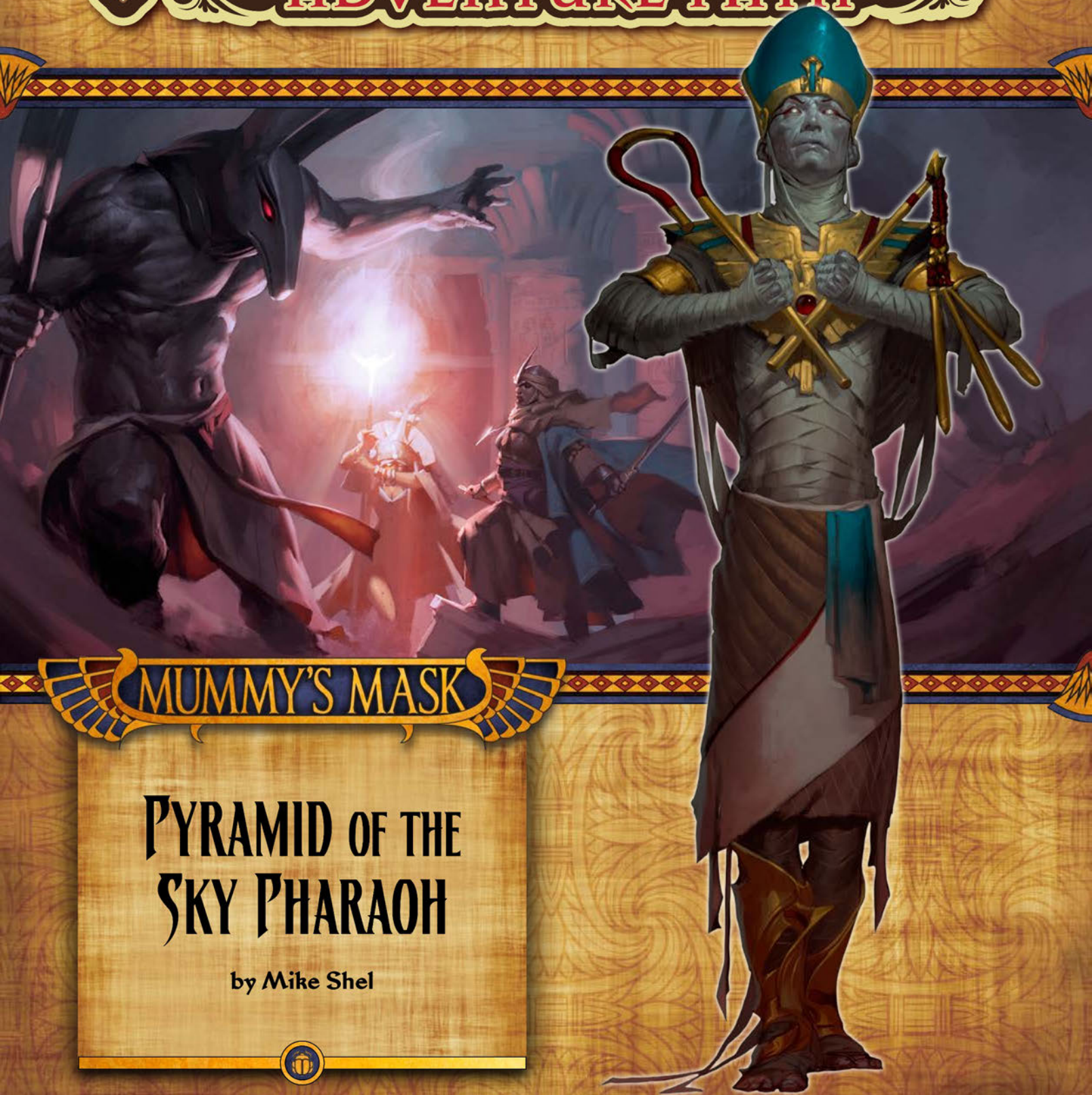


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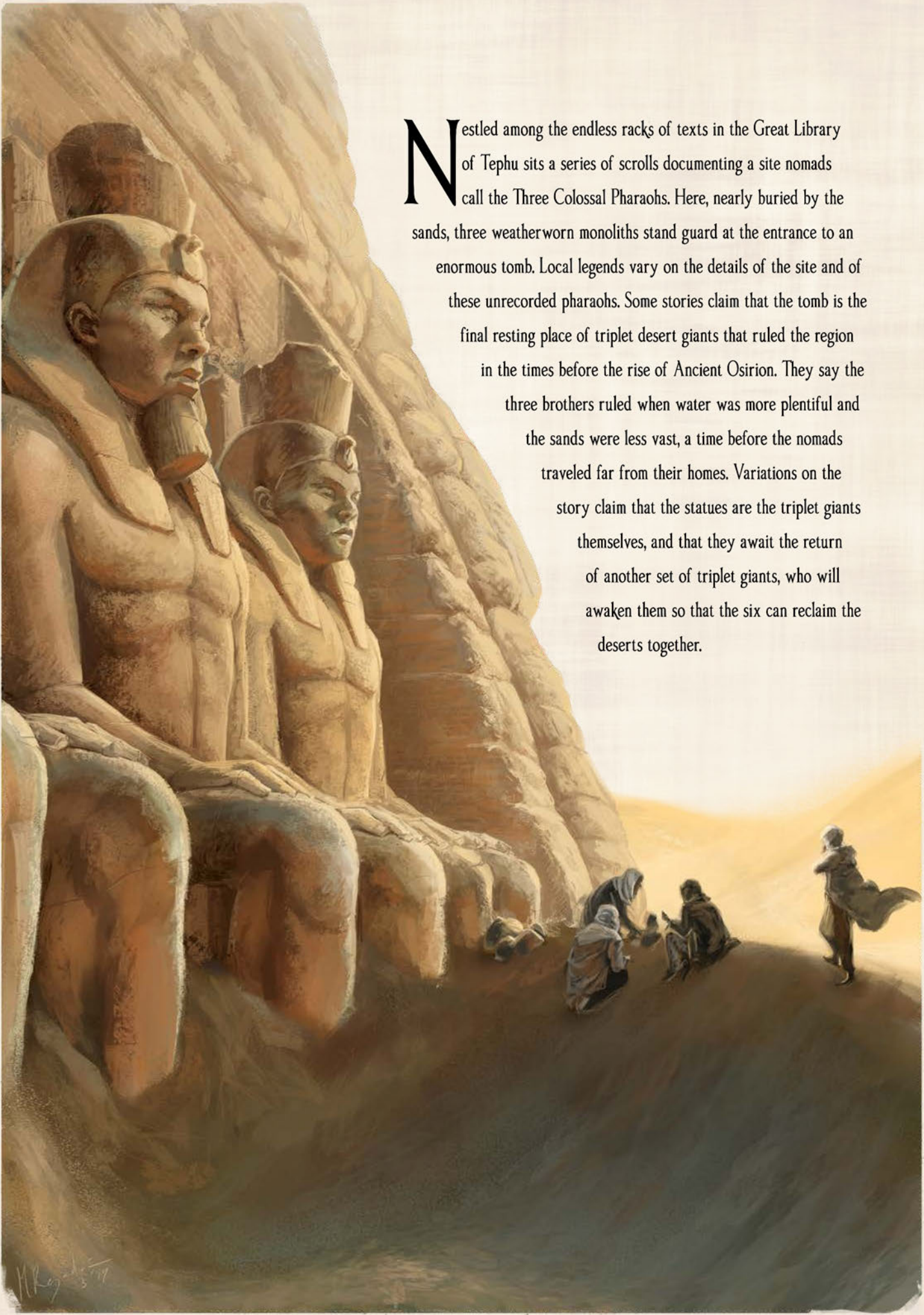
### MUMMY'S MASK

## PYRAMID OF THE SKY PHARAOH

by Mike Shel








Nestled among the endless racks of texts in the Great Library of Tephu sits a series of scrolls documenting a site nomads call the Three Colossal Pharaohs. Here, nearly buried by the sands, three weatherworn monoliths stand guard at the entrance to an enormous tomb. Local legends vary on the details of the site and of these unrecorded pharaohs. Some stories claim that the tomb is the final resting place of triplet desert giants that ruled the region in the times before the rise of Ancient Osirion. They say the three brothers ruled when water was more plentiful and the sands were less vast, a time before the nomads traveled far from their homes. Variations on the story claim that the statues are the triplet giants themselves, and that they await the return of another set of triplet giants, who will awaken them so that the six can reclaim the deserts together.





ADVENTURE PATH  PART 6 OF 6

# PYRAMID OF THE SKY PHARAOH





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## THE MAKING OF A VILLAIN

The threat of the Sky Pharaoh Hakotep I has hung over the Mummy's Mask Adventure Path from almost the beginning—first through his devoted adherents, the Cult of the Forgotten Pharaoh; then in the form of the possessed priestess Serethet, who called herself the Forgotten Pharaoh; and finally, the threat manifests in this adventure as an undead mummy lord.

But Hakotep was not the villain we had initially planned for Mummy's Mask. When putting together the outline for the campaign, we looked closely at the original Osirion book, *Pathfinder Campaign Setting: Osirion, Land of Pharaohs*, which held the vast majority of information on Osirion and its history up to that point. In keeping with our theme of traditional Egyptian-style adventures, we knew we wanted pyramids, mummies, and of course, an undead pharaoh

that comes back to reclaim his throne. Looking at all of the pharaohs that had been mentioned throughout Osirion's history, one stood out: the Pharaoh of No Rain, An-Hepsu XI, also known as the Incorruptible Pharaoh.

Here was a guy who was already undead during his almost 400-year reign, which lasted almost 400 years, and had a great story about his overthrow by the clergy of Pharamasma and Nethys. He was so powerful, in fact, that he couldn't be destroyed, and the priests who finally defeated him were forced to split his body up and bury the pieces in a tomb that was carefully hidden away so no one could ever find it and assist in the Incorruptible Pharaoh's return.

Good stuff, and it gets even better when you discover the Hungry Sepulcher of Kemusar I, one of An-Hepsu's apprentices, the Pharaoh of No Rains' successor, crown



regent of Osirion, and one of the only people to know the location of the Incurruptible Pharaoh's tomb. Kemusar has his own intricate story—he was murdered by members of the royal court (possibly in an attempt to free An-Hepsu) and buried in a tomb that subsequently vanished into thin air. Kemusar himself might even have been undead, and there were also hints that his tomb was “magically mobile”—did it truly disappear, or did Kemusar move it so that no one would find it and learn the secret of freeing An-Hepsu?

All of this sounded like a great background for the Mummy's Mask Adventure Path, which I was tentatively calling “Mummy's Hand” at this time. The PCs were going to get ahold of An-Hepsu's mummified hand, you see, which the Incurruptible Pharaoh wanted back so he could rebuild his body and reclaim his kingdom. It seemed like a perfect fit, and we started weaving these threads together to build the overall plot for the Adventure Path.

But then we discovered one little problem.

Hidden away on page 6 of *Osirion, Land of Pharaohs*, in what seemed like the totally unrelated entry for the Labyrinth of Shiman-Sekh, there's mention of An-Hepsu XI, the Lich Pharaoh.

Lich. Not mummy. Lich.

I mean, don't get me wrong, lichs are fine and all, but this is Osirion! Ancient, lost pyramids entomb mummies, not lichs! Of course, lichs can also live in pyramids, and it would probably be boring if every Osirian pyramid had a mummy in it, but for the purposes of Mummy's Mask, we needed a mummy, not a lich. So in one fell swoop, we no longer had a big bad guy. (At about the same time, we realized that *The Mummy's Hand* was a Universal Studios mummy movie from 1940, which meant it was probably not the best title for the Adventure Path. This was unfortunate, because I really liked the image of PCs wearing a mummified hand around their necks for an entire campaign.)

In any event, we had to find someone to replace An-Hepsu, whose “lichiness” just wasn't “mummyish” enough for what we wanted to do. So who to choose? Should we pick somebody else—a pharaoh that had some history in Osirion—but not enough that it would interfere with the story we wanted to tell? Or should we just make up somebody the histories had never mentioned?

Enter Hakotep I, an otherwise unknown pharaoh whose only mention was as the namesake for the Slave Trenches of Hakotep, a vast series of earthworks whose true purpose was up to that point unknown. So who was Hakotep? Why did he build the Slave Trenches, and what was their function?

With these questions in mind, we started reworking our ideas for the campaign with Hakotep as the bad guy. Our first stop was the Slave Trenches; if they were named for Hakotep, and he was going to be the villain for the whole AP, we needed to figure out exactly what they were. One of the rumored uses for them was as a defense for the Kho-Rarne Pass between

## ON THE COVER

The Sky Pharaoh himself, Hakotep I, is depicted on this month's cover. He's been dead for more than 6,000 years, but with two pieces of his soul rejoined, Hakotep has risen as an undead mummy lord. He needs only the last piece of his soul, which is trapped in the *Mask of the Forgotten Pharaoh*—now in the PCs' possession—to come back to life to reclaim his ancient throne. It's up to the PCs to venture into the Hakotep's pyramid and send the undead pharaoh on to the afterlife, so he can never threaten Osirion again.



the Barrier Wall mountains and the Brazen Peaks—on the other side of which lay the Shory. What better purpose for the Slave Trenches then, than as a weapon against the flying cities of Shory? From there, it was a short leap to having Hakotep's tomb utilize Shory technology—suggesting why it was still undiscovered, and requiring that the PCs use the Slave Trenches to bring it to the ground.

Hakotep himself was a blank slate, though one minor problem did crop up. Here's a dude obsessed with the Shory and their flying cities, and who even built himself a flying pyramid to be buried in, making him the perfect candidate for the epithet “Sky Pharaoh.” Except Osirion already had a Sky Pharaoh, in the person of Menedes I, who ruled Osirion some time during its Second Age, at least 1,600 years after Hakotep, and was best known for building the so-called Sphinx Head. Fortunately, with the memory of Hakotep effectively wiped out over the intervening centuries, it was easy enough to say that Menedes took the title “Sky Pharaoh” for himself, and probably worked to erase any last vestiges of Hakotep's name from history.

With those plot points resolved, An-Hepsu's dismembered body became Hakotep's sundered soul, the mummy's hand became the *Mask of the Forgotten Pharaoh* (though the original idea turned into a magic item in “Empty Graves”, as the *hand of the honest man*), and the cult working to bring An-Hepsu back to life became the Cult of the Forgotten Pharaoh.

So that's a glimpse behind the scenes of the creation of Mummy's Mask, and the story of how Hakotep became the villain of the campaign. Next month, we leave the desert sands of Osirion for the wilds of Numeria and the Iron Gods Adventure Path—with more androids, robots, and aliens than you can shake a laser gun at!

**Rob**

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## MUMMY'S MASK

# PYRAMID OF THE SKY PHARAOH

### PART 1: THE PYRAMID DESCENDS

PAGE 7

Using the power of the Slave Trenches, the PCs call down Hakotep's flying pyramid for the first time in 6,000 years.

### PART 2: THE CRYPT OF AIR

PAGE 11

The PCs face a mummified sphinx and the possibility of a long fall in Hakotep's Air Crypt.

### PART 3: THE CRYPT OF WATER

PAGE 18

Daemonic ferrymen and Hakotep's former admiral guard the pyramid's Water Crypt.

### PART 4: THE CRYPT OF EARTH

PAGE 25

The PCs must navigate a temporal loop and face a devilish foe before they can escape Hakotep's Earth Crypt.

### PART 5: THE CRYPT OF FIRE

PAGE 32

Amid pools of molten lava, the PCs take on an undead inquisitor of an ancient god in the pyramid's Fire Crypt.

### PART 6: THE PHARAOH REBORN

PAGE 39

Having defeated the Sky Pharaoh's generals, the PCs enter Hakotep's inner sanctum to send the undead pharaoh to his just reward.

## ADVANCEMENT TRACK

"Pyramid of the Sky Pharaoh" is designed for four characters and uses the medium XP track.

15

The PCs begin this adventure at 15th level.

16

The PCs should reach 16th level while exploring the elemental crypts inside the Pyramid of the Sky Pharaoh.

17

The PCs should be 17th level by the time they face the Sky Pharaoh in his throne room.

The PCs should be 17th level at the end of the adventure.



# PYRAMID OF THE SKY PHARAOH

## ADVENTURE BACKGROUND

When the Sky Pharaoh Hakotep I died, his personal guard, the Akhumen, interred the mummified pharaoh and his queen Neferuset in their pyramid tomb before launching it into the air using the power of the Khepsutanem—now known as the Slave Trenches of Hakotep. The mummified bodies of Hakotep and Neferuset lay undisturbed in their sarcophagi for 6,000 years as Hakotep's pyramid traversed the skies of Golarion, powered by the magnificent genius of kidnapped Shory engineers who infused the structure with their technology and magic. However, the Sacrosanct Order of the Blue Feather's theft of Hakotep's heart and funerary mask—which contained two fragments of his soul—before the pyramid took flight prevented the pharaoh's transition to the afterlife.

When Hakotep's *ib* was unexpectedly released from this limbo, enabling him to possess the priestess Serethet, the Forgotten Pharaoh took steps to return to glory, but was unable to retrieve the second lost part of his soul, his *ka*, held within the *Mask of the Forgotten Pharaoh*. With the defeat of the Forgotten Pharaoh at the hands of the PCs, Hakotep's *ib* returned to his tomb to join with his *ba*, trapped inside his mummified body. With his *ib* and *ba* reunited, Hakotep rose from his sarcophagus as an undead creature of fell power—a mummy lord—and began developing a new scheme for wresting the throne of Osirion from the Ruby Prince. But Hakotep discovered that he was still trapped inside his aerial tomb. In order to leave the necromantic chambers of his pyramid, the Sky Pharaoh needs his *ka*, which means he needs the *Mask of the Forgotten Pharaoh*.

Rousing those sycophants, servants, and devotees buried with him those long centuries ago, Hakotep put them to work on various aspects of his great scheme. However, not all preparations have gone according to plan. The mummified priests of Set charged with turning Hakotep's elite guards, entombed with their pharaoh in his tomb, into an army of mummified soldiers botched the job badly. His mummified queen Neferuset, oracle of the Dark Tapestry, has appealed to both Set and the dark agents she communed with throughout her life for aid, but only a handful have answered her fervent summons. Most recently, the Five-Pointed Sun, a smaller pyramid commanded by the undead general Isatemkhebet, flew to Wati to demand the surrender of the PCs and the *Mask of the Forgotten Pharaoh*, but was halted by the PCs themselves.

Now that the PCs have used Hakotep's own anti-Shory weapon, the Khepsutanem, to call the Sky Pharaoh's pyramid back to earth, the undead pharaoh waits for them to make the next move. If the PCs can be lured into the pyramid, Hakotep's many servants and the deadly hazards of his great tomb itself can slay them and drag their corpses before him. With these upstart heroes vanquished, Hakotep can retrieve the *Mask of the Forgotten Pharaoh* and finally reunite all the disparate parts of his soul and be resurrected. Then nothing can stop the reborn Sky Pharaoh from reclaiming his lost kingdom.

## PART I: THE PYRAMID DESCENDS

At the conclusion of “The Slave Trenches of Hakotep,” the PCs used the Slave Trenches to call down Hakotep's pyramid from the sky. As they did, the sands around the Slave Trenches erupted with undead ossumentals (*Pathfinder Adventure Path* #83–88) intent on stopping them. Fortunately for the PCs, Hakotep had already piloted his tomb back to Osirion in preparation for his reconquest of the country, so it takes only a few minutes for his pyramid to appear in the sky over the Slave Trenches, casting a dark shadow over the earthworks.

Hakotep's tomb has been aloft for 6 millennia, and its appearance causes any ossumentals the PCs are fighting to disincorporate into their component bones, which fall to the ground, inactive. With a rumbling roar, the Great Pyramid of the Sky Pharaoh sets down in the rolling desert southwest of the Slave Trenches, and the Sekrepheres used to pull down the flying tomb flare once more with power before the energy slowly dissipates and fades away.

The smooth limestone casing stones of the pyramid are pristine and intact, and hundreds of foot-long rods of black iron, arcing with electricity, protrude perpendicularly from the polished surface. These rods are part of the ancient Shory technology that allows the pyramid to take flight, and have a defensive function as well. The massive weight of the pyramid submerges the lower 70 feet of the tomb beneath ground level. What remains above the sand is 760 feet to a side and 500 feet tall at its peak. Each face ascends at an angle of roughly 53 degrees to the apex. Ten-foot-wide staircases climb up the center of three of the faces to small balconies where stone blocks seal the entrances to the pyramid's interior.

## THE IMPENETRABLE PYRAMID

The entire pyramid exudes an aura of overwhelming abjuration magic. Though dragging the monument from the sky neutralized many of its strange defenses, some are still very much active. The base of the structure and three staircases ascending the pyramid's faces are warded against the Shory rods' electric arcs and can be approached without danger. However, anyone who attempts to scale a face of the pyramid (Climb DC 20) or comes within 30 feet of its stony surface (via *fly* or other such means) risks being struck by an arc of electrical energy each round. Each creature within the threatened area has a 25% chance each round of being struck by a bolt of lightning that deals 8d6 points of electricity damage (Reflex DC 24 half). A creature that touches one of the Shory rods is struck automatically.

The stone of the pyramid is infused with hundreds of permanent interwoven *dimensional lock* and *screen* spells intended to prevent *scrying* and penetration via *dimension door*, *phase door*, *teleport*, and the like. A caster who knows the secret means of bypassing them can circumvent these powerful protections, but only Hakotep and his queen possess this knowledge. *Teleport* and other forms of dimensional travel



work normally within the confines of the pyramid, provided the space between the two points is not blocked by any sort of barrier, stone or otherwise.

Unless otherwise noted, all spell effects within the tomb are CL 18th.

## BLACK SCORPION GAUNTLET (CR 16)

From a distance the pyramid appears majestic and serene, save for the occasional arcs of electricity that dance from one iron rod to another. Resting on sandy dunes for the first time in six long millennia, the enormous structure is an achievement of ancient genius and labor, a monument to the reign of Hakotep I.

**Creatures:** When any creature comes within 100 feet of the pyramid (regardless of the direction of approach), two Gargantuan blackscorpions wink into existence on its slanted stone face—a defensive measure created by the pyramid's Shory rods. The scorpions have both a climb speed and a fly speed (so they can to defend the pyramid while it's in flight) and are immune to the electricity (to protect them from the Shory rods).

These creatures stand sentry tirelessly, scurrying nimbly along the angled faces despite their bulk, interposing themselves between intruders and the structure. If intruders split up, heading for separate faces, the scorpions do the same. If anyone comes within 50 feet of the pyramid, the giant vermin race down the stone face to the sandy ground and attack, fighting until destroyed.

### GUARDIAN BLACK SCORPIONS (2)

CR 14

XP 38,400 each

Young black scorpion (*Pathfinder RPG Bestiary* 2 240, 293)

hp 180 each

**Immune** electricity

**Speed** 60 ft., climb 60 ft., fly 60 ft. (average)

**Skills** Climb +23, Fly -4

## THESE ARE THE WORDS OF HAKOTEP

As soon as both scorpions are dispatched or the PCs reach one of the pyramid's entrances, a chorus of horns erupts from the top of the pyramid, echoing across the still desert. A solitary figure suddenly appears atop the capstone and descends the sheer side of the pyramid—unhurried, graceful, and seemingly unaffected by the arcs of electricity from the Shory rods. The figure is a petite woman; she's clad in a brilliant white tunic, and wears an ancient ceremonial wig on her head and an exquisite golden pectoral collar around her neck. Her eyes are made up with kohl, and a knowing smile plays on her painted turquoise lips.

The woman stops halfway down the pyramid. In a fluid motion, she stretches out her arms and, looking to the sky, speaks loudly in a clear, mellifluous voice.

"These are the words of Hakotep the First, Lord of the Sands, Scourge of the Shory, Most Beloved Son of Set, Glorious and Eternal Sky Pharaoh of Osirion! Let all who would grow wise fall silent and listen!"

This elegant woman is Ain-Mekh, Herald of Hakotep, an ecorche clad in the skin of a long-dead Osirian woman. Her figure is an illusion, a projected image created by a magical device called the *herald's stage* in area E3, and lasts as long as the image remains in contact with the pyramid.

After a brief pause for effect, Ain-Mekh continues her speech, largely ignoring what the PCs say or do—though she can respond if necessary.

"Rejoice, faithful of Osirion! Your god and pharaoh has returned to rule over His lands and His people with strength and wisdom, to return the kingdom to the glory lost by His unworthy successors!

"Is it you who called down the pyramid? Who would dare impede the Sky Pharaoh in his divine undertaking? Who would stand in the way of a living god?"

As a devoted adherent of the Sky Pharaoh, Ain-Mekh is genuinely puzzled and saddened by any hostility from the PCs—shouldn't they be bursting with exultant joy at their pharaoh's homecoming? Ain-Mekh conveys to the PCs that Hakotep is Osirion's rightful monarch. Any references to Khemet III are greeted with a dismissive wave of her hand: "The pretender must step down and let the Sky Pharaoh mount His lawful throne." She reports that the Sky Pharaoh has additional flying pyramids that will "liberate" the cities of Osirion from those who would deny their god-king his throne. Accusations about the attack on Wati are answered with the contention that Hakotep seeks only to vanquish those who would deny his legitimate claim to the throne.

Ain-Mekh answers simple questions and confirms that Hakotep is indeed within the pyramid before them. If the PCs persist in challenging Hakotep's right to rule, or seek to present themselves to the pharaoh for any other reason (to negotiate, dissuade him from his actions, or even feign supplication), she states the following.

"If you wish to meet He who wields the Crook and Flail of Kings, you must demonstrate your worthiness by traversing the Fourfold Path—Walk on the Wind, Breathe in the Water, Swim through the Soil, and Dance in the Fire. Only those sorely tested may come into the divine presence of the Most Beloved Son of Set."



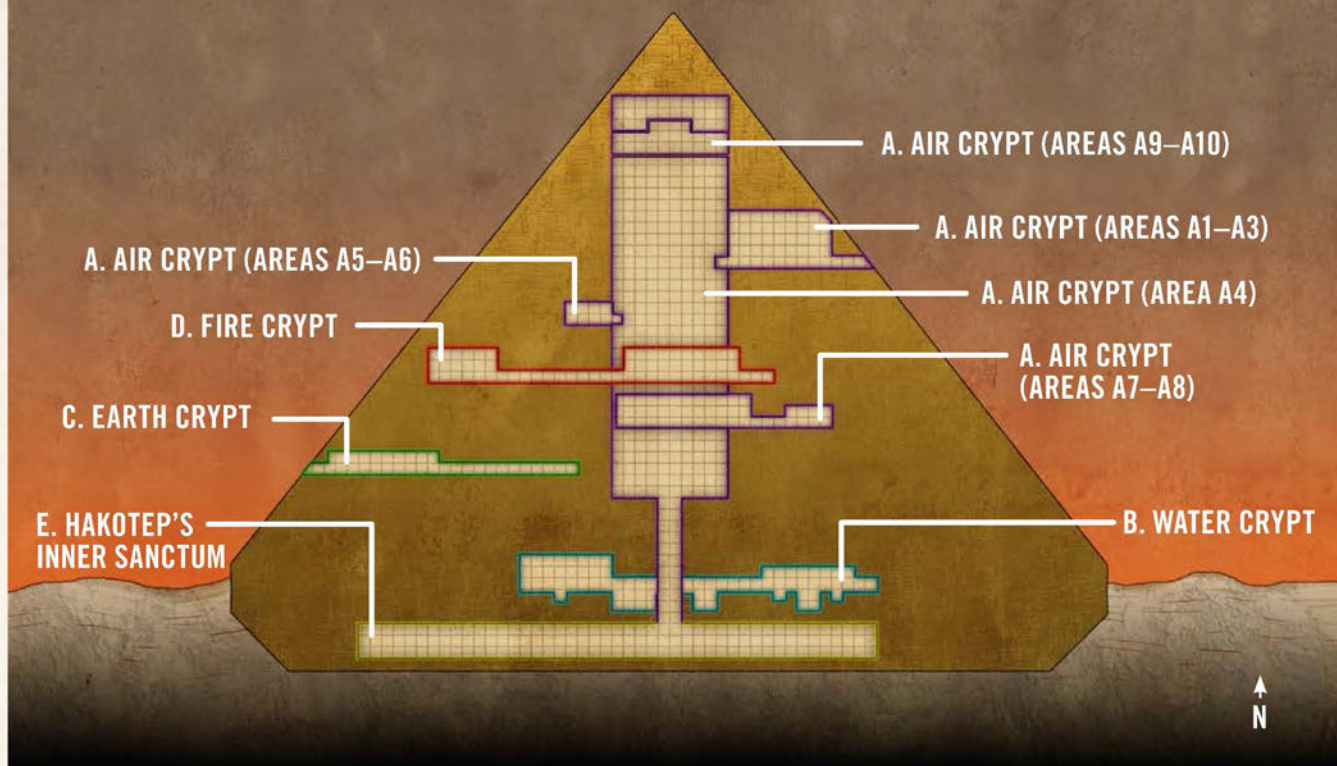
AIN-MEKH



# PYRAMID OF THE SKY PHARAOH

## PYRAMID OF THE SKY PHARAOH

1 SQUARE = 10 FEET



Ain-Mekh closes with an explanation that the pyramid of the Sky Pharaoh has four entrances, one in each face of the pyramid. Finally, she bids the PCs farewell with a sweet, pearly smile, “Perhaps, mortals, we shall meet again.” Her illusory form then vanishes.

This is primarily a roleplaying encounter, to give the PCs a chance to interact with one of Hakotep's guardians and learn about the Fourfold Path—the pyramid's four elemental crypts. The ecorche doesn't reveal her true nature, and if attacked, the projected image disappears, as Ain-Mekh does not have much in the way of combat ability in her illusory form. If necessary, however, Ain-Mekh's full stat block appears on page 42.

### THE ELEMENTAL CRYPTS

The Pyramid of the Sky Pharaoh is divided into five sections: four are crypts devoted to the elements of air, water, earth, and fire (areas A through D) and the fifth is Hakotep's inner sanctum, a secret level where the Sky Pharaoh was interred (area E). Each elemental crypt has its own entrance on the exterior of the pyramid (see Entering the Crypts, below).

Along with a variety of other creatures and defenses, Hakotep has stationed one of his top generals in each elemental crypt, a powerful guardian whose primary duty is to protect the

gemstone *control pyramids* used to command Hakotep's flying attack pyramids. These *control pyramids* are vital to the operation of the flying pyramids—they link the great pyramid's Aeromantic Infandibulum to those of the smaller ships—and must be deactivated to halt Hakotep's attack on the cities of Osirion (see The Control Pyramids on page 10).

Unless otherwise noted, the elemental crypts are unlit. Each crypt also affects certain spells and spell-like effects, making it more difficult to cast spells tied to the element opposed to that crypt's theme. The specific effects of each crypt on spellcasting are detailed in the crypt's description.

### ENTERING THE CRYPTS

Each elemental crypt can be accessed only from outside of the pyramid. The entrance to the Water Crypt is located on the south face at ground level, and staircases built into the sides of the pyramid lead up to the doors on the remaining three sides—the Air Crypt's entrance is 280 feet up the east face, the Earth Crypt's door is 100 feet up the west face, and the Fire Crypt's entry is 180 feet up the north face. At the top of each stairway is a balcony 20 feet wide and 5 feet deep.

All of the elemental crypts' entrances are sealed with stone blocks (see the sidebar on page 11), but can be opened by solving puzzles. Each elemental crypt is dedicated to



a different outsider related to the crypt's corresponding element that also holds a prominent place in ancient Osirian legend. The stone blocks are inscribed with hieroglyphs related to these entities that provide clues to the puzzles to open the doors. Completing one of these puzzles always opens the door, but sometimes also triggers a trap—even succeeding at entering Hakotep's pyramid has a price. The blocks have not been opened since the pyramid took the skies, and once opened, they don't reseal.

The sole entrance to Hakotep's inner sanctum lies at the bottom of the Air Crypt's Windswept Shaft (area A4), blocked by a disk-shaped metal door divided into four parts, one for each elemental crypt. In order to open this door, the PCs must activate a hieroglyph on the door using the *control pyramid* inside each elemental crypt.

The PCs can explore the four elemental crypts in any order, but they must visit all four to open the door to the inner sanctum.

## CONTROL PYRAMIDS

Each elemental crypt contains one *control pyramid*, a 5-foot-square, 5-foot-tall pyramid cut from a single giant gemstone. Glowing, illusory orbs float around each pyramid. The words "Open in the name of Hakotep" are inscribed in Ancient Osiriani hieroglyphs around the base of each pyramid.

All of the *control pyramids* have strong evocation auras, and the PCs can attempt a DC 29 Knowledge (arcana) check or DC 35 Spellcraft check to recognize the function of the pyramids. The *control pyramids* are magic items that transmit power from the Aeromantic Infandibulum inside Hakotep's great pyramid

to the smaller flying attack pyramids, enabling the general in each crypt to command four of the attack pyramids. Although these generals don't directly pilot the flying pyramids, they issue orders to the attack pyramids' commanders through the *control pyramids*, which also function as *scrivener's walls*, magical communication devices like the one found in the Five-Pointed Sun in the previous adventure (see page 18 of *Pathfinder Adventure Path* #83 for details on using *scrivener's walls*). Hakotep uses the *scrivener's wall* in his throne room to issue orders to his generals in the elemental crypts; his orders appear on *scrivener's pillars* in the crypts, and the generals then pass the orders on to the *scrivener's walls* in the flying pyramids under their command. If the PCs attempt to use this function of the *control pyramids* to trick the pilots of the attack pyramids into following their orders, they must first succeed at a DC 25 Bluff check for each separate attack pyramid.

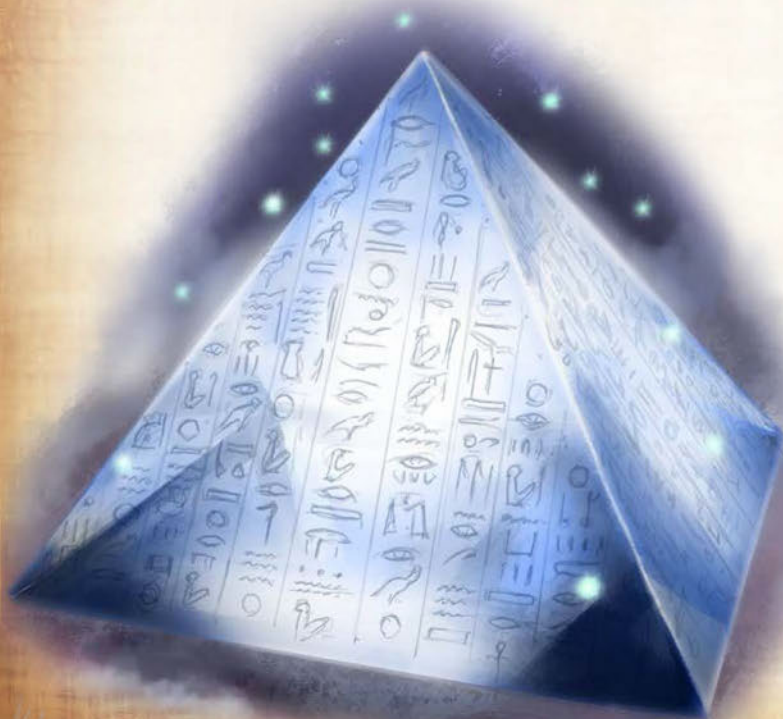
Once they learn the *control pyramids*' function, the PCs can use them in two ways to help them progress in the adventure. First, each *control pyramid* activates one of the elemental hieroglyphs on the door to the inner sanctum in area A4 and deactivates one of the elemental storms in the shaft beneath the door. Achieving this is fairly simple—one must simply touch the pyramid and recite the words inscribed around the pyramid's base: "Open in the name of Hakotep."

Secondly, the *control pyramids* can be used to sever the power to the flying attack pyramids under their command, though this is a more difficult task. A PC must first assert control over the *control pyramid* in one of two ways: by succeeding at a DC 20 Use Magic Device check, or by casting a spell (or spell-like ability) with a descriptor allied to the elemental crypt while on the pyramid or touching the pyramid.

Asserting control puts a *control pyramid* in reprogram mode for 2 minutes, during which time its function can be altered. To shut off the flow of power and deactivate a *control pyramid*, a PC must succeed at a DC 25 Use Magic Device check. Alternatively, a PC can attempt to deactivate a *control pyramid* with a successful DC 30 Disable Device check (this can be done even when the pyramid isn't in reprogram mode, but the DC increases to 40). If the check to deactivate a pyramid fails, that pyramid can't be put into reprogram mode again until 12 hours have passed.

If all else fails, the *control pyramids* can be physically destroyed, though this is the most dangerous means of deactivating them. A *control pyramid* has hardness 10, hp 220, and a save bonus of +12. Energy attacks of the opposite energy type to the pyramid's descriptor deal full damage to a *control pyramid*, however. Whenever a *control pyramid* takes damage, it unleashes a blast of magical energy, unerringly targeting the creature that damaged the pyramid and dealing 4d6 points of damage of its associated energy type to that creature (no save).

Deactivating or destroying a *control pyramid* severs the link to the four attack pyramids it controls, causing them to





# 

plummet to the ground. What happens to each specific set of flying pyramids when their *control pyramid* is deactivated is described in the Development section of each *control pyramid*'s encounter area.

The four *control pyramids*, their associated spell descriptors, and their locations in the elemental crypts are as follows.

Pyramid	Descriptor	Crypt	Area
Emerald	Air or electricity	Air	A10
Ruby	Fire	Fire	D11
Sapphire	Cold or water	Water	B9
Topaz	Acid or earth	Earth	C10

## 

The entrance to the Air Crypt lies in the eastern face of the pyramid, 280 feet above the sands. Essentially a huge central shaft that runs vertically through the heart of the pyramid with smaller rooms connecting to the shaft at various levels, the Air Crypt is under the command of a mummified androsphinx cleric of Set named Shendakut.

### 

All spells with the acid or earth descriptor cast in the Air Crypt have a 20% spell failure chance unless the caster succeeds at a DC 25 Spellcraft check before casting the spell. This also holds true for magic items that produce such effects.

### 

The stone staircase leads to a platform jutting from high atop the pyramid's eastern face. A large, dark block of stone polished to a mirror-like finish blocks entry into the pyramid's interior. A few dozen golden tiles inlaid in the block of stone surround a symbol of an arrow piercing a cloud, painted in a blue metallic hue. A single hieroglyph is carved into each tile, and a line of smaller hieroglyphs is engraved above the tiles.

The Ancient Osiriani hieroglyphs above the tiles read, "Speak the name of the one to whom this Crypt of Air is dedicated." The strange blue symbol is that of an erinyes devil from ancient Osirian myth named Hastepperut, identifiable with a successful DC 20 Knowledge (planes) or Knowledge (religion) check. Some of the hieroglyphs on the inlaid golden tiles can be used to spell Hastepperut's name. Pressing those tiles causes the stone block to sink into the floor of the platform, exposing the corridor beyond. Successfully detecting and disabling the trap on the block (see below) also opens the block.

**Trap:** Opening the stone block also triggers a blast of the magical horns heard earlier when Ain-Mekh appeared—the deafening roar is dangerous at close proximity.

**HERALD OF MAJESTY TRAP**

**XP 38,400**

**CR 14**

## 

Throughout the Pyramid of the Sky Pharaoh, large stone blocks seal various entrances and passageways. These blocks all have the same statistics, regardless of their size (hardness 8, hp 1,800, break DC 65). The blocks were designed to be opened in very specific ways (as detailed in their individual encounter descriptions), and also contain defenses to prevent people from simply bypassing them. Unless otherwise noted, any attempt to use transmutation magic, including *disintegrate*, *passwall*, or *stone shape*, on the blocks triggers a *symbol of insanity* on the block (Will DC 28 negates). The transmutation spell still functions, but the presence of the *symbol of insanity* makes such attempts extremely dangerous. Bashing through a block with brute force or opening it in the proper manner does not trigger a *symbol of insanity*.



**Type** magic; **Perception** DC 36; **Disable Device** DC 36

### 

**Trigger** touch; **Reset** none

**Effect** spell effect (maximized *greater shout*, 60 sonic damage [108 sonic damage to exposed brittle or crystalline objects or creatures], stunned for 1 round, deafened for 4d6 rounds, Fortitude DC 31 negates stunning and halves damage and duration of deafness); multiple targets (all targets within a 60-ft. cone)

### 

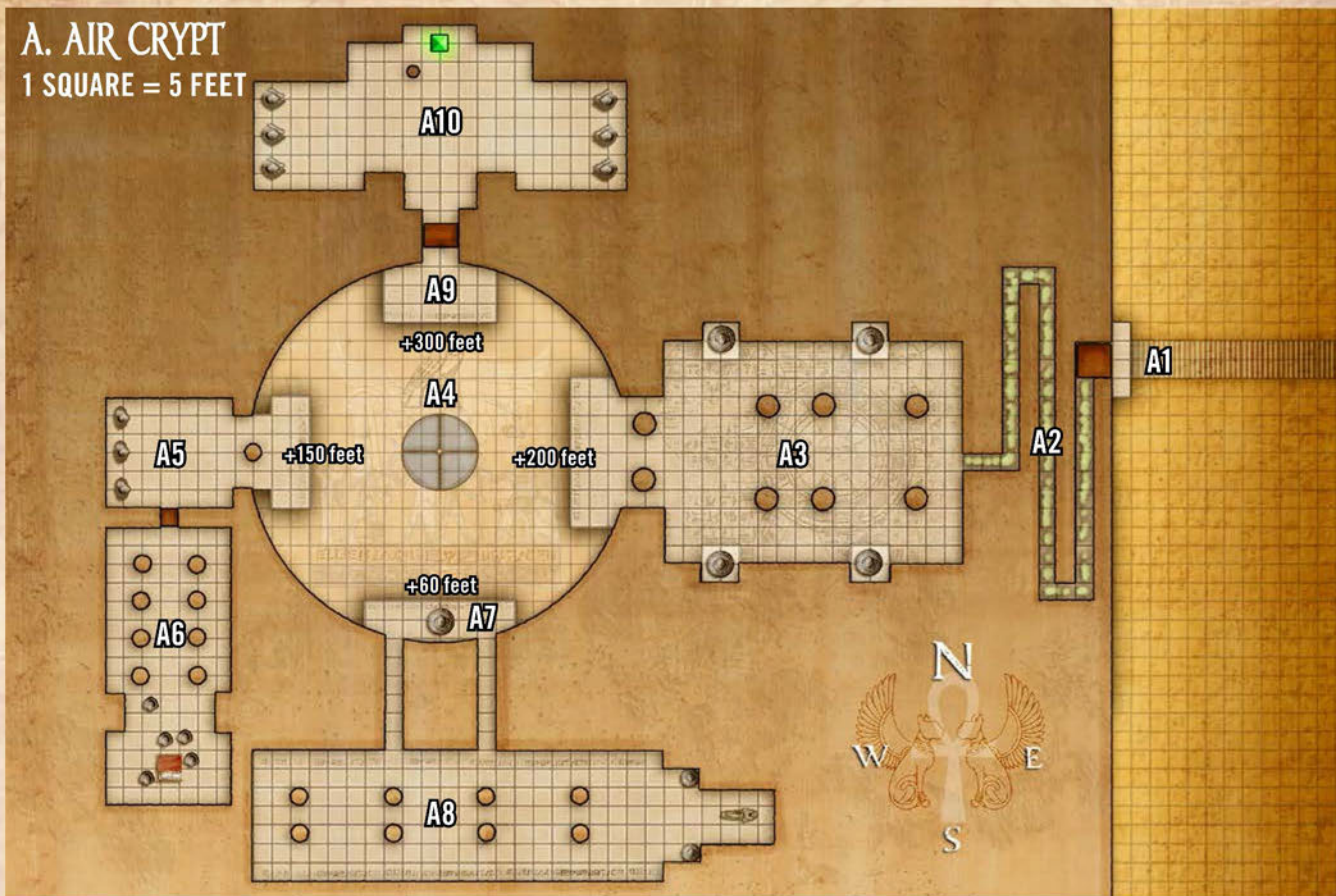
Beyond the platform is a narrow corridor that turns south almost immediately. A thick, greenish-white mist fills the passage, masking its length.

The ceiling is 7 feet tall in this corridor.

**Hazard:** Visibility is limited to 5 feet in the corridor as with *obscuring mist*, though this substance is impervious to fire. The cloudy stuff exudes a faint odor of mint and roses, though any effort to detect poison at the entrance suggests the smoky substance is harmless. However, this is only true for the first 70 feet of the corridor—as soon as the hall turns north again, the fumes through the rest of the corridor are laced with nightmare vapor (*Pathfinder RPG Core Rulebook* 560).

Anyone who succeeds at a DC 28 Perception check when nearing the south end of the corridor's first leg notices a suspicious, cloying addition to the mist's odor. An alchemist or individual with the scent ability can instead attempt a DC 20 Survival or Wisdom check to sense the same. *Detect poison* reveals the presence of the poison automatically. *Gust of wind* or a similar effect clears the cloudy vapors for 1d2 rounds before the hall quickly fills up again, as the mist seems to billow out of nowhere.





## A3. Hall of Winged Chaos (CR 16)

Stout pillars carved with hieroglyphs support the ceiling of this grand chamber. On raised niches in the north and south walls are statues of winged lions, though the forms are oddly distorted. The walls of the chamber are painted with scenes of smiling peasants harvesting wheat as flocks of crows tear bits of flesh from their bleeding bodies.

The entire floor of the hall is painted with a dizzying and confused conglomeration of overlapping arcane writing and symbols in a nauseating mixture of colors. The sound of wind comes from the west, where a balcony overlooks an open area.

The floor painting has a moderate necromancy aura and a faint aura of abjuration. A successful DC 20 Knowledge (arcana) check suggests these symbols and forms are a jumbled variety of poorly executed or strangely altered summoning and protection circles of archaic pedigree. A lawful creature attempting this check must succeed at a DC 20 Fortitude save or become sickened for 1d4+2 rounds. The ceiling is 40 feet above, and the niches are 30 feet up (10 feet below the ceiling). The balcony to the west looks out over the Windswept Shaft (area A4). The floor of that room is 200 feet below.

**Creatures:** If any magic is cast in this chamber, even a 0-level spell like *detect magic*, it triggers the transformation of the winged lion statues into exceptionally large, winged chaos beasts tainted by emanations from the Shory technology within the pyramid. It takes 3 rounds for the creatures to emerge from their statue form, though the process is subtle. Because of the chaos beasts' freeze ability, a successful DC 34 Perception check is necessary to notice something odd is transpiring in the niches above. During this time, the creatures are flat-footed and staggered and are vulnerable to attack.

### TAINTED CHAOS BEASTS (4)

CR 12

#### XP 19,200 each

Variant advanced chaos beast (*Pathfinder RPG Bestiary* 2 54)

CE Large outsider (chaotic, extraplanar)

**Init** +7; **Senses** darkvision 60 ft.; Perception +18

#### DEFENSE

**AC** 24, touch 13, flat-footed 20 (+3 Dex, +1 dodge, +11 natural, -1 size)

**hp** 162 each (12d10+96)

**Fort** +15, **Ref** +11, **Will** +7

**Defensive Abilities** amorphous, resistant to transformation;

**DR** 10/good; **SR** 23



## PYRAMID OF THE SKY PHARAOH

### OFFENSE

**Speed** 20 ft., fly 70 ft. (poor)

**Melee** 4 claw +21 (1d8+9 plus corporeal instability)

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

**Special Attacks** corporeal instability (DC 23)

### TACTICS

**During Combat** After 3 rounds, the bizarre creatures complete their transformations, unfurling their concealed, misshapen wings before attacking. The chaos beats focus on separate targets if possible, swooping in for Flyby Attacks before returning to their perches between attacks. They temporarily abandon targets inflicted with corporeal instability in favor of unaffected prey, unless no stable targets are available.

**Morale** The chaos beasts fight to the death, at which time they return to their stony forms, appearing as broken statuary.

### STATISTICS

**Str** 29, **Dex** 17, **Con** 24, **Int** 14, **Wis** 16, **Cha** 15

**Base Atk** +12; **CMB** +22; **CMD** 36 (can't be tripped)

**Feats** Dodge, Flyby Attack, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)

**Skills** Acrobatics +18 (+14 when jumping), Climb +24, Fly +12, Intimidate +14, Perception +18, Stealth +14, Survival +15, Swim +24

**SQ** freeze

**Treasure:** In the floors of the raised niches are four hidden compartments 8 feet deep, which can be found with a successful DC 17 Perception check. The compartments hold painted wooden sarcophagi that stand upright. Each houses a mummified servitor of Hakotep, wrapped in ancient linens. Beneath the linens, the bodies wear pieces of fine gold jewelry set with precious stones—necklaces, rings, and bracelets—worth a total of 3,000 gp per mummy. The mummy in the northwestern niche also clutches a *periapt of health* in its left hand.

### A4. Windswept Shaft (CR 12)

A sudden crash of thunder reverberates from above, and a flash of light briefly illuminates a circular shaft, massive in diameter and of indeterminate height, its pale walls made of smooth, unblemished limestone. Clouds roil in the upper reaches of the great chamber, and a chill, unceasing wind howls mournfully.

This shaft is 100 feet in diameter and 350 feet high—it runs all the way through the middle of the pyramid. Four balconies jut into the room at heights of 60 feet (area A7), 150 feet (area A5), 200 feet (area A3), and 300 feet (area A9) above the floor of the shaft. Any attempts to fly in the shaft are subject to the effects of severe wind (*Core Rulebook* 97). The walls of the shaft can be climbed with a successful DC 25 Climb check.

What the PCs can see depends on which balcony they stand upon and whether they possess darkvision or a strong

light source. Infrequent flashes of light from the clouds that cover the highest 20 feet of the shaft briefly allow visibility as regular daylight, but only for a few seconds at a time. The eldritch storm clouds, which have an aura of strong conjuration, affect visibility as a *fog cloud* spell, though they are unaffected by any kind of wind effect. The lightning that flashes through them doesn't strike down in bolts; it only arcs between clouds sporadically.

A stylized image of an owl adorns the floor at the bottom of the shaft, along with an iron disk 20 feet across set in the very center of the floor. There is no apparent means of opening or removing the disk, which has an aura of strong abjuration magic. Four large hieroglyphs are etched in its iron surface, matching those on the stone blocks that seal the entrance to each crypt: a blue symbol of an arrow piercing a cloud (Air Crypt), an amorphous green blob (Water Crypt), a golden scarab (Earth Crypt), and a flaming lash (Fire Crypt). Ancient Osiriani hieroglyphs along the outer edge of the disk read, "Only those who traverse the Fourfold Path may pass. Let those who would circumvent it suffer the full fury of the Four Elemental Storms." The disk is encompassed within a permanent *antilife shell* (CL 17th) and is completely unaffected by *disintegrate*. The disk can be opened only by using the *control pyramids* in each of the elemental crypts (see Development, below).

**Trap:** A 10-foot-deep section of the shaft between the balconies at areas A5 and A7, at a height of 140 to 150 feet, is magically trapped. Any spell or object that passes through this area is affected by a targeted *greater dispel magic* if the spell or object is causing a creature to fly or float (such air walk, fly, feather fall, gaseous form, or winged boots).

### GREATER DISPEL MAGIC TRAP

CR 12

XP 19,200

**Type** magic; **Perception** DC 31; **Disable Device** DC 31

### EFFECTS

**Trigger** location; **Reset** automatic (immediately)

**Effect** spell effect (*greater dispel magic* [CL 18th], targeted dispel, up to four spells or spell effects; if this removes the target's ability to stay aloft, it plummets to the shaft floor, taking 14d6 falling damage); multiple targets (all targets in a 100-ft.-diameter, 10-ft.-deep layer)

**Development:** The disk in the floor covers a shaft that leads to Hakotep's inner sanctum. The shaft is filled with raging elemental storms that deal 4d6 points of acid damage, 4d6 points of cold damage, 4d6 points of electricity damage, and 4d6 points of fire damage (16d6 total) each round to every creature in the shaft (Reflex DC 24 half). If the disk is somehow bypassed or destroyed without activating the hieroglyphs on the disk, any creature entering the shaft is still subject to this effect.

Using the *control pyramid* in each of the elemental crypts (in areas A10, B9, C10, and D11) activates the



corresponding hieroglyph on the disk, causing it to glow. This also deactivates the elemental storm in the shaft below corresponding to that *control pyramid's* elements.

When all four hieroglyphs are activated and glowing (and the four elemental storms are deactivated), the disk and the *antilife shell* surrounding it disappear, revealing a 20-foot-diameter, smooth-walled shaft that descends 100 feet to area **E1**. A successful DC 25 Climb check is required to scale the walls of this shaft.

## A5. Balcony of Wasps (CR 12)

The floor of this balconied chamber is painted with a golden-hued hieroglyph of a wasp. To the west three basalt statues depict insect-headed humanoids clad in priestly vestments and carrying ritual vessels on chains. The walls are painted with scenes of harvest, though the laboring peasants are being set upon by swarms of insects. On the south wall is a block of dark stone, a single cartouche of gold set in its surface. Three yellow gems in ebony settings are embedded in the surface of the cartouche.

The balcony overlooks the Windswept Shaft (area **A4**) at a height of 150 feet. The cartouche on the stone block bears the name Netheshuun, though a successful DC 30 Knowledge (history) check reveals that this is not a name, per se, but rather an epithet given to a servant who somehow betrayed the trust of his master. Touching the cartouche or stone block triggers a *ghost sound* effect of loud, angrily buzzing insects coming from the direction of the statues. The statues have faint illusion auras, but also contain living hellwasp swarms that are released by pressing the cartouche.

**Creatures:** Depressing the cartouche produces an audible click and releases three swarms of hellwasps that billow out from the statues' mouths. Each time a swarm of hellwasps is killed, one of the gems in the cartouche glows. Once all three gems are lit—and all three swarms destroyed—the stone block grinds noisily into the ground.

**VENGEFUL HELLWASPS (3)** **CR 9**  
**XP 6,400 each**  
 Advanced hellwasp swarm (*Pathfinder RPG Bestiary* 3 146, 290)  
**hp** 114 each

## A6. Deathbed of the Netheshuun (CR 13)

Opening this chamber triggers a complex *programmed image*. Read or paraphrase the following as soon as the players enter the chamber.

The scent of incense is heavy in this chamber. Columns flank a feather hieroglyph made of turquoise stones set into the room's floor. Three robed figures stand at the foot of a canopied bed hung with diaphanous white cloth. Another stands beside it, holding the canopy aloft, and a fifth hangs back, swinging a censer from which

white smoke rises. The man next to the bed, brown-skinned and clad in the robes of a priest, lets the canopy drop back into place.

"We have failed," he says. "This is no longer our business. We have appealed to Isis, Osiris, and Sekhmet, but none will bring life back to this shell. The Netheshuun is now in the hands of Anubis." Turning to the north, the priestly figure speaks directly to you: "He is yours. Take his body so that it might be prepared for burial. We must honor all the forms."

A character under the effects of *true seeing* or another effect that allows her to see through illusions still perceives the illusion, but knows it is false and can see the room's true appearance, as described below.

The bed is real, and a poorly mummified corpse lies atop it, its limbs contorted in agony. Five statues or robed figures stand around the bed. Each is vandalized in malicious ways: the one west of the bed is missing its head and the four others have large holes drilled through where vital organs should be.

The corpse on the bed is that of an advisor to Hakotep caught plotting with the Shory against the pharaoh. As punishment, he was afflicted with horrific diseases while priests charged by Hakotep strove to keep him alive by any means necessary. The five statues around the bed are the petrified remains of those priests, who failed in their charge.

**Trap:** After speaking, the illusory figures stand aside, one waving a hand as though inviting the PCs to approach the shrouded bed. The figures wait patiently and respond to no questions. Parting the curtains reveals a dreadfully emaciated figure with rheumy eyes, paper-thin skin covered with suppurating sores, and wisps of white hair clinging to his peeling scalp. He reaches out to the PC parting the curtain and speaks in a raspy, decrepit voice: "Forgive me, my Pharaoh, I have betrayed you!" At this moment, a blast of yellow light explodes from the figure and all within 30 feet of the bed are caught in its area of effect. The illusion vanishes after the trap is triggered.

**CURSE OF THE NETHESHUUN** **CR 13**  
**XP 25,600**  
**Type** magic; **Perception** DC 33; **Disable Device** DC 33  
**EFFECTS**  
**Trigger** touch; **Reset** automatic (2d6 rounds)  
**Effect** spell effect (heightened *boneshatter* [see sidebar], 15d6 damage and exhausted 15 minutes, Fortitude DC 27 partial); multiple targets (all targets within a 30-ft. radius of the bed).

**Treasure:** The 1,200 turquoise stones that form the feather hieroglyph can be pried out, and are worth 10 gp apiece (12,000 gp total).

**Development:** If the party employs *stone to flesh* on any of petrified figures, the unfortunate person survives long enough only to note his awful wound before perishing. *Speak with dead* elicits the tale described above, but little else.



## PYRAMID OF THE SKY PHARAOH

### A7. Ibis Balcony

A tall basalt statue of an ibis-headed humanoid holding a long scepter in one hand and a cluster of scrolls in the other dominates this balcony. Two corridors flank the statue.

This balcony overlooks the Windswept Shaft (area A4) at a height of 60 feet. A character who succeeds at a DC 20 Knowledge (religion) check identifies the statue as the Ancient Osirian deity Thoth, god of magic, the moon, and wisdom. However, a result of 25 or better on the check reveals that Thoth was generally depicted holding an ankh in one hand rather than scrolls. A successful DC 28 Knowledge (history) or Knowledge (nobility) check reveals that Hakotep's only son by his queen Neferuset was a boy named Hakmothes, who was also known as the Ibis Prince because of his scholarly bent, and that the statue could be a representation of him.

### A8. Hall of the Ibis Prince

Hieroglyph-covered pillars support the vaulted ceiling of this long hall. Paintings of ibises grace both the floor and the walls. A sarcophagus sits to the east in a small alcove flanked by basalt statues depicting imposing seated figures.

The Ancient Osiriani hieroglyphs on the pillars tell the story of Hakotep's only offspring by his beloved wife Neferuset—Hakmothes, a studious boy who showed no interest in martial pursuits. This ran against the wishes of his father, who wanted Hakmothes to be a great warrior. The writings describe the boy's impressive intellect and achievements—he wrote several treatises on Osirian history and religion, and documented his father's wars against the Shory. However, one day the pharaoh forced the youth to accompany some of his generals on a hunt, hoping to encourage him to take up the sword. During that ill-fated hunt, the prince was killed by a dreadful mantichore named Ochipantes.

Scattered in the alcove about the sarcophagus are the bones of a dozen humans—the un-mummified remains of the generals and retainers who accompanied the prince on the hunt and failed to keep him safe. The bones show signs of torture; Hakotep made certain they suffered appallingly before their throats were cut.

The seated statues depict Hakotep and Neferuset, watching over their son in death. The sarcophagus sits on a limestone platform and is made of precious woods inlaid with decorative strips of gold. The lid of the sarcophagus depicts an adolescent boy holding a crook and flail and adorned with a prince's crown, and is under the effects of a *phantom trap* spell. Within is the mummified body of Hakmothes, bedecked in rich finery that includes a funerary mask identical in design to the *Mask of the Forgotten Pharaoh*, but crafted of beaten silver. A successful DC 15 Heal check

### NEW SPELL

Originally from the legendary scrolls called *Aleh Almaktoom*, the *boneshatter* spell was well known to ancient Osirian spellcasters. This spell originally appeared in *Pathfinder Companion: Osirion, Land of the Pharaohs*, but has been updated to the Pathfinder RPG rules here.

#### BONESHATTER

**School** necromancy; **Level** cleric 5, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a broken bone)

**Range** close 25 ft. + 5 ft./2 levels

**Target** one corporeal creature or object

**Duration** instantaneous and 1 minute/level (see text)

**Saving Throw** Fortitude partial (see text); **Spell**

**Resistance** yes

The target's bones (or exoskeleton) splinter, dealing 1d6 points of damage per caster level (maximum 15d6) to the target, which is also exhausted for 1 minute per caster level from the pain and exertion of the transformation.

If the target succeeds at its save, it takes half damage and is fatigued rather than exhausted. Objects made of bone, chitin, or similar material take half again as much damage (+50%) from this spell. This spell has no effect on a creature that has neither a skeleton nor a hard carapace.



reveals the fatal wounds that killed the prince: two in the chest from mantichore spikes and a torn throat.

**Treasure:** The gold on the sarcophagus is worth 2,600 gp total if stripped from the coffin. The silver funerary mask has an aura of moderate transmutation and is worth 4,200 gp, but it is also the key to the stone block in area A9. Other jewelry on the mummy is worth 6,200 gp total.

### A9. Cloud Guardians (CR 15)

Floating above this polished limestone balcony are roiling storm clouds, dark and forbidding, that occasionally flash with light and let loose an ominous peal of thunder. A huge, dark block of stone fills an archway to the north. The block is covered in carved hieroglyphs, with a sizable indentation in its center.

This balcony overlooks the Windswept Shaft (area A4) at a height of 300 feet. The clouds hang 30 feet above the balcony and fill the remaining 20 feet of the shaft.

A successful DC 12 Perception check is enough to recognize that the indentation in the stone block conforms to the shape of the *Mask of the Forgotten Pharaoh*. In fact, the mask fits perfectly in this space, but placing it there has no effect. The hieroglyphs on the block state, "The Ibis Prince makes clear the path." If the mask found in the sarcophagus in area A8





GUARDIAN THUNDERBIRD

is placed in the indentation for 1 round, distant, melodious bells sound in the shaft and the stone block descends an inch. At this time two creatures are summoned within the storm clouds above.

**Creatures:** The summoned creatures are a pair of guardian thunderbirds that immediately descend to attack any creatures on the balcony.

## GUARDIAN THUNDERBIRDS (2) CR 13

XP 25,600 each

Advanced fiendish thunderbird (*Pathfinder RPG Bestiary 2* 264, 292)

hp 175 each

### TACTICS

**During Combat** The thunderbirds descend from the clouds and attack with ferocity, striking those standing on the balcony with thunderbolts. If a foe is rendered unconscious, one of the birds attempts to grab the helpless victim and drop her down the shaft (a distance of 300 feet). The thunderbirds go after any flying opponents first.

**Morale** The thunderbirds fight until killed.

**Development:** Five rounds after the appearance of the thunderbirds, the block descends the rest of the way, allowing access to area A10.

## A10. Emerald Pyramid (CR 17)

Paintings of falcon-headed humanoids face one another on this chamber's floor, and elaborate murals of birds in flight decorate the walls. In the west and east wings of the chamber, tall statues of owl-headed humanoids stand at attention with long spears. In a niche to the north stands a sizable crystalline pyramid of emerald, pulsing with light. Near it is an oddly positioned pillar lined with hieroglyphs in vertical columns, though blank spaces suggest it might be unfinished.

The vaulted ceiling of this chamber is 25 feet high. The glowing emerald pyramid is the *control pyramid* for four of the Sky Pharaoh's flying pyramids. The pillar is a *scrivener's pillar*, and contains the last order sent to the flying attack pyramids: "Position your vessel high above Sothis and await further directives."

**Creatures:** Crouched to the immediate southeast of the emerald *control pyramid* is a mummified androsphinx named Shendakut. Two lightning elementals float high in the air at each end of the chamber, waiting patiently for Shendakut's signal. The androsphinx seethes with hate and resentment, especially toward Hakotep, who has forced Shendakut to dwell in this pyramid and serve, but he does not immediately attack the PCs. Instead, Shendakut offers to allow the PCs 10 minutes alone with the *control pyramid* if they can answer a riddle (see the sidebar on page 18).

If the PCs ask, Shendakut relays how he came to be here. As a cleric of Set, he became a devoted follower of Hakotep once the pharaoh brought the evil god's church to a place of prominence in Osirion. The sphinx served well, and led one of the Sky Pharaoh's armies in an attack against the Shory. He had as much success as was possible, though ultimately the entire venture was doomed to failure. Still, Hakotep promised a great reward for Shendakut's service. It wasn't until the pharaoh completed the construction of his great pyramid that this boon was revealed: Shendakut would be mummified to guard the tomb eternally. This enraged the sphinx, but it was too late. He was captured and transformed, and has been entombed in the Air Crypt ever since.

Though he resents the Sky Pharaoh, Shendakut still serves for one reason. The worship of his patron Set has faded from Golarion, and he believes that Hakotep's plan to reconquer Osirion will restore Set to the deity's rightful place. The deal Shendakut offers the PCs is all the rebellion he's willing to undertake—he still believes in the divine right of the Sky Pharaoh to rule. Nevertheless, the PCs might be able to convince the sphinx to fully turn against Hakotep with compelling arguments or big promises. The sphinx has an initial attitude of unfriendly, and a successful DC 27 Diplomacy check is required to change his attitude.

If the PCs solve Shendakut's riddle, the sphinx is as good as his word and allows the PCs access to the *control pyramid*.



## PYRAMID OF THE SKY PHARAOH

for 10 minutes. If the PCs fail to answer the riddle, spend more than 10 minutes with the *control pyramid*, or attack the sphinx, Shendakut attacks. The two lightning elementals at the ends of the chamber join him in the fray.

### AABRASHA AND WHELABAESH

CR 11

XP 12,800 each

Elder lightning elementals (*Pathfinder RPG Bestiary 2* 117)

hp 136 each

### SHENDAKUT

CR 16

XP 76,800

Male mummified androsphinx cleric of Set 6 (*Pathfinder RPG*

*Bestiary 3* 251, *Pathfinder RPG Bestiary 4* 196)

CE Large undead (augmented magical beast)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +32

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

#### DEFENSE

**AC** 31, touch 12, flat-footed 30 (+2 deflection, +1 Dex, +19 natural, -1 size)

**hp** 243 (19 HD; 13d8+6d8+158)

**Fort** +20, **Ref** +11, **Will** +15

**DR** 5/—; **Immune** undead traits

**Weaknesses** vulnerable to acid

#### OFFENSE

**Speed** 30 ft., fly 50 ft. (clumsy)

**Melee** 2 claws +29 (3d6+13/19–20 plus grab)

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

**Special Attacks** burst of vengeance, channel negative energy 10/day (DC 20, 3d6), dust stroke, pounce, rake (2 claws +29, 3d6+13/19–20), roar (DC 26)

**Domain Spell-Like Abilities** (CL 12th; concentration +18) 9/day—storm burst (1d6+3 nonlethal)

**Cleric Spells Prepared** (CL 12th; concentration +18)

6th—*blade barrier* (DC 22), *control winds*<sup>b</sup> (DC 22), *harm* (DC 23), *mass bull's strength*

5th—*boneshatter* (DC 21, see page 15), *greater command* (DC 21), *ice storm*<sup>b</sup>, *true seeing*, *unholy ice*<sup>um</sup> (DC 21)

4th—*debilitating portent*<sup>uc</sup> (2), *fear*<sup>b</sup> (DC 21), *freedom of movement*, *unholy blight* (DC 20)

3rd—*bestow curse* (DC 20), *call lightning*<sup>b</sup> (DC 19), *sands of time*<sup>um</sup>, *searing light* (2), *speak with dead* (DC 20)

2nd—*bull's strength*, *fog cloud*<sup>b</sup>, *hold person* (DC 18), *grace*<sup>apc</sup> (3), *resist energy*

1st—*bane* (DC 17), *cause fear*<sup>b</sup> (DC 18), *command* (DC 17), *comprehend languages*, *divine favor*, *protection from good*, *shield of faith*

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

**D** domain spell; **Domains** Evil (Fear<sup>isg</sup> subdomain), Weather

#### TACTICS

**Before Combat** When the stone block in area A9 begins to descend, Shendakut casts *bull's strength* on himself in case the PCs fail to solve his riddle or decide to fight.

**During Combat** Shendakut defends himself, or attacks first if he believes the PCs are stalling. He first uses *greater command* to make them flee or fall. If multiple PCs are in close proximity, he casts *blade barrier* in a ring shape around them so he can fly in from above, pluck them up, and drop them down the Windswept Shaft (area A4). Shendakut uses his most harmful spells on spellcasters and anyone capable of flight, so he can preserve his advantage against foes restricted to the ground.

**Morale** Bound to service for eternity and ready to be destroyed to end his obligation to Hakotep, Shendakut fights to the death, as do the lightning elementals accompanying him.

#### STATISTICS

**Str** 37, **Dex** 12, **Con** —, **Int** 14, **Wis** 22, **Cha** 25

**Base Atk** +17; **CMB** +31; **CMD** 44 (48 vs. trip)

**Feats** Alertness, Cleave, Combat Casting, Flyby Attack, Great Cleave, Hover, Improved Critical (claw), Improved Natural Armor, Improved Natural Attack (claw), Power Attack, Spell Focus (necromancy), Toughness

**Skills** Fly +2, Intimidate +17, Knowledge (religion) +23, Perception +32, Sense Motive +19, Survival +19

**Languages** Ancient Osiriani, Auran, Sphinx





## SHENDAKUT'S RIDDLE

"A wealthy merchant of Sothis had a daughter of great beauty, upon whom he settled a rich dowry. Unwilling to part with either his daughter or his wealth, he found one reason after another to rebuff her many suitors. But when two sons of Pharaoh's chamberlain presented themselves, the merchant knew he could not reject them outright as he had the others.

"Thinking himself wise, the merchant devised an impossible means to decide which man would marry his daughter: the brothers would race their camels around the outskirts of the city, and whichever brother's camel came in last, that man would have the hand of his daughter and her rich dowry. This way, thought the merchant, the race would never end! But the brothers were no fools, and soon found a way to outsmart the wily merchant. What did they do?"

**Answer:** Each brother rode the other's camel.



**Combat Gear** *scroll of storm of vengeance*, flasks of unholy water (5); **Other Gear** *belt of giant strength* +4, *headband of alluring charisma* +4, *ring of protection* +2, gold unholy symbol of Set (worth 50 gp), eye ointment (worth 250 gp), gold headpiece (worth 700 gp)

**Development:** If the PCs slay Shendakut or solve his riddle, they can attempt to operate the emerald *control pyramid*, as detailed on page 10. This *control pyramid* activates the air hieroglyph on the iron disk in area **A4**, and deactivates the electricity elemental storm in the shaft beneath it. If the PCs sever the *control pyramid*'s power link, the four attack pyramids flying toward Sothis crash to the ground near the northernmost bend of the River Sphinx.

**Story Award:** If the PCs manage to get Shendakut to join them or avoid fighting him, award them experience as though they had defeated him. If they later defeat him in combat, they don't gain the XP again for that battle. In addition, award the PCs 51,200 XP for severing the emerald *control pyramid*'s power link.

## PART 3: THE CRYPT OF WATER

The entrance to the Water Crypt is located at ground level on the south face of the pyramid; no steps ascend this side of the pyramid. Canals filled with pure, crystal-clear seawater run through much of the Water Crypt, which falls under the command of a powerful ghawwas div named Keshenepek.

### B. WATER CRYPT

Unless otherwise noted, the canals in the Water Crypt are 20 feet deep, and the ceiling is 20 feet above the surface of the water. Everburning torches line the walls. The black basalt statues found along the canals (except the ones in area **B5**) stand 7 feet tall and depict frog-headed humanoids

holding a trident in one hand and an upside-down ankh in the other. With a successful DC 18 Knowledge (planes) check, a character identifies them as hydrodaemons.

All spells with the fire descriptor cast in the Water Crypt have a 20% spell failure chance unless the caster succeeds at a DC 25 Spellcraft check before casting the spell. This also holds true for magic items that produce such effects.

### B1. Inundation (CR 15)

At the base of the great pyramid's south face is a dark stone block the size of a large doorway. Carved into its surface at eye level are hieroglyphs surrounding an irregular, blob-shaped design in putrid green.

The stone block has an aura of strong abjuration and conjuration magic. The Ancient Osiriani hieroglyphs read, "Slake the thirst of the one honored by this Water Crypt." The asymmetrical green blob is the symbol of a legendary piscodaemon named Aluash Imnah, identifiable with a successful DC 20 Knowledge (planes) or Knowledge (religion) check. A second successful DC 20 Knowledge (planes) or Knowledge (religion) check reveals that "slaking the thirst" of the daemon requires bathing the carved symbol with either blood or unholy water. Doing causes the stone block to melt away and change to water over the course of 6 rounds, muddying the sands around the pyramid and allowing access to area **B2**.

**Hazard:** If any other type of liquid is applied to the symbol, however, the stone begins to sweat. After 1 round, the stone and a portion of the pyramid's face are instantly transformed into water, and crash down with tremendous force on everything within a 40-foot radius of the stone block. All creatures in this area take 4d6 points of bludgeoning damage and are knocked prone. Any creatures that succeed at a DC 26 Reflex save take half damage and are not knocked prone. In addition, creatures that cannot breathe water must succeed at a DC 26 Fortitude save or be nauseated for 1d4+1 rounds from ingested seawater, then sickened for an equal number of rounds.

The desert sands absorb much of the water, but deep mud remains in the area indicated on the map, which is considered difficult terrain. Creatures with the earth or water subtype that are submerged in this mud heal 10 hit points per hour.

**Creatures:** As soon as the stone block melts, three fiendish elder mud elementals are conjured beneath the surface of the muddy sands. The elementals burrow beneath opponents to assume advantageous positions before bursting forth from below to attack. If the PCs don't trigger the inundation, the elementals emerge from a much smaller muddied area (the 30-foot-by-20-foot area immediately in front of the where the stone block stood).

**FURIES OF THE DROWNED DESERT (3)**

**CR 12**

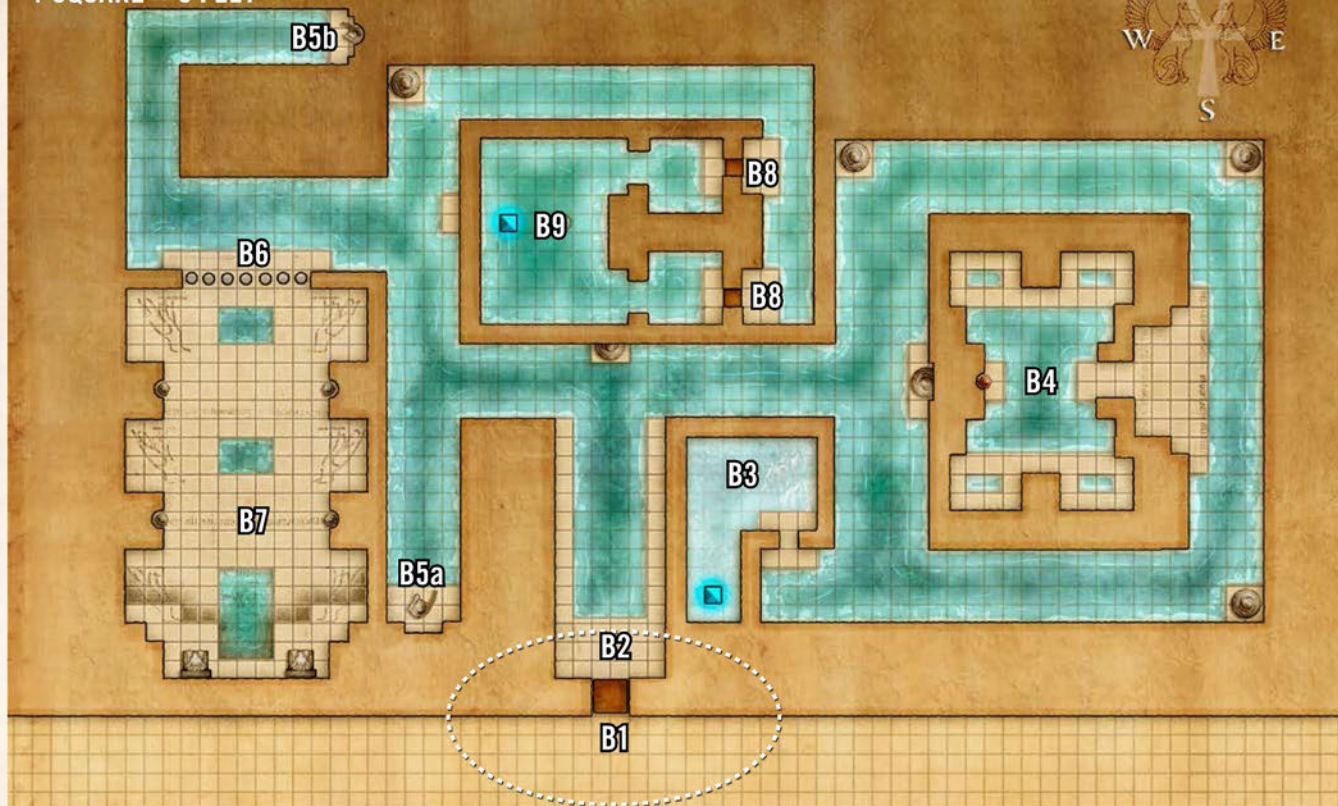
**XP 19,200 each**



## PYRAMID OF THE SKY PHARAOH

### B. WATER CRYPT

1 SQUARE = 5 FEET



Fiendish elder mud elemental (*Pathfinder RPG Bestiary* 2 121, 292)  
**hp** 152 each

#### TACTICS

**During Combat** The elementals seek to entrap opponents.

Once all enemies have been entrapped, the elementals methodically attempt to kill each one in turn.

**Morale** Each of these elementals fights until reduced to fewer than 20 hit points, at which time it withdraws into the healing mud using its earth glide ability. If left in the mud, the surviving creatures spring forth and attack if intruders pass this way again.

### B2. Funerary Barges (CR 16)

The gentle sound of water lapping on stone echoes, issuing from a wide canal that heads north into the pyramid's interior. Torches line the canal walls, their fitful illumination dancing across the surface of the water.

**Creatures:** Moments after the party enters the pyramid, the prow of an Osirian funeral barge appears in the canal, heading south. At the stern is a horned, skeletal being swathed in tattered, black robes. It holds a gnarled oar of blackened wood in its bony hands as it guides the boat through the water.

Seconds later, two more barges appear, also piloted by these deathly figures. The flat-bottomed boats are about 3 feet wide and 15 feet long. They come to a stop 10 feet from the southern edge of the canal, and each pilot holds out a gaunt hand. In unison, they speak the Ancient Osiriani word for "toll."

These figures are thanadaemons who ferry visitors throughout the Water Crypt. They make no aggressive moves, respond to no questions, and stay right here if the PCs choose to explore the interior without their assistance. However, if a payment of at least 50 pp, or two gems worth at least 300 gp each, is placed in a ferryman's outstretched palm, it transports its passengers wherever they wish to go within the water dungeon, and waits silently as they explore the crypt. Each barge can hold two Medium passengers in addition to the thanadaemon. If the party attacks a ferryman, the daemons fight to the death.

#### FERRYMEN (3)

**CR 13**

**XP 25,600 each**

Thanadaemon (*Pathfinder RPG Bestiary* 2 74)

**hp** 172 each

#### TACTICS

**During Combat** Each daemon crushes the soul gem in its possession (see Treasure, below) to gain fast healing with



# MUMMY'S MASK

its soul crush ability as its first action. Following this, the daemon furthest from the melee attempts to summon hydrodaemons for aid before joining its cohorts in making energy draining attacks with its weapons.

**Morale** The ferryman are bound to service in the Water Crypt and thus fight to the death if threatened.

**Treasure:** In addition to their oars (which transform into +2 *quarterstaves* for combat), each ferryman wears a drawstring purse of black cloth at its waist containing 4,000 gp worth of gems, as well as a single soul gem (*Pathfinder RPG Bestiary* 264).

**Story Award:** If the party utilizes the services of the thanadaemons without fighting them, award them XP equal to a CR 16 encounter, but only after they exit the Water Crypt.

## B3. False Pyramid (CR 17)

A stone landing and an L-shaped chamber lie at the end of this canal. Brightly colored wall paintings depict figures of winged serpents. Beyond the entrance is what appears to be a pool, though the water is frozen solid. A large painting of a winged serpent figure in red is discernible through the ice.

The pool is 10 feet deep. Around the corner to the south, a crystalline pyramid of deep blue sapphire hovers a few inches above the icy surface. This pyramid appears to be a gemstone *control pyramid*, but is actually a fake, though a permanent *magic aura* effect gives it an aura of strong evocation. If the PCs have encountered any of the *control pyramids* in the other elemental dungeons, it's easy to mistake this pyramid for the Water Crypt's *control pyramid*.

**Hazard:** A creature who succeeds at a DC 18 Perception check notices a wooden sarcophagus trapped in the ice beneath the floating false *control pyramid*. Attempts to reach this coffin are hazardous. Treat the ice as a *wall of ice* (CL 18th) for the purposes of breaking or tunneling through it. If magical fire is used to melt the ice, all of the ice in the chamber is instantly transformed into misty vapors equivalent to burnt othur fumes (*Core Rulebook* 558). In addition, anyone standing on the surface of the ice when it melts falls 10 feet, taking 1d6 points of damage. Those standing on ice adjacent to the platform at the room's entrance can attempt a DC 18 Reflex save to avoid the fall. The poisonous vapors dissipate in 2d4 rounds.

**Trap:** If the false *control pyramid* is touched in any way (or targeted with a spell), it releases a burst of icy energy. If the ice in this chamber has been melted, the waters are subject to the effects of *freezing sphere*.

### EMPOWERED FREEZING SPHERE TRAP

CR 17

XP 102,400

Type magic; Perception DC 33; Disable Device DC 33

#### EFFECTS

Trigger touch; Reset none

**Effect** spell effect (empowered *freezing sphere*, 15d6 cold damage plus 50%, Fortitude DC 24 half); multiple targets (all targets within area B3)

**Treasure:** Inside the coffin beneath the ice is the mummy of a dwarven woman. Hieroglyphs on the mummy's linen wrappings identify her as Khessem, one of Hakotep's trusted advisors, who was known for her cold demeanor. She is bedecked in jewelry worth 12,500 in gp total, and she holds a *decanter of endless water* in her hands.

## B4. Watery Graves (CR 15)

A painting on this large landing depicts a regal figure rowing a reed boat. A deep, crystal-clear pool fills the chamber beyond. At the bottom of the pool, a red mosaic shows a woman carrying a clay vessel on her head. A statue of red stone, mirroring the figure in the submerged mosaic, stands on a platform against the room's western wall. Four smaller pools lie in corner alcoves. The ceiling is domed and painted in shades of blue.

The red stone statue depicts an elven woman in classic Osirian garb, wearing a golden pectoral necklace adorned with beads of jade and lapis lazuli. The statue's right hand grips a *khepresh*, the traditional Osirian "war crown," made of gold, jade, and ivory, with a jade crocodile head adorning the crown in place of the traditional hooded cobra. An ivory cartouche with the name Nailah carved in its surface rests in the statue's left hand. A successful DC 24 Knowledge (history) or Knowledge (nobility) check reveals that Nailah was the adopted sister of Queen Neferuset, though with a result of 30 or better, a character also recalls that she was involved in a coup attempt against Hakotep (see area B7) and put to death in a gruesome fashion.

Corpses of women wrapped tightly in white linen lie at the bottom of the alcove pools, which are only 6 feet deep. These are the magically preserved bodies of Nailah's handmaidens, who joined her in death.

Although the necklace and cartouche can be removed easily enough, the statue's stone hand must be broken (hardness 8, hp 15, break DC 26) to take the war crown, or magic such as *stone shape* must be employed to free it. The crown has a faint transmutation aura, though its power is somehow suppressed.

**Creatures:** The enraged spirit of Nailah, now a fiendish banshee, is imprisoned in the statue until the war crown is removed from its stony grasp. At the same time she gets free, the spirits of her handmaidens interred in the alcove pools—now malevolent, ghostly undead creatures called phantasms—are also released. If a handmaiden's body has been disturbed, the release of its spirit is delayed for 1 round after Nailah is liberated. If a body was removed from its pool, the phantasm still emerges from the pool's waters.



## PYRAMID OF THE SKY PHARAOH

### NAILAH

CR 14

XP 38,400

Fiendish banshee (*Pathfinder RPG Bestiary* 2 41, 292)

hp 161

#### TACTICS

**During Combat** As soon as she is released from the statue, Nailah lets loose her banshee wail. She then focuses her fury (and incorporeal touch) on the closest opponents.

**Morale** Nailah is free to roam the entire Water Crypt once she's free from the statue, but she cannot leave its confines. She relentlessly pursues any who flee the chamber, and fights until destroyed.

### HANDMAIDENS OF NAILAH (4)

CR 9

XP 6,400 each

Advanced phantasm (*Tome of Horrors Complete* 472,

*Pathfinder RPG Bestiary* 294)

CE Medium undead (incorporeal)

**Init** +11; **Senses** darkvision 60 ft.; Perception +23

**Aura** desecrating aura (30 ft.), unnatural aura (30 ft.)

#### DEFENSE

**AC** 24, touch 22, flat-footed 17 (+5 deflection, +7 Dex, +2 natural)

**hp** 138 each (12d8+84)

**Fort** +13, **Ref** +13, **Will** +14

**Defensive Abilities** incorporeal; **Immune** undead traits

#### OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** incorporeal touch +19 (1d6+2 plus energy drain)

**Special Attacks** energy drain (1 level, DC 21), possession

#### TACTICS

**During Combat** Upon their release, two handmaidens fly to aid their mistress with their desecrating auras and incorporeal touch attacks, while the others attempt to possess opponents who are farther away from Nailah. If a possessing phantasm imposes so many negative levels on a possessed creature that it dies, the phantasm immediately leaves the body and attempts to find a new host to possess.

**Morale** Free to roam the entire Water Crypt, the handmaidens pursue any who flee the chamber, but they immediately return to aid Nailah if the battle goes poorly for her. The handmaidens fight until destroyed.

#### STATISTICS

**Str** —, **Dex** 25, **Con** —, **Int** 19, **Wis** 19, **Cha** 20

**Base Atk** +9; **CMB** +16; **CMD** 31

**Feats** Ability Focus (possession), Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Weapon Focus (incorporeal touch)

**Skills** Bluff +17, Fly +30, Intimidate +20, Perception +23, Sense Motive +23, Sleight of Hand +19, Stealth +22, Survival +16

**Languages** Abyssal, Ancient Osiriani

#### SPECIAL ABILITIES

**Desecrating Aura (Su)** The phantasm has a 30-foot-radius emanation equivalent to a *desecrate* spell centered on a

shrine of evil power. Undead within this radius (including the phantasm) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws; they also gain 2 hit points per Hit Die (these adjustments are included in the phantasm's stat block), and the save DC of channeled negative energy increases by 6. This aura can be negated by *dispel evil*, but a phantasm can reactivate the aura on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect. When the phantasm is possessing a creature, its aura remains active, emanating from the host.

**Possession (Su)** Once per round, by making a successful incorporeal touch attack, a phantasm can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell, except that it doesn't require a receptacle. If the attack succeeds, the phantasm's body vanishes into the opponent's body. The target can resist the attack with a successful DC 23 Will save. A creature that successfully saves is immune to that phantasm's possession ability for 1 day.



NAILAH



A possessing phantasm automatically imposes 1 negative level (from its energy drain ability) each round. A possessed creature can attempt a DC 23 Will save each round to force the phantasm out of its body. If the host succeeds, the phantasm is ejected and cannot attempt to possess the same host for 1 minute. If turned or subjected to a *dismissal* spell while possessing a host, the phantasm is likewise ejected. The save DCs are Charisma-based.

**Treasure:** Nailah's ivory cartouche is worth 300 gp and her golden necklace is worth 6,800 gp. The war crown is a magic item, but its powers are suppressed until it is placed upon the head of one of the seated statues in area B7.

## B5. Twin Statues

An imposing statue stands in a niche at the end of this canal. The statue is made of metal turned green with verdigris, and depicts a hippo-headed humanoid clad in armor and bearing a wicked spear. The statue's gaping mouth is lined with rows of shark teeth.

Two different statues in separate locations make up this encounter. Both statues are made of bronze, with hinged joints that can be manipulated to set the statues in various poses. The statues are representations of a legendarily cruel underworld creature of ancient Osirian myth called the Okhetamun, which can be identified with a successful DC 24 Knowledge (religion) check. The southern statue (area B5a) is the more imposing, standing 15 feet tall and brandishing its spear aggressively in its right hand while looking downward. The one to the north (area B5b) is half that height and holds its spear straight up in its right hand, with the bottom of its shaft on the floor of the platform. Its head looks up at the ceiling. The statues' spears are of solid bronze, and can be removed and placed in the hands of either statue, but they are too weak to be effectively wielded as weapons. Manipulating the statues' joints to place them in specific poses requires a successful DC 20 Strength check.

**Treasure:** A successful DC 20 Perception check allows a PC to notice an especially large and flawless blue sapphire sitting at the back of the mouth of each statue (worth 5,000 gp each). The gems are easily removed, but *phantom trap* has been cast on both gems to distract from the real function of these statues.

**Development:** If both statues are placed in identical poses, the two stone blocks in area B8 descend into the ground, opening access to area B9.

## B6. Iron Pillars

Closely spaced pillars of black iron hinder entry into a grand chamber to the south. Twisting sigils are etched in their metallic surfaces.

The pillars have strong transmutation auras and are strengthened with powerful magic (hardness 20, hp 200,

break DC 45). If one is destroyed, another miraculously rises from the floor to take its place 1 round later. The pillars are close enough together that passing through them is difficult, though not impossible for Medium or smaller individuals (creatures of size Large or greater cannot pass through by natural means). Squeezing between the pillars is a full-round action and requires a successful DC 30 Escape Artist check. A creature that fails its check by 5 or more is stuck and gains the grappled condition, but can make additional attempts to squeeze through on the following rounds. Up to two additional creatures can use the aid another action to assist a stuck creature, but only one creature on each side of the bars can assist in this way.

**Development:** If the war crown found in area B4 is placed on the head of one of the seated statues in area B7, the pillars all become superheated for 24 hours. Anyone attempting to squeeze between superheated pillars (using the same mechanics described above) takes 4d6 points of fire damage per round (Fortitude DC 26 half). If a PC becomes stuck, she must succeed at a second DC 26 Fortitude save or be sickened for 2d6 rounds from the searing pain, and runs the risk of her flammable items catching fire (*Core Rulebook* 444). The superheating effect of the pillars can be suppressed for 1 round by dealing at least 50 points of cold damage to a pair of pillars within 1 round.

## B7. Hall of the Crocodile Kings (CR 10)

The ceiling of this grand chamber is painted with scenes from the banks of the River Sphinx. A trio of pools filled with crystal-clear water a few feet deep run along the center of the hall, with painted crocodile hieroglyphs on the floor between them. In four alcoves to west and east are simple floor paintings of river herons. On each side of these alcoves stand heron-headed humanoid statues of dark basalt, in mocking poses.

Two statues of crocodile-headed humanoids sit on thrones atop a large dais to the south. Each statue carries the crook and flail of kingship, but conspicuously, neither wears a pharaoh's crown. Scattered across the floor are the bones of small animals.

The bones are those of baby crocodiles (identifiable with a successful DC 12 Knowledge [nature] check). Hieroglyphs at the bottom of the southernmost pool read, "He who would dare walk the Path of Water must boldly crown the rightful Crocodile King." Cartouches carved into the bases of the statues' thrones read "Ptember" (on the western statue) and "Ptembas" (on the eastern one). With a successful DC 24 Knowledge (history) or Knowledge (nobility) check, a character recalls that these two individuals were brother generals in Hakotep's army, and were nearly successful in a coup attempt against the Sky Pharaoh late in his reign—only their bickering over who should be crowned king gave the Sky Pharaoh time to strike back and foil the plot. With a result



## PYRAMID OF THE SKY PHARAOH

of 30 or better on this check, a character further recalls the involvement of Queen Neferuset's adopted elven sister Nailah in the plot (see area B4).

The moniker "Crocodile King" was a derisive one, as the brothers' family was originally in the business of selling items made from crocodile skin, and has no relation to the Ruby Prince's father, Khemet II, who took the title of Crocodile King for himself in more recent years.

**Trap:** Anyone character who succeeds at a DC 15 Perception check notices that the heads of the seated statues seem to have been sculpted to accept some kind of headgear. If the PCs recovered the war crown from area B4, they notice that the jade crocodile head that adorns the crown matches the crocodilian faces of the statues. Placing the war crown on either of the seated statues' heads causes a sudden *gust of wind* to blast from the wall south of the statues, accompanied by a deep male voice speaking in Ancient Osiriani: "Is this wisdom? Have you chosen well? Reap the harvest of your decision, as they did." As soon as the *gust of wind* ends, several things occur. First, a large crack forms across the face of the uncrowned statue, and the crown tumbles from the other into the large pool before the dais. Second, the iron pillars in area B6 become superheated, as noted in that location. Lastly, clouds of yellowish-green gas begin pouring forth from the nostrils of both seated statues, moving northward at a speed of 30 feet per round until the gas fills the entire chamber, stopping at the iron pillars in area B6. This gas remains potent for 1 hour, at which time it dissipates.

### POLYMORPH GAS TRAP

CR 10

XP 9,600

Type magic; Perception DC 33; Disable Device DC 33

#### EFFECTS

**Trigger** touch; **Reset** none

**Effect** spell effect (heightened  *baleful polymorph* , permanent transformation into a baby crocodile, Fortitude DC 27 negates, Will DC 27 partial); multiple targets (all targets within area B7)

**Treasure:** Placing the war crown from area B4 upon the head of one of the seated statues activates the powers of the crown, which functions as a *helm of underwater action*.

## B8. Twin Portals

If the PCs have not properly aligned the statues at B5, read or paraphrase the following when the PCs reach this area.

The canal ends at two side-by-side landings, each holding a block of dark brown stone that fills an archway leading to the west. The blocks are carved with series of identical hieroglyphs.

The hieroglyphs read, "To pass beyond, the twins must be in perfect harmony." Properly aligning the two statues in area B5 causes these two blocks to sink into the ground.

Read or paraphrase the following text after the blocks have descended.

Beyond each archway is a square room filled with murky, blue-green water that gives off a pungent, salty smell. On the west wall is a low archway only a few inches above the water.

The water in these two rooms is 20 feet deep, and the ceiling is only 5 feet above the surface of the water. The low archway is, in fact, a circular opening 10 feet in diameter, 9-1/2 feet of it stretching below the water's rippling surface.

## B9. Sapphire Pyramid (CR 16)

Seawater fills this chamber, and long, snaky lengths of huge plants grow out of the water, extending to the ceiling ten feet above. Beyond, a crystalline sapphire pyramid floats half submerged at the western end of the room, surrounded by glowing lights.

The water plants are the result of *hallucinatory terrain* cast by the occupant of this room, and reduce visibility to 5 feet (above and below the water) if not disbelieved. The floor of the chamber lies 50 feet beneath the surface. A fat, 40-foot-high pillar stands in the center of the chamber, totally submerged.

The sapphire pyramid is the *control pyramid* for four of the Sky Pharaoh's flying pyramids. The pillar is a *scrivener's pillar* like that found in area A10, and likewise contains the last order sent to those pyramids: "Position your vessel five miles off the coast near Totra, there to await my orders to assault either the city or the fleet of the usurper. Patience! Soon your spears shall taste blood!"

**Creature:** Lurking in the watery depths of this room is the former admiral of Hakotep's ocean-going fleet, a foul ghawwas div named Keshenepek. A brutal killer, the div was made aware of the PCs' presence by the opening of the stone blocks in area B8, and is hungry to sink his spearhead into flesh. He makes no attempts to parley or communicate with the party, preferring immediate bloodletting.

### KESHENEPEK

CR 16

XP 76,800

Male ghawwas div barbarian 6 (*Pathfinder RPG Bestiary* 3 87)

NE Large outsider (aquatic, div, evil, extraplanar)

**Init** +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +24

#### DEFENSE

**AC** 28, touch 12, flat-footed 23 (+1 armor, +5 Dex, +15 natural, -2 rage, -1 size)

**hp** 327 (20 HD; 14d10+6d12+206)

**Fort** +19, **Ref** +18, **Will** +14

**Defensive Abilities** evasion, improved uncanny dodge, rough hide, trap sense +2; **DR** 10/cold iron and good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 21



# MUMMY'S MASK

## OFFENSE

**Speed** 40 ft., swim 80 ft.

**Melee** +2 *keen spear* +34/+29/+24/+19 (2d6+20/19-20/x3 plus poison), bite +28 (1d8+6/19-20), sting +26 (1d6+6 plus poison)

**Ranged** +2 *keen spear* +27 (2d6+14/19-20/x3 plus poison)

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

**Special Attacks** boiling sea (DC 27), poison (DC 27), rage (22 rounds/day), rage powers (no escape, quick reflexes, surprise accuracy +2)

**Spell-Like Abilities** (CL 12th; concentration +16)

Constant—*detect good*, *detect magic*

At will—*control water*, *curse water*, *deeper darkness*, *dimension door*

3/day—*hallucinatory terrain* (DC 18), *stinking cloud* (DC 17), *summon* (level 6, 1 pairaka 60%), *quench* (DC 17)

## TACTICS

**Before Combat** As soon as the stone blocks between areas B8 and B9 begin to descend, Keshenepek casts *hallucinatory terrain* to fill the chamber with illusory plant growth.

He then hides, readying to strike with his poisoned spear at the first intruder who approaches either the *control pyramid* or the *scrivener's pillar*.

**During Combat** Keshenepek gleefully engages the first opponent within reach, but prefers combat with martial adversaries if he spots them. After the bulk of the party has joined the battle, he alternates between using his boiling ability sea and melee strikes for the rest of the combat—unless he needs to use *deeper darkness* to catch a breather or reposition himself.

**Morale** If reduced to 40 hit points or fewer, Keshenepek attempts to flee the chamber and then cast *control water* to lower the water directly beneath the tunnels back to area B8 by 24 feet. If he succeeds, the party will require another means to exit the chamber other than swimming. Once he reaches area B8, Keshenepek attempts to summon a pairaka, ordering it to delay the PCs. He then retreats to area

B1 and allies with any mud elementals that remain.

Keshenepek makes his last stand as the PCs exit the Water Crypt, fighting to the death.

**Base Statistics** When not raging, Keshenepek's statistics are AC 30, touch 14, flat-footed 25;

hp 287; **Fort** +17, **Will** +12; **Melee** +2 *keen spear* +32/+27/+22/+17 (2d6+17/19-20/x3 plus poison), bite +26 (1d8+5/19-20), sting +24 (1d6+5 plus poison); **Ranged** +2 *keen spear* +27 (2d6+12/19-20/x3 plus poison); **Str** 30, **Con** 27; **CMB** +31, **CMD** 46; **Skills** Swim +41.

## STATISTICS

**Str** 34, **Dex** 20, **Con** 31, **Int** 12, **Wis** 13, **Cha** 18

**Base Atk** +20; **CMB** +33; **CMD** 46

**Feats** Combat Reflexes, Critical Focus, Greater Weapon Focus (bite), Improved Critical (bite), Improved Critical (spear), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (spear)

**Skills** Bluff +27, Knowledge (geography) +18, Knowledge (planes) +24, Perception +24, Stealth +24, Survival +18, Swim +43

**Languages** Abyssal, Ancient Osiriani, Aquan, Celestial, Infernal; telepathy 100 ft.

**SQ** amphibious, fast movement

**Gear** +2 *keen spear*, belt of physical perfection +2, bracers of armor +1, hand of glory, ring of evasion, gold jewelry (worth 900 gp)

**Development:** If the PCs defeat Keshenepek, they can attempt to operate the sapphire *control pyramid*, as detailed on page 10. This *control pyramid* activates the water hieroglyph on the iron disk in area A4, and deactivates the cold elemental storm in the shaft below the disk. If the PCs deactivate the *control pyramid*'s power link, the four flying pyramids headed to attack Totra splash down in the Inner Sea just north of the city.

**Story Award:** Award the PCs 51,200 XP for severing the sapphire *control pyramid*'s power link.



KESHENEPEK



# PYRAMID OF THE SKY PHARAOH

## PART 4: THE CRYPT OF EARTH

Stone steps ascend the western face of the pyramid to the entrance to the Earth Crypt, 100 feet above the ground. A handmaiden devil sorcerer named Eshen Theba commands the Earth Crypt and guards the *control pyramid* in this crypt.

### C. EARTH CRYPT

All spells with the air or electricity descriptor cast in the Earth Crypt have a 20% spell failure chance unless the caster succeeds at a DC 25 Spellcraft check before casting the spell. This also holds true for magic items that produce such effects.

#### C1. Door of Kaahbek

Fanciful, etched designs surround a large symbol of a golden scarab beetle at the center of a dark brown block of stone. Hieroglyphs are carved beneath it. The rich smell of freshly tilled soil is powerful here.

The Ancient Osiriani hieroglyphs on the blocks read, “Speak the name of the one to whom this Crypt of Earth is dedicated in the manner that would be most pleasing.” A successful DC 20 Knowledge (planes) or Knowledge (religion) check identifies the scarab and etchings as the symbol of a sepid div named Kaahbek, a prominent figure in ancient Osirian myth, also called by the title “Sedeb Ianew” (“Eater of Woe”). A result of 25 or better on the check further reveals that mindless repetition of rituals was often a part of placating the div. Speaking the div’s name at least three times causes the stone block to slowly begin dissolving into sand. As long as the name “Kaahbek” is repeated at least 10 times per minute, the stone block continues to crumble, taking 5 minutes to entirely dissolve. The sand cascades down onto the platform, stairs, and angled face of the pyramid until the entrance to the chamber beyond is clear.

Casting *transmute rock to mud* on the block causes it to immediately dissolve into sand in 1 round; this does not trigger the block’s *symbol of insanity* (see the sidebar on page 11).

#### C2. Verminous Barrier (CR 15)

A large painting of a scarab covers most of the floor of this chamber, and hieroglyphs are carved in the walls. A dark stone block is embedded in the east wall of the chamber, with etchings and carved hieroglyphs surrounding a scarab symbol inscribed on its face.

A casual glance at the hieroglyphs on the stone block in the east wall suggests they duplicate the phrase inscribed on the stone block in area C1. However, a PC who succeeds at a DC 15 Linguistics check or DC 25 Perception check notes that the hieroglyph for “name” is slightly different in this inscription, and is more properly translated as “title.” A successful DC 20 Knowledge (planes) or Knowledge (religion)

check allows the PCs to recall the sepid div Kaahbek’s title, “Sedeb Ianew” (if the PCs succeeded at the Knowledge check in area C1, they need not attempt the check again). Repeating “Sedeb Ianew” here causes this block to fall apart as the block in area C1 did, but reveals only a dead end. A character who succeeds at a DC 25 Perception check, however, notices a secret door in the floor beneath the sand. If the sand is removed, the door can be opened, revealing a 5-foot-diameter passage that descends 8 feet, then heads east for 65 feet before emerging at the center of area C3.

**Creatures:** If the div’s name, “Kaahbek,” is spoken instead of its title, or if any magic is used to circumvent the stone barrier, the block begins to dissolve, but the grains of sand suddenly transform into ravenous fiendish scarab swarms that attack any living creature in the room.

#### EARTHCURSE SCARAB SWARMS (2)

CR 13

##### XP 25,600 each

Advanced fiendish variant scarab swarm (*Pathfinder Adventure Path* #79 89, *Pathfinder RPG Bestiary* 294)

N Fine vermin (swarm)

**Init** +5; **Senses** darkvision 60 ft.; Perception +9

##### DEFENSE

**AC** 28, touch 23, flat-footed 23 (+5 Dex, +5 natural, +8 size)

**hp** 127 each (17d8+51)

**Fort** +13, **Ref** +10, **Will** +10

**Defensive Abilities** swarm traits, **DR** 10/good; **Immune** mind-affecting effects, weapon damage; **Resist** cold 15, fire 15;

**SR** 18

##### OFFENSE

**Speed** 30 ft., climb 10 ft., fly 20 ft. (clumsy)

**Melee** swarm (4d6 plus cursed wound, disease, and distraction)

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

**Special Attacks** consume, distraction (DC 21), smite good 1/day (+17 damage)

##### STATISTICS

**Str** 1, **Dex** 20, **Con** 17, **Int** —, **Wis** 21, **Cha** 2

**Base Atk** +12; **CMB** —; **CMD** —

**Skills** Climb +8, Fly +5, Perception +9

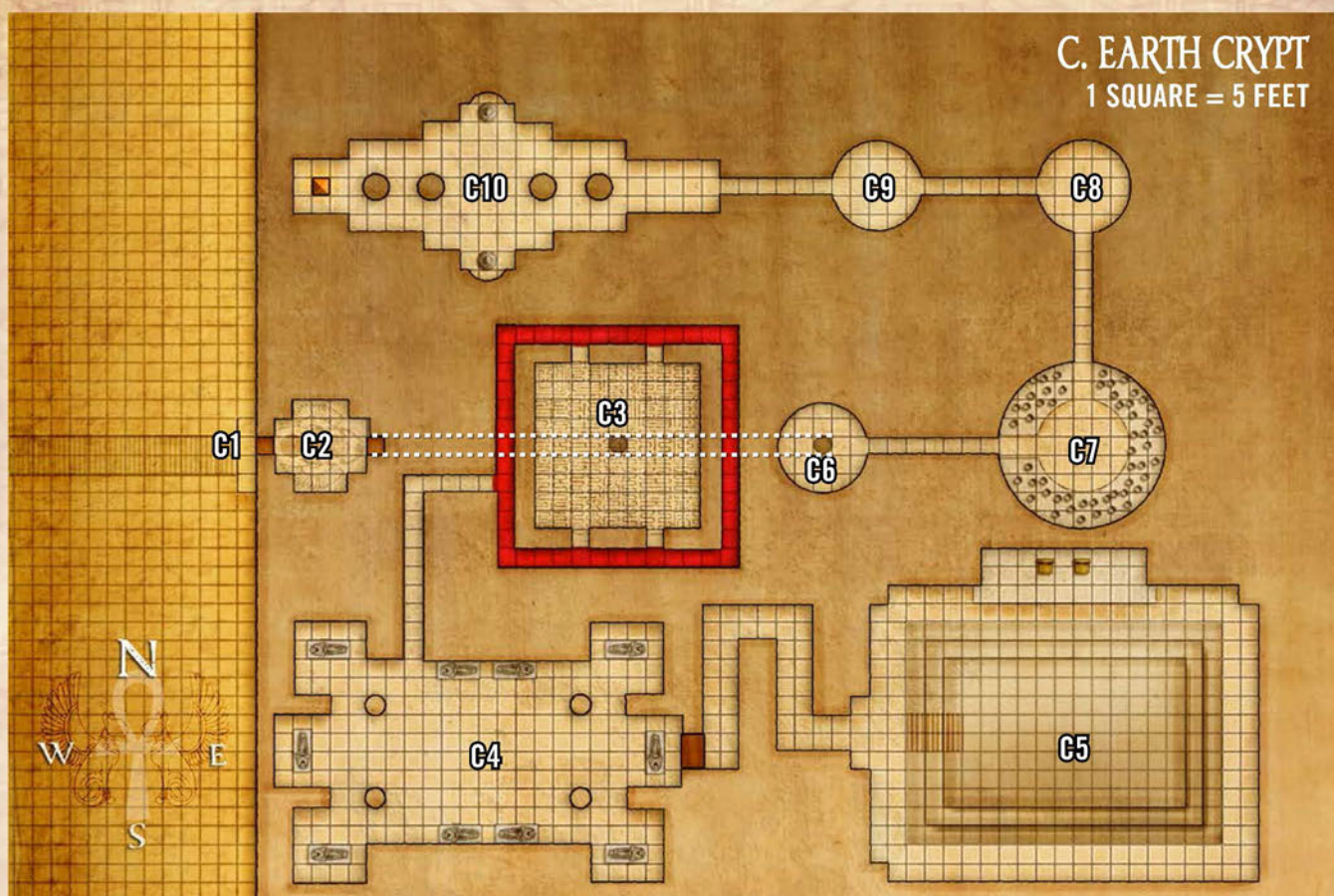
##### SPECIAL ABILITIES

**Consume (Ex)** An earthcurse scarab swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an earthcurse scarab swarm’s swarm attack deals 8d6 points of damage.

**Cursed Wound (Ex)** The damage dealt by an earthcurse scarab swarm doesn’t heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by an earthcurse scarab swarm must succeed at a DC 24 caster level check, or the healing has no effect on the injured creature.

**Disease (Ex)** *Filth fever*: Swarm—injury; *save* Fortitude DC 21; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.





**Story Award:** If the PCs bypass the stone block without releasing the scarab swarms, award them XP as if they had defeated the swarms in combat.

## C3. The Genius of Khenpathes (CR 15)

The floor of this wide, square chamber is covered with tightly packed, poorly executed hieroglyphs that stretch from wall to wall. Four exits lead out of the chamber, two to the north and two to the south, though a shiny red barrier blocks each. A narrow shaft in the middle of the floor forms a fifth exit. An unpleasant, sour odor floats in the air.

The hieroglyphs are enormously confusing because of their cramped scrawl. However, patiently translating the writing (a task that takes 30 minutes) reveals that the phrase, “I, Khenpathes, created this alchemical wonder,” is repeated frequently, along with “Like to like makes the passage.” A character who succeeds at a DC 25 Knowledge (arcana) check realizes that the text is an extraordinarily complex alchemical formula. An alchemist knows this automatically after studying the hieroglyphs for only 10 minutes, though benefiting from the author’s jumbled notes and equations is nigh impossible.

**Hazard:** The red, gelatin-like substance filling the halls surrounding the chamber is the brainchild of Hakotep’s chief alchemist, Khenpathes, interred in area E18. The acidic gelatin deals 2d6 points of acid damage to flesh on the first round of contact, and deals 1d4 more points of acid damage per round for 5 rounds or until it’s washed off with water. Any metallic or wooden object that touches the gelatin takes damage as though struck by a black pudding (*Pathfinder RPG Bestiary* 35). The substance reacts to other energy types as follows.

**Acid:** Dealing acid damage to the substance is the most effective method of clearing it. Every 10 points of acid damage dealt to the gelatin causes a chain reaction that clears a 15-foot length of the corridor. This reveals the meaning of the phrase, “Like to like makes the passage.”

**Cold:** Dealing at least 100 points of cold damage to the substance causes it to freeze entirely, but this doesn’t remove the barrier, and digging in the frozen substance deals the same amounts of acid damage to implements and flesh noted above. The gelatin thaws completely in only 30 minutes. Dealing fewer than 100 points of cold damage has no effect.

**Electricity:** Highly conductive, the gelatin actually amplifies electrical energy. Any amount of electricity applied to the gelatin causes an immediate surge of electricity. A *chain lightning* spell (caster level equal to the original source



## PYRAMID OF THE SKY PHARAOH

of the electrical attack; minimum CL 13th) shoots forth from the substance out of a random doorway, striking the nearest target and as many secondary targets as the spell's effect allows. This effect does not harm or alter the gelatin in any way.

**Fire:** Every 25 points of fire damage dealt to the gelatin converts a 5-foot cube of the stuff into a poisonous gas that spreads out in a 30-foot-diameter cloud. This gas functions as an inhaled version of tears of death (*Core Rulebook* 560). The gas dissipates after 3 rounds.

**Sonic:** Every 25 points of sonic damage dealt to the gelatin causes the stuff occupying a 5-foot-cubic area of the hallway to explode outward in a 10-foot-radius burst that deals 4d6 points of acid damage to all those in the area of effect (Reflex DC 22 half).

**Development:** Creatures exiting the surrounding hallway down the corridor toward area C4 experience a brief bout of nausea and disorientation, followed by a sense of déjà vu. A character who succeeds at a DC 24 Knowledge (arcana) check realizes that this is a temporal effect. In fact, the PCs have entered a time loop (see area C4 for details).

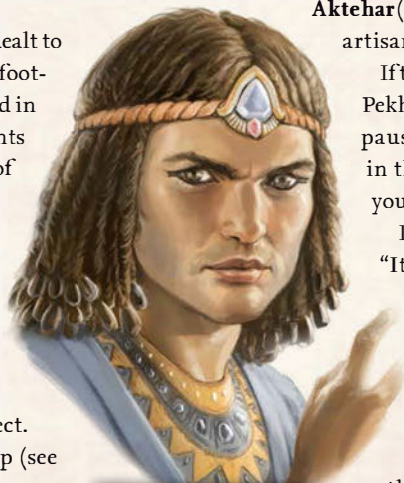
If the PCs return to this room after having escaped the temporal loop (see area C5), the tunnel that led from area C2 to area C3 now extends a further 55 feet east to area C6. If the PCs return here before escaping the temporal loop, they find that the tunnel to area C2 no longer exists—they cannot exit this place until they have escaped the temporal loop as described in area C5.

**Story Award:** Award the PCs 51,200 XP for getting past the gelatin, whether they bypass it or suffer its harmful effects.

### C4. Artisans and the Overseer (CR 15)

This grand chamber holds a number of limestone sarcophagi in alcoves and along the north and south walls. Some are undecorated, and others only partially painted. Much of the plaster seems fresh, as though it was applied only yesterday. A narrow corridor exits the chamber to the north and a dark stone block bars passage east.

This room (and area C5 next door) exists in a temporal loop. These two chambers and the creatures occupying them appear as they did 6,000 years ago when Hakotep's tomb was built. These creatures survive only within the temporal loop; they do not exist in the present day, and if they leave the confines of area C4 or C5 (whether willingly or under duress), they disappear and cease to exist. Upon exiting area C3, the PCs also entered this temporal loop and are now trapped here until they can escape it (see area C5 for details).



HUSSEF DAAT

**Creatures:** Three artisans are currently working on decorating this room. Two Osirian men clad in plain headdresses and loincloths sit near the center of the room, working on a floor painting of a harvest scene, while an Osirian woman in a paint-spattered linen tunic is inscribing hieroglyphs on the north wall. The painters, **Pekhtaru** and **Sem** (N male human experts 2), are arguing good-naturedly about who is more talented and chatting idly about their overseer, a man they call Daat. The hieroglyphist is called **Aktehar** (N female human expert 3). All three of the artisans speak only Ancient Osirian.

If the PCs try to engage them in conversation, Pekhtaru looks up from his work and after a pause states, "You are not authorized to be in this area. You invite the kiss of a whip for your trouble!"

If asked what year it is, Sem says absently, "It's the twenty-first year of the reign of Hakotep the First, our glorious Sky Pharaoh. What? Have you gone soft in the head?"

If the PCs try to open the stone block in the east wall, Pekhtaru states, "Only Hussef Daat himself can open that." If the PCs persist in their attempts or further harass the artisans, Aktehar intervenes, asking that the PCs leave so that she and her colleagues can concentrate on their labors. She adds that they all risk the wrath of Daat.

**Creatures:** After a few minutes, the stone block to the east grinds into the ground, and a lithe man wearing richly worked leather armor and an elaborate black wig, his face carefully made up in the traditional Ancient Osirian fashion, strides importantly into the chamber, flanked by a pair of grinning barbed devils.

Daat shouts, "What have we here? Shirking your duties again, boys?" He aims a vicious kick at one of the sitting artisans, sending him sprawling and spilling paint across the floor mural.

"And who is this lot? Not working at all, I see. Perhaps you need someone to motivate your energies properly!"

Daat draws his sword and orders the party to kneel before him. Failure to comply instantly causes him to attack, along with his hamatula allies. The artisans immediately scatter, heading up the north hallway and disappearing from the temporal loop.

#### HUSSEF DAAT

CR 13

XP 25,600

Male pit-fiend-bound human magus 13 (*Pathfinder RPG*

*Bestiary* 4 56, *Pathfinder RPG Ultimate Magic* 9)

LE Medium humanoid (human)

**Init** +10; **Senses** darkvision 60 ft., see in darkness; Perception +12



# MUMMY'S MASK

## DEFENSE

**AC** 27, touch 19, flat-footed 20 (+4 armor, +2 deflection, +6 Dex, +1 dodge, +4 natural)

**hp** 114 (13d8+52); regeneration 5 (good spells, good weapons)

**Fort** +12, **Ref** +14, **Will** +9; +4 vs. poison

**Resist** fire 30

**Weaknesses** contract bound

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *human bane short sword* +17/+12 (1d6+2/17–20) or mwk whip +16/+11 (1d3+1 nonlethal)

**Special Attacks** improved spell combat, spell combat (–2 attack, +2 concentration), spellstrike

**Devilbound Spell-Like Abilities** (CL 13th; concentration +17; save DCs are Int-based)

3/day—quicken *fireball* (DC 17), *invisibility*

1/day—*blasphemy* (DC 21), summon (level 6, 1 lemure, bearded devil, erinyes, or bone devil 100%)

**Magus Spells Prepared** (CL 13th; concentration +17)

5th—*acidic spray*<sup>UM</sup> (DC 19)

4th—*black tentacles*, *ice storm*, *phantasmal killer* (DC 18), *stoneskin*

3rd—*elemental aura*<sup>APG</sup> (DC 17), *lightning bolt* (DC 17), *locate weakness*<sup>UC</sup>, *ray of exhaustion* (DC 17), *stinking cloud* (DC 17)

2nd—*blur*, *cat's grace*, *mirror image*, *spider climb*, *twisted space*<sup>UC</sup> (DC 16), *web* (DC 16)

1st—*burning hands* (DC 15), *corrosive touch*<sup>UM</sup>, *obscuring mist*, *shield*, *true strike* (2)

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *read magic*

## TACTICS

**Before Combat** Hussef cast *cat's grace* on himself just prior to entering the chamber.

**During Combat** Hussef casts quickened *fireball* and *mirror image* on the first round of combat. In the next round, he casts another quickened *fireball* and *elemental aura* (typically fire or acid). He then makes full attacks if possible, or casts evocation spells if entering melee is impractical.

**Morale** If reduced to 50 hit points or fewer, Hussef summons a bone devil for backup, then casts *invisibility*. Unwilling to swallow his pride by backing down, he fights to the death.

## STATISTICS

**Str** 12, **Dex** 22, **Con** 14, **Int** 18, **Wis** 8, **Cha** 13

**Base Atk** +9; **CMB** +10; **CMD** 29

**Feats** Combat Reflexes, Critical Focus, Dodge, Improved Critical (short sword), Improved Initiative, Lightning Reflexes, Mobility, Toughness, Weapon Finesse, Weapon Focus (short sword)

**Skills** Intimidate +17, Knowledge (arcana) +20, Perception +12, Sense Motive +12, Spellcraft +20, Stealth +19, Use Magic Device +17

**Languages** Ancient Osiriani, Giant, Ignan, Infernal, Undercommon

**SQ** arcane pool (10 points, +4), fighter training (fighter level 6), heavy armor proficiency, improved spell recall, knowledge pool, magus arcana (hasted assault, maximized magic, pool strike +5d6, spell shield), medium armor proficiency

**Combat Gear** *potions of cure moderate wounds* (2); **Other**

**Gear** +2 *leather armor*, +1 *human bane short sword*, mwk whip, *belt of incredible dexterity* +2, *cloak of resistance* +2, *ring of protection* +2

## CHASSAKIM AND POXMI (2)

CR 11

**XP** 12,800 each

Barbed devil (*Pathfinder RPG Bestiary* 72)

**hp** 138 each

**Treasure:** Each sarcophagus contains a mummified body adorned with gold jewelry. If collected, the jewelry is worth a total of 8,200 gp. In addition, one of the mummies clasps a *scarab of Khepri* (see page 61) in one hand.

**Development:** As soon as Hussef Daat and his devils are dispatched, the cheers of a crowd can be heard echoing from the passage to the east.

If the party returns to this room after escaping the time loop (see area C5), the chamber has changed, appearing fully decorated and much older.

## C5. Blood in the Arena (CR varies)

Stacked tiers filled with seats surround a recessed floor, forming an arena inside this large chamber. Two regal thrones made of limestone sit on a dais to the north overlooking the arena.

The arena floor is 24 feet below the main level of the room and the adjoining passage. From there, the first tier of seats is 15 feet up. Four more tiers of seats follow that, each 3 feet higher than the last, with the top tier at the same level as the hallway. The dais with the two thrones rises 3 feet above the highest tier.

**Creatures:** About three dozen Osirians in white kilts and headdresses cry out and shake their fists at the spectacle in the arena below: two haggard men clad in loincloths and carrying battered quarterstaves uncertainly confronting a large humanoid figure constructed of bones and skulls tied together with gummy ropes of sinew.

Overseeing the gladiatorial display is the head overseer of the slaves and workers who constructed Hakotep's tomb, a broad-shouldered man in a rich kilt and headdress named Mentu-Nebe. He stands before one of the thrones, urging on the combatants with a bloodlust equal to the unruly crowd's. In the throne beside him sits his paramour Betebre, a beautiful Osirian woman wearing a plain linen tunic, bedecked in gold jewelry, and made up heavily with kohl and other expensive cosmetics, who seems only moderately interested in the deadly conflict below.



## PYRAMID OF THE SKY PHARAOH



If the PCs don't intervene in the combat in the arena below, the bone golem makes short work of the stonecutters in the arena pit, killing both in only 3 rounds. This elicits a great cheer from the crowd, and rowdy gamblers exchange wagered coin as the summoned golem vanishes. If the PCs intervene in the fight or make a scene, Mentu-Nebef holds up his arms for silence and the bone golem halts its attacks. The overseer informs the PCs that being forced to fight in the arena is the consequence for workers who have been lazy. He expounds that this is the law, and the PCs do wrong to interfere, but they may take the workers' places if they wish.

If the PCs accept this offer and destroy the bone golem (resulting in shocked and disappointed silence from the gathered mob), Mentu-Nebef states that a more potent challenge is clearly warranted. He looks to Betebre, who touches a golden cartouche hanging around her neck, at which point two brass golems with the heads of long-horned bulls appear at the east and west ends of the arena. The

golems immediately attack anyone on the arena floor while the crowd cheers for the PCs' deaths.

If the PCs attack Mentu-Nebef or Betebre, the two respond in kind. If they can lure the PCs to the arena floor, Betebre uses her cartouche to summon the brass golems to join in the battle.

### **BONE GOLEM** **CR 8**

**XP 4,800**

**hp** 90 (*Pathfinder RPG Bestiary* 3 133)

### **BRASS GOLEMS (2)** **CR 14**

**XP 38,400 each**

**hp** 150 each (*Pathfinder RPG Bestiary* 3 134)

### **BETEBRE** **CR 11**

**XP 12,800**

Courtesan (*Pathfinder RPG NPC Codex* 35)

**hp** 81



## MENTU-NEBEF

CR 13

XP 25,600

Chain mauler (*Pathfinder RPG NPC Codex* 153)

hp 108

**Treasure:** The cartouche worn by Betebre is a *cartouche of distinctive warding* (see page 60). It remains after the PCs escape the temporal loop (see Development, below), though its ability to summon monsters for the arena is tied to the location, and is not an ability of the item itself.

**Development:** If the PCs destroy the brass golems, Mentu-NebeF looks down in disgust, then tears the cartouche from an affronted Betebre's neck and throws it to ground before the triumphant PCs. "There! You've earned your passage. Now crawl back down the hole you came from!" At this point, the crowd and dais occupants vanish and the PCs experience another wave of nausea and disorientation, like the one they experienced exiting area C3. The chamber takes on a more aged appearance. The arena floor features a mural depicting an Osirian man wrestling a giant snake, marred by ancient bloodstains. The PCs have escaped the temporal loop and can now explore the rest of the Earth Crypt (see the Development section for area C3).

The PCs can also escape the temporal loop if they defeat Betebre and Mentu-NebeF, with the same effects described above.

## C6. Earth Blossom

Flower petals are painted around the edges of a five-foot-wide hole in the middle of this circular chamber. A narrow corridor exits the room to the east.

The floor painting radiates a strong abjuration aura. A successful DC 20 Knowledge (religion) check reveals that the flower is a blue lotus, common along the River Sphinx and also associated with the Ancient Osirian deity Isis, goddess of fertility, magic, and rebirth. Any creature that spends 15 minutes in this chamber is healed of all afflictions and conditions (as the *heal* spell, but no damage is cured) and can attempt an additional save against any curse, disease, or poison currently affecting her. An individual can benefit from the chamber's magic once per week.

## C7. Ushabti Chamber

Painted on the floor of this circular chamber is a stylized image of a recumbent lion. Dozens of miniature figurines stand atop a low platform that rings the room. The figurines are of varying manufacture, some glazed clay, some carved and painted wood, others wax with chips of metal and colored stone wedged into their forms.

A character who succeeds at a DC 12 Perception check notices that the painted lion holds a broken arrow in its jaws. Closer examination (and a successful DC 30 Perception check) reveals that the head of the arrow points to the easternmost figurine on the northwest section of the platform.

**Treasure:** The funerary figurines on the platforms, known as ushabtis, are common in Osirian tombs, and it is likely the PCs have come across their like before. There are 70 ushabtis in this room, each worth 25 gp. However, the one singled out by the broken arrow, a figurine of blue-glazed clay, radiates an aura of faint abjuration. A character who holds this ushabti in his hand while walking through area C8 is not targeted by the trap in that room (others with the bearer are still vulnerable).

## C8. Rearing Cobra (CR 16)

A simple hieroglyph of a rearing hooded cobra occupies the floor of this circular chamber.

**Trap:** Anyone traversing this chamber hears the hiss of a serpent (created by a *ghost sound* effect) before a poisoned dart shaped like a cobra fang is launched at each creature passing through the room. The trap, hidden within the walls, has an arsenal of 24 darts. Once these are exhausted, the trap must be manually reloaded.

### COBRA STRIKE TRAP

CR 16

XP 76,800

Type mechanical; Perception DC 33; Disable Device DC 33

#### EFFECTS

**Trigger** visual (*true seeing*); **Reset** automatic (immediate);

**Bypass** ushabti from area C7

**Effect** Atk +15 ranged (1d4 plus dragon bile); multiple targets (all targets inside area C8)

## C9. Chamber of Obeisance (CR 10)

An elaborate painting of a pharaoh figure standing against a solar disk covers the floor of this circular chamber.

The painting radiates an aura of strong conjuration. A successful DC 25 Perception check reveals hieroglyphs subtly hidden in the kingly figure's crown that read, "Abase yourself, mortal." This is a clue to bypassing the chamber's trap.

**Trap:** Anyone attempting to physically pass through this chamber from either direction is instantly teleported to area C7. The trap also triggers an *alarm* warning Eshen Theba (in area C10) that someone is approaching. The trap can be bypassed by doing as the hieroglyphs order: crawling on one's knees through the chamber prevents the *teleport* effect. The room can also be traversed by using magic such as teleportation or by passing through in ethereal form.



## PYRAMID OF THE SKY PHARAOH

### TELEPORT TRAP

CR 10

XP 9,600

Type magic; Perception DC 34; Disable Device DC 34

#### EFFECTS

**Trigger** proximity (*alarm*); **Reset** automatic (immediate);

**Bypass** special (see above)

**Effect** spell effect (permanent *teleportation circle*, teleports targets to area **C7**; targets (all targets inside area **C9**)

### C10. Topaz Pyramid (CR 17)

This grand chamber is hazy with the aromatic smoke of incense, and four fat columns covered with carved hieroglyphs support the ceiling. At the center of the room, a simple bull hieroglyph is painted on the floor in shimmering metallic gold, and large humanoid statues with the heads of long-horned bulls stand in alcoves to north and south. A crystalline topaz pyramid stands in the western end of the chamber, pulsing with a bright amber glow.

The topaz pyramid is the *control pyramid* for four of the Sky Pharaoh's flying pyramids. The westernmost pillar is a *scrivener's pillar* like that found in area **A10**, and likewise contains the last order sent to those four pyramids: "Direct your vessels to the skies above Ipeq, and await my next orders. This your pharaoh commands." The incense smoke, emanating from brass burners mounted on the walls, doesn't obscure vision. The ceiling is 30 feet high in this chamber.

**Creature:** Near the pyramid stands a figure painful to look upon: it appears to be a woman, but every inch of her skin is horribly burned by acid and covered in suppurating scabs. She wears a broad skirt of rich red silk that drapes down to the floor, decorated with dozens of small gems and dizzying designs in gold thread. An elaborate black wig of classic Osirian design sits on her head. When she sees the PCs, she smiles, her pearly teeth a stark contrast with the angry black and red of her burnt flesh. She speaks in Ancient Osiriani, "Please tell me that all my suffering was not in vain."

This horrifying figure is Eshen Theba, a handmaiden devil. Her appearance is the product of *alter self*, though her skirt is real, and she has consumed a potion of *undetectable alignment*. She claims to be "a sworn priestess of Osiris, imprisoned here and tormented for millennia by the Set-worshipping Sky Pharaoh for the supposed heresy of my faith." She asks if the PCs are here to prevent the Sky Pharaoh's attempt at resurrection "in opposition to the cosmic order decreed by Maat and Osiris" and whether the people of Osirion still venerate the "Lord of the Living"—one of the titles of Osiris, the Ancient Osirian god of the afterlife, rebirth, and resurrection.

If the PCs evince any horror at her appearance, assume a hostile stance, verbalize distrust of her, or fail to approach, Eshen bows her head and with resignation and says, "My appearance shocks you. I beg you to see past it and destroy this pyramid!" She says this last pointing at the topaz *control pyramid*. If pressed further, Eshen tells the PCs that she is bound to the pyramid and magically compelled to obey Hakotep's orders—both of which are untrue. She explains that a blow of sufficient force will shatter it, and offers to call upon the aid of her god to assist whoever would attempt the task.

If a PC volunteers, Eshen invites him over and begins her "ritual" to gain Osiris's blessing, beginning a series of graceful movements that a successful DC 20 Spellcraft check reveals is actually an effort to summon outsiders, as the handmaiden devil attempts to call erinyes to assist her. Eshen sheds her disguise and attacks the nearest PC as soon as the erinyes appear or the summoning fails. Because her oversized skirt hides her lower form, attempts



ESHEN THEBA



# MUMMY'S MASK

to identify what kind of creature she is take a –5 penalty. If no PCs offer to destroy the gemstone pyramid, Eshen begins her “ritual” anyway as a precursor to an attack.

## ESHEN THEBA

CR 17

### XP 102,400

Female handmaiden devil sorcerer 7 (*Pathfinder RPG Bestiary* 2 86)

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +10; **Senses** darkvision 60 ft., *true seeing*; Perception +24

#### DEFENSE

**AC** 34, touch 16, flat-footed 28 (+4 armor, +6 Dex, +14 natural)

**hp** 282 (22 HD; 15d10+7d6+176)

**Fort** +19, **Ref** +17, **Will** +16; +2 vs. poison

**DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10, electricity 20, fire 5; **SR** 25

#### OFFENSE

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

**Melee** 2 claws +27 (2d8+9/19–20/×3), 2 tentacles +25 (1d8+4 plus grab)

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

**Special Attacks** tentacle cage (4d8+13 bludgeoning damage, AC 17, 28 hp)

**Spell-Like Abilities** (CL 14th; concentration +24)

Constant—*spider climb*, *true seeing*

At will—*alter self*, *dispel good* (DC 25), *enthrall* (DC 22), *greater teleport* (self plus 1 entrapped creature and 50 lbs. of goods only), *persistent image* (DC 25)

3/day—*black tentacles*, *charm monster* (DC 24)

1/day—*summon* (level 5, 3 erinyes 65%)

**Bloodline Spell-Like Abilities** (CL 7th; concentration +17)

13/day—*corrupting touch* (3 rounds)

**Sorcerer Spells Known** (CL 7th; concentration +17)

3rd (6/day)—*eruptive pustules*<sup>UM</sup> (DC 23), *stinking cloud* (DC 23), *suggestion* (DC 24)

2nd (9/day)—*acid arrow*, *scorching ray*, *touch of idiocy*, *web* (DC 22)

1st (9/day)—*charm person* (DC 22), *grease* (DC 21), *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement* (DC 21)

0 (at will)—*bleed* (DC 20), *acid splash*, *detect magic*, *ghost sound* (DC 20), *mage hand*, *prestidigitation* (DC 20), *read magic*

**Bloodline** infernal

#### TACTICS

**Before Combat** If the PCs trigger the alarm in area C9, Eshen Theba is warned of their approach and uses *alter self* to take on her gruesome but clearly human appearance. She then casts *mage armor* on herself and drinks her *potion of undetectable alignment*.

**During Combat** Eshen casts *eruptive pustules*, then concentrates physical attacks on those nearest to her. She uses *black tentacles* and her sorcerer spells against those who remain at a distance.

**Morale** If Eshen is reduced to 100 hit points or fewer, she uses *enthrall* or *charm monster* to gain some respite from the PCs’ assault. However, if the handmaiden devil has someone trapped in her tentacle cage, she uses *greater teleport* to reach area C3, where she can dispatch this lone foe or hold him for ransom. She then drinks a *potion of invisibility* before the others arrive. She makes her last stand there, fighting to the death.

#### STATISTICS

**Str** 28, **Dex** 23, **Con** 27, **Int** 24, **Wis** 22, **Cha** 30

**Base Atk** +18; **CMB** +27 (+31 grapple, +29 trip); **CMD** 43 (can’t be tripped)

**Feats** Acrobatic Steps, Combat Casting, Combat Expertise, Combat Reflexes, Deceitful, Eschew Materials, Improved Initiative, Improved Natural Attack (tentacle), Improved Trip, Multiattack, Nimble Moves, Spell Focus (enchantment), Strike Back

**Skills** Acrobatics +31 (+35 when jumping), Bluff +39, Diplomacy +35, Disguise +39, Fly +19, Intimidate +26, Knowledge (arcana) +32, Knowledge (planes) +32, Perception +31, Perform (sing) +35, Sense Motive +31, Spellcraft +32, Stealth +31

**Languages** Ancient Osiriani, Celestial, Draconic, Infernal; telepathy 100 ft.

**SQ** agile grappler, bloodline arcana (+2 DC for charm spells)

**Combat Gear** *potions of cure serious wounds* (2), *potion of undetectable alignment*, *scroll of displacement*; **Other Gear** *headband of alluring charisma* +6, *major ring of electricity resistance*, *bejeweled skirt* (worth 8,000 gp)

**Development:** If the PCs defeat Eshen Theba, they can attempt to operate the topaz *control pyramid*, as detailed on page 10. This *control pyramid* activates the earth hieroglyph on the iron disk in area A4, and deactivates the acid elemental storm in the shaft below the disk. If the PCs deactivate the *control pyramid*’s power link, the four flying pyramids sent to Ipeq plummet into the Crook River or onto its banks.

**Story Award:** Award the PCs 51,200 XP for severing the topaz *control pyramid*’s power link.

## PART 5: THE CRYPT OF FIRE

The entrance to the Fire Crypt lies in the north face of the pyramid, atop a stairway that ascends 180 feet above the ground. A nosferatu inquisitor of Sekhmet named Inhetef commands the Fire Crypt, which is dominated by numerous lava pools and excruciating heat.

### D. FIRE CRYPT

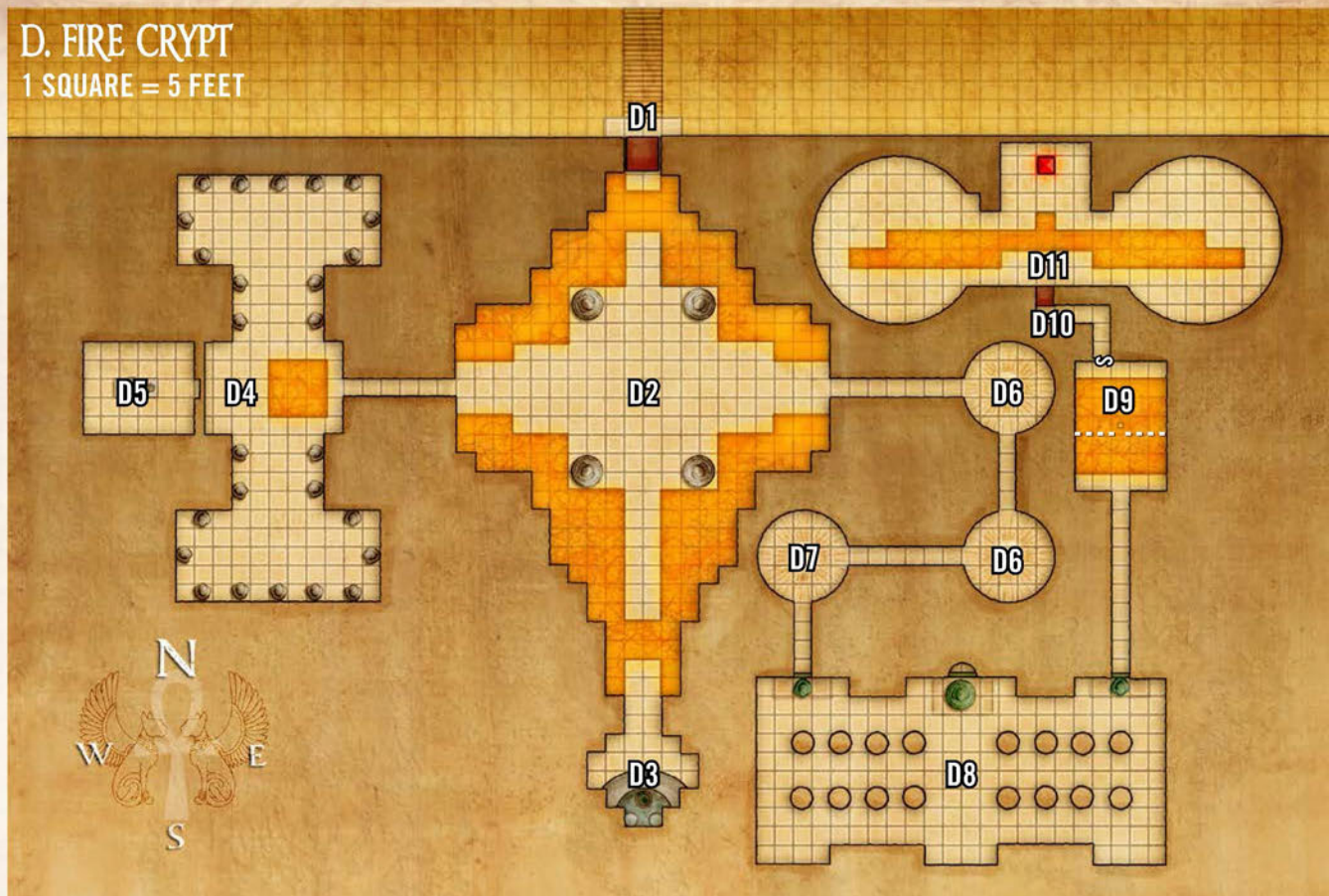
Magically contained lava pools and a supernatural furnace maintain the stupefying heat within the Fire Crypt. The lava pools are 10 feet deep; all chambers with these pools have auras of moderate abjuration as a result of the magical containment. All creatures in the Fire Crypt without protection from fire or heat are subject to the effects severe heat; creatures in rooms that contain lava or the furnace



# PYRAMID OF THE SKY PHARAOH

## D. FIRE CRYPT

1 SQUARE = 5 FEET



(areas **D2**, **D3**, **D4**, **D9**, and **D11**) are instead subject to extreme heat. These effects can be mitigated at the furnace (area **D3**). The effects of heat and lava are described on page 444 of the *Core Rulebook*.

All spells with the cold or water descriptor cast in the Fire Crypt have a 20% spell failure chance unless the caster succeeds at a DC 25 Spellcraft check before casting the spell. This also holds true for magic items that produce such effects.

### D1. Balor's Wrath (CR 16)

The deep red stone of this block is carved with intricate geometric designs and hieroglyphs that surround a red metallic symbol of a flaming lash set in its surface.

The stone block is warm to the touch, and the Ancient Osiriani hieroglyphs read, "Give tribute to the one to whom this Crypt of Flame is dedicated." The flaming lash symbol belongs to a legendary balor from ancient Osirian myth called Okaror Sendef, as a character who succeeds at a DC 20 Knowledge (planes) or Knowledge (religion) check recalls. A second successful DC 25 Knowledge (planes) or Knowledge (religion) check reveals that the "tribute" mentioned in the hieroglyphs refers to the sacrifice of an intelligent humanoid.

**Trap:** Depressing the metal symbol in the block results in a loud click, followed by what sounds like the ticking of a clockwork device. Two rounds later, the stone block sinks rapidly into the floor and a blast of superheated air from the interior shoots out of the entrance. This trap can be bypassed if an intelligent humanoid (with an Intelligence score of 3+) is sacrificed on the stone platform in front of the door during the 2 rounds between the triggering of the trap and its effects. Successfully detecting and disabling the trap also opens the block.

#### BALOR'S WRATH TRAP

CR 16

XP 76,800

Type mechanical; Perception DC 34; Disable Device DC 34

#### EFFECTS

**Trigger** touch; **Reset** none; **Bypass** special (see above)

**Effect** blast of superheated air (8d8 fire damage, Reflex DC 30 half); onset delay (2 rounds); multiple targets (all targets within a 60-ft. cone)

### D2. Isle of Fire (CR 15)

A stony isle sits in the center of this crushingly hot chamber, surrounded by a lake of lava that bubbles and hisses malevolently.



# MUMMY'S MASK

A domed ceiling arches overhead. Narrow halls exit the chamber to the east and west. Broader paths lie to the north and south, though there is a gap in each of these walkways.

**Hazard:** The lava-filled gaps between the north and south walkways are dangerous to traverse. Jumping the 10-foot-wide gaps normally requires a successful DC 10 Acrobatics check (assuming a running start), though the consequences of failure are severe (20d6 points of fire damage per round from immersion in the lava). The last 5 feet of the stone isle's southernmost walkway, however, are affected by a permanent *grease* spell. Any creatures entering this area (to make a running start to jump the gap, for example) must succeed at a DC 19 Reflex save or fall, and their momentum carries them forward into the lava. A character who succeeds at a DC 24 Perception check notices the sheen of the *grease* on the stone before making a jump.



MOCKERY OF RA

**Creatures:** Standing at the isle's corners are four iron statues depicting squat, falcon-headed humanoids with their arms supporting their distended bellies and their beaks open wide as though waiting to be fed by some great mother bird. Created in mockery of the Ancient Osirian sun god Ra, the statues are actually construct guardians called tophets. Treading on the stone isle activates the tophets, which immediately converge to attack intruders.

## MOCKERIES OF RA (4)

CR 11

XP 12,800 each

Advanced tophet (*Pathfinder RPG Bestiary* 3 271, 290)

hp 135 each

### TACTICS

**During Combat** These tophets were designed with a particularly diabolical strategy. If one manages to swallow a foe, it moves toward the lava and jumps in at the first opportunity. Due to the tophet's conductive ability, the trapped victim then takes half the damage the tophet would have taken were it not immune to fire. If an opponent dies in the belly of a tophet, the construct disgorges the corpse and rejoins the fight.

**Morale** The constructs fight until destroyed.

**Treasure:** A *forge fist amulet* (*Pathfinder RPG Ultimate Equipment* 258) lies in the belly of the northeastern tophet, inadvertently left behind by a previous occupant.

## D3. Fiery Furnace

A huge black iron furnace covered with hieroglyphs and gold and silver sigils fills the southern half of this chamber. Occasional tongues of fire lick out hungrily between metal slats in the furnace's door, which has an elaborate handle formed to resemble a reptilian mouth fixed on its left side.

Extreme heat pervades this chamber, and anyone standing within 5 feet of the furnace must succeed at a DC 24 Fortitude save every round or take 2d4 points of nonlethal damage. The furnace radiates an aura of strong conjuration and transmutation. The largest hieroglyph on the furnace represents fire, while the rest spell out, "How can mortals cool the anger of a fiery god?" A successful DC 25 Knowledge (arcana) check reveals that the sigils on the furnace reference a long-defunct order of eccentric Osirian fire sorcerers who sought balance in their lives by lying in baths of ice water daily.

Anyone who grips the reptilian handle of the furnace door with an unprotected hand takes 1d6 points of fire damage and 1 point of Dexterity damage (a successful DC 20 Reflex save negates the Dexterity damage). The door is locked (hardness 10, hp 30, break DC 28, Disable Device DC 30), but the lock can be picked without danger of burning (though the character attempting to disable the lock is still subject to the nonlethal



## PYRAMID OF THE SKY PHARAOH

damage from the furnace's heat). Once unlocked, the door requires a successful DC 20 Strength check to open.

If water from a magical source is directed at the furnace's flames (such as from a *create water* spell or a *decanter of endless water*), the water is instantly converted to a cloud of poisonous steam that fills the room and is equivalent to burnt othur fumes (*Core Rulebook* 558). The cloud of poisonous steam dissipates in 3 rounds.

Dealing at least 100 points of cold damage to the furnace flames after the door is opened quenches the fire for 1 week. During this time, temperatures in the Fire Crypt are lowered by one step (areas with extreme heat are reduced to severe heat, and areas of severe heat to very hot; see page 444 of the *Core Rulebook*).

This process can also be reversed. Dealing 50 points of fire damage to the open mouth of the furnace is enough to dispel any magical cold quenching the flames. If this is done, the temperatures in the dungeon rise to their normal levels within 5 rounds.

### D4. Eternal Captives (CR 15)

A square pool of fuming lava lies directly west of this chamber's only entrance, and a recumbent jackal is painted in shades of blue on the floor near the western wall. Painted on the floor in the north and south areas of the chamber are images of large, extended hands holding workers.

Black stone statues of jackal-headed humanoids stand at attention against the walls, holding staves topped with cobra heads. At the foot of each statue lies an emaciated human clad in only a loincloth and head cloth. Burns and marks from a whip's lash scar their abused flesh. Each person's left ankle is caught in a manacle whose chain is secured around the statue's waist like a belt.

A successful DC 20 Knowledge (religion) check reveals that the jackal is associated with Anubis, the ancient Osirian god of burial, mummification, and tombs. A result of 25 or better further reveals that paintings of recumbent jackals on floors often indicate the close proximity of hidden crypts. A character who succeeds at DC 15 Perception check while examining the western wall near the jackal painting notices that the wall is unusually thin (hardness 8, hp 90, break DC 35). Breaking down the wall reveals area D5. A successful DC 18 Knowledge (history) identifies the paintings of workers held in giant hands as archaic symbols indicating servitude.

A successful DC 15 Heal check reveals that the slaves shackled to the statues are alive, though terribly mistreated and only semi-conscious. Rousing a victim requires a successful DC 20 Heal check. The brutalized slave's eyes open weakly, and from cracked lips come a single word: "Water." In their current condition, the frail figures require assistance to lift their heads to drink. Two rounds after the party aids one or more of the chained slaves, the others begin to stir (if the

party does nothing to assist them, the shackled slaves begin stirring 6 rounds after the PCs enter the chamber). They call out for water and food, for their freedom, for lost children and loves, or for the PCs to slit their throats and end their suffering at last. The slaves' shackles can be unlocked with a successful DC 25 Disable Device check; doing so elicits a meager smile from each liberated soul.

**Haunt:** Although the bodies of the chained slaves are real, their apparent life is the result of a haunt. Three rounds after they begin to move, the cries of the 26 shackled slaves rise to an unbearable crescendo. After 7 rounds, or if the haunt is reduced to 0 hit points, the mad chorus abruptly ceases and in place of the living slaves are badly mummified corpses.

#### ETERNAL CAPTIVES

CR 15

XP 51,200

CN persistent haunt (areas D4 and D5)

Caster Level 15th

**Notice** Perception DC 35 (to notice a faint, shimmering translucence in the abused forms)

**hp** 67; **Weakness** Each prisoner unshackled from a statue deals 4 points of damage to the haunt; **Trigger** proximity; **Reset** 1 hour

**Effect** The cries of the chained slaves become a maddening cacophony. All living creatures in area D4, the narrow hallway to the east, and area D5 are targeted with heightened *insanity* (level 9; Will DC 23 negates). This effect persists for 7 rounds or until the haunt is reduced to 0 hit points. Unaffected creatures must attempt a new Will save each round they spend within the area of effect.

**Destruction** The bodies of the long-dead slaves must be given a proper burial in the desert outside the pyramid.

### D5. Crypt of the Sky Pharaoh's Fang

This crypt contains a gilded sarcophagus sitting atop a stone platform. The sarcophagus lid depicts a humanoid clad in a long robe and black funerary mask, a battleaxe clutched across its chest. A gold-and-ivory cartouche is set in the stone of the lid.

The name on the cartouche reads, in Ancient Osiriani, "Inhetef." A successful DC 25 Knowledge (history) check reveals that this was one of Hakotep's most trusted assassins, known as "the Sky Pharaoh's Fang"; he was renowned for his bloodlust and feared for his ability to stealthily dispatch enemies of the throne. The risen Inhetef now resides in area D11.

**Treasure:** Any attempt to move or open the sarcophagus reveals that it and the platform are actually made from a single piece of limestone. The gold-and-ivory cartouche can be pried out of the lid and is worth 350 gp. No body lies within the sarcophagus, only a fine purple robe adorned with gold beads and black pearls (worth 5,600 gp). Twenty ceramic vials sealed with wax and filled with rare perfumes are arranged around the edges of the coffin (they're worth 50 gp each).



Removing the robe from the sarcophagus reveals an ingenious lock in the bottom of the sarcophagus (Disable Device DC 30). When the lock is successfully disengaged, there is a loud click, and the sarcophagus and stone platform can be pushed to the north with a successful DC 20 Strength check to expose a hidden compartment. This unlocked niche contains a *staff of the hooded cobra* (see page 61) wrapped in a bejeweled linen kilt (worth 900 gp).

## D6. Sunburst (CR 10)

Painted on the floor of this circular chamber is a stylized sun, with rays extending from the solar disk's edges and creeping up the room's walls. Tiny flecks of metallic material are embedded in the floor's stone.

These two rooms are identical, and each contains the same trap (though new Perception and Disable Device checks are necessary to locate and disarm the trap in each room).

**Traps:** As soon as a living creature passes through the center of this chamber, a brilliant flash of light explodes from the ceiling, blinding all those within the room. Undead or creatures that are not alive (such as constructs) do not trigger the trap.

### SUN FLASH TRAPS (2) CR 10 XP 9,600 each

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

#### EFFECTS

**Trigger** proximity (*deathwatch*); **Reset** automatic (immediate)

**Effect** spell effect (heightened *sunburst* [9th level], 6d6 damage and blindness, Reflex DC 28 negates blindness and halves damage; a creature with its eyes closed or shaded gains a +5 bonus on its saving throw); multiple targets (all targets within area D6)

## D7. A Thousand Suns (CR 15)

This circular chamber appears identical to area D6.

The corridor heading south from this room ends at a block of greenish basalt (actually the back of one of the statues in area D8). A character who succeeds at a DC 24 Perception check notices a locking mechanism. If this is unlocked (Disable Device DC 24), the stone block descends into the floor, revealing area D8 beyond.

**Trap:** This room also contains a trap, though one more potent than those found in area D6. As in area D6, undead and nonliving creatures do not trigger the trap.

### A THOUSAND SUNS TRAP CR 15 XP 51,200

**Type** magic; **Perception** DC 33; **Disable Device** DC 33

#### EFFECTS

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

**Effect** spell effect (*fire storm*, 20d6 fire damage, Reflex DC 27 half, those who fail their saves catch fire and take 4d6 fire damage per round until the flames are extinguished); multiple targets (all targets within area D7)

## D8. Shrine of Offerings

A double row of hieroglyph-covered pillars runs down the length of this large chamber. To the north, two greenish basalt statues of regal figures sit in high-backed basalt thrones in alcoves. The larger of the two statues, a cat-headed woman holding a large bowl in her lap, with dried flowers spilling over the brim, sits in the alcove in the center of the north wall. On the floor before the statue is a painting depicting a religious supplicant bearing an offering. The statue in the easternmost alcove on the north wall is smaller, depicting a camel-headed man with an empty, oversized bowl in his lap. Three empty alcoves sit in the south wall. Images of bowls are painted on the floors in the east and west alcoves. The bowl in the eastern alcove holds flowers, while the one to the west is empty.

The hieroglyphs on the pillars are a philosophical treatise on pleasing the gods, something that becomes apparent soon after translation of the symbols has begun. Translating all of the writing takes 30 minutes, but anyone who does so one recognizes the author's central conceit: the gods are fickle, they will never be fully appeased by mortal sacrifices, and one is often forced to take offerings from one deity to placate another. These hieroglyphs (and the painted bowls in the southern alcoves) offer a clue to moving through this chamber.

The bowl in the cat-headed statue's lap radiates an aura of faint conjuration. Moving the dried flowers from the bowl of the cat-headed statue to the camel-headed statue's bowl causes the camel-headed statue to sink into the floor, revealing the corridor that leads to area D9. At the same time, an identical camel-headed statue with an empty bowl rises in the westernmost alcove, blocking the corridor to area D7. The painted flowers in the bowl in the southeast likewise disappear, reappearing in the painted in the bowl in the southwest alcove. Likewise, placing dried flowers in the western statue's bowl reverses the two statues' positions (and the flowers in the painted bowls). Any flowers removed from the cat-headed statue's bowl disappear after 6 rounds, reappearing inside the bowl.

Careful examination of the cat-headed statue (and a successful DC 25 Perception check) reveals the hieroglyph for "perfume" carved into the statue's base. If perfume (such as that found in area D5) is poured in the statue's offering bowl, the statue descends into the floor, revealing a small space behind it (see *Treasure*, below). The statue rises again after 6 rounds, with the perfume replaced by more dried flowers.

All of the statues in this room have SR 27 against any magical effects targeting them, and like the stone blocks



## PYRAMID OF THE SKY PHARAOH

in the pyramid, they are warded with *symbols of insanity* that trigger if the statues are targeted with transmutation effects (see the sidebar on page 11). When a statue descends into the ground, all that can be seen is its rectangular green stone top, flush against the floor.

**Treasure:** The hidden space behind the cat-headed statue contains a smaller clay version of the offering bowls sitting in the laps of the statues and depicted in the southern alcove paintings. This bowl functions as an *admixture vial* (*Ultimate Equipment* 276). Lying in the bowl are a *candle of clean air* (*Ultimate Equipment* 286), a dozen jade figurines of cats with *magic aura* cast on them (worth 150 gp each, and easily mistaken for *figurines of wondrous power*), six black pearls (worth 500 gp each), two *beads of force* (which to a casual observer appear to be additional black pearls), 15 richly perfumed candles (worth 100 gp total), a case of expensive cosmetics (worth 200 gp), and a crown of dried flowers.

### D9. Lava Pool

A bubbling pool of molten lava, bracketed by stone ledges to the north and south, fills most of this chamber. A thin stone pillar rises from the center of the lava pool, supporting a tiny gem.

The ceiling is 20 feet high in this room. The stone pillar extends 5 feet above the surface of the lava, and radiates an aura of moderate evocation.

The secret door in the north wall is locked (hardness 8, hp 60, break DC 28, Disable Device DC 30) and requires a successful DC 30 Perception check to find, though a character must be standing on the northern ledge to do so (*detect secret doors* and similar effects can be used to detect the door from a distance).

**Hazard:** Two invisible *walls of force* split the room just to the south of the stone pillar, stretching from the ceiling to just above the lava. A narrow 6-inch-wide gap separates the walls. The greatest challenge in this room is finding some means of crossing the molten pool, and contending with the *walls of force*. Noticing the *walls of force* from a distance requires a successful DC 20 Perception check, while discovering the gap requires a successful DC 30 Perception check by someone who is aware of the walls (both the walls and the gap can be discovered automatically by touch or with *see invisibility*). The walls can be physically bypassed simply by going under them, but this requires complete immersion in the lava. Alternatively, a character using *gaseous form* or *wind walk* can pass through the gap between the walls (Diminutive or smaller creatures can simply slip through). Similarly, the gap allows teleportation effects such as *dimension door* or *teleport* to bypass the walls. *Disintegrate* or *mage's disjunction* destroys the walls as normal.

However, the room contains its own means for crossing the lava. Sitting on the 6-inch-square pillar is a tiny peridot.

If the gemstone is removed from the pillar (using *mage hand* or *telekinesis*, for example), the pillar sinks into the lava and the *walls of force* disappear, replaced with a horizontal *wall of force* that forms a permanent 5-foot-wide walkway across the lava through the center of the room. Using *disintegrate* or other means to destroy the *walls of force* does not create the walkway; only removing the peridot from the pillar creates this secondary effect.

**Treasure:** The peridot sitting atop the pillar is worth 50 gp.

### D10. The Red Door

A block of dark red stone blocks the end of this narrow corridor. It exudes warmth into the hallway, and two arrow shapes are carved into it, with the deeply carved arrowheads halfway up the block.

The stone block is 10 feet tall, and the arrowheads are slots just large enough to fit a person's hand. Using these handholds and applying sufficient downward force (this requires a successful DC 24 Strength check) causes the block to sink into the floor 1 foot. Repeating this multiple times creates a passage large enough to move through. Each time the block moves, the loud grinding noise it creates echoes down the corridor and into the room beyond, alerting the denizens of area D11 to the presence of intruders.

### D11. Ruby Pyramid (CR 17)

A pool of lava runs the length of this chamber from east to west, hissing and bubbling lazily, and the floors of the circular spaces at either end of the pool are painted with red arrows. The alcove directly north of the entry door holds a crystalline pyramid, deep red in color, surrounded by glowing red motes.

The ruby pyramid is the *control pyramid* for three of the Sky Pharaoh's flying pyramids (the fourth pyramid under its control, the Five-Pointed Sun, was already defeated by the PCs in "The Slave Trenches of Hakotep"). The wall to the east of the ruby pyramid is a *scrivener's wall*. Its most recent message reads, "Direct your remaining vessels to Teph, An, and Wati, and await my further instructions. You will glorify our Pharaoh with the blood you spill." The ceiling is 50 feet high in this chamber.

**Creatures:** The nosferatu Inhetef has been a devoted follower of Sekhmet, the Ancient Osirian goddess of fire, vengeance, and war, since long before Hakotep ruled Osirion. One of the few faiths allied with the Sky Pharaoh's beloved Set, the church of Sekhmet reveled in the wars that Hakotep demanded. Inhetef was one of the pharaoh's most important allies in the war, tasked with infiltrating Shory cities and assassinating prominent officials and generals. Hakotep considered the nosferatu his most treasured weapon, and dubbed him "the Sky Pharaoh's Fang."



# MUMMY'S MASK

Inhetef allowed himself to be sealed inside this tomb in the hope that many grave robbers would try claiming the pharaoh's treasures, giving him blood to spill in a holy cause. His thirst for blood and battle has gone unsated for so long that he springs into battle as soon as he's able—his bloodlust get the best of him once he's in the presence of beating hearts and rushing blood. Inhetef at first appears as no more than a frail old man, clad in horn lamellar, but he quickly reveals his sharp features, pointed fingernails, and rat-like fangs.

The nosferatu is accompanied by three baykoks as well. When the stone block at area **D10** begins to lower, Inhetef casts *invisibility* on the baykoks, then telepathically orders the creatures to take to the air and sneak up behind the intruders after they enter the room.

## INHETEF

CR 16

XP 76,800

Male nosferatu human inquisitor of Sekhmet 15 (*Pathfinder RPG Bestiary* 4 268, *Pathfinder RPG Advanced Player's Guide* 38)

CE Medium undead (augmented humanoid, human)

**Init** +13; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +42

## DEFENSE

**AC** 32, touch 17, flat-footed 29 (+7 armor, +4 deflection, +3 Dex, +8 natural)

**hp** 161 (15d8+90); fast healing 5

**Fort** +15, **Ref** +12, **Will** +19

**Defensive Abilities** channel resistance +4, stalwart; **DR** 5/wood and piercing;

**Immune** undead traits; **Resist** cold

10, electricity 10, fire 10, sonic 10

**Weaknesses** vampire weaknesses

## OFFENSE

**Speed** 20 ft.

**Melee** +2 vicious battleaxe

+19/+14/+9 (1d8+6/19-20/x3 plus 2d6), claw +10 (1d6+2)

**Special Attacks** blood

drain (1d4 Con and 1d4 Wis), dominate (DC 21), exploit weakness, greater bane (+4d6, 15 rounds/day), telekinesis (DC 21)

**Inquisitor Spell-Like**

**Abilities** (CL 15th; concentration +21)  
9/day—fire bolt (1d6+7 fire)  
At will—detect alignment  
15 rounds/day—discern lies

**Inquisitor Spells Known** (CL

15th; concentration +19)



5th (4/day)—*flame strike* (DC 21), *greater command* (DC 21), *mass inflict light wounds* (DC 22), *unwilling shield*<sup>APG</sup> (DC 22)

4th (5/day)—*divine power*, *freedom of movement*, *greater invisibility*, *hold monster* (DC 20)

3rd (6/day)—*burst of speed*<sup>UC</sup>, *coordinated effort*<sup>APG</sup>, *fester*<sup>APG</sup> (DC 20), *inflict serious wounds* (DC 20), *prayer*

2nd (7/day)—*blistering invective*<sup>UC</sup> (DC 18), *death knell* (DC 19), *flames of the faithful*<sup>APG</sup>, *inflict moderate wounds* (DC 19), *invisibility*, *spiritual weapon*

1st (7/day)—*bane* (DC 17), *command* (DC 17), *inflict light wounds* (DC 18), *protection from good*, *shield of faith*, *true strike*

0 (at will)—*bleed* (DC 17), *detect magic*, *guidance*, *read magic*, *resistance*, *sift*<sup>APG</sup>

**Domain** Fire

## TACTICS

**Before Combat** Inhetef casts *freedom of movement* and *shield of faith* on himself before combat.

**During Combat** Inhetef activates his destruction and justice judgments in the first round, and attempts to dominate one of his attackers to create another ally. In

subsequent rounds, Inhetef casts *divine power* and *flames of the faithful* on his battleaxe, and enters melee combat after activating his greater bane ability. If surrounded, Inhetef casts

*unwilling shield* on one of his enemies, and if given the opportunity, he uses telekinesis to push opponents into the lava pool. If a baykok's infused arrow paralyzes a PC, Inhetef must succeed at a DC 23 Will save to resist the overwhelming urge to rush to the helpless PC and drain her blood—he hasn't fed properly in ages. With his *shoes of the firewalker* and spider climb ability, Inhetef can move through most places in the Fire Crypt with little trouble.

**Morale** Inhetef fights until reduced to 0 hit points, at which point he assumes bat swarm form and flees toward his sarcophagus in area **D5**. If the wall hasn't been broken down, he changes into a centipede swarm and crawls through tiny cracks in the wall nearby. Once in his sarcophagus, Inhetef is helpless for 1 hour until he regains 1 hit point.

## STATISTICS

**Str** 18, **Dex** 16, **Con** —, **Int** 12, **Wis** 22, **Cha** 19

**Base Atk** +11; **CMB** +15 (+17 bull rush); **CMD** 33 (35 vs. bull rush)

**Feats** Alertness<sup>B</sup>, Combat Casting, Combat Reflexes, Coordinated Maneuvers<sup>APG</sup>,

Duck and Cover<sup>APG</sup>, Improved Bull Rush, Improved Critical



## PYRAMID OF THE SKY PHARAOH

(battleaxe), Improved Initiative<sup>B</sup>, Iron Will, Lightning Reflexes<sup>B</sup>, Outflank<sup>APG</sup>, Paired Opportunists<sup>APG</sup>, Power Attack, Skill Focus<sup>B</sup> (Intimidate), Skill Focus<sup>B</sup> (Perception), Spell Focus (necromancy), Swap Places<sup>APG</sup>, Toughness, Weapon Focus (battleaxe)

**Skills** Acrobatics +15, Climb +19, Intimidate +35, Knowledge (religion) +19, Perception +42, Sense Motive +43, Stealth +26, Use Magic Device +19

**Languages** Ancient Osiriani, Infernal; telepathy 60 ft.

**SQ** cunning initiative, judgment (2, 5/day), monster lore +6, solo tactics, spider climb, stern gaze, swarm form, track +7

**Gear** +2 horn lamellar<sup>UE</sup>, +2 vicious battleaxe, cloak of resistance +2, shoes of the firewalker<sup>UE</sup>, gold unholy symbol of Sekhmet (worth 50 gp)

**GAMMEN, KHALOQ, AND RHU (3)**

**CR 10**

**XP 9,600 each**

Advanced baykok (*Pathfinder RPG Bestiary* 3 35, 290)

**hp** 127 each

### TACTICS

**During Combat** The baykoks keep to the air, firing infused arrows from their bows and using their dread howls in turn.

**Morale** The baykoks fight until destroyed.

**Treasure:** A small golden statue of Sekhmet worth 350 gp and a mithral ceremonial dagger stained with blood (worth 502 gp) sit along the walls near the ruby pyramid.

**Development:** If the PCs defeat Inhetef, they can attempt to operate the ruby *control pyramid*, as detailed on page 10. This *control pyramid* activates the fire hieroglyph on the iron disk in area **A4**, and deactivates the fire elemental storm in the shaft below the disk. If the PCs deactivate the *control pyramid's* power link, the three attack pyramids speeding toward Teph, An, and Wati crash near those cities.

If Inhetef is not destroyed, he waits in his sarcophagus in area **D5** until he is fully healed, at which point he hunts the PCs throughout the confines of the Fire Crypt.

**Story Award:** Award the PCs 51,200 XP for severing the ruby *control pyramid's* power link.

## PART 6: THE PHARAOH REBORN

The risen mummy lord Hakotep I and his mummified queen Neferuset wait in his inner sanctum in the deepest levels of the pyramid. This level contains Hakotep's most trusted lieutenants, as well as the Shory Aeromantic Infandibulum that gives the Sky Pharaoh's pyramid—and the flying pyramids poised to attack Osirion's cities—the power of flight.

### E. HAKOTEP'S INNER SANCTUM

Once all of the elemental hieroglyphs on the disk in area **A4** have been activated and the elemental storms in the shaft below have been deactivated, the PCs can descend the 100-foot-deep shaft into Hakotep's expansive tomb.

### E1. Grand Aeromantic Hall

The circular shaft from area **A4** terminates in this chamber.

A large crack mars the floor of this expansive chamber, running from the west side to the east side, where the crack splits in two. Eight tower-like structures of glass and metal rise from square pits in two rows, their gears and other mechanical contrivances in ceaseless motion. Plumes of pinkish smoke rise from the one furthest to the southwest, however, and it shudders every few seconds. A corridor exits the hall to the east, and a dark stone blocks bars passage to the west. An audible thrum resonates through the chamber, and a sweet, burning odor floats in the air.

The ceiling here is 30 feet high. This generator room is a triumph of the Shory engineering that has kept the massive pyramid of the Sky Pharaoh aloft in Golarion's skies for 6,000 years. The most important part of the pyramid's Aeromantic Infandibulum (as this large-scale flight technology is now known), these generators also remotely fuel the flying pyramids racing to attack cities across Osirion. The seven functional generators sit in pits 15 feet deep and extend an additional 15 feet above the level of the floor. They emanate overwhelming auras of evocation and transmutation. Characters who succeed at a DC 30 Knowledge (arcana) check or DC 35 Spellcraft check recognize the function of these generators.

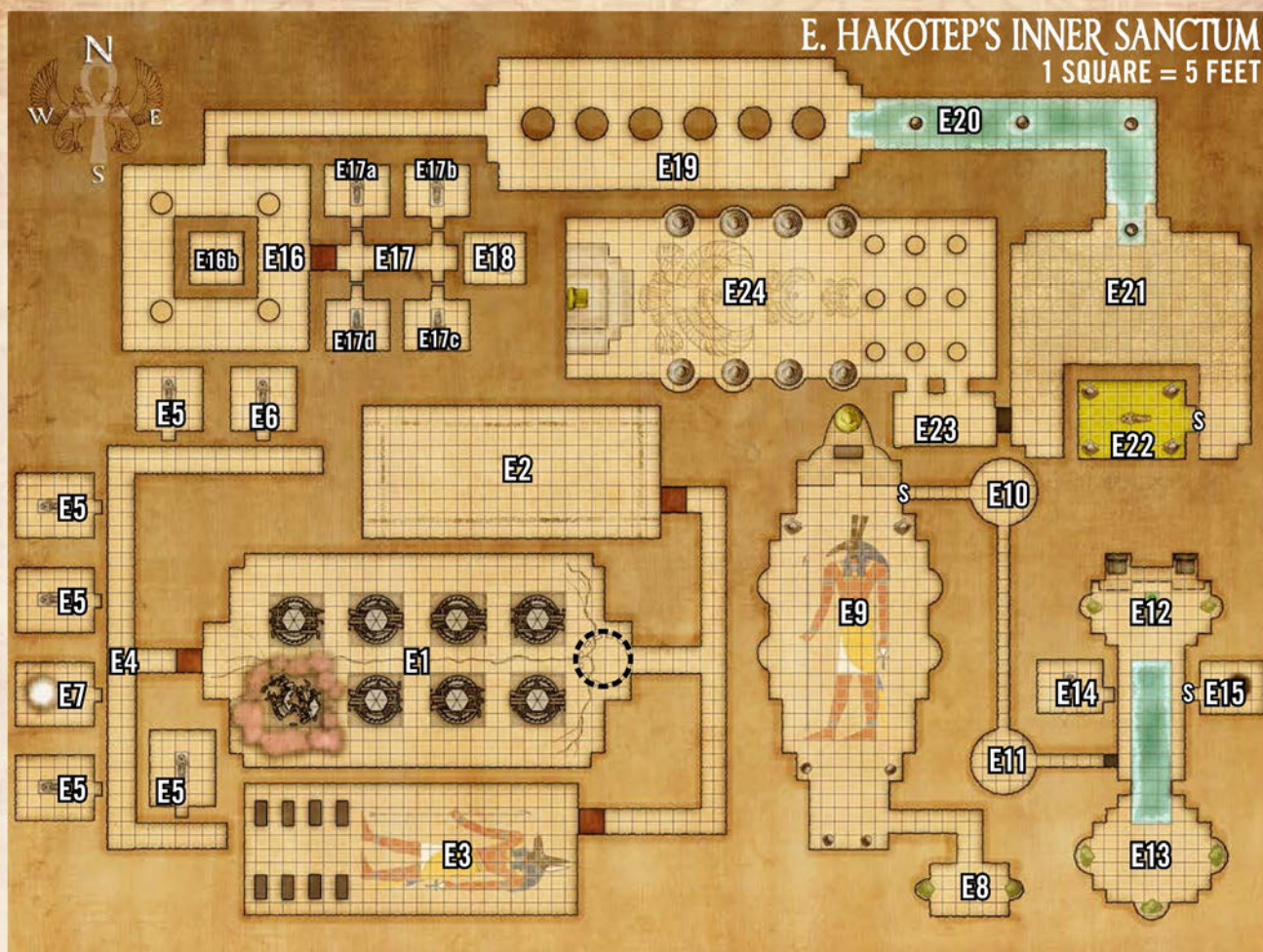
When the power of the Slave Trenches brought the pyramid down to earth, the crash cracked the floor and disabled one of the arcane generators—though the magical wards still seal the gap in the base of the structure against magical intrusion. A *scrivener's wall* in the northeast corner of the room was also damaged in the crash. Only a few hieroglyphs are still legible on the wall: "... Sothis... secure my throne... bow down... glorious..."

The stone block to the west has a design on its surface depicting a traditional Osirian pectoral necklace of gold set with red, black, and blue stones. With a successful DC 20 Perception check, a character recognizes its similarity to the collar worn by Ain-Mekh, whom they first encountered outside the pyramid (if the PCs have already met Ain-Mekh in area **E3**, they recognize the necklace automatically). Touching Ain-Mekh's necklace (found in area **E3**) to the image on the block causes the block to descend into the floor for 6 rounds before rising again; this is the only means of opening the block. The opposite side of the block contains the same image and is operated in the same manner.

**Hazards:** The gases leaking from the southwestern generator (now hopelessly damaged without proper schematics and knowledge of Shory technology) are toxic, though easily avoided. Anyone who enters the clouded area must succeed at a DC 28 Fortitude save or take 1d4 points of Intelligence and Wisdom damage for each round of exposure. Anyone who descends into a pit containing a functional Shory generator must succeed at a DC 25 Fortitude



# MUMMY'S MASK



save or take 1d4 points of Strength and Constitution damage and be confused for 1d4+1 rounds.

**Creature:** A few moments after the PC enter this grand hall for the first time, blue-white vapors waft from one of the engines, slowly coalescing into a feminine form.

"Greetings, mortals," a telepathic voice whispers. "You now stand in the beating heart of the Sky Pharaoh's innermost sanctum. I am Sehela, engineer of the Shory, bound to this great flying hulk for more years than I am willing to count. I presume it is you who brought down the pyramid and who contest the will of Hakotep the Wicked, Hakotep the Warmonger, Hakotep the Incomplete..."

The ethereal outline winks out for a moment, then reconstitutes in the more substantial form of a short, wizened Garundi woman, leaning heavily on a walking stick twice as tall as she is. Her face is a map of wrinkles, her back is crooked, and her hands are twisted with arthritis. In tone of curt annoyance she adds, "Took you long enough."

Sehela hobbles over to the nearest generator and taps at some sluggish gears with her walking stick, but it passes through the machinery. She seems irritated, making a

strange gesture in the air with her free hand. "Forgive me, I'm just a disembodied spirit, but it's hard to break old habits." She asks the party to bang at the gears for her. If they comply, the gears resume regular functioning.

If the PCs seem open and cooperative, Sehela reveals that she was the most accomplished of a group of Shory technologist-spellcasters that Hakotep kidnapped and forced to aid him in the construction of the Khepsutanem (the Slave Trenches of Hakotep) and his flying pyramids. In fact, Sehela was betrayed by her own sister, Jeshura, now a pairaka div (the PCs likely encountered her in "The Slave Trenches of Hakotep"). Sehela answers any questions the PCs might have for her, but manifesting herself like this costs her dearly. She is not really a ghost, just a disembodied spirit, and after 20 minutes she fades away, requiring 2 hours to recuperate before she can again communicate with the PCs, and then only in this chamber. She knows little of the layout of the rest of the inner sanctum—she was privy to designing and building only these generators and other Shory engineers built the remaining systems—but she can pass on a good deal of worthwhile information if the PCs listen. The old engineer cares little for tact or politeness, and loathes everyone she's



## PYRAMID OF THE SKY PHARAOH

been trapped in here with for so long. Several potential topics of questioning, and Sehela's answers, are presented below.

**Generators:** "That smoking one's done for, friends, and this hulk won't fly running on just seven turbines. Keep away from that gas, and stay out of the generator pits, unless you figure your life's been long enough already."

**Hakotep's Location:** Sehela points toward the stone block to the west. "That's the way, though I've only seen that nasty little spider Ain-Mekh open the thing."

**Ain-Mekh:** Pointing east she says, "That's the way—at least, it was the last time I saw her. I'm not sure exactly what she truly is, but I know she's not the proper lady she appears to be."

**Defeating Hakotep:** Sehela turns serious, all annoyance vanishing. "Pray for all the help you can get to guide your hands, hearts, and minds. You better be strong and smart. But his wife, Queen Crazy Eyes, Neferuset—if he loves anything other than power, it's that batty woman. Show him you've put an end to her, and he might just lose his reason."

**Neferuset:** "That one's lost her mind. Dabbles in the dark spaces between the stars, reads books full of thoughts that should never have been committed to paper. She's a powerful one, babbling in tongues one minute, consorting with inky dark things from beyond the next. Don't know if she'll be with the Old Man or in her own hidey-hole."

**The Pyramid's Defenses:** "Most of the defenses were deactivated when the pyramid was dragged out of the sky, except some scorpions and a little lightning outside—I imagine you've already seen them. In here you don't have to worry about Shory tricks—just Hakotep and his creatures."

**Scrying:** "Try all you want, but Osirian royals are a paranoid lot. When the pyramid was under construction, priests and sorcerers were underfoot day and night lacing the walls with divination wards."

**Sehela's Fate:** "My soul is bound to the generators here, and I'm no more than a spirit now—it takes all I've got to make myself seen and heard. I wouldn't mind moving on and seeing my husbands again, provided they weren't all too dumb to find the door to the afterlife."

**Freeing Sehela:** "I'm trapped here until the pyramid's main power source is extinguished. You can do that only from Hakotep's throne room. So I hear, anyway—I've never been there."

### E2. Soldiers of the Sky Pharaoh

The large, dark stone block outside this chamber is painted with the image of an archer. A large handprint (twice the

size of an average human hand) is carved in the block's surface to the left of the archer. Placing a bare hand in the depression causes the block to sink into the ground. It closes again (provided no one stands atop it) after 4 rounds. The western side of the block contains the same details and activates the block in the same manner.

Read or paraphrase the following when the PCs enter this room.

Three archers are depicted on the floor of this chamber, surrounded by a border of glowing red sigils. Over two dozen mummies lie on the floor, arrayed in neat rows, wearing white linen kilts with gold buckles. Three emaciated corpses hang from chains on the north wall, their rotted linen wrappings in tatters and their mummified flesh rent as if by large claws. Piles of rotting cloth lie on the floor beneath the bodies, and rough hieroglyphs are scrawled on the wall above the corpses, apparently in dried blood.

With a successful DC 25 Knowledge (arcana or history) check, a character identifies the sigils on the floor as components of ancient Osirian mummification rituals. They radiate an aura of strong transmutation, but a successful DC 21 Spellcraft check reveals that the magic is improperly applied and ineffective.

The mummies on the floor, 27 in all, were members of Hakotep's personal guard, the Akhumen, hand-picked to accompany him to the afterlife. Upon his rebirth, Hakotep directed his herald, the ecorche Ain-Mekh (see area E3), and three mummified priests of Set to waken these soldiers from their 6-millennia-long sleep and create for him a legion of mummified soldiers, but a combination of errors made in the original incantations that created this room and the incompetence of the undead priests resulted in only a few successes. After the first few failures, Ain-Mekh's growing anger so rattled the undead clerics that they botched animating several others. As punishment, Ain-Mekh slew the priests one by one until none remained to finish the job, leaving the ecorche with just eight mummified Akhumen guards. The three withered corpses on the walls are the remains of the destroyed undead clerics.

The hieroglyphs above the corpses read, "Those who failed to create the Sky Pharaoh's honor guard have paid the price! Ain-Mekh does not accept disobedience." The piles of rotting cloth beneath the corpses on the wall are decomposed priestly vestments, along with three silver unholy symbols of Set, the Ancient Osirian god of darkness,





deserts, murder, and storms, and a patron of Osirian undead (these symbols can be identified with a successful DC 20 Knowledge [religion] check).

**Treasure:** Delicately wrought buckles of gold and beads of turquoise (worth 100 gp each) fasten the 27 mummies' kilts.

## E3. Anubis Defiled (CR 18)

The dark stone block standing before this chamber is identical in appearance and function to the one outside area E2, save for the painted figure, which is of a man wearing an Anubis mask and holding mummification tools. Read or paraphrase the following after the block has been opened.

This chamber greatly resembles an abattoir. An enormous painted image of a jackal-headed man covers most of the floor, but it is defiled with bloody puddles and footprints. To the west are eight stone biers, upon and around which are scattered corpses and body parts. The western wall is marked with hieroglyphs surrounded by a circle of gems, and the entire western portion of the chamber is drenched in gore. The coppery smell of blood is overwhelming.

The painting on the floor represents Anubis, the Ancient Osirian god of burial, mummification, and tombs, and can be identified with a successful DC 20 Knowledge (religion) check. Although not a devotee of Anubis, Hakotep was loath to omit a shrine to the deity from his tomb, though his followers have subsequently repurposed the temple for their own use.

Two magical devices are embedded in the western wall: a *scrivener's wall* that lets Ain-Mekh communicate with Hakotep in his throne room, and an apparatus called the *herald's stage*, made up of a circle of several different types of gems. When activated, the device projects a sphere of multicolored light in front of the wall. The *herald's stage* creates an illusory duplicate of any creature standing inside the sphere of light, as *project image*, that appears at any point on the great pyramid's exterior. The *herald's stage* was originally built for warning away grave robbers, and is the device Ain-Mekh used to greet the PCs at the start of the adventure. The *herald's stage* can be used at will, though it deactivates and goes dormant for 1 hour if the illusion breaks contact with the pyramid.

**Creatures:** The ecorche Ain-Mekh, Herald of Hakotep, stands in the aisle between the embalming biers, an incongruously beatific

smile on her face. She still wears her human skin, but her face and white linen dress are generously stained with blood. Eight mummified Akhumen, the only honored soldiers successfully transformed into undead by the priests of Set (unlike the inanimate mummies in area E2), stand in the middle of the chamber, arrows nocked.

Ain-Mekh addresses the PCs as they enter the room. "It was my belief we would meet again," the petite woman says in a lyrical voice that belies the mask of dried blood staining most of her face. "Welcome to the workshop of Anubis—Anubis as he *should* be." Her face contorts hatefully as she cries out: "Soldiers of the Sky Pharaoh! Slay these intruders so that we might add their numbers to our strength!"

The ecorche and mummified Akhumen attack with no further preamble.

### AIN-MEKH

CR 16

XP 76,800

Female ecorche (*Pathfinder RPG Bestiary* 3 109)

hp 209

#### TACTICS

**During Combat** On the first round of combat, Ain-Mekh dramatically tears off her skin so that opponents within 60 feet take a –5 penalty on their Will saves against her frightful presence. Once in her true form (and size), Ain-Mekh vents her rage on her foes with horrifying fury, rending her enemies and attempting to seize their skins.

**Morale** Ain-Mekh fights until destroyed.

### MUMMIFIED AKHUMEN (8)

CR 10

XP 9,600 each

Mummified human fighter 10 (*Pathfinder RPG Bestiary* 4 196)

LE Medium undead (human)

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

Perception +11

**Aura** frightful presence (30 ft., DC 12, 1d6 rounds)

#### DEFENSE

**AC** 27, touch 13, flat-footed 24 (+6 armor, +2 Dex, +1 dodge, +4 natural, +4 shield)

**hp** 99 each (10d10+40)

**Fort** +9, **Ref** +7, **Will** +4 (+3 vs. fear)

**Defensive Abilities** bravery +3; **DR** 5/—;

**Immune** undead traits

**Weaknesses** sonic

#### OFFENSE

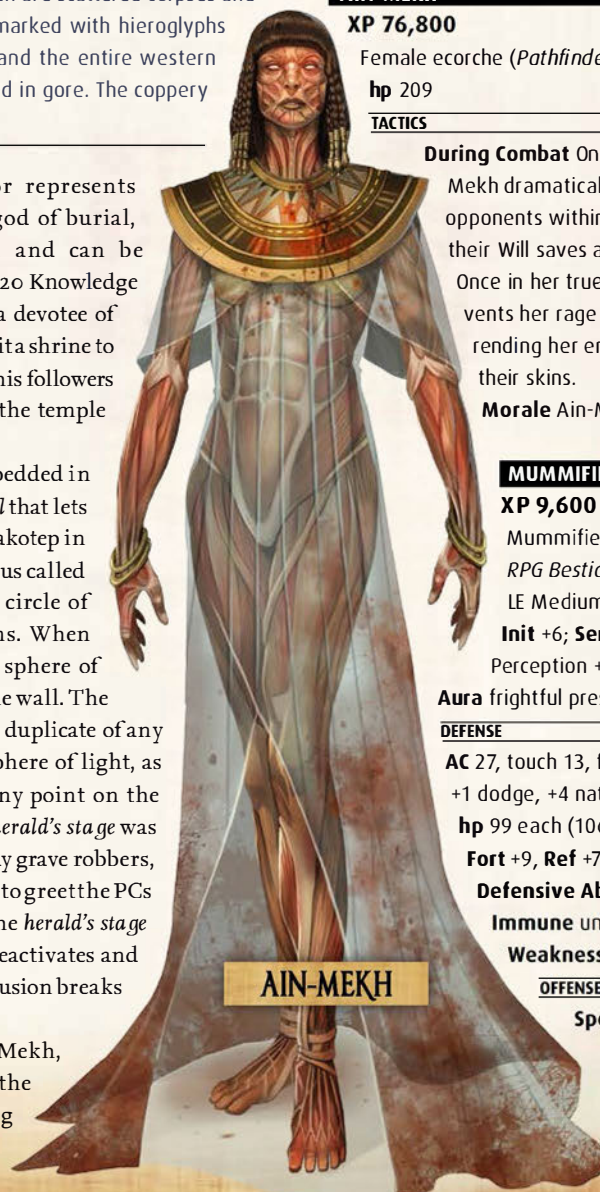
**Speed** 20 ft.

**Melee** +1 menacing<sup>UE</sup>

*khopesh*<sup>UE</sup> +21/+16

(1d8+11/17–20) or

slam +16 (1d6+9)





## PYRAMID OF THE SKY PHARAOH

**Ranged** mwk longbow +14/+9 (1d8+1/x3)

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

### TACTICS

**During Combat** All of the Akhumen unleash their arrows on the first round of combat. On subsequent rounds, three of the soldiers hang back, continuing to fire arrows at foes while the remaining five close ranks and charge into melee, taking flanking positions to take advantage of their *menacing khopeshes*. They immediately use their burst of vengeance ability for 2 consecutive rounds, hoping to disable their opponents so they can kill foes with slam attacks.

**Morale** Loyal to Hakotep even in undeath, the Akhumen fight until destroyed.

### STATISTICS

**Str** 22, **Dex** 14, **Con** —, **Int** 8, **Wis** 12, **Cha** 14

**Base Atk** +10; **CMB** +16; **CMD** 29

**Feats** Dodge, Greater Weapon Focus (khopesh), Improved Critical (khopesh), Improved Initiative, Lightning Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shield Focus, Toughness, Weapon Focus (khopesh), Weapon Specialization (khopesh)

**Skills** Intimidate +15, Perception +11, Stealth +4

**Languages** Ancient Osirian

**SQ** armor training 2

**Gear** +1 horn lamellar<sup>UE</sup>, +1 heavy wooden shield, +1 menacing<sup>UE</sup> khopesh<sup>UE</sup>, mwk longbow with 15 arrows

**Treasure:** Amid the discarded corpses and body parts between the embalming tables to the west are three scrolls of *create greater undead*, a scroll of *dictum*, a scroll of *mass bull's strength*, and three Set masks made of hammered gold set with inset onyx eyes (worth 7,600 gp each). In addition, a sixth scroll lies in a puddle of gore, its writing significantly damaged. A successful DC 25 Spellcraft check allows a PC to glean that the spell contained on the scroll somehow accelerates the mummification process. A successful DC 20 Knowledge (arcana) check reveals that contemporary embalmers believe this spell to have been lost ages ago. Although the scroll does not function properly in its current state, priests who conduct funerary tasks would be willing to pay 5,000 gp for the scroll. If a divine caster chooses to activate the scroll, she must succeed at a DC 28 Will save or take 2d6 points of Strength damage as water is leached from her body.

The golden pectoral necklace Ain-Mekh wears, adorned with beads of carnelian, onyx, and tourmaline, is worth 8,000 gp. It also radiates a faint abjuration aura. This necklace is the key to open the stone block in area E1.

### E4. Corridor of Jackals

Several paintings of recumbent jackals decorate the floor of this corridor.

A successful DC 20 Knowledge (religion) check reveals that the jackal is associated with the ancient Osirian deity Anubis. A result of 25 or better further reveals that paintings of recumbent jackals on floors often indicate the close proximity of hidden crypts, as in area D4 in the Fire Crypt. A total of six jackals are painted on the floor of this corridor, in front of the thin walls concealing six hidden crypts (areas E5 and E6), which can be found with successful DC 15 Perception checks. A seventh secret crypt (area E7) isn't marked with a jackal, though the other paintings are regularly spaced, so the gap is somewhat conspicuous, and with a successful DC 15 Perception check, a character finds this entrance as well. The walls must be broken through to access any of these chambers (hardness 8, hp 90, break DC 35).

### E5. Siblings' Crypts

The walls of this small crypt are covered with painted hieroglyphs. A single stone sarcophagus sits in the center of the chamber; its lid depicts a classic mummiform burial figure wearing regal finery.

These five crypts contain the mummified remains of Hakotep's brothers and sisters who never plotted against him. (They were in the minority; the many siblings involved in attempts to wrest power from Hakotep or end his life were put to death in gruesome fashions—their bones now stand watch over the Sky Pharaoh's crypt in area E22.) Inside each sarcophagus is a mummified figure (three are female, two male) carefully swathed in linen strips. A cartouche on each mummy identifies these figures by name (Bakhamen, Djemma, Ptehifer, Rumotsis, and Wadjerit). Rather than addressing the lives of the occupants, the hieroglyphs on the walls in these crypts tell exaggerated stories of Hakotep's generosity and kindness toward his siblings.

**Treasures:** Each mummy is bedecked with rich gold jewelry (pectoral necklaces, bracelets, earrings, and rings) set with precious and semi-precious stones. The jewelry on each mummy is worth a total of 7,000 gp.

### E6. Crypt of Tabes (CR 16)

This chamber appears similar to area E5, but this is a very different crypt. Interred within are the remains of Hakotep's favorite bard, a dwarf named Tabes. Paintings on the wall depict him entertaining the pharaoh and Queen Neferuset with acrobatic tricks, comic pantomimes, juggling, and music played on a set of chimes. Tabes' presence in this innermost sanctum is a sign of the pharaoh's affection and esteem for him. The lid of the sarcophagus depicts a dwarf clad in brightly colored linens, holding a set of chimes. The mummified figure within is wrapped in linen strips with a cartouche bearing his name.

**Trap:** The body lies on a linen shawl dyed a brilliant yellow. Beneath the shawl is a locked compartment (Disable



Device DC 30), inside of which lies a golden flute. However, removing the flute from the compartment triggers a trap that causes the entire floor of the chamber to break away, dropping all occupants and masonry into a 20-foot-deep pit, every surface of which is covered with green slime (Core Rulebook 416).

## TABES'S LAST JEST

CR 16

**XP 76,800**

**Type** mechanical; **Perception** DC 35; **Disable Device** DC 35

### EFFECTS

**Trigger** touch; **Reset** none

**Effect** 20-ft.-deep pit (2d6 falling damage plus 2d6

bludgeoning damage from falling masonry and sarcophagus, Reflex DC 28 negates); green slime (1d6 Con damage per round); multiple targets (all targets in area E6)

**Treasure:** The mummy wears jewelry much more befitting nobility, worth a total 4,500 gp, and clutches a silver *chime of interruption* in its hands. The golden flute in the hidden compartment is worth 1,000 gp.

## E7. Column of Souls

The walls of this chamber are smooth and devoid of any ornamentation. At the west end is a wide column of smoky white and gray light. Ghostly humanoid shapes appear to rise and fall within the column, their limbs calmly held at their sides. A faint odor of wine pervades the air.

The smoky column is cold to the touch and has a strong conjuration aura. The column functions as a permanent *teleportation circle*, instantly teleporting anyone who walks into its space to area E8. This is the only way to access the other rooms of Hakotep's inner sanctum.

## E8. Vulture Antechamber

The column of souls in area E7 deposits targets in this room.

The floor of this chamber is painted with the image of a large vulture, partially covered by an abundance of blood that stains the floor and walls. Though some of these stains are dry, others look distressingly fresh, and glisten with a tacky sheen. Two impassive, vulture-headed statues of greenish basalt overlook the carnage from niches in the east and west. A broad hallway exits the room to the north.

Examination of the blood is telling. First, a successful DC 15 Heal check suggests that based on the coagulation, the freshest bloodstains are no more than a few hours old. Second, a successful DC 12 Survival check reveals signs of struggle, as well as footprints and marks where a body was dragged heading out of the chamber to the north. Since

being awoken, Hakotep's queen has been performing gruesome ritual blood offerings to Set in her pharaoh's name. After she summons sacrificial creatures in area E10, she hobbles them, then uses this room as a holding pen until she sacrifices them at Set's altar in area E9.

Close examination of the base of the eastern statue (and a successful DC 22 Perception check) reveals hieroglyphs with instructions for returning to area E7: tracing the outline of the vulture painted on the floor with a finger instantly teleports the one doing so to that chamber.

## E9. Temple of Set (CR 17)

A barrel-vaulted ceiling hangs high above this awe-inspiring temple, and an enormous painting of a man with a canine's head covers much of the floor. Four basalt baboon-headed statues stand at the southern end of the chamber, and two more stand to the north; each holds a wicked-tipped spear and bares its fangs. A large altar sits atop a dais to the north. Behind the altar stands a huge golden effigy of the same canine-headed figure. A prominent trail of blood leads from the south to the dais, where even more copious puddles of gore have congealed.

The painting on the floor and the canine-headed statue represent Set, the Ancient Osirian god of darkness, deserts, murder, and storms, and can be identified with a successful DC 20 Knowledge (religion) check. Set's canine head is that of a sha, also known as a "Set beast." The ceiling of this chamber is 30 feet high.

The taste of copper floats on the air, the byproduct of so much blood spilled in this place over the past several days. Neferuset, Hakotep's queen, has been conducting human sacrifices to Set in this temple, then dragging the remains through the secret door to area E10 for other purposes. Finding the secret door requires a successful DC 28 Perception check, but careful examination of the blood trails and puddles with a successful DC 23 Survival check provides a +5 bonus on the Perception check.

**Creatures:** Four large constructs with lacquered bronze heads mimicking that of Set and red gemstone eyes stand in niches in the east and west walls. Known as Set guardians, these constructs use their freeze ability to stand as still as statues until the treasures on the altar and dais (see Treasure, below) are disturbed, at which point they animate and attack any who would dare to pilfer the gifts sacrificed to Set.

### SET GUARDIANS (4)

CR 13

**XP 25,600 each**

**hp** 161 each (see page 88)

**Special Attacks** elemental conduit (ruby)

**Treasure:** Each of the Set guardians has a pair of rubies worth 2,000 gp each for eyes, which can be pried out after



## PYRAMID OF THE SKY PHARAOH

the constructs have been destroyed. The gore-covered offerings scattered on the altar and dais, all of which need cleaning for proper appraisal, include seven silver mummiform statuettes (worth 250 gp each), a number of faceted gems (nine alexandrites and aquamarines worth 500 gp apiece, five blue sapphires and five fire opals worth 1,000 gp apiece, and two jacinths worth 5,000 gp), artfully crafted animal figurines with *magic aura* cast on them (a pair of ivory lions worth 100 gp each, a golden goat worth 150 gp, and an onyx spider worth 200 gp) along with a *serpentine owl figurine of wondrous power*. The statue of Set behind the altar is covered in gold plate worth 22,000 gp, though stripping off the gold plate takes 2 full hours of labor.

### E10. Summoning Circle

Painted on the floor of this circular chamber is a strange arcane design, though it is marred by spatters and pools of congealed blood. A few oddly twisted bones also lie strewn about this grisly scene. The ceiling is high above, and corridors heading south and west exit the chamber.

A successful DC 25 Knowledge (arcana) check reveals that the design is a summoning circle of especially archaic pedigree. Close examination of the bones (and a successful DC 20 Heal check) identifies the bones as human, though they're strangely charred, and it's impossible to tell whether the markings are the result of electricity or fire. In fact, these are plasma burns, caused by an otherworldly creature summoned from the dark depths of space by Neferuset that now waits in area E11. This room is where Neferuset calls creatures to use in her sacrifices—or more accurately, uses *greater planar ally* and *planar binding* spells to get outsiders to bring her victims in exchange for ancient treasures. Blood spatters continue down the narrow hall heading south for a little more than 20 feet before stopping abruptly. The ceilings are 25 feet high in the circular room, and 8 feet high in the corridors.

### E11. Sign of the Dreaming Dark (CR 16)

A group of bizarre symbols and shapes are painstakingly drawn on the floor of this circular chamber in a sickly green, gummy substance.

A successful DC 30 Knowledge (arcana) check indicates that these symbols are tied in some fashion to residents of the Dark Tapestry—a clue that someone in the pharaoh's court (in fact, Queen Neferuset) is somehow connected to those mysterious beings. The ceiling is 25 feet high, though this is not apparent from the connecting corridors.

The hallway heading east from this room ends at a 10-foot-tall black stone block etched with the same symbol drawn on the floor in this chamber. The etching incorporates two

handholds in its design, and functions much like the red stone block in area D10. Using these handholds and applying sufficient downward force (Strength DC 24) causes the block to sink into the floor 1 foot. Repeating this process multiple times creates a passage large enough to move through. The block automatically closes after 10 rounds. The eastern side of the block (in area E12) has the same etching and handholds.

**Creature:** One of the beasts the queen summoned, a dark plasma ooze, hovers near the ceiling, hungry for unwary prey.

#### DARK PLASMA OOZE

CR 16

**XP 76,800**

Variant plasma ooze (*Pathfinder RPG Bestiary* 3 220)

N Huge ooze

**Init** +7; **Senses** blindsight 60 ft.; Perception –5

**Aura** magnetic pulse (30 ft.)

#### DEFENSE

**AC** 12, touch 12, flat-footed 8 (+3 Dex, +1 dodge, –2 size)

**hp** 225 (18d8+144)

**Fort** +15, **Ref** +11, **Will** +1

**Defensive Abilities** split (slashing or sonic, 112 hp); **DR** 15/—;

**Immune** acid, bludgeoning and piercing damage, electricity, ooze traits; **Resist** fire 30

#### OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** slam +23 (4d6+16 plus 4d6 cold, 4d6 electricity, and grab)

**Ranged** 1d4 plasma arc +15 touch (4d6 cold plus 4d6 electricity)

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

**Special Attacks** constrict (4d6+16 plus 4d6 cold and 4d6 electricity), engulf (DC 30, 4d6 cold plus 4d6 electricity)

#### TACTICS

**During Combat** When one or more intruders possessing metallic belongings comes within 15 feet of the chamber, the ooze starts using its magnetic pulse ability, and fires plasma arcs from its hiding place. It keeps using its ranged attacks until at least one creature is in the room below it. The ooze then switches to melee attacks with the intention of engulfing its prey. If the PCs retreat from the beast, it descends from its perch and starts making its way down the hall toward the party, continuing to make ranged attacks until it is close enough to engage the PCs in melee combat.

**Morale** If reduced to 40 hit points or fewer, the ooze attempts to retreat, though its options are limited (it can't open the secret door to area E9, nor can it open the stone block to area E12.)

#### STATISTICS

**Str** 32, **Dex** 16, **Con** 24, **Int** 3, **Wis** 1, **Cha** 1

**Base Atk** +13; **CMB** +26 (+30 grapple); **CMD** 40 (can't be tripped)

**Feats** Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Toughness, Weapon Focus (plasma arc), Weapon Focus (slam)

**Skills** Fly +28, Stealth +6

**SQ** compression, no breath



## SPECIAL ABILITIES

**Plasma Arc (Su)** A dark plasma ooze's plasma arcs function the same as a normal plasma ooze's rays, but can arc around corners (ignoring line of sight restrictions and negating concealment modifiers) if the target wears any metal.

**Development:** Opening the black stone block at the end of the hall alerts Queen Neferuset in area E13.

## E12. Neferuset's Hall

Fitfully burning torches flicker in bronze sconces along the walls of this dimly lit chamber, and a long, shallow pool of water runs north to south. The pool continues south under a low archway. The waters seem to twinkle with starlight.

To the north, the room widens. Two regal thrones are situated in niches on a raised platform on the north end. Before the platform is a deep green stone sarcophagus. Two green basalt statues depicting tall humanoids with the heads of octopuses flank the sarcophagus. Bizarre, twisting sigils of alien design cover the walls of the chamber.

The ceiling is 30 feet high in this chamber. This was the burial crypt of Hakotep's beloved wife, Neferuset, who now lurks in area E13 to the south. The thrones are artfully painted and carved with hieroglyphs indicating that these are seats for royalty. Between them is a *scrivener's wall* that reads, "Soon, my beloved."

The sarcophagus is made of some alien metal, the lid embossed with the figure of a beautiful Osirian woman wearing the traditional red crown of Osirion, called a *deshret*. Faceted jacinths are set into the figure's palms and forehead. A carved cartouche hung about the embossed figure's neck reads "Neferuset" in hieroglyphs. The sarcophagus lid is hinged and has four locks, but they are clearly already open. Hieroglyphs beneath the locks read, "I have seen the Dark and it is beautiful. All must prepare for its arrival." The lid creaks loudly when opened. The interior of the sarcophagus is unoccupied, though pillows lining the space still bear the indentation of a humanoid form. Seconds after the lid is opened, a lovely voice seems to whisper from above the casket in Ancient Osiriani:

"Would you awaken us from our ancient slumber? We already wake, defilers, and have used our time wisely. You have come to rob us of our wealth, yet all you shall inherit is the inky darkness of the Void. Come, kiss us, blasphemers. Let our lips welcome you into oblivion."

At this moment the sound of a great exhalation of air comes from the archway to the south, and the water of the pool ripples as though the portal were the mouth of some enormous, waking beast. This dramatic series of events

transpire even if the PCs have already dealt with Neferuset in area E13, the result of a *programmed image* cast long ago.

The secret door to area E15 on the east side of the pool is very well hidden, requiring a successful DC 32 Perception check to find. To the west, a thin wall (hardness 8, hp 90, break DC 35) conceals a hidden crypt (area E14), and can be discovered with a successful DC 15 Perception check.

**Treasure:** The floor of the pool is set with 75 small diamonds (worth 15,000 gp total), which can be easily pried out with the tip of a dagger. The three jacinths set in the sarcophagus are worth 5,000 gp each. The octopus-headed statues have a total of four emerald eyes worth 2,000 gp each.

**Development:** If the PCs ignore the obvious invitation at the opening of Neferuset's sarcophagus and attempt to enter the hidden crypt (area E14) or secret door to area E15 before facing the undead queen, Neferuset enters this chamber to prevent them from doing so, initiating the encounter described in area E13.

## E13. Shrine of the Infinite Void (CR 18)

The space beyond the archway is dark as a starless night, and the sound of the steady, wet breathing of some colossal beast drifts from the velvety darkness.

The pool extends 10 feet past the low archway. The whole chamber masked in *deeper darkness* and radiates an aura of overwhelming evil. A great octopoid figure, its tentacles reaching out for the sparkling waters of the pool, is painted on the floor in vivid, nauseating shades of green. Three green basalt statues of misshapen horrors—all writhing tentacles, eyes stalks, and fanged orifices—stand in niches on three walls. They're stained with dried blood and gore, which puddles beneath them in gummy pools on the floor. A successful DC 28 Knowledge (arcana) check suggests the grotesque statues represent beings of great power associated with the Dark Tapestry. The ceiling is 30 feet high in this chamber.

**Creatures:** The mummified Queen Neferuset, an oracle of the Dark Tapestry, lurks in the darkness, along with three monstrous beings from the Dark Tapestry called neshmaals that she recently summoned in area E10. Before the PCs pass under the archway from area E12, Neferuset directs the neshmaals toward the approaching party, calling out, "Meet the inhabitants of Oblivion, blasphemers. Experience the Void's cold embrace!" The neshmaals emerge and attack, and Neferuset follows behind them. Full details on Queen Neferuset can be found in the NPC Gallery on page 58.

## QUEEN NEFERUSET

CR 17

XP 102,400

hp 216 (see page 58)



# PYRAMID OF THE SKY PHARAOH

**NESHMAALS (3)**

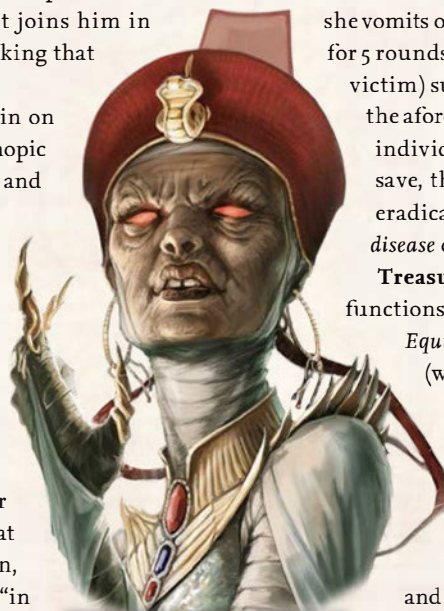
**CR 12**

**XP 19,200 each**

**hp 149 each** (see page 86)

**Development:** If the PCs defeat Neferuset in this encounter, she is not actually destroyed. If the *canopic jar of unlife* remains in area E14, she instead regenerates as described in that encounter area. If Hakotep hasn't been destroyed during this time, Neferuset joins him in area E24 and awaits the PCs there (making that area a CR 21 encounter).

If the PCs pass through area E1 again on the way out without destroying the canopic jar in area E14, Sehela manifests again and asks about their progress. If they report that Neferuset is no more, the Shory engineer warns them that the undead queen is by no means vanquished, and that they must attend to her destruction immediately. She explains that in the days of the pyramid's construction, she overheard Ain-Mekh and various workers talking about Neferuset's countermeasures against her destruction. Sehela doesn't know by what means Neferuset is supposed to return, but heard whisperings that it was kept "in the bosom of treasured blood."



**QUEEN NEFERUSET**

## E14. Crypt of Neferisis (CR 15)

This small, austere crypt contains a single limestone sarcophagus, its lid depicting a slyly smiling Osirian woman clad in black linen robes. A disturbing symbol is painted on her forehead. Hieroglyphs adorn a cartouche painted about her neck.

This is the crypt of Queen Neferuset's paternal grandmother Neferisis, also a powerful oracle of the Dark Tapestry. The painted cartouche identifies her name, and the symbol on her forehead is identical to that found on the floor of area E11. Rather than a mummified corpse, the sarcophagus contains two canopic jars, one with the head of a jackal and another with the head of an octopus, both sealed with wax.

**Hazard:** The jar with the octopoid head contains the ashes of Neferisis. Growing inside the jar is a virulent fungus called midnight mold. Opening the jar causes the spores to burst outward in a billowing cloud that engulfs the entire chamber. All within the crypt or standing at its threshold must succeed at a DC 28 Fortitude save each round for the next 5 rounds or take 1d3 points of Constitution and Wisdom damage each round. A successful Fortitude save ends this effect. However, unless *heal*, *neutralize poison*,

or *remove disease* is also cast on a victim, remnants of the fungus gestate within her lungs. For a week after exposure the victim has an infrequent cough. However, at the end of that week, the spores within the lungs suddenly explode, dealing 3d8 points of Constitution damage. A 10-foot cloud of the spores bursts forth from the body of a victim killed in this way, affecting all those in range as noted above. If the victim survives the initial explosion of spores, she vomits out a 10-foot cloud of spores every round for 5 rounds, and all those in range (including the victim) suffer the effects of the mold. If one of the aforementioned spells is cast on an exposed individual before she attempts a Fortitude save, the effect is ended and the infestation eradicated. Casting *neutralize poison* or *remove disease* on the mold destroys it.

**Treasure:** The jar containing Neferisis' ashes functions as a *preserving flask* (6th level, *Ultimate Equipment* 316), though it's cumbersome (weighing 7 pounds) and must be cleaned out thoroughly before use. The jackal-headed canopic jar is a *canopic jar of unlife* (see page 60) containing the lungs of Queen Neferuset. If the PCs open the jar, it produces a rather startling scream as the jar and viscera within disintegrate, preventing Neferuset's regeneration.

**Development:** If the *canopic jar of unlife* remains intact when the PCs fight Neferuset in area E13, the undead queen's body regenerates in the sarcophagus in this room within 24 hours (as described on page 60). If the PCs have already defeated Neferuset, the canopic jar is gone, replaced by Neferuset's regenerating and helpless body. Having already used the magic of the *canopic jar of unlife*, Neferuset can be permanently destroyed here.

**Story Award:** Award the PCs 51,200 XP if they encounter the midnight mold.

## E15. Kissing the Dark

The walls of this chamber are covered in closely written hieroglyphs. At its east end is a column of inky darkness. Ghostly, non-humanoid shapes of dusty gray appear to both rise and fall within the column, limbs and tentacles waving frantically. A faint odor of soured wine pervades the air.

The hieroglyphs on the walls are painted upside down and speak of the hideous alien horrors waiting in the Dark Tapestry. The column of darkness is cold to the touch and has a strong conjuration aura. It functions identically to the Column of Souls in area E7, instantly teleporting anyone who walks into its space to area E16a.



## E16. Chamber of Uhnkulat (CR 17)

The description below assumes the PCs have journeyed here using the *teleportation circle* in area E15, arriving in area E16a.

This square room is bare, except for a detailed painting of a writhing serpent on the floor. The chamber smells of death, and has no apparent exits.

The snake radiates an aura of moderate transmutation. A successful DC 24 Perception check reveals that hieroglyphs are cleverly woven into its sinuously painted serpentine form from head to tail. They read, "Speak my name, and I vanish. What am I?" Speaking aloud the Ancient Osiriani word for "wall" causes the walls surrounding area E16a to rapidly descend into the floor with a loud grinding noise, revealing that the PCs actually stand in a much larger chamber in the midst of four large columns.

A corridor exits this larger chamber to the north, and a dark brown stone block is fixed at the center of the eastern wall. The surface of the block is smooth and plain, save for a large faceted depression near the floor.

As with the vulture symbol in area E8, tracing the length of the serpent painted on the floor with a bare finger causes the one doing so to teleport back to area E15. Hieroglyphs with these instructions are subtly carved into the ceiling above the serpent.

**Creature:** Coiled around the northwestern pillar is Uhnkulat, a hollow serpent serving as guardian of this passage. As soon as the walls around area E16a descend, the undead beast moves toward the party (so that all are within range of its desiccating aura). It then uses its channel ability to harm as many PCs as possible, followed by making bite attacks on its nearest target, which it constricts if possible. Uhnkulat fights until destroyed.

**UHNKULAT** **CR 17**  
**XP 102,400**  
Advanced hollow serpent (*Pathfinder RPG Bestiary* 3 149, 290)  
hp 270

**Treasure:** The unpleasant task of searching the putrescent remains of Uhnkulat reveals an immense, faceted ruby of flawless quality with a successful DC 20 Perception check. The ruby is worth 15,000 gp but also radiates an aura of faint transmutation magic. If placed in the depression in the stone block to the east, the block dissolves into fine sand, leaving the gem—intact but no longer magical—lying on the floor.

## E17. Crypts of the Wise Witches

Four shallow alcoves, only two feet deep, line the walls of this hallway, two to the north and to the south. Beyond, the hall dead-ends heads at a painting of a jackal on the floor.

The recumbent jackal at the east end of the hall indicates the location of another hidden crypt, which can be found with a successful DC 15 Perception check. Opening the way to area E18 requires smashing through the wall (hardness 8, hp 90, break DC 35).

The four alcoves in the hall are also entrances to hidden crypts, which can be found and broken down in the same manner described above. The rooms beyond are the tombs of four advisors to Hakotep known as the Wise Witches. The crypts' painted walls depict the court of the Sky Pharaoh and some sort of thaumaturgic rituals, along with the names of the occupants: Azhim (area E17a), Omakhun (area E17b), Setemnes (area E17c), and Tathnarses (area E17d). Each room contains a stone sarcophagus. The sarcophagus lids depict figures with shaved heads (the figures in areas E17a and E17b are female; those in areas E17c and E17d are male). The figures' faces are made up heavily with cosmetics, and their bodies are clad in voluminous robes ill suited for a desert environment.

**Creatures:** All four of the Wise Witches have become witchfires in death, but they are currently bound to their physical bodies, which lie inside the sarcophagi. Inside each sarcophagus are mummified remains swathed in linen strips stained green. If a body is burned or dissolved with acid (taking at least 50 points of acid or fire damage), the witchfire essence inhabiting the body has nothing to cling to and is obliterated, preventing it from aiding their court patron Khenpathes (see area E18).

**Treasure:** The mummies wear gold pectoral necklaces set with carved jasper, moonstones, and peridots (worth 1,250 gp each). Cleverly concealed within each of the mummies' linen wrappings is a wand, which can be found only with a successful DC 28 Perception check. If the PCs indicate they are unwrapping the bodies, they discover the wands automatically. Area E17a contains a *wand of excruciating deformation*<sup>UM</sup> (12 charges), area E17b contains a *wand of fester*<sup>APG</sup> (15 charges), area E17c has a *wand of stinking cloud* (10 charges), and a *wand of moonstruck*<sup>APG</sup> (7 charges) lies in area E17d.

**Story Award:** If the PCs destroy any of the mummies, thereby preventing those witchfires from aiding Khenpathes in area E18, award the PCs XP as if they had defeated those witchfires in combat.

## E18. Crypt of Khenpathes (CR 16)

This crypt contains a single limestone sarcophagus. The lid depicts a mummiform male figure with eyes made up heavily with kohl and garishly bright cosmetics adorning his cheeks and eyelids. The figure holds a mortar and pestle in hands crossed over his chest. The tomb's walls are covered with hieroglyphs and scenes of studious men and women poring over scrolls and mixing, boiling, baking, and burning various substances.



## PYRAMID OF THE SKY PHARAOH

The cartouche worn by the painted effigy on the sarcophagus lid identifies the one entombed within as the grand alchemist Khenpathes. The hieroglyphs on the sarcophagus reveal that he was one of Hakotep's most valuable and influential advisors, and tell of his greatest achievements. Instead of mortar, the lid is secured to the rest of the sarcophagus with a bluish, wax-like substance. Attempting to chisel it away is futile, as the stuff seems to grow back after a bit has been cleared. The only way this substance can be removed is by dealing it 25 points of acid or fire damage; this causes all of the substance to melt into a colorless puddle on the stone platform on which the sarcophagus sits. The lid is exceptionally heavy, and requires a successful DC 30 Strength check to lift. The inside of the lid is lined with lead.

**Creatures:** Only powdered bone and a few decrepit strips of dried flesh litter the interior of the sarcophagus, along with a plain headdress and bracelet lying amid the dust and decay. These are the remains of Khenpathes, the creator of the unique alchemical gelatin in area C3, among other things. With the death of the Sky Pharaoh, to whom he was fanatically devoted, Khenpathes transformed himself into a ghoul and was sealed in this sarcophagus with the waxy substance of his own design. Over the millennia he has become something much more powerful and malevolent—a bonepowder ghoul.

Khenpathes allows the PCs a few moments to sift through his dusty remains before he makes his presence known with a whirlwind of bones. At the same time, the witchfires in area E17 emerge from their crypts, passing through the walls if necessary, to join the battle. The witchfires are as devoted to Khenpathes as the undead alchemist is devoted to Hakotep, and they fight until destroyed, even if their patron is eliminated before them.

### KHENPATHES

CR 15

XP 51,200

Male bonepowder ghoul (*Midgard Bestiary* 51)

NE Small undead

**Init** +9; **Senses** darkvision 60 ft.; Perception +22

#### DEFENSE

**AC** 17, touch 17, flat-footed 11 (+5 Dex, +1 dodge, +1 size)

**hp** 178 (17d8+102)

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

**Defensive Abilities** amorphous, channel resistance +4;

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +18 (1d6 plus 1d3 Str and paralysis)

**Special Attacks** coalesce, gravedust, whirlwind of bones

**Spell-Like Abilities** (CL 17th; concentration +23)

At will—*chill touch* (DC 17), *deeper darkness*, *dispel magic*,  
*ray of enfeeblement* (DC 17)

3/day—*blindness/deafness* (DC 18), empowered *enervation*

1/day—*energy drain* (DC 25)

#### TACTICS

**During Combat** Khenpathes starts his assault in dusty form by using his whirlwind of bones ability, then expels gravedust into area E17, followed by empowered *enervation* rays. He continues to target foes with his spell-like abilities, alternating his attacks with more gravedust and empowered *enervation*.

**Morale** Zealously committed to serving Hakotep, Khenpathes fights until utterly destroyed.

#### STATISTICS

**Str** 10, **Dex** 20, **Con** —, **Int** 19, **Wis** 15, **Cha** 22

**Base Atk** +12; **CMB** +16; **CMD** 27

**Feats** Agile Maneuvers, Dodge, Empower Spell-Like Ability (*enervation*), Improved Initiative, Lightning Reflexes,



KHENPATHES



# MUMMY'S MASK

Mobility, Spring Attack, Stealthy, Weapon Finesse  
**Skills** Bluff +16, Climb +15, Diplomacy +13, Disguise +15, Escape Artist +18, Fly +19, Intimidate +19, Knowledge (arcana) +20, Knowledge (dungeoneering) +19, Knowledge (history) +15, Knowledge (religion) +20, Perception +22, Stealth +30; **Racial Modifiers** +8 Escape Artist, +4 Stealth  
**Languages** Ancient Osiriani, Draconic, Dwarven, Undercommon  
**SQ** dusty form, hide in plain sight

## SPECIAL ABILITIES

**Coalesce (Su)** Once a bonepowder ghoul has drained 5 or more points of Strength or has inflicted level drain via *enervation*, it can assume the form of a Small humanoid as a free action. It can maintain this form for no more than 10 minutes before it collapses back into its dusty form. When coalesced, a bonepowder ghoul can manipulate objects and make physical attacks.

**Dusty Form (Su)** A bonepowder ghoul's normal form is a pile of powdered bone. In this form, it can't make bite attacks, nor can it manipulate objects, but it can cast spells and use spell-like abilities and its other special attacks. The damage it takes from physical attacks is reduced by 50% while it's in its dusty form.

**Gravedust (Su)** As a standard action once every 3 rounds, a bonepowder ghoul can project a 40-foot cone of grave dust. All creatures in the area must succeed at a DC 24 Fortitude save or take 1d6 points of Strength damage and become infected with ghoul fever (see page 146 of *Pathfinder RPG Bestiary*, except that this version of the disease has a DC 24 save to resist it). The bonepowder ghoul gains a temporary bonus to Strength equal to the total points of Strength damage dealt. This bonus lasts for 10 minutes per 5 ability points drained or until the next time the ghoul projects a cone of gravedust. The save DC is Charisma-based.

**Paralysis (Su)** Those hit by a bonepowder ghoul's physical attacks must succeed at a DC 24 Fortitude save or become paralyzed for 1d4+1 rounds. The save DC is Charisma-based.

**Whirlwind of Bones (Su)** Once per day as a standard action, a bonepowder ghoul in dusty form can create a small cyclone of whirling teeth and bone fragments. All living creatures within 20 feet of a bonepowder ghoul's whirlwind take 2d12 points of slashing damage (no save) and 1d6 points of Strength drain (Fortitude DC 24 negates). The save DC is Charisma-based.

## WISE WITCHES OF THE PHARAOH (4)

CR 9

XP 6,400 each

Witchfires (*Pathfinder RPG Bestiary* 2 284)

hp 115 each

**Treasure:** Khenpathes' headdress functions as a *vest of stable mutation* (*Ultimate Equipment* 223). The bracelet is made of gold and set with a number of jet stones (worth 1,300 gp). A character who succeeds at a DC 22 Perception check discovers a locked secret compartment in the bottom of the sarcophagus (Disable Device DC 26 to open). Inside is a

4th-level *boro bead* (*Ultimate Equipment* 284) and a lock of hair wrapped with a ribbon and smeared with cosmetic paste. The latter item, a lock of Hakotep's hair, has a strong abjuration aura, and the person possessing it gains a +1 bonus on saving throws against spells cast by the Sky Pharaoh for 1 day before the charm loses its potency.

## E19. Chariot Track (CR 17)

Human figures wearing royal accoutrements drive a pair of chariots toward one another in the painting that covers the floor of this large chamber. A row of huge pillars in the center of the room support the high ceiling. A corridor exits the room to the west, and a broader one filled by a pool of water heads east. A golden glow comes from that direction.

The ceiling is 30 feet high in this chamber.

**Creature:** One of Hakotep's most accomplished generals participated in chariot races in this chamber, a raucous part of the otherwise morbid funeral ceremonies. Following the races, General Tawaret had herself mummified and interred here with her adored pharaoh, then rose as a graveknight when Hakotep and his queen were roused from their slumbers. She waits for intruders in her unique conveyance, a *chariot of the conqueror* (see page 60). Moments after the party enters this chamber, Tawaret and her phantom-driven chariot charge furiously at the trespassers, never speaking a word.

## GENERAL TAWARET

CR 17

XP 102,400

Female human graveknight fighter 16 (*Pathfinder RPG Bestiary* 3 138)

LE Medium undead (augmented humanoid, human)

**Init** +8; **Senses** darkvision 60 ft.; Perception +27

**Aura** sacrilegious aura (30 ft., DC 23)

## DEFENSE

**AC** 30, touch 16, flat-footed 26 (+10 armor, +2 deflection, +4 Dex, +4 natural)

**hp** 204 (16d10+112)

**Fort** +17, **Ref** +9, **Will** +8 (+4 vs. fear)

**Defensive Abilities** bravery +4, channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** cold, electricity, undead traits; **SR** 28

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *keen greatsword* +25/+20/+15/+10 (2d6+12 plus 4d6 cold/17-20) or slam +22 (1d4+9)

**Ranged** +1 *speed composite longbow* +26/+21/+16/+11 (1d8+14 plus 4d6 cold/19-20/x3) or

Rapid Shot +24/+24/+19/+14/+9 (1d8+14 plus 4d6 cold/19-20/x3)

**Special Attacks** channel destruction (4d6 cold), devastating



## PYRAMID OF THE SKY PHARAOH

blast (10d6 cold, DC 23), undead mastery (DC 23), weapon training (bows +3, heavy blades +2, spears +1)

### TACTICS

**During Combat** Tawaret keeps her *chariot of the conqueror* in constant motion, firing arrows from the chariot as it careens through the air from one end of the chamber to the other. She switches targets frequently, and varies which magic arrows she uses to keep her enemies guessing. She makes frequent use of Manyshot and Rapid Shot to pepper foes with as many arrows as possible. She saves her *javelins of lightning* until she runs out of arrows, then resorts to using her greatsword with Ride-By Attacks.

**Morale** General Tawaret pursues retreating PCs and fights until she is slain. If her armor isn't destroyed, she hunts down the party after she rejuvenates.

### STATISTICS

**Str** 22, **Dex** 18, **Con** —, **Int** 12, **Wis** 16, **Cha** 20

**Base Atk** +16; **CMB** +22; **CMD** 38

**Feats** Critical Focus, Critical Mastery, Deadly Aim, Great Fortitude, Greater Weapon Focus (composite longbow), Greater Weapon Specialization (composite longbow), Improved Critical (composite longbow), Improved Initiative<sup>®</sup>, Improved Vital Strike, Manyshot, Mounted Combat<sup>®</sup>, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Ride-By Attack<sup>®</sup>, Sickening Critical, Staggering Critical, Toughness<sup>®</sup>, Vital Strike, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

**Skills** Intimidate +32, Perception +27, Profession (driver) +22, Ride +30

**Languages** Ancient Osiriani, Tekritanin

**SQ** armor training 4, phantom mount, ruinous revivification (cold)

**Combat Gear** +1 flaming arrows (8), +1 frost arrows (15), +1 shock arrows (8), sizzling arrows<sup>APG</sup> (2), javelins of lightning (2), potions of inflict serious wounds (2); **Other Gear** +1 full plate, +1 keen greatsword, +1 speed composite longbow (+6 Str), belt of incredible dexterity +2, *chariot of the conqueror* (see page 60), ring of protection +2

**Treasure:** Getting General Tawaret's *chariot of the conqueror* out of the pyramid is a challenge, as it can't be ridden effectively in many areas. The chariot fits through 10-foot-wide doors easily, but getting it through narrower spaces requires removing the wheels and carrying it sideways. The wheels can be easily reattached with 5 minutes of work.

### E20. Waters of Forgetfulness (CR 11)

Read the following text if the party approaches from the west.

A pool of shallow, crystal-clear water fills this hallway beneath a low, arched ceiling. Limestone statues depicting Osirian peasant women stand in the center of the pool, spaced along the length of the hallway. The westernmost statue pours a cascade of water from the pitcher in her hands as the scent of a desert oasis drifts enticingly on the air.



GENERAL TAWARET



The water pouring from the western statue's jug is perfectly safe, cool, and clean, though a PC who succeeds at a DC 28 Perception check notes that the water doesn't actually join the water in the pool; instead it teleports back into the pitcher, pouring endlessly. Drinking this water or using it to fill up a vessel is perfectly safe, though after 2 gallons the water is used up and ceases to pour. The water in the pool, however, is not safe. It radiates an aura of faint enchantment, and anyone who drinks it suffers its ill effects: for each mouthful swallowed, the imbibor loses access to one of her highest-level prepared spells or spells per day (in the case of a spellcaster, chosen at random) or her most recently-acquired feat (for all other classes) for 24 hours. A successful DC 21 Will save negates this effect, but a creature must attempt a new save for each mouthful of water ingested. The effects of the waters can be cured sooner with *heal* or *remove curse*.

**Trap:** The water is not the only hazard in the tunnel, however. There are three more statues standing in the water, identical to the first except that no water flows from their pitchers. Passing or approaching one of these statues triggers a magical trap, which afflicts creatures with a powerful thirst and magical compulsion to drink the water in the pool.

## TRAP OF THIRST AND FORGETTING

CR 11

XP 12,800

Type magic; Perception DC 34; Disable Device DC 34

### EFFECTS

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

**Effect** spell effects (heightened *cup of dust*<sup>APG</sup> [9th level], Fortitude DC 28 negates; heightened *mass suggestion* to drink the water in the pool [see above], Will DC 28 negates, those under the effects of *cup of dust* treat this as a very reasonable suggestion and take a -2 penalty on their saving throws); multiple targets (all targets within 30 feet of the statue)

## E21. Chamber of Curses (CR 15)

The watery channel ends at a large chamber with walls covered in paintings and hieroglyphs. There are deep alcoves to the southeast and southwest, and a fat block of black stone sits in the west wall of the southwest alcove. Every single inch of the floor is covered by painted hieroglyphs and strange sigils in earthy colors.

The ceiling is 20 feet high in this chamber.

The secret door to Hakotep's crypt (area E22) is especially well hidden, requiring a successful DC 30 Perception check to find, and locked (Disable Device DC 30 to open). The stone block on the southwestern wall is set with a symbol of a falcon clutching a lotus flower in each claw. A PC can identify that this symbol was often associated with the Sky Pharaoh by succeeding at a DC 28 Knowledge (history) or Knowledge (nobility) check. This symbol radiates faint abjuration magic. If a creature places a bare hand against the etching while

speaking the pass phrase found in the pharaoh's sarcophagus in area E22, the stone block sinks into the ground.

**Hazard:** The hieroglyphs and paintings on the walls sing the praises of Hakotep's wars against the Shory. The writing on the floor primarily speaks of the terrible fate awaiting any who would disturb the Sky Pharaoh's rest. Other sigils interspersed within, however, require a successful DC 29 Knowledge (arcana) check to identify: these symbols are associated with ancient Osirian curse magic that fell into disuse soon after the kingdom fell under the Keleshite yoke.

The sigils radiate a strong necromancy aura. Any living creature who walks on the floor of this chamber must succeed at a DC 23 Will save or be affected by a heightened *bestow curse* (9th level, CL 18th; each victim is affected by a random effect of the spell). A creature that successfully saves is immune to the curse for 24 hours. Undead creatures are unaffected by the curse. The curse can also be resisted or avoided in the following ways (all bonuses are cumulative):

- *Dispel magic* suppresses the sigils' magic for 1d4 rounds with a successful dispel check.
- *Hallow* suppresses the magic of the sigils in a 40-foot radius for 24 hours.
- Creatures within the area of a *magic circle against evil* gain a +2 bonus on the save.
- Creatures under the effects of *prayer* gain a +1 bonus on the save.
- *Protection from evil* grants a +2 bonus on the save.

The curse can be removed normally with *remove curse*; if successful, the creature is immune to the curse for 24 hours.

**Story Award:** Award the PCs 51,200 XP for exploring this chamber, whether or not they suffer the effects of the curse.

## E22. Crypt of the Sky Pharaoh (CR 17)

The dazzling floor of this large crypt is made entirely of a yellow metal burnished to a mirror-like finish. Light reflected from torches burning in brass sconces on the walls dances across the floor. Four statues of vulture-headed humanoids, fashioned from artfully arranged human bones, stand vigilantly at the corners, metal-tipped spears gripped in their bony hands. A large golden sarcophagus lies in the center of the crypt. The lid depicts a winged man in royal attire, crook and flail held across his chest, a blue crown featuring a rearing cobra on his head.

Hakotep was interred in this crypt upon his death. When he arose as a mummy lord, he relocated to his throne room in area E24, where he now waits for the PCs. The four statues in the corners are crafted from the bones of Hakotep's many treacherous siblings (see area E5).

A bas-relief cartouche around the neck of the image on the sarcophagus lid bears the name "Hakotep." The lock that once sealed the lid is open, and the lid swings open easily, revealing an empty interior, though its pillowed deep



## PYRAMID OF THE SKY PHARAOH

blue interior bears the impression of a body. A pillow inside the sarcophagus is embroidered with a symbol of a falcon clutching a lotus flower in each claw. Stitched hieroglyphs beneath the falcon read, "Unfurl your wings and seek the sky, Mighty Pharaoh!" The embroidered falcon matches the carving on the stone block in area E21, a clue that the embroidered words on the pillow are the pass phrase to lower the block.

**Trap:** The Sacrosanct Order of the Blue Feather disarmed the deadly trap that once protected the Sky Pharaoh's mummified body, but the spears held by the statues in the corners of the room are still very much active. Each of the spears has an aura of strong conjuration and appears very similar to a *heartwood spear* (*Ultimate Equipment* 156), though this is simply the effect of *magic auras* cast on the spears. The spears slide easily out of the bony grip of the statues, but unless all four are removed simultaneously (doing so requires successful DC 20 Acrobatics or Dexterity checks by four characters at the same time), bolts of lightning shoot from the metal tips of each spear for 1d4 rounds.

### LIGHTNING SPEAR TRAP

CR 17

XP 102,400

Type magic; Perception DC 34; Disable Device DC 34

#### EFFECTS

**Trigger** touch; **Duration** 1d4 rounds; **Reset** none; **Bypass** special (see above)

**Effect** spell effect (heightened *lightning bolt* [9th level], 10d6 electricity damage; Reflex DC 28 half); multiple targets (up to four targets in area E22)

**Treasure:** The four spears are nonmagical but are made of solid gold with small chrysoberyl and red garnet beads inlaid in the spearhead and are worth 2,500 gp each. The sarcophagus is plated with gold and easily worth 30,000 gp to a collector or museum if the PCs can transport it out of the pyramid.

### E23. Chamber of Abasement (CR 10)

A painted figure on the floor of this chamber wears a traditional Osirian kilt, bears a covered offering platter in his hands, and has a device of some sort balanced on his head. Two arches exit the room to the north. The arch to the right is bordered with gold paint. A falcon with wings outstretched, clutching lotus blossoms in its claws, is carved in the capstone. The arch on the left is unadorned and much lower, only a couple feet high.

A successful DC 26 Perception check made while examining the floor painting reveals hieroglyphs carefully woven into the offering's cover and the device balanced on the man's head. They read, respectively, "Those coming before Pharaoh must bring gifts" and "or abase themselves before a living god."

Creatures can safely enter Hakotep's throne room (area E24) by prostrating themselves and crawling through the 2-foot-high archway to the left.

**Trap:** Those who pass through the tall archway on the right are struck with a *symbol of pain* unless they enter presenting a gift (a gem or piece of artwork worth at least 5,000 gp).

### SYMBOL OF PAIN

CR 10

XP 9,600

Type magic; Perception DC 34; Disable Device DC 34

#### EFFECTS

**Trigger** location; **Duration** 1d4 rounds; **Reset** none; **Bypass** special (see above)

**Effect** spell effect (heightened *symbol of pain* [9th level], Fortitude DC 29 negates); multiple targets (all targets passing through the right-hand arch to area E24)

### E24. The Sky Pharaoh's Throne (CR 20)

Nine wide pillars carved with hieroglyphs support the eastern end of this magnificent chamber. Eight huge limestone statues of vulture-headed humanoids standing at attention with spears at their sides line the north and south walls. Three paintings of falcons of increasing size grace the polished floor. At the western end of the chamber, a golden throne that shines like the sun sits atop a raised dais with two levels.

This is the throne room of Hakotep I, the Sky Pharaoh. The ceiling of this chamber is 30 feet high. The wall north of the dais is a long *scrivener's wall*, divided into seven sections. It's clear these sections are temporary, and that the wall can be rearranged and reconnected to linked walls and pillars in different ways at the user's whim. Currently, the divisions are labeled as follows: "Isatemkhebet" (the Five-Pointed Sun; *Pathfinder Adventure Path* #83 18), "Shendakut" (area A10), "Keshenepek" (area B9), "Eshen Theba" (area C10), "Inhetef" (area D11), "Ain-Mekh" (area E3), and "My Queen" (area E12). All are currently blank unless the PCs sent a message back from any of the other walls or pillars.

**Creatures:** Sitting on the throne is Hakotep himself, now an undead mummy lord. He holds the traditional crook and flail of Osirian rulership crossed at his chest and wears a blue war crown, or *khepresh*, on his head. Though the Sky Pharaoh's face is withered by mummification, traces of the handsome, imposing man he once was shine through, and it's clear that the *Mask of the Forgotten Pharaoh* reflects his living visage. Four large, baboon-headed humanoid statues of glazed blue clay, clad in traditional Osirian kilts, their mouths open wide to display oversized fangs, stand near Hakotep's throne. These statues are the Shields of Hakotep—shield guardian clay golems that stand stock-still, awaiting the pharaoh's orders.



# MUMMY'S MASK

Hakotep has been anticipating the arrival of the PCs since they breached the stone block between areas **E21** and **E23**. As soon as the PCs enter the chamber, a loud, majestic horn blast reverberates through the chamber and Hakotep speaks in a formal variant of Ancient Osiriani: "Ah, the fools who oppose us. Approach our throne, mortals. Come before the mighty pharaoh whose divine will you have sought to thwart."

If the PCs accept the invitation and walk toward the throne, they can do so without incident. As soon as they reach the top of the largest falcon (about 65 feet from the throne), the Sky Pharaoh raises his crook for them to halt. If they comply, he continues, "Consider yourselves honored that you were allowed to approach this close. For 6,000 years, our soul has been sundered. Our *ib* and our *ba* have finally been rejoined. They seek only their brother—our *ka*, our life—and then we will once more be complete, and the living Sky Pharaoh can once again ascend his rightful throne. Give us what is ours—place our mask upon the ground, and we will reward you with a quick death. Oppose us, and you will taste the vengeance of the Sky Pharaoh!"

If the PCs report that they have destroyed Neferuset at any point during their interactions with Hakotep, the undead pharaoh scoffs. "Nonsense. Our queen has means of surviving. But for daring to lay hands upon our beloved wife, we will ensure that your deaths pale in comparison to your suffering beforehand." If the PCs present the shards of Neferuset's *canopic jar of unlifē* or otherwise prove she's truly dead, Hakotep flies into a mad fury and takes a  $-1$  penalty on all rolls for the duration of the encounter.

If the PCs do not comply with the pharaoh's orders, are disrespectful, or brazenly attack, Hakotep loses patience and attacks, along with his shield guardian golems.

**HAKOTEP I** **CR 19**  
**XP 204,800**  
**hp** 260 (see page 56)

**SHIELDS OF HAKOTEP (4)** **CR 13**  
**XP 25,600 each**

Advanced shield guardian clay golem (*Pathfinder RPG Bestiary* 158, 159, 294)

N Large construct

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

## DEFENSE

**AC** 28, touch 10, flat-footed 27 (+1 Dex, +18 natural,  $-1$  size)

**hp** 127 each (13d10+56); fast healing 5

**Fort** +4, **Ref** +5, **Will** +6

**DR** 10/adamantine and bludgeoning; **Immune** construct traits, magic

## OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +21 (2d10+9 plus cursed wound)

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

**Special Attacks** berserk, haste

**Spell-Like Abilities** (CL 18th; concentration +15)

1/day—shield other, spell storing (*boneshatter* [see page 15])

## TACTICS

**During Combat** Two of the golems stand adjacent Hakotep, using their guard ability to defend him, while the other two advance upon foes, activating their haste ability as soon as possible. If hard pressed, Hakotep commands the golems to cast their stored *boneshatter* spells.

**Morale** If one of the golems guarding Hakotep falls, he orders another to replace it, if possible. The Shields of Hakotep fight until destroyed.

## STATISTICS

**Str** 28, **Dex** 13, **Con** —, **Int** —, **Wis** 15, **Cha** 5

**Base Atk** +13; **CMB** +23; **CMD** 34

**SQ** controlled, find master, guard

**Treasure:** Hakotep's throne is made of polished mpingo wood with a multitude of gold inlays and fitted gems. The inlays are worth 20,000 gp and the 40 gems set in it are worth a total of 50,000 gp, but if intact, the entire throne is worth 85,000 gp.

## CONCLUDING THE ADVENTURE

Even after the PCs defeat Hakotep, their work is still not yet done. The undead pharaoh's rejuvenation ability will return him to life in 1d10 days, regardless of what steps the PCs might take. To finally end the threat of the Sky Pharaoh, the PCs must rejoin the final fragment of his soul—his *ka*, contained within the *Mask of the Forgotten Pharaoh*—to the rest of his soul, which currently inhabits his undead body.

With a successful DC 20 Knowledge (planes or religion) check, a character realizes what must be done to accomplish this. The PCs must return Hakotep's dead body to his sarcophagus in area **E22** and replace the *Mask of the Forgotten Pharaoh* over his face. With the mask in place, Hakotep's *ba*, *ib*, and *ka* are finally reunited, restoring his soul. Once this is accomplished, read or paraphrase the following.

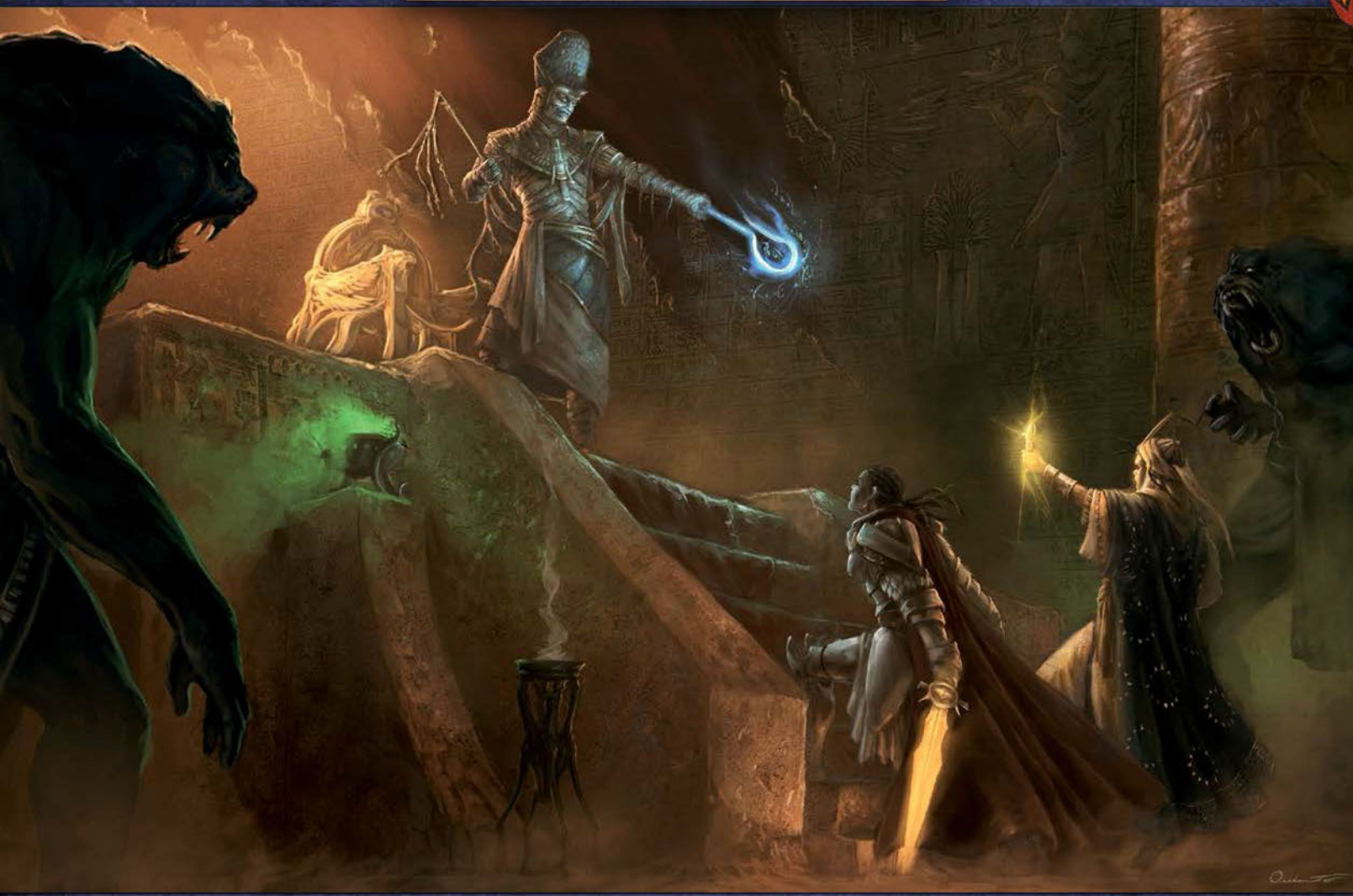
The *Mask of the Forgotten Pharaoh* now covers the visage of the one for whom it was fashioned 6,000 years ago. For a moment, all is silent in the crypt. Then, light seems to flicker within the mask's sightless eyes before slowly expanding to cover its entire golden surface.

A ghostly figure rises above the pharaoh's dead body—Hakotep as he appeared at the height of his reign: strong, determined, and ruthless. But then the form begins to dissipate, lose shape, and slowly blow away like rings of smoke in a breeze. Faint whispers of diminishing protest drift about the crypt, until they too disappear, leaving only the silence of a grave.

At long last, the soul of the Sky Pharaoh passes on into the afterlife and the judgment that awaits there.



## PYRAMID OF THE SKY PHARAOH



With Hakotep finally sent on to the afterlife, the PCs have completed their quest—both the Sky Pharaoh himself and the Cult of the Forgotten Pharaoh who sought to return him to life are no more, and Osirion is safe from the threat they represented.

There might be portions of the pyramid that the PCs bypassed on the way to accomplish their ultimate mission, and they might wish to return to those places to make certain that all dangers are bested and treasures claimed. A portion of the *scrivener's wall* in the Sky Pharaoh's throne room includes an indentation that perfectly matches Hakotep's right hand. When his hand (or his corpse's) is placed in it, another set of controls unrelated to the communication function appears, taking the form of a glowing, illusory model of the Sky Pharaoh's flying pyramid. Using these controls, the PCs can shut down any or all of the power to the attack pyramids as well as free the magical bonds that hold the Shory spirit Sehela. These controls cannot reestablish the links between the *control pyramids* in the elemental crypts

and the flying attack pyramids if these links have already been severed, however.

Many historians and archaeologists will be anxious to explore the interior of the Sky Pharaoh's legendary burial monument, and this is possible now that the PCs have cleared the way. But 15 other unexplored flying pyramids now lie grounded across Osirion. Many fortune hunters would leap at the opportunity to brave those other monuments, but the heroes who vanquished the Sky Pharaoh are given right of first refusal. Several of these other pyramids are described on page 81.

The Ruby Prince himself wishes to meet with the party to lavish praise and honors upon them at his palace in Sothis. Khemet III could have further use for the PCs' ample skills, perhaps of a more political nature, or perhaps having to do with threats his seers have warned of that emanate from the Dark Tapestry. Having already tasted the terrors of those cold spaces, the PCs are now prepared to confront forces that threaten not only Osirion, but all of Golarion.



## HAKOTEP I, THE SKY PHARAOH

This tall man retains his regal bearing even as an undead creature wrapped in the linens of mummification. A blue khepresh crowns his head, and he holds the crook and flail of kingship in his hands.



### HAKOTEP I

CR 19

#### XP 204,800

Male human mummy lord sorcerer 18 (see page 84)

LE Medium undead (human)

**Init** +6; **Senses** darkvision 60 ft.; Perception +21

**Aura** great despair (30 ft., DC 27)

#### DEFENSE

**AC** 37, touch 16, flat-footed 34 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +13 natural, +4 shield)

**hp** 260 (18d6+195)

**Fort** +18, **Ref** +14, **Will** +17

**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 10/—;

**Immune** cold, electricity, undead traits; **Resist** fire 10

#### OFFENSE

**Speed** 30 ft., fly 60 ft. (average)

**Melee** *flail of kings* +19/+14 (1d8+10/19–20 plus insidious mummy rot) or

slam +17 (1d6+12 plus insidious mummy rot)

**Special Attacks** channel rot, insidious mummy rot (DC 27), sandstorm wrath 3/day (12d8 fire and slashing, DC 27), undead mastery (DC 27)

**Bloodline Spell-Like Abilities** (CL 18th; concentration +26)

11/day—elemental ray (1d6+9 electricity)

2/day—elemental blast (18d6 electricity, DC 27)

**Sorcerer Spells Known** (CL 18th; concentration +26)

9th (3/day)—*meteor swarm* (DC 29)

8th (6/day)—*polar ray*, *stormbolts*<sup>APG</sup> (DC 29), *summon monster VIII* (elementals only)

7th (7/day)—*deflection*<sup>APG</sup>, *elemental body IV*, *mass hold person* (DC 26), *prismatic spray* (DC 27)

6th (7/day)—*chain lightning* (DC 27), *elemental body III*, *sirocca*<sup>APG</sup> (DC 26), *tar pool*<sup>UC</sup> (DC 24)

5th (7/day)—*cane of cold* (DC 25), *elemental body II*, *mind fog* (DC 24), *sonic thrust*<sup>UM</sup> (DC 25), *wall of force*

4th (8/day)—*ball lightning*<sup>APG</sup> (DC 25), *boneshatter* (see page 15, DC 22), *crushing despair* (DC 23), *elemental body I*, *enervation*

3rd (8/day)—*elemental aura*<sup>APG</sup> (DC 24), *howling agony*<sup>UM</sup> (DC 21), *lightning bolt* (DC 24), *protection from energy*, *vampiric touch*

2nd (8/day)—*blindness/deafness* (DC 20), *bull's strength*, *false life*, *hideous laughter* (DC 21), *mirror image*, *scorching ray* (electricity)

1st (8/day)—*burning hands* (electricity, DC 21), *mage armor*, *magic missile*, *shield*, *shocking grasp*, *unseen servant*

0 (at will)—*acid splash*, *bleed* (DC 18), *detect magic*, *ghost sound* (DC 18), *mage hand*, *prestidigitation* (DC 18), *ray of frost*, *read magic*, *touch of fatigue* (DC 18)

**Bloodline** elemental (air)

#### TACTICS

**Before Combat** Hakotep casts *mage armor* and *false life* on himself every day. As soon as the stone block in area **E21** is opened, Hakotep casts *bull's strength*, *mirror image*, and *shield*.

**During Combat** Hakotep orders two of his shield guardians to guard him (all attacks against Hakotep take a –2 penalty for each golem adjacent to him) while the other two engage opponents in melee. Thereafter, Hakotep concentrates his attacks on the wearer of the *Mask of the Forgotten Pharaoh*, preferring to use evocation spells he can cast at range, such as *meteor swarm*, *polar ray*, *prismatic spray*, and *chain lightning*, while taking advantage of the metamagic abilities of his *crook and flail of kings*.

**Morale** The first time Hakotep takes damage in combat, he activates one of his shield guardians' shield other abilities. If reduced to 100 hit points or fewer, Hakotep casts *tar pool* to entangle as many of the PCs as possible, or casts *mass hold person* to slow them down. He then flies to reposition himself in the eastern portion of the room, ordering his shield guardian bodyguards to accompany him, and continues throwing spells at opponents. If reduced to 50 hit points or fewer, Hakotep directs his golems to cover his retreat while he flees to the temple of Set (area **E9**). There, Hakotep kneels before the altar and beseeches Set for aid: "Father of Darkness! Would you deny your beloved our throne? We call for your aid!" Set does not answer this prayer, and Hakotep makes his final stand in the temple, fighting until destroyed.

#### STATISTICS

**Str** 26, **Dex** 14, **Con** —, **Int** 12, **Wis** 10, **Cha** 26

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

**Feats** Combat Casting, Dodge, Elemental Focus<sup>APG</sup> (electricity), Eschew Materials<sup>+</sup>, Greater Spell Focus (evocation), Improved Critical (flail), Improved Initiative<sup>+</sup>, Iron Will, Lightning Reflexes<sup>+</sup>, Quicken Spell, Spell Focus (evocation), Spell Focus (enchantment), Spell Penetration, Toughness<sup>+</sup>

**Skills** Fly +14, Intimidate +28, Knowledge (arcana) +14, Knowledge (nobility) +11, Knowledge (religion) +14, Perception +21, Sense Motive +29, Spellcraft +14, Stealth +10

**Languages** Ancient Osiriani, Auran

**SQ** bloodline arcana (change energy damage spells to electricity), elemental movement



**Combat Gear** *scroll of reverse gravity, scroll of time stop*; **Other Gear** *amulet of natural armor +4, cloak of resistance +4, crook and flail of kings (+2 thundering flail, see page 61), khepresh of refuge (see page 61), gold and emerald necklace (amulet keyed to shield guardians in area E24, worth 20,000 gp)*

## SPECIAL ABILITIES

**Rejuvenation (Su)** One day after Hakotep is destroyed, the necromantic energies within him begin to rebuild his body. This process takes 1d10 days. If the body is destroyed before that time passes, the process starts anew. After this time, Hakotep awakens fully healed. The normal methods for permanently destroying a mummy lord are insufficient to counteract Hakotep's rejuvenation. Only by placing the *Mask of the Forgotten Pharaoh* on Hakotep's dead body (thus rejoining Hakotep's *ka* with the other fragments of his soul) can the Sky Pharaoh be permanently destroyed (see Concluding the Adventure on page 54).

When Pharaoh Djederet I was crushed to death by a stone while inspecting the construction of his own tomb in -1653 AR, much promise greeted the ascension of his son, Hakotep, to the throne. Though devoted to the dark god Set, the young pharaoh was intelligent and confident. Hakotep's reign began uneventfully, and as Osirion prospered, the people started calling for the young pharaoh to take his first royal wife so that his dynasty would endure.

Of the many available choices, including six or seven of his sisters, Hakotep was drawn to a dark-eyed beauty of noble blood named Neferuset, who by the age of 16 had already earned a sinister reputation as an oracle of the Dark Tapestry. The pharaoh's advisors spoke against the match, but Hakotep couldn't be dissuaded. He wed Neferuset, vowing to take no other wives during his reign—an act of extreme romantic recklessness, for if she did not prove fertile, what would become of Hakotep's legacy?

Most of the remaining decades of Hakotep's reign were tainted by his obsession with the Shory, coupled with the increasingly unstable Neferuset's mad passion for the dark spaces between the stars and the malignant beings that lived there. Hakotep was convinced that the enigmatic Shory empire planned to invade Osirion, and when an expeditionary force sent against them was repulsed by their technology and magic, the idea for the Khepsutanem—now known as the Slave Trenches of Hakotep—was conceived. With a mighty weapon that could draw the Shory's flying cities down from the sky, Hakotep—who took to calling himself the Sky Pharaoh—believed he would triumph.

Hakotep's wars against the Shory were ineffectual, however, leading to no gains in territory and great losses in Osirian blood and wealth. The only real accomplishment the pharaoh could boast of was the completion of a magnificent tomb for himself and his queen, as well as 16 smaller pyramids built for his most trusted generals.

Before the Khepsutanem could be completed, Hakotep was afflicted with a recurrent disease of astonishing virulence, and he eventually succumbed to the malady in -1611 AR. Overcome with grief, his beloved wife, Neferuset, took her own life by drinking serpent venom and was laid to rest at Hakotep's side in the massive pyramid, which was launched into the skies shortly thereafter. With no surviving children, Hakotep was succeeded by his nephew, Djederet II, who soon devoted himself to undoing much of his predecessor's legacy. Six millennia later, the Slave Trenches of Hakotep remain as the only memorial to the reign of the once-great Sky Pharaoh.





## NEFERUSET

A mummified feminine form wrapped in linens from the neck down, this regal undead creature wears a red deshret crown and the gold jewelry of royalty. Her eyes glow with the fires of madness and malice.

### QUEEN NEFERUSET

CR 17

XP 102,400

Female mummified human oracle 17 (*Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Bestiary* 4 196)

CE Medium undead (augmented humanoid, human)

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

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

#### DEFENSE

**AC** 31, touch 27, flat-footed 27 (+10 armor, +3 deflection, +3 Dex, +1 dodge, +4 natural)

**hp** 216 (17d8+136)

**Fort** +14, **Ref** +13, **Will** +17

**DR** 5/—; **Immune** undead traits; **SR** 29

**Weaknesses** vulnerable to electricity

#### OFFENSE

**Speed** 20 ft.

**Melee** slam +14 (1d6+3)

**Special Attacks** burst of vengeance, dust stroke

**Oracle Spells Known** (CL 17th; concentration +23)

8th (4/day)—*greater planar ally*, *mass inflict critical wounds* (DC 26), *orb of the void*<sup>UM</sup> (DC 26), *reverse gravity*

7th (6/day)—*blasphemy* (DC 24), *destruction* (DC 25), *insanity* (DC 23), *mass inflict serious wounds* (DC 25), *word of chaos* (DC 24)

6th (7/day)—*antilife shell*, *harm* (DC 24), *mass inflict moderate wounds* (DC 24), *plague storm*<sup>UM</sup> (DC 24), *planar binding* (DC 22)

5th (7/day)—*feeblemind* (DC 21), *flame strike* (DC 22), *insect plague*, *major curse*<sup>UM</sup> (DC 23), *mass inflict light wounds* (DC 23), *spell resistance* (DC 21)

4th (7/day)—*black tentacles*, *chaos hammer* (DC 21), *dismissal* (DC 20), *fleshworm infestation*<sup>UM</sup> (DC 20), *inflict critical wounds* (DC 22), *unholy blight* (DC 21)

3rd (7/day)—*blindness/deafness* (DC 21), *dispel magic*, *inflict serious wounds* (DC 21), *invisibility purge*, *tongues*, *water walk*

2nd (8/day)—*death knell* (DC 20), *desecrate*, *dust of twilight*<sup>APG</sup> (DC 18), *inflict moderate wounds* (DC 20), *oracle's burden*<sup>APG</sup> (DC 20), *silence* (DC 18), *spiritual weapon*

1st (8/day)—*deathwatch*, *divine favor*, *doom* (DC 19), *entropic shield*, *inflict light wounds* (DC 19), *obscuring mist*, *sanctuary* (DC 17)

0 (at will)—*bleed* (DC 18), *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*, *spark*<sup>APG</sup>, *virtue*

**Mystery** Dark Tapestry<sup>UM</sup>

### TACTICS

**Before Combat** Neferuset uses her *wand of deeper darkness* in area **E13**, casts *spell resistance*, and activates her cloak of darkness revelation.

**During Combat** Neferuset lets her neshmaal allies engage opponents directly while she casts *orb of the void*. She then tries to disrupt spellcasters by using *feeblemind* and her gift of madness revelation, utilizing her *bouncing metamagic rod* when she thinks her target has a strong defense against her spell. If the battle turns in her enemies' favor, she casts *destruction* against the foe who appears to be the greatest threat, followed by *reverse gravity*. If forced into melee combat, Neferuset employs her wings of darkness revelation to fly out of reach and casts *antilife shell* to prevent living foes from approaching her.

**Morale** If reduced to 0 hit points, Neferuset is not actually destroyed. Two hours after her destruction, the *canopic jar of unlife* in area **E14** begins regenerating her undead body. When she regains full strength, Neferuset pursues those who dared to attempt to destroy her, or joins her husband in area **E34**.

### STATISTICS

**Str** 14, **Dex** 16, **Con** —, **Int** 10, **Wis** 14, **Cha** 22

**Base Atk** +12; **CMB** +14; **CMD** 31

**Feats** Combat Casting, Dodge, Eschew Materials, Extra Revelation<sup>APG</sup>, Greater Spell Focus (necromancy), Improved Initiative, Improved Natural Attack<sup>S</sup> (slam), Iron Will, Lightning Reflexes, Spell Focus (evocation), Spell Focus (necromancy), Toughness<sup>S</sup>

**Skills** Knowledge (arcana) +17, Knowledge (planes) +15, Knowledge (religion) +15, Spellcraft +20, Stealth +25, Use Magic Device +23

**Languages** Abyssal, Aklo, Ancient Osiriani, Auran, Common; *tongues*

**SQ** oracle's curse (tongues), revelations (brain drain [17d4, DC 24, 4/day], cloak of darkness [+10 armor, +8 Stealth, 17 hours/day], dweller in darkness, gift of madness [DC 24, 17 rounds, 9/day], interstellar void [17d6, DC 24, 2/day], wings of darkness)

**Combat Gear** *greater bouncing metamagic rod*<sup>UE</sup>, *scroll of dust form*, *scroll of implosion*, *wand of deeper darkness* (10 charges); **Other Gear** *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of alluring charisma* +2, *ring of protection* +3, gold bracelets set with a purple corundum and an unusually large black opal (worth 3,250 gp each), red deshret crown capped by a gold hooded cobra with small rubies for eyes (worth 2,200 gp), gold earrings set with tiny



black star sapphires (worth 2,000 gp for the set), gold pectoral necklace set with black pearls (worth 14,750 gp), 10 black gemstones of various types (worth 50 gp each), powdered lead and platinum (worth 250 gp), silver dust (worth 25 gp)

Neferuset was the youngest daughter of Chopehra and Gheneris, high priest and priestess of Set in Sothis and cousins by blood to the ruling dynasty. She began assisting her parents in their priestly duties at a very young age, showing an alarming precociousness. Her father indulged her growing interest in dark things with codices and scrolls from the library at the great temple of Set that stood in the shadow of the Black Dome. She consumed these ravenously and then sought more, and every new discovery only expanded her unnatural appetite. At the age of 12, Neferuset went missing. She was found 3 days later in a forgotten cubby of the disused temple basements, eyes rolled back in her head, dried spittle on her lips, alive but unresponsive. Beside her lay a dwarf-skin-bound book entitled *Secrets of the Dreaming Dark*. The ministrations of her parents and other priests were unable to rouse Neferuset from her coma. All believed that the strange little girl would soon die, and a fair number whispered that it would not be a tragedy.

Neferuset awoke from her mysterious stupor exactly 30 days later, babbling in a disturbing language that baffled scholars. When at last she began speaking again in her native tongue, her first words were, "I have seen the Dark, and it is beautiful. All must prepare for its arrival." At first her parents were unsettled by their daughter's gift, for it was plain she was an oracle of growing power. But soon her enigmatic presence and bizarre pronouncements at temple ceremonies began drawing crowds, and Set's congregation in Sothis grew, even if Neferuset's odd evangelism had little to do with veneration of the Lord of the Dark Desert.

Neferuset was 15 years old when a young Hakotep, not yet the pharaoh, attended a ceremony incognito, intrigued by the tales he heard of the strange noble girl who spoke in unknown tongues and performed dark miracles. In the middle of the ritual, Neferuset left the dais and walked into the congregation—straight to the anonymous Hakotep. She whispered something in his ear, then walked back to the altar as though nothing had occurred. No one knows what words

she spoke. Some think she bewitched him, but whatever transpired between them, from that day on he was devoted to her. When he mounted the throne following his father's untimely death less than a year later, Hakotep took Neferuset as his wife, swearing he would wed no others.

There was no whim of Neferuset's too extreme or bizarre for Hakotep to indulge. At the same time, she encouraged him to follow his own heart's desire to enthrone Set above all other gods and fed his swelling paranoia about the mysterious Shory Empire to the south. Following the pharaoh's first failed assault on the Shory, Neferuset's cruel interrogation of captives led her to suggest the construction of the Khepsutanem—the Slave Trenches of Hakotep—to her royal husband. While he poured his attentions into that massive project (as well as the building of their mutual tomb), Neferuset spent her days consumed with ever more dangerous rituals from the forbidden tome that had marked the turning point in her life. Some bolder advisors spoke with Hakotep about the queen's increasingly unstable behavior, warning him that her blood sacrifices of sacred animals and peasant children would lead to rebellion or worse. Hakotep responded by handing such informers over to Neferuset, who fed their blood to the Dreaming Dark as well.

When Hakotep succumbed to the disease that eventually killed him, Neferuset, already impulsive and unbalanced, drank a goblet of snake venom, to the immense relief of all. She was dutifully mummified and laid to rest in Hakotep's tomb along with her husband. When the pyramid of the Sky Pharaoh rose into the air and vanished over the horizon, jubilation broke out across Sothis, whose people had suffered most at the hands of their mad queen. One advisor even defied one of the wishes laid out in Neferuset's will—that she be buried with her precious book, *Secrets of the Dreaming Dark*. The night after the pyramid was launched into the sky, he burned the book, and scattered its ashes in four separate places deep in the desert to prevent it from plaguing the people of Osirion ever again.

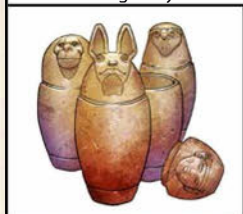




## MUMMY'S MASK TREASURES

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

CANOPIC JAR OF UNLIFE		PRICE 60,000 GP
SLOT none	CL 13th	WEIGHT 7 lbs.
AURA strong conjuration and necromancy		



This stone jar, capped with the head of an animal or human, resembles one of the traditional carved limestone or pottery canopic jars commonly used to hold the intestines, liver, lungs, and stomach of the deceased in

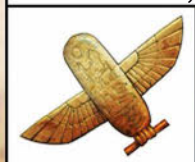
Osirian mummification rites. Unlike normal canopic jars, a *canopic jar of unlife* is used to preserve the existence of a powerful undead creature. When a corporeal undead creature is first created, one of its organs must be placed inside the *canopic jar of unlife* as part of the ritual that transforms the creature into an undead being. Thereafter, the undead creature's existence is linked to the *canopic jar of unlife*.

If the undead creature is destroyed, the *canopic jar of unlife* disintegrates 2 hours later, and the viscera within the jar start to regenerate into a new undead body for the subject at a rate of 10 hit points per hour. The subject is helpless until restored to full hit points. Once used to regenerate an undead creature, a *canopic jar of unlife* is destroyed. If the jar is opened manually after viscera are secured in it, the contents disintegrate with an ear-piercing scream and the jar loses all magical power. Smashing the jar (hardness 8, hp 20) also destroys the vessel and the viscera within.

A *canopic jar of unlife* only functions if linked to an undead creature during its creation; existing undead creatures or creatures with phylacteries (such as liches) or with the rejuvenation ability (such as mummy lords) cannot make use of a *canopic jar of unlife*.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
Craft Wondrous Item, <i>gentle repose</i> , <i>regenerate</i>	

CARTOUCHE OF DISTINCTIVE WARDING		PRICE 24,000 GP
SLOT neck	CL 11th	WEIGHT —
AURA moderate abjuration		



This winged, golden cartouche hangs on a leather thong beaded with semiprecious stones. Normally, a *cartouche of distinctive warding* functions as a *ring of protection +1* and allows the wearer to

use *shield* two times per day. Once per day, the wearer can write the name of a specific individual in Ancient Osiriani hieroglyphs on the cartouche (the name must be the person's true name, not an alias, nickname, or title). This causes the cartouche's regular powers to go dormant, but for the next hour the wearer is protected against the inscribed individual in three ways:

- The wearer gains a +2 deflection bonus to AC against all attacks made by the inscribed individual (including physical attacks, and magic items and spells that require attack rolls).
- The wearer gains a +2 bonus on all saving throws against spells and effects cast or created by the inscribed individual.
- The wearer gains a +2 bonus on opposed skill checks against the inscribed individual.

At the end of 1 hour, the inscribed name fades, and the cartouche loses all its powers for 23 hours. Note that the actions of the inscribed individual's allies (including minions or summoned creatures) are not subject to the cartouche's power.

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
Craft Wondrous Item; <i>lesser globe of invulnerability</i> ; <i>magic circle against chaos, evil, good, or law</i> ; <i>shield</i>	

CHARIOT OF THE CONQUEROR		PRICE 90,000 GP
SLOT none	CL 18th	WEIGHT 200 lbs.
AURA strong abjuration and conjuration		



This fantastic vehicle was fashioned specifically for General Tawaret, who rode it into battle throughout her military career. The *chariot of the conqueror* is a light chariot pulled by a team of two ghostly manticores controlled by beaded reins. The manticores can only draw the

chariot; they cannot attack or otherwise act. The chariot's statistics are **Hardness** 10, **hp** 180, **Base Save** +2, **Maximum Speed** 200 ft., fly 200 ft. (perfect); **Acceleration** 100 ft., fly 100 ft.; all other statistics conform to those of a standard light chariot (*Pathfinder RPG Ultimate Combat* 181).

The *chariot of the conqueror* treats all terrain as normal, including water—the vehicle glides smoothly over liquid as though it were pavement—and can even fly. On command, the chariot can drive itself for up to 1 hour with a +20 bonus on drive checks, following the driver's verbal orders. Otherwise, the driver must attempt driving checks to control the ghostly steeds drawing the chariot as normal (*Ultimate Combat* 170).



## MUMMY'S MASK TREASURES

The *chariot of the conqueror* can carry up to two Medium creatures: one driver and one passenger. Creatures riding in the chariot gain a +4 cover bonus to AC. Passengers balance perfectly while riding in the vehicle, even if it's moving sideways or upside down, making it a perfect platform for archers or others making ranged attacks. Damage to the chariot can be magically repaired, but if reduced to 0 hit points, it's destroyed.

CONSTRUCTION REQUIREMENTS	COST 45,000 GP
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Craft Wondrous Item, *mage armor*, *phantom driver*<sup>UC</sup>, *phantom steed*

CROOK AND FLAIL OF KINGS		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 5 lbs. each
AURA strong abjuration		



Crafted by the fabled thaumaturge Sekhmenathes of An for Hakotep's grandfather, these two symbols of rulership were passed down to the Sky Pharaoh by his father and buried with Hakotep in his crypt when his successor Djederet II ascended the throne.

The crook is an 18-inch-long cane with a hooked head made of gold reinforced with blue copper bands. It functions as a *greater empower metamagic rod*<sup>UE</sup>.

The flail is a 2-foot-long rod of gold, ending with three beaded strands of semi-precious stones. It functions as both a *greater reach metamagic rod* and a +2 *thundering flail*<sup>UE</sup>.

When the crook and flail are held simultaneously, one in each hand, the wielder can cast spells without providing somatic components (as Still Spell, but this doesn't use a higher level spell slot or increase casting time). Furthermore, once per day as an immediate action, the wielder can reflect spells cast against him for 1 round (as *spell turning*) up to a total of 9 spell levels. If the wielder is a spellcaster, he can expend a prepared spell or spell slot to use this ability again; he can reflect a total number of spell levels equal to the level of the expended spell.

### DESTRUCTION

If the rightful ruler of Osirion strikes the crook and flail together with the intent to break them, both items shatter and turn instantly to sand.

KHEPRESH OF REFUGE		PRICE 63,000 GP
SLOT head	CL 15th	WEIGHT 3 lbs.
AURA strong abjuration		



This traditional Osirian crown—known as a *khepresh*, or “war crown”—made of hardened blue leather and adorned with discs of blue-tinted electrum and a rearing, hooded cobra of gold, was crafted specifically for the Sky Pharaoh Hakotep I. The *khepresh* of

*refuge* grants its wearer a +3 deflection bonus to AC and fire resistance 10. In addition, the crown has 3 charges per day. When struck by a critical hit or sneak attack, the wearer can spend 1 charge as an immediate action to negate the critical hit or sneak attack (as the *fortification* armor special ability, but without requiring a roll). The damage is instead rolled normally. Alternatively, the wearer can spend 1 charge as an immediate action to reroll a failed saving throw. He must take the result of the reroll, even if it's worse.

CONSTRUCTION REQUIREMENTS	COST 31,500 GP
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Craft Magic Arms and Armor, *moment of prescience*, *resist energy*, *shield of faith*

SCARAB OF KHEPRI		PRICE 7,800 GP
SLOT none	CL 5th	WEIGHT —
AURA faint conjuration		

This small, blue figurine is fashioned in the likeness of a scarab beetle, the sacred animal of Khepri, the Ancient Osirian god of freedom, the rising sun, and work. Once per day, the bearer of the scarab can speak with vermin as if using *speak with animals*, though the information obtained is very limited. If the bearer has the wild empathy class feature, she may use it to influence vermin as easily as she influences animals. Once per day, the bearer can cast *summon swarm* to summon a swarm of scarab beetles (treat as a spider swarm, but instead of poison, the swarm causes filth fever).

CONSTRUCTION REQUIREMENTS	COST 3,900 GP
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Craft Wondrous Item, Vermin Heart<sup>APC</sup>, *speak with animals*, *summon swarm*

STAFF OF THE HOODED COBRA		PRICE 42,400 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate abjuration and necromancy		



Carved from a single piece of darkwood and topped by the head of a hooded cobra, this staff functions as a +3 *defending darkwood quarterstaff*. Additionally, once per day when the wielder hits a creature with the staff, she can cause the carved cobra head to bite her target. The attack deals an additional 1d6 points of damage and injects the target with a virulent poison (injury; *save* Fort

DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 Str and 1d2 Con damage; *cure* 2 consecutive *saves*).

CONSTRUCTION REQUIREMENTS	COST 21,360 GP
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Craft Magic Arms and Armor, *poison*, *shield of faith*





## CONTINUING THE CAMPAIGN

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

—Sabehepti, merchant of the Malhitu Bazaar



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

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

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

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

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

### IF HAKOTEP WINS

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



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

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

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



## ULUNAT STIRS!

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

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

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

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

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

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

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

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

### FESTERING ULUNAT, THE UNHOLY FIRST

CR 24

XP 1,228,800

CE Colossal magical beast

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

**Aura** frightful presence (300 ft., DC 30)

#### DEFENSE

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

**hp** 525 (30d10+360); **regeneration** 30

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

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

#### OFFENSE

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

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

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

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

#### STATISTICS

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

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

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

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

**Languages** Aklo (can't speak)

**SQ** hibernation, massive, no breath

#### ECOLOGY

**Environment** any (Sothis)

**Organization** unique

**Treasure** none

#### SPECIAL ABILITIES

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



## CONTINUING THE CAMPAIGN

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

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

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

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

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

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

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

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





## VENGEANCE FROM THE FIRST AGE

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

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

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

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

**MEKUHARE** CR 20/MR 6  
XP 307,200

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

NE Colossal magical beast (mythic)

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

### DEFENSE

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

**hp** 379 (22d10+258)

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

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

**SR** 31

### OFFENSE

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





## CONTINUING THE CAMPAIGN

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

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

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

**Spells Prepared** (CL 13th; concentration +20)

7th—*destruction*, *jolting portent*<sup>MC</sup>

6th—*blade barrier*<sup>M</sup> (DC 23), *greater dispel magic*, *heal*

5th—*flame strike*<sup>M</sup> (DC 22), *insect plague*, *plane shift*<sup>M</sup> (DC 22), *slay living* (DC 22)

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

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

2nd—*death knell* (DC 19), *dread bolt*<sup>UM</sup> (DC 19), *enthrall* (DC 19), *hold person* (DC 19), *silence*<sup>M</sup> (DC 19), *sound burst* (DC 19)

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

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

**M** Mythic spell

### STATISTICS

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

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

**Feats** Alertness, Awesome Blow, Cleave<sup>M</sup>, Combat Casting, Combat Reflexes, Flyby Attack, Great Cleave, Hover, Improved Bull Rush, Improved Critical<sup>M</sup> (claws), Power Attack<sup>M</sup>

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

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

**SQ** enigma, mythic sight, sphinx monolith

### SPECIAL ABILITIES

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

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

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

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

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

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

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

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

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

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





## THE RIVER OF SOULS

No greater question vexes the living than the mystery of death. Yet no sooner does a soul pass the border between life and death and glimpse the answer than the mystery reveals itself to be a part of a far vaster enigma. For to the dead, the greatest riddle of existence is life.

These mysteries of existence are at once the best- and worse-kept secrets in all the multiverse. Beyond the guesswork of evangelists, there sprawls a vast and vital truth, a cycle of creation and dissolution responsible not only for every life, but also every death, and the endless transitions between the two. It is a cycle as old as existence, responsible for the stability of the planes themselves. It is nothing less than the pulse of the living multiverse, the answer to the questions that haunt both the living and the dead. Among the planes it is called the River of Souls, and all who live will journey upon its endless course.



## TERMINOLOGY

For the purposes of this discussion, certain terms take on specific meanings, sometimes uncharacteristic to their wider use. These terms are used in impossibly broad contexts and are fraught with exceptions, but their accuracy applies to the vast majority of circumstances. The following philosophical definitions (and, in fact, all details of this article) do not change or undermine existing rules.

**Death:** When a mortal's soul vacates its body and joins the River of Souls.

**Mortal:** Refers to any being that hasn't yet been judged by Pharasma since receiving a soul. Not being mortal does not necessarily make one immortal.

**Quintessence:** A philosophically aligned material that makes up the Outer Planes. It has infinite potential for shape and state and is reactive to prevailing beliefs. It can recreate any material known to the Material Plane, and can react and change as though alive, though it has no innate intelligence. When merged with a soul, quintessence takes on the alignment of that soul and becomes an outsider, its shape typically following specific planar templates.

**River of Souls:** The cycle of life and death, its best-known length being the procession of recently deceased souls traveling from the Material Plane's innumerable worlds to the Boneyard on the Outer Planes.

**Soul:** An invisible metaphysical energy that provides motivating force to mortal beings. Over the course of a mortal's life, sentience, experience, and outside influences might realign a soul's innate neutrality toward extremes of law, chaos, good, or evil. Souls retain the personality and memories of a mortal life for a period, though these fade over time and through transitions into other states.

## WHAT HAPPENS WHEN I DIE?

Mortals who have experienced death often describe the experience as a feeling of floating or lifting, being drawn toward a misty ribbon of light, or being swept along in an indistinct crowd. Some remember glimpses amid a vague timelessness, of unfamiliar faces and bits of conversations with strangers. But even those returned to life after centuries have little sense of what they were doing or how they occupied themselves during that time. The bodiless state following death proves difficult for most mortals to comprehend, much less accurately report on. Metaphysically, though, what happens upon a mortal's death is not so vague.

Death severs the connection between a mortal's body and soul. The body becomes inert material, while the soul manifests nearby upon the Ethereal Plane, either invisibly or as just one more indistinct form in that ghostly realm. In most cases, the unfettered soul departs the body, proceeding upon one of the most discussed legs of its journey along the River of Souls. The specific course of the River of Souls is illustrated and fully detailed on page 73.

Eventually this progression reaches the Boneyard, the plane of absolute neutrality. There, psychopomps and emissaries from the various planes assure that the newly arrived dead make their way toward the courts of the goddess Pharasma. Each in turn, souls have the deeds of their lives scrutinized, considered, and recorded by the goddess's servants. Those with clear destinations in the afterlife, such as those devoted to specific deities or clearly aligned with a particular plane, are sorted by lesser courts and directed toward their eternal fates. Higher courts judge souls with peculiar fates or less certain destinations, while Pharasma herself sits in judgment over the most extraordinary cases. Eventually each soul is directed through one of countless gates, emerging upon their new home in the afterlife.

## HOW DOES PHARASMA JUDGE SOULS?

Although the death goddess keeps her own counsel regarding the sorting of souls, eons of examples suggest two primary factors that influence her judgments: faith and conviction.

Souls who have devoted themselves to deities typically pass through Pharasma's court most swiftly. If a soul is a true devotee, agents of the deity and Pharasma's servants direct it to its patron's realm. The plane in question typically matches the deity's alignment, but there are exceptions.

Some souls aren't spoken for by deities, though. Rather than going to the realms of specific divinities, the spirits of animists, polytheists, agnostics, and others who don't worship specific divinities are sent to planes best matching their individual alignments and philosophies. Virtuous souls might find their ways to the good-aligned planes, while wicked souls are sent to evil planes. Such isn't a reward or punishment, but rather an organizing of like souls. Wherever they're sent, these souls become petitioners and are left to experience existence among those who share similar beliefs.

A soul's judgment is not always so obvious, though. In some cases a soul's alignment radically differs from that of the deity it worships. In such cases, Pharasma and her servants employ visions from the soul's mortal life and the powers of the Boneyard's courts to determine the greatest influences on the individual's life. The soul is then directed to either the deity's realm or a plane of like-minded individuals. In such cases, agents of the opposing deities or planes make their arguments in Pharasma's courts—potentially presenting evidence to support their claims. The goddess or her greater agents then rule on the soul's proper destination.

Yet while instances like these are relatively common occurrences, there are endless exceptions. Pharasma employs diverse agents when a soul's fate comes into question. Despite her countless judgments, the goddess still occasionally makes rulings inscrutable to other beings. Whether she condemns a good-aligned soul to the Abyss or sends a neutral soul wandering the planes, the goddess's rulings are her own, and few dare dispute them.



## WHAT HAPPENS AFTER A SOUL IS JUDGED?

Upon departing Pharasma's realm, a soul emerges onto its new home plane. On the lawful planes of Axis, Heaven, and Hell, souls appear at particular entry points and undergo additional sorting. Those sent to the neutral-aligned planes of Nirvana or Abaddon appear at the fringes and are allowed to find their own paths toward the plane's more populous lands. Souls bound for the chaotic planes of Elysium, the Maelstrom, or the Abyss appear in or near any of those lands' disparate realms, left to contend with the plane's inhabitants as they will. If the soul is a worshiper of a particular deity, it might arrive in the deity's realm, or that deity might have servants assigned to shepherd newly arrived souls.

Regardless of a soul's final destination, upon receiving Pharasma's judgment it finds itself changed. No longer a mortal being, the soul has become an outsider, a true native of the plane it now inhabits. Souls inhabiting the Outer Planes are known as petitioners and, as they've begun new lives, can no longer be returned to life by mortal magic. (In her capacity as the goddess of fate, Pharasma knows which souls are and aren't done with life, including those destined to be called back to the Material Plane via magic. These souls are not judged or transformed into petitioners. Rather, they're left to wait in the Boneyard until resurrected and allowed to progress toward their true death.)

Once transformed into a petitioner, a soul regains a physical body, though not necessarily one similar to that which it had in life. The Outer Planes are realms of philosophy rather than physicality, and the petitioner's body is formed from quintessence charged with the fundamental tenets of its new home plane. Many petitioners appear as humanoids or vague shapes with only general similarities to their mortal bodies. Some planes subject petitioners to more radical transformations, like reconstitution into animal-like forms, script-covered humanoids, or maggot-like larvae. The prevailing philosophical forces of a plane itself determine the particulars of this form, with indirect influence based on the soul's personality and experiences.

Once a soul takes up residence upon a plane, its existence is largely determined by the strictures and leaders of that realm. On lawful planes, a soul might be directed toward some duty, responsibility, or torment. On chaotic planes, souls are often left to do as they will. Good-aligned planes are usually hospitable to petitioners. Evil-aligned planes are dangerous places where petitioners occupy the lowest rungs of vast hierarchies—or food chains.

Not all souls leave the Boneyard, though. Perfectly neutral souls are allowed to seek peace and equilibrium in the solitude of the plane, while worshipers of Pharasma remain in the goddess's court, directing new arrivals from the Material Plane and serving Psychopomp Ushers. Yet, despite the endless work of the Boneyard and its inhabitants, the plane serves other unique functions as well.

## ARE PETITIONERS IMMORTAL?

Many philosophies claim that a soul's journey ends upon reaching the afterlife; that Pharasma metes out eternal rewards and punishments. In truth, the goddess herself neither rewards nor punishes, and her verdicts are far from eternal.

The existence of a petitioner varies dramatically from plane to plane. Being formed of living quintessence aligned with the plane it now calls home, a petitioner's body and soul form a single unit. Should a petitioner be destroyed, nothing is released, the quintessence of its body gradually deteriorating to be absorbed by the surrounding plane. The details of a petitioner's existence vary widely from plane to plane, but most can expect to face one of two fates: absorption or ascension. Although exceptions exist, like the potential for some beings to reincarnate, these cases prove exceedingly rare.

For a common petitioner, no matter how long it survives on an Outer Plane, it cannot last forever. Some petitioners are destroyed, whether by planar forces or violent natives. Others have ages of new experiences. Gradually, though, petitioners lose their grip on individuality. Memories of their mortal lives fade, typically becoming inconsequential over the span of millennia. Across vast gulfs of time, even the wonders of the planes become commonplace, and boredom inevitably sets in. Many petitioners meet their ends pursuing new sensations, while others turn increasingly inward. Eventually, some petitioners just find a place and never move again. Slowly, the quintessence of these individuals merges with their home, suffusing the plane with their experiences and vital force.

But dissolution isn't the only fate petitioners can expect. Some might become higher forms of outsiders—so dubbed because they are “outside” the progression of soul to petitioner and back again. Whether by the will of powerful planar beings, natural processes of a plane itself, or other exceptional causes, a petitioner might be reformed. The methods of such rebirth vary between planes and beings, in terms of whether the process takes instants or ages, what sorts and how many souls are required to make such a transition, and so on. For example, on Nirvana, animalistic petitioners that achieve enlightenment might become agathions, while in the Abyss, larvae guilty of specific sins might be remade into specific breeds of demon. Regardless of how they're created, these outsiders are true children of the planes, and any memory of a mortal existence is typically wiped away. These beings are sentient embodiments of their realms' alignment, ethics, ideals, and objectives. Well suited to life upon the planes, such outsiders rarely lose interest in existence, and might live for vast spans, potentially growing in power or taking on new forms over the passage of ages.

Ultimately, though, the fate of the vast majority of outsiders is the same as that of petitioners. Though sacrifice or violence, all such beings are eventually destroyed. At that point, their signature quintessence is released to contribute to the power of their home planes.



## WHERE DO SOULS COME FROM?

Many planar scholars claim that souls come from the Positive Energy Plane. While this isn't incorrect, the truth proves more complex.

Amid the searing light and unbridled energy of the Positive Energy Plane drift sparks of formless, unaligned quintessence. Over time, the plane infuses this unaligned planar force with its vigor and potential, creating what are, in effect, unaligned souls, devoid of all will or sentience.

Gradually, at focal points and planar vertices, these souls seep from the Positive Energy Plane into the realms beyond. They first pass through the riotous expanse of the First World, sparking new growth, giving rise to radical changes, and sparking the creation of fey beings in their passage. (Fey prove somewhat exceptional in the manner in which they come into being, as, instead of being vessels that attract souls, their forms result from soul energy becoming mired amid the energies of the First World.)

Eventually, souls breach the Material Plane and drift throughout the overlaying Ethereal Plane, gravitating toward worlds already rich with life. There they imbue empty vessels, suited to host them. When and how a soul enters a burgeoning mortal body remains a topic of debate, but by the time a creature can exist independent from a parent, it typically has a soul.

Souls are not created entirely upon the Positive Energy Plane, though. While the plane serves as the starting point of a soul's journey, a soul's existence is a cyclical process—and this cycle begins at the end of a soul's journey.

Upon an outsider's destruction—whether it be a petitioner naturally merging with a plane or the violent destruction of another planar native—its quintessence returns to its home plane. This transference of energies might be an immediate or a gradual process, depending on where the being's existence ended. Beings of specific alignments destroyed away from their home planes have their energy released into the multiverse. While such energy gravitates toward the properly aligned plane, more often than not it becomes lost in the Maelstrom. In the cases of those whose existence as an outsider ends on a plane of matching alignment, its quintessence infuses the plane in a manner similar to corpses on the Material Plane returning their nutrients to the soil. In this way, the plane is supplied with new quintessence, along with new ideas and beliefs from the evolving multiplanar zeitgeist.

At the same time as the Outer Planes are growing in this manner, they're also being consumed. The Maelstrom endlessly erodes the shores of other planes, breaking off quintessence by minute grains and vast bergs. This unfettered quintessence gradually drifts away, joining the eternal storm that is the Maelstrom. Like a great stomach, the Maelstrom then breaks down quintessence, shattering bonds, scouring residual memories, and purifying the

essence of the Outer Planes back into unaligned potentiality. This insubstantial, purified quintessence follows the reckless courses of the Maelstrom to a nexus within that realm, a column of shimmering energy known as the Antipode. Guarded by legions of aeons, this focal point collects the unaligned spiritual potentiality of the Outer Planes and sends it streaming back into the Inner Planes, where it accumulates within the Positive Energy Plane like the grains of sand around which pearls form.

Imbued with the fundamentals of life but no philosophical alignment or predisposition, this potentiality starts the cycle anew. Through this course, the wills of mortals indirectly renovate and reshape the multiverse.





## WHAT SOULS DON'T LEAVE THE BONEYARD?

As the plane of absolute neutrality and the realm of the goddess Pharamasma, the Boneyard serves as the destination of neutral-aligned souls and those who worship the goddess of death. Upon becoming petitioners, many find places of quiet peace or serve in Pharamasma's courts. But two other groups never leave: dissident souls and failed souls.

The former unwaveringly believe that deities are not worthy of worship and actively refuse to participate in the cycle of souls. Their rejection goes beyond mere atheism or impiety, being a deliberate rejection of the metaphysical order. While many agnostic and atheist souls pass on to Outer Planes best aligned with their convictions, some dissidents object to the experiment of greater metaphysical reality—when given the chance to become petitioners and pass onto other realms, they actively refuse. These lost souls find crypts and crevices on Pharamasma's Spire where they might eternally brood on the failings of reality. Many mortal philosophies teach that all atheist souls meet this end, but in truth, atheists and alatrists who seek to pass on can experience the full range of afterlives just as adherents of any other belief system do.

The latter group—failed souls—might be considered spiritually stillborn. Whatever potential these souls carried onto the Material Plane was never stirred. They lived without convictions, passed through life without direction, and carried nothing with them in their passage. With no faith or passion to direct them to other planes, and no will to further the Boneyard's endless work, these souls are the flotsam of the River of Souls. Pharamasma determines whether such souls were not afforded opportunity enough to amass their own beliefs, or if they were fundamentally incapable of doing so. If she judges the latter case, she has nowhere to send such souls.

For both groups, the results are the same. These souls are not transformed into petitioners, but are escorted into the Graveyard of Souls beyond Pharamasma's court where they can forget and be forgotten. These vast cemetery-seas and the depthless crypts below are guarded by legions of psychopomps, as many upon the planes would eagerly prey upon even such failed souls. There, either willingly or because the lack the capacity to care, the dissenting and broken souls of the multiverse spend eons dissipating, forever excluded from future travels along the River of Souls. Eventually their memories fade, their personalities dull, and nothing remains but a handful of eternally stagnant quintessence. The spire the Boneyard perches upon is entirely composed of this soul debris, threaded through by vast crypts and catacombs that once comprised the plane's surface, but which new arrivals gradually force deeper. Within these morbid depths wind archives of dwindling souls and the hidden bastions of Psychopomp Ushers. Over fathomless eons these hidden places deepen, the residue of hollow souls contributing to the Spire's imperceptible but relentless growth.

## IS DEATH ALWAYS THE SAME?

While the forces that guide the multiverse are nearly impossible to resist, the path of every soul is not necessarily the same. Many belief systems inaccurately represent the experience of the deceased, but countless mortals cleave to these philosophies nonetheless. Some mortals believe their soul isn't free until it receives a proper burial. Some cultures say the soul has different parts with distinct postmortem functions. Some believe they personally have a purpose to fulfill before they pass on. Still others don't believe in souls at all, expecting dissolution after death.

For most, these beliefs are peripheral to their greater being and don't affect their soul's greater journey. Yet, for some, these beliefs are strong enough to temporarily divert their travels upon the River of Souls. Fixated on some aspect of life, such souls become temporarily stuck near the Material Plane. Some are vaguely conscious of certain details in the world, usually their bodies or individuals of particular importance, and linger near them upon the Ethereal Plane. Some follow paths outlined by their philosophies to eventual reincarnation. Others loiter in wait for something to draw them back to life. But time weighs upon all souls. As passions and ties to the mortal world dull, the soul eventually slips away to join the River of Souls.

Fey also have an exceptional relationship with souls, being outgrowths of the First World clinging to young souls slipping from the Positive Energy Plane. When fey are destroyed on the First World, their souls are not lost. Instead, they resurrect as new incarnations of the beings they were. On the Material Plane, though, fey are cut off from the generative power of the First World. When slain on the Material Plane, fey souls are drawn into the River of Souls like any other. While they can be resurrected and returned to life, as any mortal, such doesn't happen naturally as it would on the First World. As such, most fey visiting the Material Plane prove more guarded and evasive than they do on their home plane.

The most dangerous lingering souls become haunts and spontaneously forming undead. Typically these souls were traumatized in the final moments of life, imbuing them with enough anger, confusion, or purpose to resist the pull to journey on. Such strong emotions allow them to influence the forces of negative energy acting on their deceased bodies. This might allow them to reinhabit their corpses, rising as types of undead creatures corresponding to the circumstances of their deaths. Others don't reconnect with their bodies, either being too spiritually weak to do so—thus creating haunts—or manipulating negative energy into new insubstantial forms—as incorporeal undead. But even undeath is only a temporary diversion from the River of Souls. Inevitably, time and exterior forces act upon such delinquent souls, drawing them along their intended paths. The process might take millennia, but such gulfs of time mean little amid the greater workings of the multiverse.





## PROGRESSION OF SOULS

The vast majority of souls follow the same cycle.

1. Souls inhabit mortal vessels upon the Material Plane.
2. Upon death, a mortal body releases its soul onto the Ethereal Plane. Individual souls join with others as they migrate toward the boundaries of physical existence.
3. Some souls linger on the Material Plane, mired by energies from the Negative Energy Plane.
4. Souls pass through the Elemental Planes, leaving the Inner Planes, and emerging onto the Astral Plane.
5. Souls reach the Boneyard, where they are sorted by Pharasma, her servants, and agents of the planes.
6. A soul is judged and assigned to one of the Outer Planes, becoming a petitioner of that plane (see A1 & B1)
7. Aligned quintessence crumbles into the Maelstrom. Ages of dissolution transform it into unaligned potentiality.
8. This spiritual potential is swept toward a point in the Maelstrom known as the Antipode, where it streams back toward the Inner Planes.
9. Spiritual potential collects on the Positive Energy Plane. Imbued with the fundamentals of life, this energy becomes unaligned souls.
10. Unfettered souls pass from the Positive Energy Plane, journey through the First World, and gravitate toward uninhabited mortal vessels on the Material Plane.

## LIFE CYCLE OF OUTSIDERS

Outsiders typically experience existence in one of two ways.

### AS PETITIONERS

- A1. A judged soul merges with the quintessence of its new home plane, gaining the physical body of a petitioner.
- A2. The petitioner meets a violent end or merges with its planar home, releasing its soul-infused quintessence to join with its home plane.
- A3. The philosophies and experiences of the petitioner's quintessence become part of its home plane.
- A4. All planes are gradually eroded by the Maelstrom. Aligned quintessence is broken down by the Maelstrom's endless chaos.

### AS ASCENDED OUTSIDERS

- B1. A judged soul merges with the quintessence of its new home plane, gaining a physical body of a petitioner.
- B2. Through extraordinary circumstances, a petitioner ascends, taking on a new outsider form.
- B3. Exceptional beings become higher forms of outsiders.
- B4. Truly rare beings eventually become unique outsiders.
- B5. An outsider meets its end. Its aligned quintessence merges with its home plane or escapes onto the planes, eventually being claimed by the Maelstrom.



## The Pharaoh's Tomb

PATHFINDER'S JOURNAL: SHADOW OF THE SANDS 6 OF 6

"You're crazy," I said. "Completely off the path. I don't even know why we're talking about this."

Farhaan and I sat on a bench against the rail of our rented barge. A day had passed since we'd left Ipeq. Another bright, hot day met us at dawn, and now we sat baking in the sun and watching fish dart between the verdant reeds of the river.

"All I'm saying is that, technically, he belongs to me," Farhaan said.

"Not a chance. I'm the one that rescued him." I dipped a hand into the travel satchel to make sure Toothy's rag bed was sufficiently damp. "I'm the one who kept him safe this whole time. And he likes me."

"He's a crocodile. I don't think he's overly attached to anything but dinner."

"Not true." I peeked into the travel satchel. Toothy nosed the air, lifting his snout for scratches. I obliged. "See? He was never really yours anyway, he just hung out in your bar."

"I stand corrected. I have now seen the miraculous bond that can form between a human and a tiny crocodile."

I closed the satchel and turned my attention back to the river. My gaze drifted across the sere landscape beyond the green banks of the Sphinx. A pile of stones massed a dozen yards up the river, on the bank nearest us. Arrows, runes, and words still showed on their faces, eroded by time and sand but still legible. "What's that?"

"A waystone. They point travelers to settlements and camps. Some of them are thousands of years old."

One small rock's symbols seemed to be neither runes nor letters, but a series of slanted lines. Though I couldn't translate the markings, there was something familiar about them. I squinted as we drew nearer, trying to remember where I'd seen lines like that before.

When it hit me, it was almost too late. The river swept us along toward the waystone. I slid off the bench onto my knees and rested my chin on the railing.

"Uh, Nenet? Are you okay?"

I tilted my head slowly to one side, then the other, until I stared sideways down the length of the river. I cried out in triumph and scrambled to my feet. "Stop the boat!"

The nearest sailors gave me a curious glance, but most ignored me and went about their duties. I fumbled the travel satchel over my shoulder and pulled my pack out from under the bench. "Stop the boat!"

"They're not going to stop the boat." Farhaan caught my shoulder. "What's going on?"

"Sorry, I have to go," I babbled. "Good luck in Tephu."

"Nenet!"

The crew finally took notice as I backed up across the deck to gain a running start. As we sailed past the waystone I sprinted across the deck and vaulted over the railing.

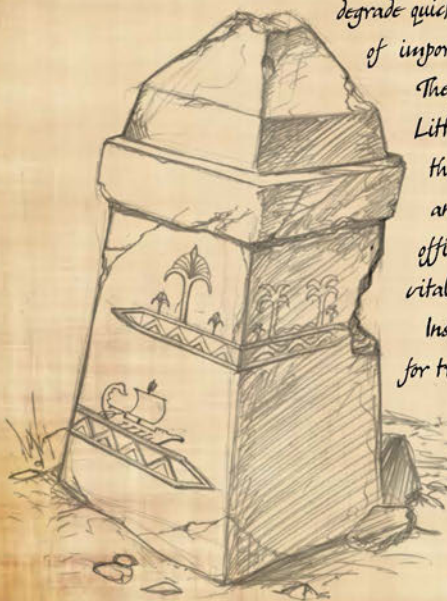
### OSIRIAN WAYSTONES

*In the desert, the travelers who know where to find water and shade are the ones who survive. Ordinary signposts degrade quickly in the blowing sands, so long ago travelers devised a more permanent way of marking areas of importance.*

*The first waystones were etched on large stones found in the desert and pointed the way to nearby locations. Little more than the nature of the place indicated and a general direction were recorded. As waystones showed their usefulness, travelers began moving stones into central locations. Caravans would camp near waystones and add their own knowledge to the collection of stones. Cities rose in the desert, and soon governments sent officials to place, monitor, and update waystones. Because citizens' livelihoods often depend on trade, it was vital to ensure that visitors could reach a city without becoming lost among the rolling dunes.*

*Instead of writing out locations in words, most waystones display the locations in symbols or rebus. This allows for travelers who speak many languages to make use of the stones. Tephu, for example, is often indicated by a papyrus reed. An arrow within a circle generally points the way to an oasis.*

*As cities became more established and trade routes developed, waystones became less important. Some were abandoned to the scouring desert wind. Some, particularly ones that pointed to out-of-the-way landmarks, remain in use. Travelers often come across waystones during desert treks, but these aren't always reliable, as their markings can be decades or even centuries out of date.*





## PYRAMID OF THE PHARAOH

For the second time this week I plunged into the crisp waters of the Sphinx.

At least I still had my daggers this time.

"You didn't have to come with me," I said for the twentieth time as Farhaan and I slogged across the desert. Again.

"This is more exciting than floating my way to Tephu," he replied. "And you still have my crocodile."

I'd been surprised—but not too surprised—when Farhaan had slogged up out of the river behind me. It took little time to explain why I'd abandoned our ride. When he tilted his head properly, he too saw the lines on the stone blend together to show a triangle, an owl, and an arrow pointing into the desert. It was a perspective puzzle, the same style as the one on my amulet.

It took longer to convince Farhaan that what I'd seen was in any way important.

"The sign could be pointing to anything," he'd argued.

"It's hidden the same way as the route to my ancestor's tomb was," I'd counter-argued. "Plus the owl on the image is the same as the one I saw above the door to the tomb in Wati."

"Owls are popular. And whatever's there could have crumbled away hundreds of years ago."

"I have to look," I'd replied. "When will I ever get this chance again?"

Now, hours later, night approached. I hoped whatever location the signs pointed to wasn't too much farther into the desert. Though we'd passed two more stones marked with perspective-puzzle directions, it was easy to veer off course in the trackless sands.

I needn't have worried. As the light failed, I saw a shadow against the horizon. I pointed. "I think that might be another waystone."

Farhaan nodded. He trailed after me as I angled my course toward the shadow.

Before the sun disappeared completely and night overtook the desert, we got close enough to make out the shape in detail. I stopped short, and Farhaan whistled. This was no waystone.

It was a pyramid.

The pyramid loomed above us, framed against the sky by a thousand softly glowing stars.

It was smaller than those I'd seen in books, but now that I stood next to the thing, it seemed plenty big enough. Neither Farhaan nor I made a sound as we circled it. We returned to stand again before the ancient doors. They stood closed, an owl icon carved into each one.

"At times like this," I finally said, "I think I begin to understand Kema a bit."

"Then you're wiser than I."

"She works to protect Osirion's history and treasures. At least, that's what I gather from her rants. I'm an explorer, a cataloguer of sites. I didn't understand at first why anyone would want to leave things buried, but..." I reached out to touch the cooling stones. "There's a lot of weight to history. More than I realized."

"Should we leave this place undisturbed, then?"

"Not on your life." I smiled at Farhaan. "Let's get these doors open. Pyramids don't usually have them, do they?"

He shook his head. "Hidden entrances, if any. Be careful. There's no way the builders left this tomb unguarded."

We started by examining the area around the doors. Farhaan's words showed their truth quickly enough. Half-buried in the sand before the door was a charred skull.

I jerked back in shock when I realized what I was seeing. Gingerly, I scraped away more sand. "The rest of the body is here, too. Looks like it was hit by lightning."

"Or it triggered a ward. We might not be able to get in here, Nenet."

I straightened and dusted my hands off on my trousers. "We can do it. My bloodline ties me to this place."

"I don't think it's a good idea."

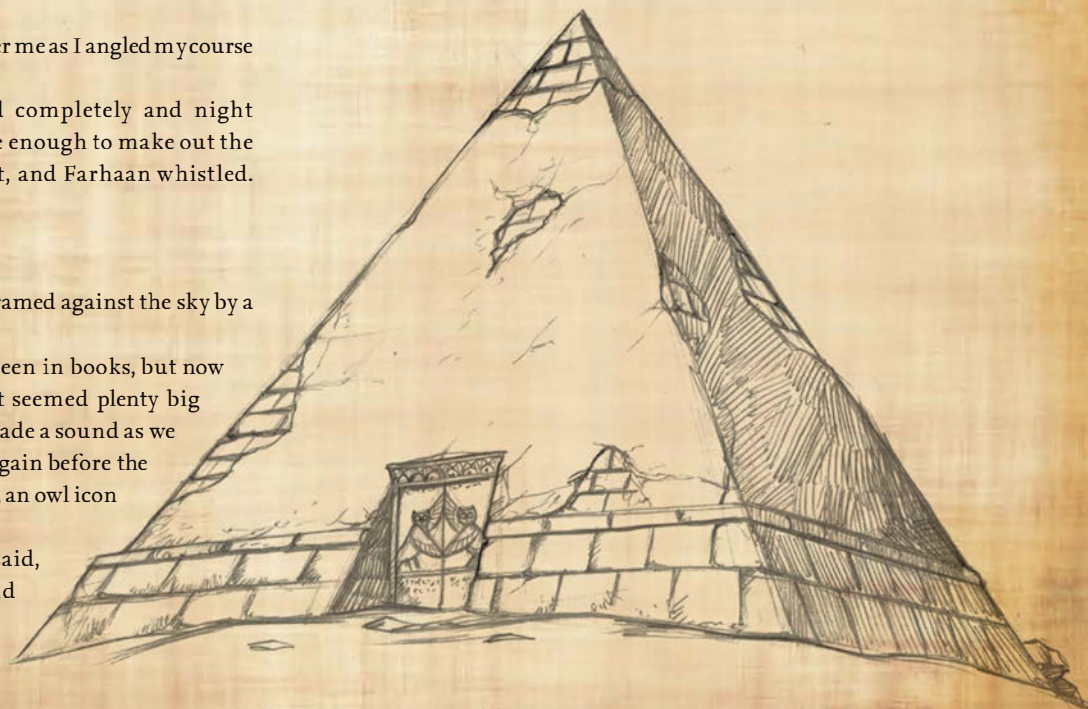
"Stand back and let me try."

"Nenet—"

"Move, Farhaan!"

Farhaan backed away as I reached a hand toward the carved frame around the door. I held my breath, shoulders tight, as my fingers came in contact with the stone.

Nothing happened. I let my breath out with a sigh. Carefully I worked my way around the frame, searching for any sort of trap or hidden trigger for opening the door. The rough surface scraped against my fingertips as I worked through





## USHABTI SERVANTS

*An ushabti is a special type of servant created for the afterlife. If the deceased's spirit is required to labor or suffer hardship after death, ancient Osirian legends say that an ushabti figurine steps in to perform the task for its master. An ushabti might also serve the deceased's spirit directly by tending to any needs it might have.*

*Of course, the magic required to make an actual afterlife servant is immense. Such creations, called shabtis to distinguish them from their nonmagical counterparts, are rare to the point of mythical. Even in ancient Osirion, most wealthy individuals satisfied themselves with mundane figurines that honored the superstition without emptying the coffers. An individual's importance could often be measured by the number of ushabtis in a tomb, with pharaohs having hundreds or even thousands of ushabtis. The tradition of ushabtis in modern Osirion has mostly fallen out of fashion, but one or two small figurines might be added to a person's tomb for the sake of tradition.*

*Ushabtis look different based on the region in which they were created, but all share similar basic characteristics. The humanoid figurines stand no more than a foot tall and carry items to help with their tasks in the afterlife. Many carry a spear and a basket, but regional tastes may dictate other items for the ushabtis to carry.*

*Some tombs contain enchanted ushabtis that animate to protect the deceased's body or manifest other powers. Enchanted ushabtis are usually imbued with the power to serve their bearers in some way, whether by healing wounds, making burdens lighter, or hastening travel times. Such ushabtis are frequently taken from tombs by robbers to be sold and resold, and as a result can be found in many marketplaces across Osirion.*



every crevice. I tore off the tip of my nail trying to pry open what I thought was a hidden panel but which turned out to be just a crack in the stone. I stuck my bleeding fingertip in my mouth and glowered at the doorframe.

When I finished my examination of the frame, I looked back at Farhaan. "I don't see any traps. I'm going to try the door."

"Be careful," he called again.

The engraved owls seemed to watch me as I turned my attention to the doors. Runes I couldn't read hid among the surface decorations. They could be prayers to the dead, magical wards, or graffiti for all I knew.

Finally I reached out to touch the door. Excitement and fear warred within me; I was poised, ready to run, even though the skeleton near my feet told me that by the time I realized I had triggered a trap, it would be too late.

My fingertips touched the door. A thunderous crack like a bolt of lightning split the still desert air.

I screamed and stumbled back. Farhaan yelled my name and charged forward.

He grabbed my arms as I gasped for breath and tried to still my crazily beating heart. "I'm okay," I managed. "I'm okay. Look!"

The dark line between the two doors had widened. My touch had unlocked them and opened the way.

"I told you," I whispered, exultant. "I'm meant to be here!"

Together, we stepped inside the ancient pyramid.

We'd only had the funds for minimal equipment in Ipeq, so we explored the pyramid the old-fashioned way, with a

torch. Farhaan held the flickering brand as we crept through the ancient rooms.

Beyond the entrance we found an antechamber filled with clay statuettes. The figures stood no higher than my knee and clustered in the corners of the room. I paused to examine their faces. "These are the servants meant to accompany the entombed into the afterlife, right?"

Farhaan nodded. "They tend to the spirit's needs after death. This must have been an important person."

"Any chance we'll find a couple of once-living servants down here?"

Farhaan shrugged. "Some families walled living servants in with their dead, in the belief that they would serve better than the ushabti statues. Some left secret entrances so that living servants could enter the pyramid years or even decades after the original burial to ensure the deceased rested safely. Who knows what we'll find here?"

"Let's hope that if there are dead people here, they sleep peacefully."

A dark archway showed the path onward. Beyond the archway, to the left and right, stone slab doors blocked the passages a dozen feet in. Directly ahead of us, stone double doors displayed a marvelous image of an owl. A thin seam of gold outlined the owl's body, its tufted ears and sweeping wing. A round chip of lapis lazuli formed its staring eye. Its triangular beak gleamed silver in the torchlight.

"We should do this properly," I said. "Examine every inch of this place. I want to make a sketch of all the rooms."

He nodded sagely.

"After we look behind this door."



## PYRAMID OF THE PHARAOH

Farhaan grinned.

Like the first door, this one cracked open beneath my touch. Together Farhaan and I pushed one slab in far enough for a person to slip through. My heart seemed liable to beat out of my chest, and my fingertips were icy cold with excitement. "I want to go in first," I said.

Farhaan handed me the torch. "The way it should be."

I wriggled my way past the door, eyes closed. Once through, I stood still for a moment, collecting my thoughts, savoring the moment. When I was ready, I opened my eyes and took in the room all at once.

The shine of gold seemed even brighter reflected off the walls of the small chamber. Heaps of artifacts—precious ewers, gilded clay vessels, piles of dusty coins—spilled from every corner of the room. Jewels glinted from the depths of a chest. A mosaic mural gleamed on the far wall, a scene of the flowing Sphinx with a pyramid in the distance. Before the mural, a stone platform held a shining gold sarcophagus.

"It's incredible," Farhaan whispered. I hadn't even heard him follow me in.

"I never thought... I never even dreamed."

We stepped to the center of the room, both of us spinning slowly to take in everything.

When we'd had our fill of looking, I hung the torch in a sconce on the wall and moved up to the sarcophagus. Hieroglyphs marched along the coffin's golden edge. I traced them with my fingers. "I wish I could read these."

"My Ancient Osirian's rusty," Farhaan said, "but I can make out a couple of phrases. That one looks like a prayer for the spirit of the deceased. It's common in funerary writings. I don't understand this part." He pointed to a series of wavy lines interspersed with animal icons. "And over here—"

"That's my name!" I exclaimed. "These two symbols. They represent the name of my family. I've seen them on some old documents of Grandfather's."

"Then that means this..." Farhaan trailed off, his brow furrowed. "Wait, that doesn't make sense."

"Why not? If this is my ancestor's tomb, it should have his name on the coffin."

"The entombed usually have their names on the lids, though. Your name is in a—well, a different position."

"What do you mean? What sort of position?"

"I'm not an expert—"

"Just tell me what you know."

With an apologetic shrug, Farhaan pointed to the symbol before my family name. A humanoid, shorter than the other symbols. "This is the image of an ushabti."

"One of the clay figures."

"Yes, but also more generally a servant. For your name to appear here, near this image... it may mean your family was..."

I blinked. "Are you saying we were the pharaoh's *servants*?"

"I was trying very hard not to say it, actually. But yes. That's what I think."

I stared at my family name.

Farhaan spoke hastily. "Since it's your family name, I imagine it wasn't just one of your ancestors who served here, but many. Probably a sacred duty passed on from generation to generation."

"We were a family of servants." I looked again at the gleaming coffin. A person of importance lay within, no doubt, but not an ancestor of mine.

"Sorry, Nenet. I know this isn't what you expected."

Before I could answer, the walls shook with a deafening boom. We spun around. I scanned for the source of the sound, imagining undead defenders, picturing the most defensible position in the room.

It took only a moment for me to realize the gravity of our situation. The door to the chamber stood closed.

Farhaan and I bolted toward the door. We struggled together to find a handle, a seam to dig our fingers into, anything. But this side of the door was smooth and unmarked.

A voice, muffled but distinct, spoke from the other side.

"And now I have you."

I gaped at the door. This was harder to accept than my family's lineage.

"Kema?" Farhaan sputtered.

"How did you find us here?" I shouted through the door.

"The gods of old Osirion approve of the actions of my order," she said. "They grant us aid. I can track the desecrators of tombs through a sandstorm at night when I call on my faith."

"That's how you knew we'd gone to Ipeq, too," I realized. I'd wondered how she'd known to follow us against the river's current.

"And now you're... what? Going to let us starve to death in here?" Farhaan kicked at the door.

There was an uncomfortably long silence from Kema.

"I haven't decided," she finally said. "You've eluded me more than once. If you will not submit, perhaps the tomb you intended to rob should become your own."

"We're not here to rob this place!" I said. "Kema, you may not believe me, but I'm only here to find out more about my ancestors. I'm an explorer, not a thief."

"And you may believe yourself, but I know too well the type of man who stands next to you."

"How many times do I have to tell you?" Farhaan shouted.

"I did what I could to save Janar. But it wasn't my fault!"

"Wasn't it? Do you swear by the ancient gods of our land? Do you swear on her memory that you were blameless?"

Farhaan rested his brow against the door and said nothing.

I heard a faint shuffle from the other side of the door.

"Kema?"

No response.

"Kema?" I couldn't keep the panic from my voice. I called her name again, and again, to no avail.



We were alone.

Farhaan sank cross-legged to the floor. "I'm sorry, Nenet."

"She'll be back." I tried to sound more confident than I was.

"This is my fault. In so many ways."

I sat next to him. "Tell me."

He stared at the ground, tracing patterns in the dusty floor as he spoke. "We were there to clear out the restless dead that had been plaguing the necropolis. We weren't supposed to take anything. Our group became scattered after a nasty assault, and as I tried to regroup with the others I ran into Janar—Kema's sister. She had found a burial chamber, something like this one."

"And full of treasure?"

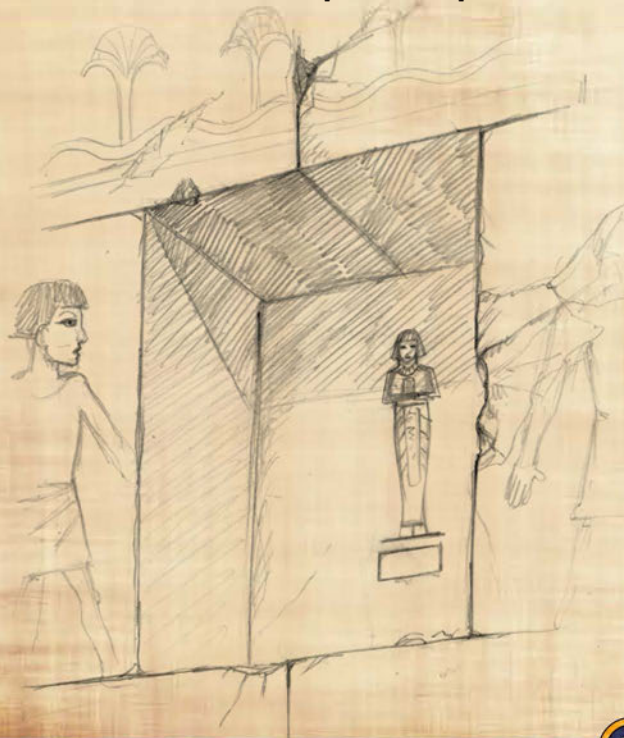
"She was stuffing ornaments into her pack. She called to me when she saw me. 'We can carry more together!' I should have told her to put it back immediately. Instead, I let her sway me. I was weak."

"Then what happened?"

"I was in the corner of the room, trying to fit a golden statue of a cat into my bag, when she screamed. An undead serpent hidden under a pile of coins bit her when she tried to collect them. It had some kind of necrotic poison. It killed her and then reanimated her." His face twisted in pain. "I had to fall back, find the others. Together we were able to... put her to rest. When the priests of Pharama rewarded us with artifacts from the tomb, I sold them as quickly as possible." "And you never told Kema the truth?"

"How could I? To know her sister was a tomb robber... it would taint all the memories she has. If she'd even believe me."

I put my hand on Farhaan's shoulder, and we sat in silence for a time. Finally, I stirred. "She'll be back," I said again. "Probably. In the meantime, we should try to find a way out of here."



"I don't think we'll get through those doors," Farhaan said. "And I don't see any other likely exits."

"Since my family served the line of whoever's lying in that coffin, maybe they expected us to return here. You said that happens. So the builders would make sure any servants who came to visit could get out again, right?"

"Maybe they expected the servants to be smart enough to wedge the door open."

"Come on, start exploring."

It took almost half an hour of searching the increasingly smoky chamber for us to find the loose stone. My heart leaped with sudden hope. Farhaan pried the stone out of the wall, but all that lay behind was another stone, this one carved with an ushabti icon.

"Well that's helpful," Farhaan said.

I slumped against the wall. "I should have just sailed on to Tephu."

"How exciting would that have been? A calm boat ride, a last argument in Tephu as I reclaimed Toothy, and then we'd have gone our separate ways. Not much of a story to tell."

"At this rate, we'll never tell our story to anyone." I flipped open the travel satchel. "And Toothy belongs to me. Speaking of which, I should probably feed him. He'll probably outlive both of us."

Toothy rose up, looking for scratches. I reached down to oblige, and to my surprise he snapped at my fingertips.

"Hey!"

"So much for the bond between human and tiny crocodile." Farhaan smirked.

I examined my hand. "He didn't mean it, he's just hungry. Probably my scab tempted him. I wrecked my nail opening that first—" I broke off as an idea flashed through my head. "I cut myself opening the first door!"

"You sound more excited by that than you should."

"What if that's *why* the door opened? What if there's a reason no one broke in here before?"

"It wasn't your touch." Farhaan's eyes gleamed. "It was your blood."

"And the way was opened." I closed the travel satchel and stepped over to the ushabti icon on the wall. "The owl is the symbol of my family's masters," I said, picking the scab off my forefinger. "The ushabti is the symbol of my family." I pressed my bloody fingertip to the icon.

With a groan and a puff of dust, a crack appeared between the door slabs.

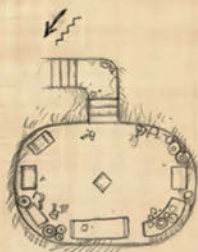
Farhaan let out a whoop that turned into a cough. The smoke was getting really bad. Using our daggers to widen the crack, we pried a door open.

We escaped into the corridor with relief. The archway before us led to the ushabti room, where torches now blazed on the wall. In the center of the room, two robed figures knelt. A third had scrambled upright and turned to face us.

"Kema." I held up my open hands. "Wait. We need to talk."

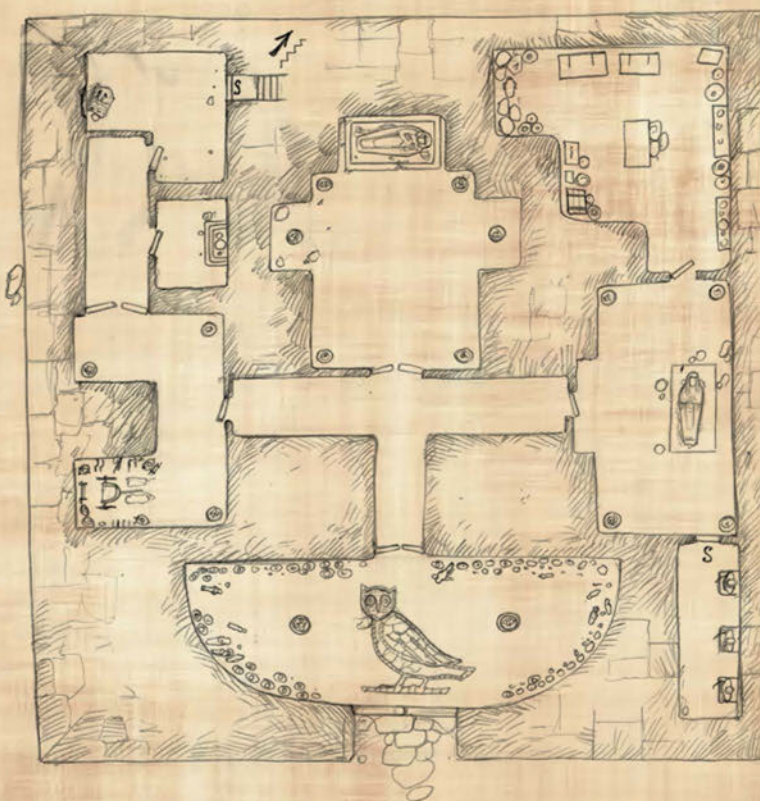


## PYRAMID OF THE PHARAOH



*Years later, I was able to return and explore the rest of the pyramid's chambers. In addition to the central chamber for the pharaoh, there was also a side chamber for his consort, a shrine, and heaps of supplies for the afterlife.*

*There were also quite a few construct guardians, particularly in the hidden treasure chamber upstairs. Good thing my blood marked me as a servant...*



"I think we passed that mark long ago," she said. Her guards rose, drawing their swords.

"We can keep doing this," I said. I could sense Farhaan tensing next to me and shot him a warning look. "We can keep fighting, if you want. But if so, let's at least take it outside. I don't want to shatter all these little servants."

"So I can play into your hands? You're slipperier than a river eel."

"Look, I understand why you've come after us. You're concerned with protecting the legacy of our ancestors, and I respect that. I might not always have, but I do now." I lowered my hands to my sides. "I want to know what your purpose is in all of this. What's your plan for us?"

"To bring you to our sanctum. There the gods of Old Osirion will hear our prayers and judge you accordingly."

That sounded like a whole lot of fun. "You said before that you believed I believed I had a right to be here. I do. My family served this pharaoh's line. That's how I was able to bypass the wards and enter this place."

"But he—"

Farhaan spoke before I had a chance to. "I'm not guilty of tomb robbing," he said. "But I might be guilty in other ways. I tried to keep the truth from you and it hasn't worked out so well." He put a hand on my shoulder. "Let's leave Nenet out of this and return to Wati together. We can go to the Temple of Phasasma and I'll tell the story of what really happened."

Kema didn't agree right away. She sent her guards outside on patrol to make sure Farhaan and I didn't have a trap

waiting. She examined the sarcophagi where I showed her my family name by the ushabti symbol and demonstrated how I'd opened the door. Finally, she nodded. "Very well."

"Thank you," I said. "Perhaps someday I'll return and tell you my story as well."

"Perhaps." Wariness still lurked in her eyes, but I saw interest there as well.

Farhaan and I bade each other goodbye in front of the pyramid while Kema and her group made their preparations to leave. "Have a safe trip back to Wati," I said.

"And you a safe trip home. Are you disappointed with what you found here?"

"A little. But Grandfather'll be pleased to know the truth—the real truth. And I'll record our history so it's never forgotten again."

"You said to Kema you might return one day. If you do..."

"I'll be sure to visit." I glanced down at the travel satchel. "Toothy will be glad to see you again."

Farhaan laughed and clapped me on the shoulder. "You're tenacious as a crocodile yourself. Very well, take care of the beast. Keep him warm."

"I'll make a bath for him by the fireplace in winter."

Kema called that they were ready. We struck out again into the desert, headed for the river where we would part ways, and I would leave this land of sand and shadows. I wasn't sure how the trip to Wati would go for Farhaan and Kema, but I hoped it would end in peace for both of them.

It seemed we all came to difficult truths in our own time.





## BESTIARY

After exploring the tomb, we finally came across the burial chamber. A blast of dust and stale air greeted us as we forced the door open. Our light crept into the room, its rays falling upon the crypt's guardian. Standing half again as tall as anyone in our party, the creature combined aspects of Osirion's deadliest beasts. From something so large, I didn't expect such speed—in a flash, it opened its terrible jaws and sprayed gouts of flame our way. I was barely able to tuck and roll out of the way, and I gained my feet in time to get a good slice in right under its jaw, though that only served to enrage the beast further."

— Maythorn Calvros, monster hunter



The Mummy's Mask Adventure Path wraps up this month, and the Pathfinder Bestiary brings you soul-eating beasts, otherworldly alien menaces, construct guardians dedicated to protecting a dark god's temples, a race of beings built to ensure a leisurely afterlife, and a template to transform any ancient tyrant into a dangerous mummy lord.

## HAKOTEP'S OTHER PYRAMIDS

By the end of the Adventure Path, the PCs have the chance to defeat two of the flying pyramids that make up Hakotep's fleet, but there are others out there in the skies above Osirion. If the PCs successfully completed the campaign, most of these other pyramids crashed to the ground, but some landed safely near their target cities. The following are details about what can be found in these other flying pyramids, as well as what dangers they pose to the nation of Osirion.

Each of the flying pyramids in Hakotep's fleet has a *scrivener's wall* through which its leader can communicate with the rest of the invasion forces and receive orders from the Sky Pharaoh. Groups of pyramids are sent to the same locations, with some ordered to rain down destruction, some to capture slaves, and some to observe official reactions to the chaos in order to plan the course of future attacks.

**Pyramid of Broken Earth:** The pyramids controlled by Eshen Theba in the earth crypt are sent to fly above Ipeq, and the Pyramid of Broken Earth leads the fleet. Commanded by **Malanaq** (NE male sepid<sup>B3</sup> magus 3), this pyramid's ground force is composed of a unit of sandman rogues (*Pathfinder RPG Bestiary* 2 236) and mummified desert giants (*Pathfinder RPG Bestiary* 3 128 and *Pathfinder RPG Bestiary* 4 196). The pyramid flies low over the desert outside of Ipeq, and deploys the ground forces using multiple castings of *feather fall*, which allow the troops to simply drop from the hovering pyramid. Malanaq's second-in-command is a mummified adult blue dragon (*Pathfinder RPG Bestiary* 94 and *Bestiary* 4 196) that he uses as a mount if he needs to leave the pyramid and join the ground forces; otherwise, the creature acts as mobile artillery, blasting landmarks in the city with its lightning breath weapon. Malanaq's orders are to siege the city and strike terror into the citizens so that they will surrender to Hakotep once he reclaims Osirion.

**Pyramid of Crashing Waves:** The pyramids controlled by Keshenepek in the water crypt are sent to the coast of the Inner Sea near Totra. Commanded by **Mekret** (NE female mummified water naga<sup>B3</sup> sorcerer 7), this pyramid is tasked with commanding the other three pyramids in its group and coordinating their attacks. A unit of evil marid fighters (*Bestiary* 142) and greater water elementals (*Bestiary* 127) are ready to defend the pyramid if attacked.

Though the Pyramid of Crashing Waves would normally need to land in order to deploy its forces, its troops have an affinity for water, so the pyramid simply hovers over the Inner Sea. This allows the marids and water elementals to drop from the pyramid and splash down into the water before attacking the city. The other pyramids in this group are outfitted with similar forces. If this pyramid or any of the others in its group come under attack, the other three are ordered to come to the besieged pyramid's aid.

**Pyramid of Righteous Fire:** The pyramids controlled by Inhetef in the fire crypt are sent to the sister cities of An, Teph, and Wati. The PCs encountered one of the pyramids in this group, the Five-Pointed Sun, when it attacked Wati. One of the remaining two pyramids attacks An, while the final pyramid rotates between the three sister cities, lending aid where needed. Commanded by **Kentektra** (LE female worm that walks<sup>B2</sup> evoker 13), whose form is composed of thousands of skittering scarabs, the Pyramid of Righteous Fire hovers low over Teph and is tasked with attacking the City of the Reed People. Kentektra's forces focus their strikes on the Great Library and other prominent structures in the Old City. The greatest asset in Kentektra's arsenal is a group of 10 erinyes (*Bestiary* 75) capable of flying above the city and raining down flaming arrows on Teph's militia. If forces are needed on the ground, half of the group ferries Medium and Large fire elementals (*Bestiary* 124) from the pyramid to the ground below with orders to rampage through the old city and to burn the Great Library to cinders. This allows the pyramid to stay safely in the sky during the ongoing assault.

**Pyramid of Sounding Gales:** The pyramids controlled by Shendakut in the air crypt are sent to hover above Sothis, and the Pyramid of Sounding Gales leads the fleet. Commanded by **Ahlish** (NE female invisible stalker rogue 7), this pyramid's orders were to remain above Sothis and observe the city's reaction to the forces of flying pyramids. Ahlish uses the *scrivener's wall* in the Pyramid of Sounding Gales to communicate with the other groups of pyramids and get up-to-the-minute reports on how the various attacks are playing out. She then modifies various strategies depending on the situation. The four pyramids spread out in the skies above Sothis, slowly rotating so that each one has the chance to scan movements within the city. Ahlish was commanded not to engage unless attacked first. She is mainly interested in seeing where Sothis musters its military response and gauging the size of the forces that Hakotep must contend with if he hopes to take the city. Outside the pyramid, a dozen baykok archers (*Bestiary* 3 35) soar around the pyramid's face keeping a vigilant watch for anyone attempting to access the pyramid, and an army of mohrgs (*Bestiary* 208) awaits any who gain entrance.



# MUMMY'S MASK

## AMMUT

*This massive creature has the head of a crocodile, the mane and torso of a lion, and the hindquarters of a hippopotamus. The wickedly curved claws on the creature's forepaws pale in comparison to the danger of its mighty jaws.*

### AMMUT

CR 18



XP 153,600

LE Huge outsider (evil, native)

**Init** +10; **Senses** darkvision 60 ft., scent, tremorsense 60 ft., true seeing; Perception +30

**Aura** fear aura (30 ft., DC 29)

### DEFENSE

**AC** 34, touch 14, flat-footed 28 (+6 Dex, +20 natural, -2 size)

**hp** 290 (20d10+180)

**Fort** +21, **Ref** +20, **Will** +13

**DR** 15/good and slashing; **Immune** disease, exhaustion, fatigue, fire, poison; **Resist** acid 10, cold 10, electricity 10;

**SR** 29

### OFFENSE

**Speed** 40 ft.

**Melee** bite +31 (4d6+19/19-20 plus grab), 2 claws +31 (2d6+13)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (30-ft. cone, 14d6 fire damage, Reflex DC 29 half, usable every 1d4 rounds), devour soul, powerful jaw, swallow whole (3d6+13 bludgeoning plus 4d6 fire plus wasting curse, AC 20, 29 hp), wasting curse

**Spell-Like Abilities** (CL 14th; concentration +23)

Constant—*detect evil*, *detect good*, *detect chaos*, *true seeing*

3/day—quicken *ear-piercing scream*<sup>UM</sup> (DC 20)

1/day—*dominate monster*

### STATISTICS

**Str** 36, **Dex** 22, **Con** 29, **Int** 11, **Wis** 24, **Cha** 29

**Base Atk** +20; **CMB** +35 (+37 bull rush); **CMD** 51 (53 vs. bull rush, 55 vs. trip)

**Feats** Blind-Fight, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Power Attack, Quicken Spell-Like Ability<sup>a</sup> (ear-piercing scream), Staggering Critical

**Skills** Climb +24, Intimidate +30, Knowledge (planes) +20, Knowledge (religion) +20, Perception +30, Sense Motive +30, Stealth +21

**Languages** Celestial, Infernal; telepathy 100 ft.

### ECOLOGY

**Environment** any (Osirion)

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Devour Soul (Su)** If a creature dies while swallowed whole by an ammut, its soul is consumed along with its body. A creature killed in this way cannot be brought back to life via any effect short of *true resurrection*, *miracle*, or *wish*, but even these spells require the caster to succeed at a caster

level check equal to 10 + the targeted creature's Hit Dice.

If this check fails, the caster can't attempt to return the targeted creature to life for the next 24 hours (though the caster can try again after this period).

**Powerful Jaw (Ex)** An ammut's bite attack deals 4d6 points of damage plus one and a half times its Strength bonus. In addition, its reach with this attack is 5 feet further than normal and it gains the grab ability when attacking with its bite.

**Swallow Whole (Ex)** An ammut can swallow creatures size Large or smaller with this special ability, and can only swallow one creature at a time regardless of the creature's size. In addition, creatures swallowed by an ammut are subject to its wasting curse.

**Wasting Curse (Su)** Swallow whole—contact; *save* Will DC 29; *frequency* 1 hour; *effect* 1d4 Cha drain. A creature whose Charisma score is reduced to 0 by this wasting curse dies; its body is destroyed and it is subject to the ammut's devour soul ability as if it had died while within the ammut's gut. The save DC is Charisma-based.

Ammuts are beastly but cunning creatures that consume souls in an attempt to satisfy their insatiable hungers. Few ammut exist, and those that do wander the vast deserts of Osirion preying on the souls of any creature they can catch. These creatures prefer the taste of thoroughly evil souls or those who have experienced full and complex lives. Ammut show disdain for creatures of inferior intelligence, but also tend to leave them alone, as they claim their souls are shallow and flavorless. The rarity of ammut and their nomadic nature makes it difficult to determine how long they live, or even if they age at all. Ammut are approximately 20 feet long and 9 feet tall at the shoulder. Their rounded and muscular hindquarters makes them denser than would be expected for their size, and ammut can weigh up to 10 tons.

## ECOLOGY

Ammut live among the ruins scattered throughout the Osirian deserts, often lairing in abandoned and lost temples of the gods of Ancient Osirion. When outside their lairs, ammut bury themselves in sand to await the arrival of a suitable meal.

An ammut is covered in fur ranging from sandy-colored to dark brown, with shorter fur on its back and legs, and a long mane behind its head that covers its shoulders. Its snout and face are layered in reptilian scales that are usually crusted with sand that has partially fused into glass from the heat of its breath.

Ammut never tire, and once an ammut notices a creature that it considers suitable prey, it's unrelenting—stalking its prey for hundreds of miles if need be before running it down. These terrifying chases generally don't



last long, as the ammut makes use of a high-pitched scream that dazes prey long enough to allow the beast to catch and devour them. If that tactic fails to net the ammut its meal, it can also use its powerful force of will to dominate its prey, using telepathy to convince the victim to approach. Creatures that try to hide from an ammut using illusions soon find those plans foiled, as ammut can see through illusions cast by even the most powerful mages. The only way to truly escape an ammut once it selects you as its quarry is to confront and defeat the beast.

Fire burns within the core of an ammut, and the heat generated by an ammut's inner fires can sometimes fuse the sand it passes through into glassy depressions in the desert floor. The best desert guides can recognize these signs (called "blaze bowls") and avoid areas in which an ammut might be lurking.

## HABITAT & SOCIETY

Ammuts are lone predators, and are so rare their social structures (if any) and method of reproduction are unknown. No live specimen has ever been caught for observation, because the inner fires of the ammut consume the creature's body quickly upon its death, leaving little to be studied besides ash and brittle glass formed from fused sand. Every so often, a peddler in the markets of Eto or Shiman-Sekh will claim to possess a rare piece of an ammut's body (such as one of its teeth or an eye) that they try to sell to foreigners and treasure hunters. Most native Osirians know to ignore such claims, but outsiders may be gullible enough to buy the extremely expensive fakes as souvenirs. One of the few things peddled in these markets that actually has a connection to ammut are pieces of their blaze bowls. Sometimes brave explorers come across one of these glassy depressions, and remain in the area long enough to try to carefully remove the fused sand in one whole piece. More often than not these efforts are fruitless, as the brittle glass often crumbles if mishandled.

Because ammut are so rare, the libraries of Osirion contain records of only two-dozen confirmed sightings, though it's likely that many more encounters ended with no one left to report the event. Osirian scholars have estimated, based more on reports of the telltale blaze bowls than of actual ammut, that there are perhaps twenty to thirty

of the creatures roaming the vast wasteland between the Junira River and the River Sphinx, though a single sighting near the Ruins of Tumen suggests the ammut are not confined between those waterways. No record of a peaceful encounter with an ammut exists, suggesting that they have no interest in anything other than feeding on the souls of those who cross their paths.

The origin of the ammut is shrouded in mystery, though it's thought that they descended from a single creature of their kind that was more powerful than all existing ammut combined. This mythical ammut is sometimes referred to in Ancient Osiriani scrolls where it has the position of judging the souls of the dead—a role already assumed by Pharasma. Because of this conflict, scholars argue about the creatures' true origin.

Though it is generally agreed that ammut migrated to Golarion from another plane long ago, many scholars disagree on the exact planar origin. Some scholars claim that ammut are perhaps descended from a race of devils, while others claim the lineage stems from the divs. The most logical association of a fiendish origin is rooted in daemonkind. That ammut are connected with souls and have the ability to utterly consume them certainly lends to this hypothesis.





# MUMMY'S MASK

## MUMMY LORD

Dirty linen strips swathe this emaciated figure from head to toe, and its stripped headdress marks it as a once-noble being, whose eyes now burn with an unholy light.

### MUMMY LORD

CR 10



XP 9,600

Male human mummy lord cleric of Set 9

LE Medium undead (human)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5

**Aura** great despair (30 ft., DC 19)

#### DEFENSE

**AC** 18, touch 14, flat-footed 15 (+1 deflection, +2 Dex, +1 dodge, +4 natural)

**hp** 107 (9d8+63)

**Fort** +11, **Ref** +7, **Will** +11

**Defensive Abilities** channel resistance +4, undying will;

**DR** 10/—; **Immune** cold, electricity, undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *spear* +12/+7 (1d8+8/x3 plus insidious mummy rot) or slam +11 (1d6+7 plus insidious mummy rot)

**Special Attacks** channel negative energy 8/day (DC 21, 5d6), channel rot, insidious mummy rot (DC 19), sandstorm wrath (DC 19, 6d8 fire and slashing), scythe of evil (4 rounds, 1/day), undead mastery (DC 19)

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

8/day—touch of darkness (4 rounds)

8/day—touch of evil (4 rounds)

**Cleric Spells Prepared** (CL 9th; concentration +14)

5th—*dispel good*<sup>0</sup> (DC 20), *greater contagion*<sup>UM</sup> (DC 21), *slay living* (DC 21)

4th—*divine power*, *poison* (DC 20), *shadow conjuration*<sup>0</sup> (DC 19), *spit venom*<sup>UM</sup> (DC 19)

3rd—*animate dead*, *bestow curse* (DC 19), *deeper darkness*<sup>0</sup>, *magic vestment*, *sands of time*<sup>UM</sup>

2nd—*align weapon*<sup>0</sup> (evil only), *bull's strength*, *desecrate*, *dread bolt*<sup>UM</sup> (DC 17), *hold person* (DC 18), *silence* (DC 17),

1st—*bane* (DC 17), *cause fear* (DC 17), *command* (DC 17), *detect good*, *divine favor*, *protection from good*<sup>0</sup>, *sanctuary* (DC 16)

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

**D** domain spell; **Domains** Darkness, Evil

#### STATISTICS

**Str** 20, **Dex** 14, **Con** —, **Int** 10, **Wis** 20, **Cha** 20

**Base Atk** +6; **CMB** +11; **CMD** 25

**Feats** Blind-Fight, Combat Casting, Dodge, Improved Channel, Lightning Reflexes, Spell Focus (enchantment), Spell Focus (necromancy), Toughness<sup>8</sup>

**Skills** Intimidate +17, Knowledge (religion) +12, Sense

Motive +20, Spellcraft +12, Stealth +17; **Racial Modifiers**

+8 Intimidate, +8 Sense Motive, +8 Stealth

**Languages** Ancient Osiriani, Common

**SQ** eyes of darkness (4 rounds/day)

**Combat Gear** scroll of spiritual weapon, scroll of summon monster III; **Other Gear** +1 spear, headband of inspired wisdom +2, ring of protection +1

#### ECOLOGY

**Environment** any (Osirion)

**Organization** solitary or court (mummy lord and 6–14 standard mummies or mummified creatures)

**Treasure** NPC gear

Mummification is a practice common to many cultures, although the use of magical techniques to imbue the departed with potent, undead vitality is less widespread. On rare occasions, if the deceased was a person of great rank and exceeding malice, he may undergo even more elaborate and expensive rituals granting him greater power in undeath, and he eventually rises from his tomb as a mummy lord. Retaining the powers and abilities he had in life, he becomes a creature consumed by the desire to dominate others and a seething envy for the living that drives him to acts of surpassing cruelty.

## CREATING A MUMMY LORD

“Mummy Lord” is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature) with at least 8 HD. The process of creating a mummy lord requires 50,000 gp worth of rare herbs, oils, and other mummification materials. The mummy lord retains all of the base creature’s statistics and special abilities except as listed below.

**CR:** Same as the base creature +2.

**Alignment:** Any evil.

**Type:** The creature’s type changes to undead. Do not recalculate BAB, saves, or skill ranks.

**Senses:** A mummy lord gains darkvision 60 ft.

**Armor Class:** A mummy lord has either a +1 natural armor bonus for every 2 Hit Dice it possesses or the base creature’s natural armor bonus, whichever is higher.

**Hit Dice:** Change the creature’s racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, mummy lords use their Charisma modifiers to determine bonus hit points.

**Defensive Abilities:** A mummy lord gains channel resistance +4, DR 10/—, immunity to cold and electricity (in addition to those granted by its undead traits), and the following defensive ability.

**Rejuvenation (Su):** One day after a mummy lord is destroyed, the necromantic energies that created the abomination begin to rebuild its body. This process takes 1d10 days, and if the body is destroyed before that time passes, the process starts anew. After this time, the mummy lord awakens fully healed in its tomb. To prevent the mummy lord from returning, its remains must be targeted by *consecrate*, *hallow*, and then



*dispel evil*, cast in consecutive rounds and in that order, before it can be permanently destroyed.

**Attacks:** The mummification process hardens the mummy lord's bones to a stone-like density, granting it a powerful slam attack if the base creature has no other natural attacks. This slam attack deals damage based on the mummy lord's size (*Pathfinder RPG Bestiary* 302), treating the creature as if it were one size category larger. Those hit by a mummy lord's slam attack also run the risk of succumbing to insidious mummy rot (see Special Attacks).

**Special Attacks:** A mummy lord gains the following special attacks. Save DCs are equal to 10 + 1/2 the mummy lord's HD + the mummy lord's Charisma modifier unless otherwise noted.

**Channel Rot (Su):** A mummy lord can deliver its insidious mummy rot through melee weapons as well as through its slam attack and any natural attacks it possesses.

**Great Despair Aura (Su):** All creatures within a 30-foot radius that see a mummy lord must make a successful Will save or be paralyzed with fear for 1d4 rounds, then shaken for the following 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's great despair aura ability for 24 hours. This is a paralysis and mind-affecting fear affect.

**Insidious Mummy Rot (Su):** Curse and disease—slam; save Fort DC 10 + 1/2 HD + Cha modifier; onset 1 minute; frequency 1/day; effect 2d4 Con and 2d4 Cha damage; cure —. Insidious mummy rot is both a curse and disease, and can be cured only by first removing the curse and then curing the disease. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from insidious mummy rot turns to dust and cannot be raised by means other than *resurrection* or greater magic.

**Sandstorm Wrath (Su):** Three times per day as a standard action, a mummy lord can exhale a blast of superheated sand in a 40-foot cone. The blast deals 2d8 points of fire and slashing damage for every 3 Hit Dice a mummy lord possesses. A successful Reflex save halves this damage, and creatures that fail this save are blinded for 2d4 rounds.

**Undead Mastery (Su):** As a standard action, a mummy lord can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the mummy lord's control. An undead with an Intelligence score is allowed an additional save every day to break free of the mummy lord's control; for undead without an Intelligence score, the control is permanent. A creature that succeeds at its Will save cannot be affected again by the same mummy lord's undead mastery for 24 hours. A mummy lord can control 6 Hit Dice of undead creatures

for every Hit Die it has. If the mummy lord exceeds this limit, the excess undead from earlier uses of the ability become uncontrolled, as *animate dead*.

**Ability Scores:** Str +8, Cha +6. As an undead creature, a mummy lord has no Constitution score.

**Skills:** A mummy lord gains a +8 racial bonus to Intimidate, Sense Motive, and Stealth checks. A mummy lord always treats Climb, Disguise, Fly, Intimidate, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, its skills are the same as the base creature.

**Feats:** A mummified creature gains Toughness as a bonus feat.





# MUMMY'S MASK

## NESHMAAL

This semi-transparent mass of convulsively roiling tentacles and whiplike tendrils hovers in the air, giving off an aura of dark, alien menace.

### NESHMAAL

CR 12



XP 19,200

CE Large outsider (extraplanar, incorporeal)

**Init** +11; **Senses** darkvision 60 ft.; Perception +18

**Aura** alien dread (20 ft., DC 23)

#### DEFENSE

**AC** 24, touch 24, flat-footed 16 (+7 deflection, +7 Dex, +1 dodge, -1 size)

**hp** 149 (13d10+78)

**Fort** +14, **Ref** +11, **Will** +12

**Defensive Abilities** incorporeal; **Immune** cold; **Resist**

electricity 10, fire 10; **SR** 23

**Weaknesses** vulnerable to sonic

#### OFFENSE

**Speed** fly 50 ft. (perfect)

**Melee** 3 tendrils +20 (2d8/19-20 plus energy drain)

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

**Special Attacks** energy drain (1 level, DC 23), kiss of the void

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

Constant—*endure elements*

3/day—*confusion* (DC 21), *control summoned creature*<sup>UM</sup> (DC 21)

1/day—*dominate person* (DC 22)

#### STATISTICS

**Str** —, **Dex** 25, **Con** 22, **Int** 9, **Wis** 15, **Cha** 24

**Base Atk** +13; **CMB** +21; **CMD** 39

**Feats** Dodge, Flyby Attack, Hover, Improved Critical (tendrils), Improved Initiative, Iron Will, Weapon Focus (tendrils)

**Skills** Fly +20, Intimidate +20, Knowledge (planes) +10, Perception +18, Sense Motive +10, Stealth +19, Survival +9

**Languages** Aklo; telepathy 20 ft.

**SQ** no breath

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or congregation (3-6)

**Treasure** none

#### SPECIAL ABILITIES

**Aura of Alien Dread (Su)** A neshmaal's presence is deeply disturbing. Any creature that comes within 20 feet of a neshmaal must succeed at a DC 23 Will save or become shaken for 2d4 rounds. If a creature is within the auras of multiple neshmaals, only a single save is required, but the save DC increases by 2 for each additional neshmaal (for example, the presence of two neshmaals increases the usual save DC to 25). Arcane spellcasters are especially vulnerable to this aura. The DC to cast spells defensively within the aura increases by 4, and the neshmaal can make an attack of opportunity against an arcane caster who fails to cast

defensively. This secondary effect occurs even if the arcane caster succeeded at her save against the shaken condition. Once a creature is exposed to a neshmaal's aura, it is immune to this effect for 24 hours. This is a mind-affecting fear effect, and the save DC is Constitution-based.

**Dominate Person (Sp)** A neshmaal can dominate only one target at a time when using its *dominate person* spell-like ability. If a neshmaal uses its *dominate person* spell-like ability on a new target while already dominating another creature, the previous target is immediately released from the neshmaal's control. This occurs whether or not the new attempt is successful.

**Kiss of the Void (Su)** Three times per day, a neshmaal may forgo using energy drain on one of its three tendril attacks in a round and instead imbue the touch with the icy coldness of deep space. This attack deals an additional 6d6 points of cold damage and paralyzes the target for 1d4-1 rounds. A successful DC 23 Fortitude save halves the damage and negates the paralysis. The save DC is Charisma-based.

**Vulnerability to Sonic (Su)** Neshmaals are native to the noiseless void of deep space or their own alien dimension and, as a result, are especially vulnerable to sonic damage. Magical attacks that cause sonic damage bypass the neshmaal's spell resistance, and they take half again as much damage (+50%) on a failed save (normal full damage on a successful save). If a neshmaal fails a saving throw against an effect that deals sonic damage, it has a 25% chance of being stunned for 1 round.

The vast, dark spaces between the stars hold horrors aplenty, skulking in the unholy blackness with their aberrant desires and unspeakable appetites. Some of these beings exist simultaneously in two worlds, half in the emptiness of space and half in some other dimension of which mortals dare not even dream. The neshmaals are such a race, aliens of such inscrutable malice and hunger that even most other denizens of the darkness avoid them. These strange beings view the humanoids populating the universe as either cattle to eat or playthings to manipulate like marionettes.

A neshmaal's body is formed of a tangle of writhing tentacles that is roughly 9 feet across. As they are incorporeal outside of their home dimension, the creatures have no weight.

## ECOLOGY

Neshmaals are incorporeal in the Material Plane. They may be corporeal in their own dimension, but no one has journeyed there and returned to verify this. In the Material Plane, neshmaals spend most of their time in the empty darkness of deep space, where extremes of temperature are commonplace and the varieties of weather found on terrestrial worlds have



no impact on these strange creatures. Due to this exceptional form of adaptation, neshmaals can be found virtually anywhere. Neshmaals have no need to breathe, so they are unaffected by inhaled poisons and can dwell underwater without restriction. Despite their many immunities and resistances, they are especially vulnerable to damage from sonic attacks, perhaps because they are accustomed to the silence of the void. Since outsiders don't normally need to eat, the neshmaals' ravenous hunger for the energy of all living creatures suggests that they manifest in the Material Plane only to gain sustenance. Neshmaals satisfy this hunger by draining the life force from living creatures, though it's assumed they also derive some nourishment from psychic energies from sentient beings as well, fear in particular.

## HABITAT & SOCIETY

Neshmaals, which exist at once on the Material Plane and in a dimension of their own, seem to have no interest in congress with other species, though they speak passable Aklo and possess telepathy. What little information exists about their culture is contradictory, though their endless appetites for raw life force support the theory that they are scavengers created by the Great Old Ones to cleanse worlds of sentience.

Neshmaals are occasionally found in the service of much more powerful otherworldly beings from the Dark Tapestry. Some scholars believe these creatures to be agents of the mysterious Dominion of the Black. This is a reasonable assumption, as they have similar inscrutable methodologies to the creatures that make up the Dominion, and neshmaals have been recorded in texts that deal with various creatures that make up the Dominion of the Black. The role neshmaals might play in that dark hierarchy is unclear.

Humanoid conjurers on the Material Plane have summoned these inscrutable beings to gain knowledge of the inky depths of the universe and beyond, though doing so places the conjurer's sanity in terrible jeopardy. The process is maddening, and the conjurer's safety is not diminished once the neshmaal is called to service. Attempting to obtain the service of a neshmaal is very dangerous, unless such service aligns with the neshmaal's goals, and only the mad can discern the nature of those goals. Neshmaals constantly modify the original agreement, and they often manipulate those they serve. A neshmaal's most common request is a never-ending chain of humanoids for them to drain of their life force.

It's unusual to find more than a few of these otherworldly creatures in one place, making it difficult to calculate their total numbers. Neshmaals employ telepathy to communicate with others of their kind; while doing so, they intertwine their tentacles and tendrils in a manic, lascivious embrace. The book *Secrets of the Dreaming Dark* (which is thankfully rare) provides the ritual to summon neshmaals. The tome also reports that neshmaals are somehow connected to, seeking, or fleeing from something cryptically referred to as the "Black Alluvion Dream." Even occult scholars, astronomers, and other seekers of secrets tend to steer clear of this esoteric and dangerous topic, given that those few who have pursued its study now occupy carefully guarded cells in asylums across the Inner Sea Region.





## SET GUARDIAN

This towering figure's head is completely encased in a shiny black metal helmet that resembles the head of a long-snouted canine. Ruby gems sparkle in its eye sockets.

**SET GUARDIAN**

**CR 13**



**XP 25,600**

N Large construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +3

### DEFENSE

**AC** 29, touch 9, flat-footed 27 (+1 Dex, +19 natural, -1 size)

**hp** 151 (22d10+30)

**Fort** +7, **Ref** +8, **Will** +10



**DR** 15/adamantine; **Immune** construct traits, fire

**Weakness** unholy weaknesses

### OFFENSE

**Speed** 40 ft.

**Melee** 2 slams +30 (2d12+9/18-20)

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

**Special Attacks** elemental conduit (ruby), mighty blows, trumpet of doom

### STATISTICS

**Str** 28, **Dex** 13, **Con** —, **Int** —, **Wis** 17, **Cha** 21

**Base Atk** +22; **CMB** +32; **CMD** 43

**SQ** freeze

### ECOLOGY

**Environment** any (Osirion)

**Organization** solitary or sentinel (2-8)

**Treasure** incidental (2 eye gems worth 2,000 gp each)

### SPECIAL ABILITIES

**Elemental Conduit (Su)** Each Set guardian is immune to a specific energy type, and can absorb damage of this type and then discharge it in an intense burst. When a Set guardian would be damaged by the specified energy type, it is instead unharmed. As a free action on the following round, it discharges this energy in a 20-foot radius dealing half again as much damage (150%) as it would have taken from the effect. This discharge occurs even if the Set guardian was destroyed on the previous round. A successful DC 21 Reflex save halves this damage. The gemstones in the eye sockets of the Set guardian's headpiece determine the energy type.

***Emerald:*** Set guardians with emerald gemstones are immune to and absorb electricity damage.

***Ruby:*** Set guardians with ruby gemstones are immune to and absorb fire damage.

***Sapphire:*** Set guardians with sapphire gemstones are immune to and absorb cold damage.

***Topaz:*** Set guardians with topaz gemstones are immune to and absorb acid damage.

Another Set guardian that has the same energy type keyed to this ability is unharmed by the damage from this burst, but also doesn't absorb the energy. The save DC is Constitution-based.

**Mighty Blows (Ex)** A Set guardian's slam attacks score a critical threat on a natural 18-20, and deal double damage on a critical hit. If both slam attacks successfully hit in a single round, the target is staggered for 1d4+1 rounds unless the target makes a successful DC 21 Fortitude save. The save DC is Constitution-based.

**Trumpet of Doom (Su)** Once every 3 rounds as a free action, a Set guardian can emit a sonic blast from its headpiece that deals 2d8+2 points of damage and stuns all creatures within 20 feet of the construct for a single round. A successful DC 21 Fortitude save halves the damage and negates the stunned condition. Other Set guardians are immune to this effect. This is a sonic effect, and the save DC is Constitution-based.



**Unholy Weaknesses (Ex)** Due to the necromantic techniques used in its creation, certain spells and effects affect a Set guardian differently than they otherwise would. A Set guardian is treated as undead for the purposes of spells or effects that deal more damage to undead, like *searing light*, *sunbeam*, or *sunburst*. A Set guardian in the area of effect of positive energy channeled to damage undead is slowed 1 round for every 3d6 points of damage channeled (minimum 1 round). A *raise dead* spell cast on a Set guardian paralyzes it for 1d4 rounds.

In the days of Ancient Osirion, when temples to the old gods still stood throughout the nation, worshipers of Set protected their places of worship with imposing constructs. To allow the priests of these old gods to devote their time and energy to ecclesiastical duties, Set's clerics designed these foul sentinels to be self-sufficient by using a combination of necromantic techniques and golem crafting.

The clerics and crafters preparing the constructs would begin with the body of an evil desert giant—preferably one who, like them, revered Set. The crafters would then fashion headpieces out of brass, bronze, or iron that were sculpted in the likeness of the god of darkness, deserts, murder, and storms. The headpiece would then be lacquered a glossy black, and set with expensive gemstones indicative of the type of elemental spirit used to animate the construct. After the headpiece was crafted, the preserved desert giant would be decapitated and the headpiece affixed to its shoulders.

The towering constructs stood within the sanctuaries of Set's great temples across the empire, and were often posted at the temple's exterior doors when the faithful were called to worship. The laity always assumed that the constructs were undead servants crowned with metal helms of their god, and the clergy did nothing to disabuse them of this conceit. Indeed, adventurers often make the same mistake. Opponents can use Knowledge (religion) to identify a Set guardian's true nature and learn about the construct's unholy weaknesses.

During the dark decades of Hakotep's reign, the guardians were a common—and for many, terrifying—sight, for the pharaoh used them as tools to threaten and cow the priesthods of cults opposed to his religious reforms favoring Set. Today, these constructs have fallen out of favor in ecclesiastical circles—few of the modern cults employ them, though a couple of the surviving temples formerly dedicated to Set still boast one of these giant wardens. Most encounters with Set guardians today are reported by archaeological parties exploring lost temples or the tombs of long-buried nobles who had some devotion to the god in life. Once frightening attendants in temples across the land, they now wait in darkness for those unwisely disturbing ancient burial sites.

Set guardians stand a towering 18 feet tall and weigh approximately 12,000 pounds.

## CONSTRUCTION

The process begins with the recently deceased body of an evil desert giant. The body must undergo a painstaking embalming process. This preparation keeps the body from rotting and hardens its flesh, making it as tough as stone. During this time, a headpiece made from 1,500 pounds of bronze, brass, or iron must be cast using special, cursed elixirs in the process. The head of the preserved giant must be severed cleanly at the shoulders and the headpiece then bolted on. At this point, two gems (each worth at least 2,000 gp) of the appropriate type are fitted into the headpiece's eye sockets before the construct is animated with an elemental spirit.

### SET GUARDIAN

**CL** 17th; **Price** 184,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *blasphemy*, *geas/quest*, *miracle*; **Skill** Heal DC 20 and Craft (armor) or Craft (blacksmithing) DC 22; **Cost** 90,000 gp.

## ELEVATED SET GUARDIANS

Clerics of Set wishing to create more powerful constructs to guard their temples experimented with many different methods and finally came upon a process that resulted in the creation of an elevated Set guardian. These constructs went through a preservation process that utilized more expensive materials than those of the standard guardian, and were animated with two separate elemental spirits. Such constructs can be identified by two different gems (matching the two spirits that animate them) fitted into their headpieces. An elevated Set guardian can also be animated with two elemental spirits of the same type, though the construct is easily mistaken for a standard Set guardian because its gemstone eyes are the same color.

Elevated Set guardians are at least CR 15, have the advanced creature simple template, and their elemental conduit ability is keyed to two different energy types. Elevated Set guardians imbued with two elemental spirits of the same type discharge double the amount of energy damage they would have taken instead of half again as much.

## CONSTRUCTION

The process of creating an elevated Set guardian is nearly identical to creating a regular Set guardian except for the cost of the required materials. The gemstones fitted into the construct's eye sockets each must be worth at least 5,000 gp.

### ELEVATED SET GUARDIAN

**CL** 18th; **Price** 210,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, *blasphemy*, *geas/quest*, *miracle*; **Skill** Heal DC 26 and Craft (armor) or Craft (blacksmithing) DC 28; **Cost** 110,000 gp.



# MUMMY'S MASK

## SHABTI

Light shimmers across this humanoid figure's bare golden skin, illuminating regal features.

### SHABTI

CR 1/2



XP 200

Shabti oracle 1

LN Medium outsider (native)

**Init** +1; **Senses** darkvision 60 ft.; Perception +3

#### DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 12 (1d8+4)

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

**Defensive Abilities** immune to undeath, resist level drain

#### OFFENSE

**Speed** 30 ft.

**Melee** club +0 (1d6)

**Spell-Like Abilities** (CL 1st; concentration +4)

1/day—*suggestion* (DC 16)

**Oracle Spells Known** (CL 1st;

concentration +4)

1st (4/day)—*command* (DC 14),

*cure light wounds*, *summon*

*monster I*

0 (at will)—*bleed* (DC 13), *create*

*water*, *detect magic*, *ghost sound*,

*mage hand*, *stabilize*

**Mystery** heavens

#### STATISTICS

**Str** 10, **Dex** 12, **Con** 16, **Int** 13, **Wis** 8, **Cha** 17

**Base Atk** +0; **CMB** +0; **CMD** 11

**Feats** Combat Casting

**Skills** Diplomacy +7, Knowledge (religion) +5,

Perception +3, Sense Motive +3,

Spellcraft +5

**Languages** Celestial, Common

**SQ** immortal, oracle's curse (haunted),

past-life knowledge, revelations (coat

of many stars), shattered soul

#### ECOLOGY

**Environment** any

**Organization** solitary or retinue (1

shabti with 2d4 human commoners)

**Treasure** NPC gear (club, *potion of cure*

*moderate wounds*)

#### SPECIAL ABILITIES

**Immortal (Ex)** Shabti do not age

naturally and cannot die of old age.

While some might come into being at

age categories other than adulthood,

they never leave their original age

category. Spells and effects that cause

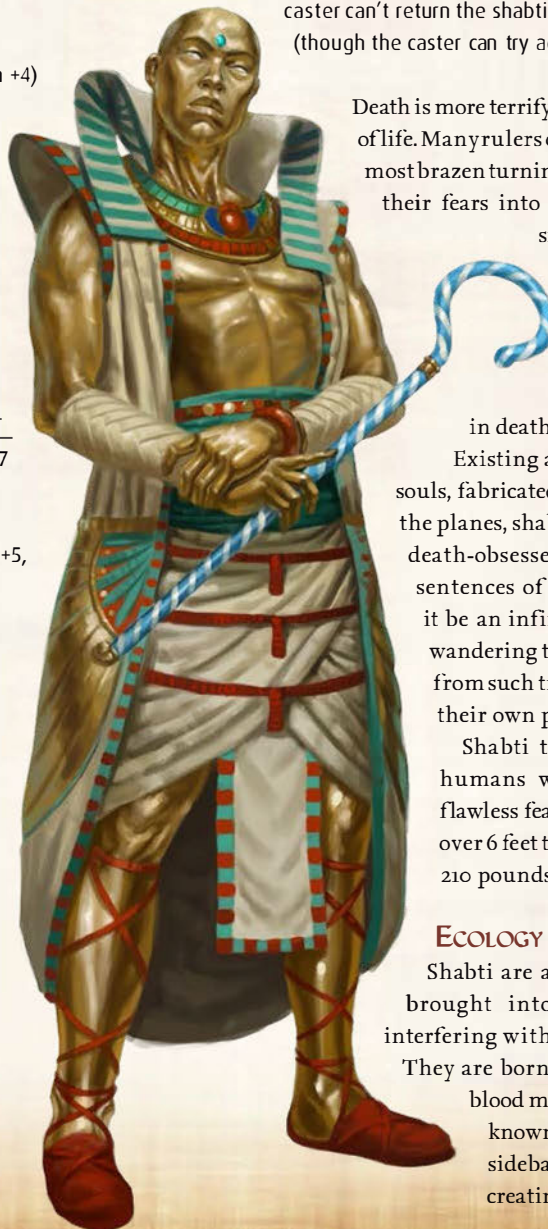
aging affect a shabti as normal.

**Immune to Undeath (Ex)** Shabti can't become undead. Spells and abilities that would transform a shabti into an undead creature have no effect.

**Past-Life Knowledge (Ex)** Shabti remember bits of their past lives. As a result, they treat all Knowledge skills as class skills.

**Resist Level Drain (Ex)** A shabti takes no penalties from energy drain effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a shabti takes are automatically removed without the need for an additional saving throw.

**Shattered Soul (Ex)** Shabti who are killed are exceptionally difficult to return to life. Those who attempt to return a shabti to life using *raise dead*, *resurrection*, or similar spells must succeed at a caster level check equal to 10 + the shabti's Hit Dice. If this check fails, the spell fails and the caster can't return the shabti to life for the next 24 hours (though the caster can try again after this period).



Death is more terrifying for those who have the best of life. Many rulers obsess over their mortality, the most brazen turning to the mystical arts, pouring their fears into splendid vessels, fashioning simulacra of themselves to bear

the scourge of Pharaoh's judgment. In the mortal world, these icons are nothing but gold with a ruler's face and name, but

in death, they are shabti.

Existing as something between mortal souls, fabricated beings, and true children of the planes, shabti are immortal facsimiles of death-obsessed nobles. They serve out the sentences of their mortal twins, whether it be an infinity of torture or an eternity wandering the planes. Most never emerge from such trials, but some manage to find their own paths upon the planes.

Shabti typically look like idealized humans with perfect physiques and flawless features. They usually stand just over 6 feet tall and weigh between 150 and 210 pounds.

## ECOLOGY

Shabti are artificially created creatures, brought into being by mortal magic interfering with the natural course of souls.

They are born when an individual of royal blood makes use of a rare magical item known as a sovereign shabti (see the sidebar on page 91). The methods of creating these soul-guarding relics



number among the deepest secrets of royal dynasties and cultic societies, meaning few mortals have access to such magic. However, groups on countless disparate worlds have discovered various routes to this power. This proliferation, along with the race's immortality, means that while shabti are rare sights in most planar metropolises, they are certainly not total strangers. They're practically unknown on the Material Plane, and are typically mistaken for aasimars or ifrits. Still, traditions and superstitions harkening back to this magic make the placement of mundane versions of these figurines—called *ushabti*—common in Osirian tombs.

Shabti appear when a paranoid noble uses a *sovereign shabti* in an effort to avoid their judgment. They come into being full-grown and possessing glimpses from a life of privilege, yet knowing nothing of the magic that spawned them or the karmic debts they've been burdened with. Some appear on the terrifying thresholds of evil-aligned planes among legions of doomed petitioners. Others might simply wander onto the planes from the mists of the Maelstrom.

Most shabti have golden skin that feels cool but not metallic, which is regularly accented by gemstone veins, nails, or other embellishments. Some have skin tones more similar to jade, ivory, or ebony. Apart from their distinctive colorations, shabti have anatomies similar to humans. However, all shabti are sterile, preventing the race from propagating naturally. As such, childlike shabti are exceedingly rare.

## HABITAT & SOCIETY

Most shabti can be found in the planar metropolis of Axis, though Dis, Heaven's Shore, and the City of Brass also seem to be to many shabti's liking. Even in such places, though, shabti rarely gather in groups larger than two or three. Many seek to distinguish themselves from the magic items that spawned them, adopting self-chosen family names—"Answerers" and "Crowns" being popular among some.

Upon their creation, shabti don't realize they're copies of another being. Each individual initially believes he is a deceased member of royalty, usually taking his rich appearance as a sign of divine favor or spiritual value. Most prove quite indignant, then distraught, in the face of their torture or forced labor. Eventually, they discover their unusual nature. Many deny the notion, choosing to live as if their copied memories were their own. Others face ages of depression, madness, and self-destruction. Some, however, embrace the freedom of a new, rare existence and seek to live up to the splendid forms fate has granted them.

Many shabti learn of their nature from psychopomps. As Pharasma naturally despises such attempts to circumvent the natural cycle, her psychopomps are constantly on the lookout for shabti. When they find shabti, they immediately free them from any punishments, then use the shabti's memories to track down their mortal creators and bring them to justice.

## SOVEREIGN SHABTI

<b>SLOT</b> none	<b>CL</b> 17th	<b>MAJOR</b> 130,000 GP
<b>WEIGHT</b> 1 lb.		

**AURA** strong conjuration

During its creation, a *sovereign shabti* is bound to a single member of royalty who willingly donates 3 drops of her blood and writes her own name upon a strip of parchment. These are placed within a hollow figurine typically made of gold, jade, or gemstone that, when completed, has hardness 5 and 5 hit points.

If the *sovereign shabti* still exists when the bound individual dies, its magic takes effect. The figurine's power speeds the spirit along the River of Souls, assuring it safely reaches the Boneyard. The soul is judged 2d12 hours after dying, at which point the figurine expels its power to create a new being, a living 1st-level shabti duplicate of the bound individual. If the soul was condemned to torment or labor, the shabti goes in its place—the bound individual's spirit traveling to some favorable corner of a plane matching her alignment. If the soul was to be rewarded, the shabti appears on to the fringes of Axis. Once the shabti has been created, the bound individual cannot be returned to life by any means short of divine intervention. The *sovereign shabti*—which does not travel with the bound soul—crumbles as soon as it creates a shabti.

<b>CONSTRUCTION REQUIREMENTS</b>	65,000 GP
----------------------------------	-----------

Craft Wondrous Item, *trap the soul*, *true resurrection*, 3 drops of royal blood, a royal name



## SHABTI CHARACTERS (13 RP)

Liberated shabti often explore the planes, seeking to replace their false memories with unique experiences. Shabti are defined by their class levels—they do not possess racial Hit Dice. All shabti have the following racial traits.

**+2 Constitution, +2 Charisma:** Shabti have powerful bodies and presences to match.

**Native Outsider:** Shabti are outsiders with the native subtype.

**Medium:** Shabti are Medium creatures and receive no bonuses or penalties due to their size.

**Normal Speed:** Shabti have a base speed of 30 feet.

**Darkvision:** Shabti can see in the dark up to 60 feet.

**Immortal (1 RP), Immune to Undeath (1 RP), Past Life Knowledge (2 RP), Resist Level Drain (1 RP), Shattered Soul (–1 RP):** See above.

**Spell-Like Ability (3 RP):** Shabti can use *suggestion* once per day as a spell-like ability, with the caster level equal to the shabti's class level.

**Languages:** Shabti begin play speaking Common. Those with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).



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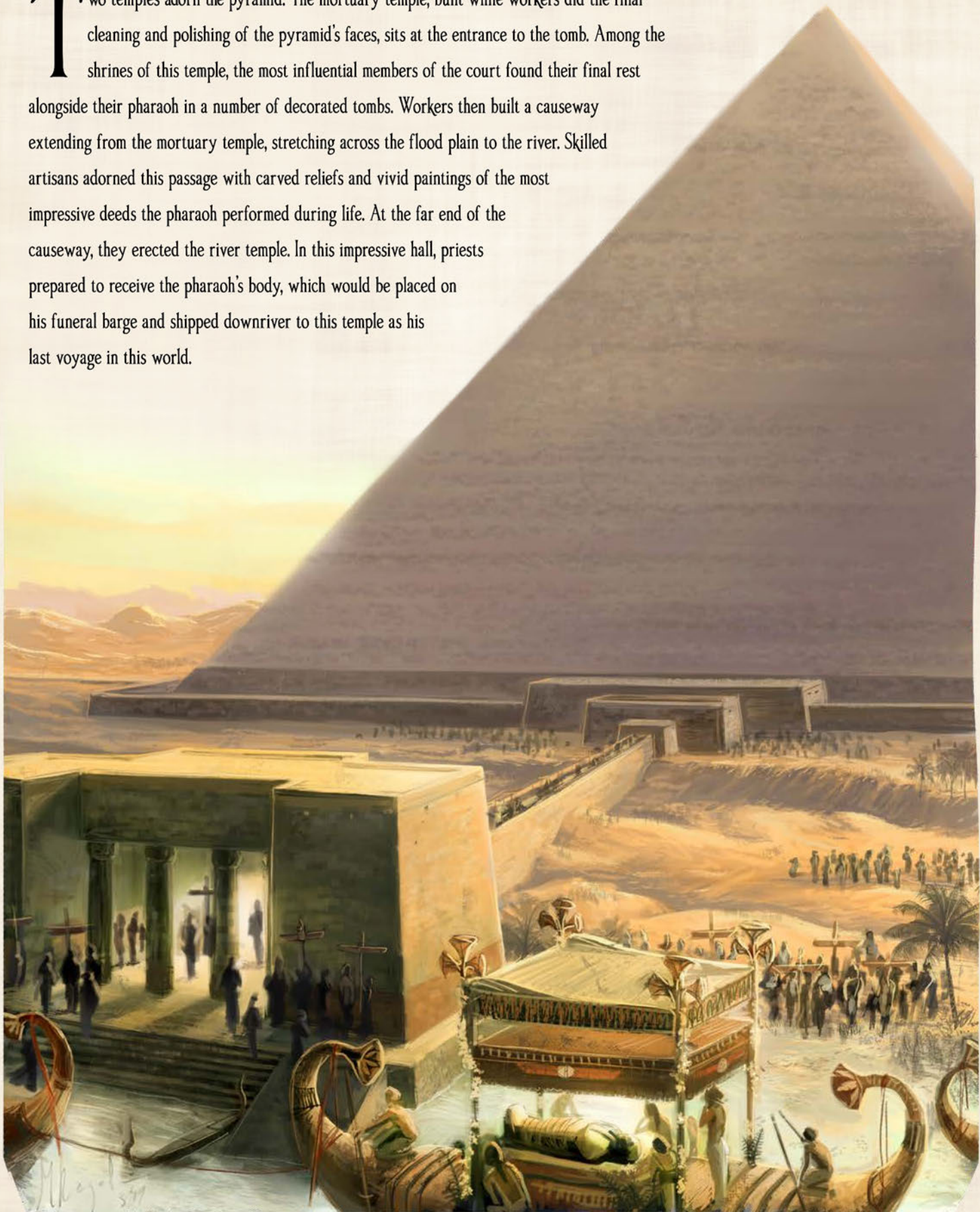
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Two temples adorn the pyramid. The mortuary temple, built while workers did the final cleaning and polishing of the pyramid's faces, sits at the entrance to the tomb. Among the shrines of this temple, the most influential members of the court found their final rest alongside their pharaoh in a number of decorated tombs. Workers then built a causeway extending from the mortuary temple, stretching across the flood plain to the river. Skilled artisans adorned this passage with carved reliefs and vivid paintings of the most impressive deeds the pharaoh performed during life. At the far end of the causeway, they erected the river temple. In this impressive hall, priests prepared to receive the pharaoh's body, which would be placed on his funeral barge and shipped downriver to this temple as his last voyage in this world.





# A PHARAOH RISES!

**H**akotep's flying pyramid has been grounded, but the heroes must enter the ancient tomb to deactivate the fleet of smaller flying pyramids poised to attack cities across Osirion. Deep inside the Pyramid of the Sky Pharaoh, an untouched tomb from the heights of Ancient Osirion, the heroes face undying guardians woken from ageless sleep, culminating in a final battle with the reborn Sky Pharaoh Hakotep himself. Will the heroes defeat Hakotep and reunite the pieces of his sundered soul to send it into the Great Beyond, or will Osirion enter a new age under the rule of a mummified pharaoh from the distant past?

This volume of Pathfinder Adventure Path concludes the Mummy's Mask Adventure Path and includes:

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